Prepare Yourself for Total Meltdown!
“It’s the ultimate game for unleashing all your pent-up aggression.”
— PC Power

“Duke Nukem 3D truly looks like a 3D supermodel of a game: sleek, sexy, and gory with lead-thrashing action.”
— Strategy Plus

“It makes pretty much every PC game we’ve ever seen - Doom included - look slightly dull. Honestly!”
— PC Gamer

“The Build engine’s flexibility means that pretty much anything goes in Duke Nukem 3D.”
— Edge Magazine
Prepare Yourself for the Ultimate 3D Slugfest

Ass-stompin’ aliens have landed, and the humans suddenly find themselves atop the endangered species list. The odds are a million-to-one, but Duke Nukem knows what’s got to be done — KICK ALIEN BUTT!

FANTASTIC 3D REALMS, with stunning, realistic graphics, await you as you thrash aliens through the streets of L.A., out to an orbiting space station, and onto the surface of the moon itself!

INNOVATIVE BUILD 3D™ ENGINE TECHNOLOGY lets you explore an interactive, fully virtual world of towering skyscrapers, deep canyons, and murky bodies of water — complete with sloping surfaces, realistic earthquakes, functional subways, and many never-before-seen special effects.

ARMED TO THE TEETH, you brandish your fully automatic sidearm, rocket launcher, pipebombs, and an assortment of awesome hi-tech weaponry that’ll make your bones rattle and send the alien bastards to a bloody grave.

FULL MOVEMENT CONTROL lets you run, jump, crawl, swim, and jetpack your way through hostile environments as you look up and down from any vantage point to survey the situation around you.

DYNAMIC COMM-BAT™ SYSTEM lets you duke it out one-on-one via modem, and enables up to 8-player battlefests over your network. Also, send prerecorded taunts to your human opponents via Duke’s unique REMOTE RIDICULE SYSTEM™.

TOTAL IMMERSIVE ENTERTAINMENT is guaranteed by state-of-the-art 3D graphics (including optional SVGA hi-res modes) and hot 3D sound FX and stereo music.

In Duke Nukem 3D, you can’t avoid steppin’ in the blood.*

*Just don’t drop your gloves!

Developed by 3D Realms Entertainment. Distributed by FormGen, Incorporated.
All rights reserved. All trademarks are the property of their respective owners.
Duke Nukem 3D

For more details, make tracks to your local software retailer.

www.3drealms.com
CIS (Keyword REALMS)
Software Creations BBS (508) 368-7036

Circle Reader Service #70
- THE MOST IMMERSIVE CONSUMER VIRTUAL REALITY SYSTEM
- SUPPORTED BY MORE GAMES THAN ANY OTHER VR PRODUCT
- HANDHELD CYBERPUCK™ CONTROLLER
- VIP™ CARD SUPPORTS UP TO 125 PERIPHERALS
- PATENTED QUICK-RESPONSE HEAD TRACKING

VFX 1
H.E.A.D.G.E.A.R.

- COMFORTABLE ERGONOMIC DESIGN
- HIGH-FIDELITY STEREO HEADPHONES
- BUILT-IN MICROPHONE
- ONE YEAR WARRANTY
- WINDOWS® 95 COMPATIBLE

For IBM PC compatibles.
phone (716) 427-8595
fax (716) 292-6353
America Online®. Keyword: FORTE or VFX 1
CompuServe®. GO FORTE
Internet: SALES@FORTECH.COM
The Forte VFX1 HEADGEAR™
Virtual Reality System
makes computer games like Dark Forces™ incredibly realistic.

The Forte VFX1 HEADGEAR™
VIRTUAL REALITY SYSTEM
HAS A FLIP-UP
SMARTVISOR™ FOR WHEN
THINGS GET TOO INTENSE.

IF ONLY LIFE HAD THIS
FEATURE.

Which is why we gave it a SmartVisor that flips up to get you
back to reality fast -- for those times you don't feel like getting
blown away by Imperial laser fire -- in stunning, hi-res 3-D.
Witness for yourself why PC Magazine called the Forte VFX1 HEADGEAR
"the coolest peripheral you can buy for your PC."

Try it out at any Incredible Universe store.
Or call for the retailer nearest you.
A veteran astronaut.
An adventurous reporter.
A distinguished scientist.
A mysterious asteroid.
On the surface,
nothing is what it seems.

The Dig

The greatest mystery of all awaits.

LucasArts Entertainment Company presents The Dig - A Deep Space Adventure by Sean Clark
For PC and Macintosh CD-ROM • Nearly 200 Locations and Hundreds of Puzzles
With Robert Patrick of T2 as the Voice of Boston Low • Dialogue by Sci-Fi Author Orson Scott Card
Special Effects by Industrial Light & Magic • Windows 95 Compatible • Novel Available from Warner Books
Soundtrack and Demo on Angel Records • Strategy Guide Available from Infotainment World

Check out the Dig Interactive Demo in select magazines and retail outlets or visit the Dig homepage at http://www.lucasarts.com
50 Cover Story: 1996 Flight Sims Aim High

From the earliest biplanes to the latest high-tech modern jets, the newest flight sims are all jockeying for air time. Denny Atkin hops in the virtual CGW stealth fighter to return with classified shots and information for your eyes only.

62 Cover Story: Mil Mi-24 Hind

The AH-64 Apache may epitomize agility and electronics, but its Soviet counterpart uses brute force. Take this test flight with Interactive Magic's new missile-heavy helicopter sim and see how they fly behind what's left of the Iron Curtain.

66 CivNet

Sid Meier's classic Civilization goes multiplayer, and the CGW editors vie for world domination—only for research purposes, you understand.
**TECHNOLOGY**
71 Loyd Case
Plug & Play problems
76 Speaker Survey: What's best for gaming?

84 NEC 4x4
CD-ROM Drive
by Dave Salvator
133 Thrusty Pro Play
by Denny Atkin Sr.

**ADVENTURE/ ROLE-PLAYING**
97 Scorpia
Shannara
102 Scorpia's Mail
Gabriel Knight 2 hints
110 The Pandora
Directive
by Denny Atkin
114 Druid
by Petra Schunk
118 I Have No Mouth and I
Must Scream
by Allen Greenberg
128 The 11th Hour
by Arinn Dembo
130 Congo
by Charles Ardai

**SPORTS**
171 George Jones
NBA Live 96
176 Front Page Sports
Football 96
by Dennis McCauley

180 Unnecessary
Roughness 96
by Jim Gindin
188 Pool Champion
by Scott May

**SIMULATION**
192 Denny Atkin
Netting A Kill
196 SU-27 Strategy
by Robin C. Him

**STRATEGY/WARGAMES**
203 Alan Emrich
Farewell to Arms
206 Warcraft II
by Martin Cirulis
210 Allied General
by Tim Carter
by Peter Olauson
211 Battleground:
Gettysburg
by Patrick Miller
218 Warhammer
by Tim Carter
222 Battles in Time
by Bob Proctor
214 Great Naval Battles 4

**DEPARTMENTS**
14 Just The FAQs
Answers to frequently asked questions
20 Johnny Wilson
How healthy is the software gaming industry?
26 Letters
The readers speak out
32 Read.Me
Computer gaming news
44 Game Track
A look at what's cool coming your way
256 Hall of Fame
Great games of all time
258 Patches
A list of game files to kill bugs dead
262 Top 100 Games
Readers rate the top games
264 Martin Cirulis
What's the deal with reviewing?
WIN ONE MILLION DOLLARS!

Look for Treasure Quest at your favorite computer software retailer March 22, 1996, 12:14 a.m.

http://www.treasurequest.com
ION DOLLARS!
USE YOUR BRAIN... OR LOSE YOUR MIND!

BURN:CYCLE
CD-ROM ACTION ADVENTURE GAME

The original cinematic action adventure game, where engrossing gameplay meets Blade Runner-style action.

Plunge into this surrealistic 3D world where dozens of characters propel you through mind-expanding challenges, to one shocking conclusion!

For Macintosh and PC Windows®

http://www.burncycle.com
Let The Games

**WIZARDRY GOLD**
The upgraded and enhanced version of the best role-playing game of all time. Now available for the MAC, Win 95 & Windows 3.1. New SVGA graphics, interface & sound track. Yes! you can import your existing parties.

**SHADOWS OVER RIVA**
The sequel to the 1994 Role-Playing Game of the Year. Featured on the cover of PC Gamer Magazine, Shadows Over Riva will be the most anticipated adventure / RPG game of 1996 and an instant hit!

**DEADLY GAMES**
Experience the intense challenge of single and multiplayer tactical strategic combat. Upholding the standard set in Jagged Alliance, Deadly Games takes it to a new dimension. With Single Scenarios and Campaigns, new weapons, new mercenaries, enhanced interactions, Scenario Editors, plus more...

**NEMESIS**
An enormous undertaking in game development. Exploration, combat, cinematic sequences and puzzles unlike anything you've encountered. Sirtech pulls out all the stops on Nemesis.

World Class Entertainment from

SIRTECH
Begin...

FREE POSTER!

Pick up your free USA Bobsled poster when you pre-order Wizardry Gold at Electronics Boutique, Baggages, Software Etc. and other participating retailers during the month of February, or mail in your proof of purchase dated January 1, 1996 or later for DRUID-Demons of the Mind or Wizardry Gold. Offer valid while supplies last or through April 30, 1996.
These are answers to some of the most frequently asked questions from our readers. We offer this as a service so that you won’t keep sending us nasty email asking how to get the CD-ROM. But we won’t hold our breath, either...

What’s On The CD-ROM?
A typical demo disk displays a series of mundane point-and-click, wait-and-watch exercises. Our CD-ROM has things to Do and Use. You can try out games, play scenarios, update patches to fix games you already own, and print out original 256-color comics in full-size artist’s panels. This is the definition of INTERACTIVE.

This Month’s Hot Picks and Features...
This month, we’ve coordinated the contents of the CD with the magazine. Once you’ve read the flight-sim round-up feature and gathered some useful tips, you can download the Su-27 Flanker scenario and watch how our expert flies the mission. (Remember, you’ll need a commercial copy of Su-27 in order to use the scenario and view the mission.) If you don’t have Su-27, you can still practice take-offs and landings in FormGen’s entry-level flight sim, Black Knight. After your warm-up, you can log on to America Online and play Waremos in real-time head-to-head combat with other air warriors—all from the “CG-ROM.” Also on the CG-ROM, you’ll find interactive demos of SSI’s AGE OF RIFLES, FRONT PAGE SPORTS FOOTBALL, 96 by Sierra On-Line, and Maxis’ FULL-TILT PINBALL. As usual, we’ve also included product demos—some interactive, some merely teasers—from our advertisers.

How Do I Use It?
Our CD is Windows 3.1 and Windows 95 compatible. If you have Windows 95, installation is a breeze—our CD is Autoplay enabled. Just “lock ‘n’ load” and it will start automatically. Otherwise, boot your computer in Windows 3.1, pop the CD into your drive, select RUN from the Program Manager’s menu and type D:RUNME (where D is the letter of your CD-ROM drive) to run it straight from the CD. To create a Computer Gaming World program group on your Windows desktop, type D:INSTALL. If you’ve installed one of our CDs in the past, the new installation will use the previous icon group. After installation, navigate by pointing and clicking just as you would in any other Windows program.

How Do I Get The Patch Files?
Click on PATCHES from the MAIN MENU, then read the text window for instructions on copying the files to your hard drive. Follow the instructions for any files on the CD and you’re set.

How Do I Get The CD-ROM?
Newspapers now come in two flavors: with or without the CD. Both versions are clearly marked. If you can’t find the version you want in the store you frequent, encourage your retailer to carry it (or subscribe to ensure you receive your copy every month). To subscribe, call 800-827-4450 (or 212-503-5008), and specify that you want the CD-ROM version. To order back issues, call 303-666-7000.

How Do I Get The Demo Files?
To access the featured demos, click on EDITORS’ HOT DEMO PICKS, then click on the title you want to see and follow the instructions. To get product demos, click on PRODUCT DEMOS and go to either Action/Adventure to view TREASURE QUEST, 11TH HOUR: THE SEQUEL, FULL-TILT PINBALL, and CYBERIA 2: Strategy/Simulation to preview SIMSIE, SPACE-BUCKS, JET FIGHTER III, and HOLE CLASSIC GAMES, HARDBALL 5, and NCAA CHAMPIONSHIP BASKETBALL.

How Do I Get The Scenario?
To copy the Su-27 FLANKER scenario, click on its icon in the CGW Extra main screen and follow the instructions. Remember, you must have a copy of the game in order to employ the scenario.
SPEED IS OUR SPORT

Speed. The ultimate power. The lifeforce of a HyperBlader. It powers the ultimate athlete. Drives the disciple of fury. And propels the pursuer of danger. HyperBlade is more than just a sport. It is the evolution of speed.

Developed by Wizbang!® Software Productions, Inc.

The Drome Opens Spring '96

ACTIVISION
Howard Do We Classify Games?

Action/Arcade (AC): The emphasis is on hand-eye coordination and reflexes, usually emphasizing fast play over story or strategy.

Adventure (AD): Games wherein you control an alter ego and move through a storyline or sequence of events, where puzzle-solving takes precedence over conversation and combat.

Classics/Puzzles (CP): Classics are old stand-bys and parlor games that appeal to many different types of gamer. Examples include: Backgammon, bridge, chess, Monopoly, parcheesi, Risk, and Solitaire. Puzzle games are computer games which emphasize spatial relationships, word games and/or problem-solving without requiring gamers to follow a storyline. Examples would be: Shanghai, Tennis and Zic-Zac.

Role-Playing (RP): RPGs are a subset of adventure games, but stress character development, often through improving stats or other attributes. Conversations with non-player characters (NPCs) and tactical combat are generally more important than in Adventure games. Finally, the game world tends to be large, and the plot less linear, often with some queststreets outside the main storyline.

Simulations (SI): Highly realistic games from a first-person perspective: you may drive a realistically simulated race car, fly a military aircraft with a meticulous physics model, or swoop through a detailed sci-fi environment. Usually polygon-filled technology is used to build the simulated world on the fly.

Sports (SP): The sports game category is a broad genre which includes action (NBA Live) and strategy games (Front Page Sports, Football Pro) based on sports.

Strategy (ST): Problem-solving, short-, and long-range planning are the keys here. These games almost always emphasize resource and risk management. This genre includes conflict-based sci-fi and fantasy games (X-COM, Command, MOO), as well as "pure" strategy games and "software toys" such as SimCity.

Wargames (WG): A subset of strategy games, these recreate historical conflicts from a command perspective. They may be tactical, operational, or strategic, and stress anything from logistics and firepower to morale and leadership. They may be simple (Panzer General, Empire II) to incredibly detailed and complex (Pacific War).

What Is Your Reviews Policy?

1) We only review from the final copy of the game. Though it has become popular among PC gaming magazines to review from beta copies, we feel that the reader is best served by having the reviewer look at the same copy of a game that the readers will find on the shelves. While we recognize that this causes some delay in coverage, we believe the reader is better served by such caution.

2) We expect our reviewers to finish the game. We want our readers to be assured that we do not review based on immediate or early impressions of a game. Our reviewers give a game ample opportunity to show its quality. In some cases, bugs make it impossible to finish a game, but we identify situations where that has occurred.

3) We make every effort to match the reviewer to the game. We take into consideration the preferences, background and possible biases of the reviewer and, where possible, we find people with actual life experience or special backgrounds that match a game. We believe this policy enhances both the credibility of the review and the enjoyment of gameplay when the real world and the game world are competently compared.

4) We do not accept free travel from software or hardware companies. We believe such gifts have a tacit assumption of coverage attached to them. We will only cover such events/launches as we believe will benefit our readers.
I'm rebuilding City Hall using the tools in my kitchen.

Rome wasn't built in a day. But my clients think a Aspire. To Do More, building can be. Luckily, my new Acer® Aspire™ helps me do the impossible. If I need to be across town at a planning meeting, Aspire's integrated speakerphone puts me right in the boardroom. But, I can still be at my desk at home, working on a materials budget at the same time. In fact, Aspire is loaded with features that help me get things done. Like the full color, CD-ROM A few more things multimedia presentation that wowed the City I can do with my Aspire: Council, and got me into this mess in the first Do environmental studies. place. Acer must understand I'm busy, because Negotiate the best prices. they simplified setup and preloaded all the soft- Keep up with architectural news. ware. I didn't have much more than the five Search for interior designers. minutes it took to get Aspire up and running. And cruise around the Internet. But now I've got all the time in the world to build my career from the ground up.

Acer & the Acer logo are registered trademarks and Aspire is a trademark of Acer America and Acer Inc. The Intel Inside logo and Pentium are registered trademarks of Intel Corporation, Microsoft, Windows and Windows logo are registered trademarks of Microsoft Corporation. All other brands and/or names are trademarks or registered trademarks of their respective companies. © 1996 Acer America Corporation. All rights reserved. Specifications vary by model and configuration, and are subject to change without notice. Not all models colors available in all retail locations, and some Acer Aspire Desktop models may not contain Intel Pentium processors. Specifications subject to change without notice. See your local retailer for more information and details on Acer's Limited Product Warranty.

For the location of the Acer Aspire dealer nearest you, call 1-800-529-ACER. Or visit us on the World Wide Web at http://www.acer.com/aac/
You’re only doing this for the cause of freedom and justice...

OF COURSE, BURNING THE FLESH OFF THEIR BONES IS A BIG PLUS!

“Crusader: No Remorse plays great and looks even better. It’s our game of the month. Game play — 5 stars.”
— Electronic Entertainment

“The best death scenes ever seen in a game!”
— PC Entertainment

“ORIGIN has created the most graphically stunning game world I’ve seen.”
— Computer Gaming World

“This is, without a doubt, one of the best action-adventure titles of the year! — 93%”
— PC Gamer
If you don’t have a bad attitude, you don’t have a chance!

CRUSADER
NO REMORSE

Available through
ELECTRONIC ARTS® Direct Sales:
1.800.245.4525

http://www.ea.com/origin.html

Get ORIGIN’s Official Guide to Crusader: No Remorse for all the answers and more.

© 1993, ORIGIN Systems, Inc. Crusader: No Remorse is a trademark of ORIGIN Systems, Inc. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts.
Johnny Wilson

Do Nice Guys Always Finish Last?
The Health of the Entertainment Software Industry

As one of the “old guys” in the computer game business, I’ve often asked my perspective on the health of specific companies, the heart of the industry, and my predictions for the future. I figure that’s not bad for someone who predicted some was a pretty little toy that would do slightly better than break-even, and though I loved the original SnCry, felt that the total market for the game had to be less than 10,000 rabid strategy gamers like myself.

Of course, they’re probably thinking of the number of times I got it right. Modesty would preclude a recital of my “bullseye” list and honesty would merely allow that I sit in a privileged position. Anyone who listens and observes from my seat can look smarter than they are. People tell me facts and rumors. Then, my conspiracy buff mind assembles those truths and half-truths into an amazing web of industry intrigue. I bounce the wild stuff off my colleagues and they ask me questions so that I have to defend my assertions. This surgically removes the most improbable material from my deductions and enables us to distill a potent brew that is usually surprisingly close to the truth.

For example, it didn’t take too much evidence to deduce that 1995 was going to be a tough year for Acclaim Entertainment. The console game market was already going soft and the company had just lost its exclusive relationship with Williams, the coin-op company who brought us the original MORTAL KOMBAT and NBA JAM. Add to that the fact that this company had made its bones on side-scrolling, fighting games and platform games on console machines while the market was turning to the personal computer platform to fill in revenue gaps until a next-generation machine became dominant. The future didn’t look bright, even though many financial analysts were still looking at the glory days of MK and saying Acclaim was unstoppable. It shouldn’t be any surprise that Acclaim experienced the price drop over 1995 that is described in this month’s READ ME section. Indeed, it surprises us that it didn’t drop more.

It also didn’t take too much evidence to figure Spectrum HoloByte was going to have a tough year. The venture capitalists who had helped Spectrum remove itself from a messy entanglement with the late Robert Maxwell’s house of cards managed to fill the software maker’s management with a lot of executives who didn’t understand software development. They thought the software industry was the same as the toy industry, forgetting the most vital market statistic—computer gamers are adults, while toys are largely targeted toward a younger market (Nerf weapons and a few other exceptions to the contrary). This inevitably resulted in two costly and fairly predictable results: 1) defective or decimated design teams which led to 2) delayed and poorly received products (need we spell out ACROSS THE RUIN, FALCON 4, MAGIC: THE GATHERING, and TOP GUN?). Their STTNG product has done well, but not enough to stem the tide of quarterly losses. No wonder you’ll see the losses reported in READ ME.

Then, there was Atari—the one-time reigning monarch of the video game market. Without enough Jaguar developers, Atari’s hope for a next-generation machine has not really captured the market. Without that market dominance, the company finds itself falling back on old stand-bys. They have brought back former Tengen (Atari Games) executive Ted Hoff from Fox Interactive to
DON'T GIVE UP THE SHIP!

The world's great Men-of-War sail again ... and you're in command!

Step aboard Avalon Hill's new Wooden Ships & Iron Men and take command of the mightiest American, British, French and Spanish warships deployed during the American Revolution and Napoleonic Eras.

Outmaneuver your opponent and rake him with your long guns and caronades. Then close the range, grapple your ship to the enemy's and capture him by boarding action.

Lead Admiral Nelson's fleet into battle at Trafalgar in his beloved Victory. Take on the Scraps with John Paul Jones' Bonhomme Richard. Choose from 17 historical ship-to-ship and fleet scenarios or Design Your Own! Also included is "The Campaign Game" which tests your mettle and tactical acumen in realistic naval engagements that shaped a glorious new country.

Awash with naval drama and suspense, Wooden Ships & Iron Men can be played solitaire, "hot-seated" with a friend on the same computer, or play via E-mail against an opponent oceans away. And when you take command, just remember... Don't Give Up the Ship!

Wooden Ships & Iron Men (Order No. 4070959) runs on IBM PC CD-ROM and compatible systems and can be sighted at leading computer game stores: Babbage's, Best Buy, CompUSA, Computer City, Egghead, Electronics Boutique, Fry's, Micro Center, Software Etc, Walden's Software, and independent retailers worldwide, or call 1-800-999-3222. Ask for dept. CGW12.

Experience 3-dimensional action.

Check the status of your hull, guns, sails and crew.

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC. 4517 Hill Rd, Baltimore, Md 21214 • 1-800-999-3222 • 410-254-9200

Circle Reader Service #197
create Atari Interactive, a division they hope to build on the back of their classic coin-op and console games. We know there is incremental revenue to be gleaned from these old shovelware packages, but we don't know if there is enough to fund a new division. (Apparently, this assertion was correct, since Hoff had left Atari Interactive by press time and the future of both the division and Atari itself was in doubt.) It's really too bad for Atari that their strategic partner/investor, Time Warner, hasn't started to shift some of their assets to the cable television business. That's a new market where Atari could feasibly have an edge.

The other major disappointment in stock price was Creative Technology, makers of the SoundBlaster sound card. This company has experienced phenomenal growth by way of the sound card revolution, and its product line has become very much a de facto standard. Yet, it was almost inevitable that the sound card market would flatten due to the new company's previous successes in penetrating the market, and that it would go through a period where research and development expenditures would outstrip profit expectations. The company has weathered such a period, and now Creative hopes to duplicate in the 3-D graphic accelerator card market what it accomplished in the sound card market. If so, it could reverse this performance in the next year.

On the up side, no one would have thought it bold to suggest that Broderbund would continue to ride its careful and focused product strategy into a near 30 percent gain in stock price or that Electronic Arts, the market leader in sports games on most platforms and parent of two of the hottest subsidiaries in game publishing (Origin and Bullfrog), would continue its aggressive growth pattern. EA's willingness to shift from platform to platform in order to maximize profit potential and its willingness to undertake promising ventures (like its recent Jenes alliance and anticipated multiplayer web projects) means we'll see EA as a player for a long time.

The biggest surprises were probably Activation and Sierra. Yet, the latter has benefited from shipping some of its main titles which were using up development money; divesting itself of its unprofitable INN game network; and acquiring publishers like Impressions and Papyrus to fill out "holes" in the Sierra product line. Activation has largely turned around because of one big hit, MACHINEMANIA 2. Just shipping this megahit transformed investors into believers who could suddenly see SPIRIT, ZORK NEMESIS and MUPPET TREASURE ISLAND landing Activation into a welcome sea of black ink filled with dollar "wine" waves.

Add to this picture the new emphasis on quality at Mindscape/SSI (now part of foreign-owned Pearson Plc.) and the hypergrowth at Interplay Productions (with its MCA backing). Suddenly, the future looks pretty bright for the computer game business. Note that the Hollywood companies haven't come to dominate the market (or even be very forceful players) and that 1995 was pretty good, indeed, to most of the companies in our business that have been here for 10 years or more. Sometimes, the good guys do win. Personally, I'd like to see revenue outperform stock price in 1996.
Species are disappearing all over the universe.

No one is safe...

You will be next!

By far, the largest, most detailed foes ever seen in a fighting game. Up to 3/4 of the screen's height.

Innovative screen panning, zooming, real-time scaling, shadows, and special F/X.

Interactive, animated, and detailed backgrounds that often hide special dangers.

8 characters, 2 champions, and a nasty surprise.

Special moves, combos, resurrections, & humiliations.

Blood sucking, claw slashing, tail whipping, kerato kicking, fist ramming, body slamming, blood spurting action — need we say more?

"...revolutionary game design, it may indeed knock fighting fans into another universe of apocalyptic action." — Strategy Plus

XENOPHAGE

ALIEN BLOODSPORT

FormGen Incorporated

Published by Apogee Software, Ltd.
Distributed by FormGen

Softeware Creations Web BBS (http://www.swebbs.com)
WWW Site (http://www.apogee1.com)

Circle Reader Service 747
THE CHAOS HAS JUST BEGUN

NEW WORLD COMPUTING, INC.

Check out our hot new Web site at: http://www.nwcomputing.com
2050: The city lies before you ripe for the taking. Your forces are ready to rip through it—killing, intimidating, bribing or extorting anyone who gets in their way. Victory is assured... until this guy shows up.

- Hire and deploy 70 different gangs as you conquer the future
- Multiplayer compatibility for up to 6 players over network and/or modem
- 50 new technologies to research from Kevlar Armor to Plasma Launchers
- A strategic challenge for gamers of all skill levels
- Multiple difficulty settings and scenarios
- Excellent 'High Color' graphics

Available for Windows 95 and Macintosh

©1996 New World Computing, Inc. Chaos Overlords is a trademark of New World Computing, Inc. All rights reserved. IBM screens shown, actual screens may vary. All other trademarks belong to their respective holder(s).

AVAILABLE AT YOUR LOCAL SOFTWARE RETAILER OR ORDER DIRECT FROM NEW WORLD COMPUTING AT 1-800-251-9563 (818-734-7136 OUTSIDE THE U.S.), OR BY MAIL: P.O. BOX 4302 HOLLYWOOD, CA 90078-4302.
LETTER OF THE MONTH

HEROIC OBSERVATIONS

As a subscriber for years (and years), please keep up the good work. Your refusal to sugarcoat game reviews continues to make the statement that you are an editorial publication and not merely an outlet for advertisers.

I wanted to make two unrelated comments. The first is a caveat to prospective purchasers of Creative Labs AWE 32. It is not "backwards" compatible to earlier Sound Blaster soundcards. I have been extremely disappointed at how many of my recent purchases lock up or produce no sound on my new computer. When I called Creative Labs for help, they told me my system was too fast! I learned the same games to a friend who, at my suggestion, purchased the Sound Blaster Pro with his Pentium 133 instead of the SB AWE32 card and the games worked fine. Creative Labs is earning a reputation for letting its users work out their own problems.

The second is on Jason Kapala's review of Heroes of Might & Magic. (This game loaded and ran immediately. Thank you, New World, for writing the AWE 32 into your compatibility list.) The graphics are outstanding and the animation clever and subtle—facial expressions change appropriately during combat.) Jason is right on with his evaluation that the game has reduced replayability and slight shortness in the manual's information. A number of important game aspects must be discovered by the player. His five-star rating was a bit high, but that's what makes the world a different place.

With about 150 hours of playtime on Heroes, I would like to expand on a few aspects. The slow Trolls he mentioned are actually missile units and would never lose to archers on one on one. Dwarves or Ogres would have been a better example than Trolls. Also, castles don't always start with two troop types; sometimes more, sometimes less. Leaders can sometimes be ransomed in battle, so there is a possibility for "quarter."

Gamewise, there are a few small glitches—such as gamemaps with inaccessable resources and one especially frustrating area that permits your group to sneak past the ghosts on the way into a cul-de-sac, but not on the way out. Until one learns to closely scrutinize areas, resources can be obscured by map features. In combat, the icon showing which spell your troop has been hit with can be covered by a nearby companion. However, my biggest complaint with the game is the computer cheats which have rendered most scenarios unplayable (read unplayable). As a calibrator, I completed two Panzer General campaigns with all Major victories except for a Minor victory in the American invasion. So, there's my perspective when I say that Heroes' AI is good. However, not amount of human tacti-cal skill can overcome the suspiciously rapid development of the computer and its ability to crank out high-level troops from new castles. Jason is probably right on with his suggestion that the computer starts with more resources than its opponent—thus giving it the ability to grow quickly. Further, the computer never attempts to pick up an artifact protected by assassins and has an uncanny ability to proceed directly to your strongholds. Other questionable activity has occurred. Consequently, except for the tutorial scenario, only scenarios classified as LARGE offer any reasonable chance of winning.

The campaign feature is an excellent plus. Unfortunately, I am making my last attempt to complete a full campaign this weekend. The last campaign scenario, thus far, has been impossible due to the computer's ability to develop so quickly.

New World has an excellent value game which could be improved with a "Daddy, can I play too?" selection, a random map generator, and (as could any game) improved AI—especially from the strategic standpoint.

R. Jesser
Marietta, GA

BILLIONTHS AND BILLIONTHS OF SECONDS

I'd like to make an emended to the article "Mother, What a Board!" (December, 1995). On p. 393, col. 3, 1st paragraph, he mentioned "8 nanoseconds..." and spelled out "eight millionths of a second..." It should read "billionths of a second because nano is a prefix for 10^-9, or a billionth times a specified time.

Thus, in a nanosecond circuitry, a circuit processes pulses or waveform functions with rise and fall measured in billionths of a second or less.

Gene M. Isaza
Hayward, CA

PROTECTION RACKET

One of the aspects of CGW that I like the most is its honest ratings of games. (Some of the other magazines seem not to want to offend anyone and talk about each new game like it's the "greatest.") I do, however, a problem with your game reviews when you say "Protection: None (CD must be in drive)". To me, this is a contradiction in terms. If the program checks for a specific CD in the drive, then it uses a hard disk protection. This is the same protection as many 1980s games used and that consumers found so annoying.

Kenneth Ballard
Monona, Ca.

As we've noted before, sometimes this is key disk protection and sometimes, it is not. Sometimes, as in the case of GABRIEL KNIGHT 2: THE BEAST WITHIN, the CD must be in the drive because the movie segments
DO YOU HAVE WHAT IT TAKES

TO BE A SUPERHERO?!

If you think you've experienced everything that first-person games have to offer, you haven't tried CyberMage: Darklight Awakening. It's like stepping off the pages of a cyberpunk comic into a fantastic, 3-D world.

CyberMage combines unparalleled visual realism in both VGA and SVGA with more weapons, more super-powers, and more places to explore than any other first-person game.

In the thrilling CyberMage story, you're a novice superhero, the possessor of an alien Darklight Gem implant, trying to master your newfound powers and discover the secrets of your origin while on the run from your nemesis, the evil Darklight adept NeCrom.

You'll have to know friends from foes as you fight your way through labs, cities, battlefields, caves and mystical temples. Each new scene is like a whole new world.

- 26 distinctive creature and character types to encounter
- Drive tanks, pilot air cars, swim dangerous waters, blast off on jump belts or venture on foot
- Take part in epic battles, or slip subtly behind enemy lines
- Discover over 100 unique items, weapons and artifacts
- Compelling story line keeps pace with the action
- Includes the first issue of the CyberMage comic book from the Eden Matrix Press™

Get ORIGIN's Official Guide to CyberMage for all the answers and more.

http://www.ea.com/origin.html

Available through Electronic Arts® 1.800.245.4525
are played off the CD. At other times, the CD must be in the drive because the program looks for the CD as verification. We understand that the letter is meant to be off the CD to your hard drive. Yet, we think we are providing the information you need to avoid such egregious copy protection when we tell you whether it needs the CD to work or not. As we've stated before, it's not a good use of our time to study the directory structure and use all of the multiple installation procedures in a program to determine whether this is copy protection or a utilitarian conservation of hard disk space. We merely observe whether it requires the CD in the drive or it doesn't.

MULTIPLAYER/MULTICOPIES

If you review a game that has multiplayer capability, would you please let us know if a separate copy of the game must be bought for each player to play? COMMAND AND CONQUER, WARCRAFT, and WARCRAFT II was not a problem, as they allowed you to play multiplayer with only one person buying the game. My roommate and I have our computers hooked up null modem and, really like playing multiplayer games, but do not like buying two copies of the same game.

Also, I was thinking of buying a sports game, and cannot decide on whether to get JOHN MADDEN FOOTBALL 96, or NHL 96. I like football and ice hockey equally well. I just want the better sim.

Blake Ringhofer
Pensacola, FL 32514

We sure would and already do. If you look in the Basic Information provided with each review, you'll see a topic called, "Protection." If the product requires you to have multiple copies, as opposed to using the "spanning" technology of WARCRAFT, it will say (as does the information provided with our CVNet review) "one CD required per player". As for which sports game to buy, most of us would opt for NHL '96. It is clearly the winner in the hockey category, while some football fans would argue that FRONT PAGE SPORTS FOOTBALL PRO is still the game of choice.

YOU REALLY LOVE US!

I just wanted to take the time and tell you what an excellent gaming magazine you have! I just recently started a subscription and wanted to let you know I am thoroughly pleased. In the past I have read other computer gaming magazines and none of them come close to the professionalism and the outstanding information your magazine holds. Keep up the good work and thank you for giving me more than my money's worth.

James Cassity
Wilton, DE

NO VGA VAPORWARE

I have just finished reading the article "The Fire Between The Stars" in your Jan. '96 issue. I have to admit it found the article, overall, pretty good with a notable exception. There were several references to VGA Planets 4.0 and "hinting" that it is vaporware and was expected to be out in 1995. If the author had taken the time to check in on Tim Wiseman's BBS, the alt.games.vga-planets user group, and/or the AOL forum area, he would have realized VGAP in 1995 was dedicated to the development of WINPLAN (planets 3.3). A new windows-driven interface, this is an add-on for 4.0. It was also a year that saw the development and release of the NEW 3.2 HOST program for planets that greatly expanded the platform of VGAP.

The expansion has allowed "hooks" in the host program that allow outside programmers to create expansion modules that run within the host, so that people can create new and exciting features to this beloved game. (It has been in your top 10 forever.) With the release of the newest HOST and WINPLAN came the release of some add-on software by Dan & Dave (I am Dave). We added five new modules to VGAP that have proven very popular and have extended the playability and life of VGA Planets a great deal. Working with Tim, I also created a complete user manual. A huge 120-page manual for the game. And a quarterly newsletter dedicated to the VGA Planets. All of which have been well received and have enhanced the game itself and the amount of enjoyment that can be gained from it.

As a contributor to VGA PLANETS 4.0, I can tell you it is well into development now that WINPLAN was put to bed. I have already designed over 15 NEW races to be used in the new 4.0 system. 4.0 is not vaporware. Code is being written and I have written requirement documents for it myself.

Dave Kilingsworth
Durham, CA

Frankly, we have always been supporters of VGA PLANETS. Not only did we commit two strategy articles to it in addition to the review, but those "out of print" articles are now back in print on our web page and on our electronic edition on AT&T's Interchange edition of Computer Gaming World. Unfortunately, not only did we not receive a copy of WINPLAN prior to the article, we still haven't received one. If we had received a copy of WINPLAN, we would have reviewed it. It is something our readers would have wanted to know about. We print your letter to provide information and regret the confusion.

The Credit Department

Thanks to Pascal Ode, Meylan, France, for last month's tip on STEEL PANTHERS (Allen Ernrich, page 208). If you'd like to swap SP tips with Ode, you can contact him by e-mail at 100257.1375@compuserve.com or visit his Web site at http://ourworld.compuserve.com/homepages/P.Ode.

We welcome your gameplay tips, and will credit you with them in the CG Tips section of each column. Please mark your tips "CG Tips" and direct them to one of the addresses below.

You can reach Computer Gaming World by U.S. Mail at:
Computer Gaming World
Letters to the Editor
135 Main St., 14th Floor
San Francisco, CA 94105
To reach us by email, please send to:
767/30.622@compuserve.com or
CGW@aol.com.
A Mysterious Murder.
A Doomed Planet.
An Angry Alien.
Welcome to

STAR TREK
DEEP SPACE NINE
HARBINGER

A powerful plasma storm has rocked Space Station Deep Space Nine™. As a Tirrion envoy for the Federation, you join forces with Sisko, Quark and the Deep Space Nine crew in a fierce struggle to save the Deep Space Nine Space Station. From a startling first-person perspective, you engage in 3-D battles with deadly drones, and solve a Deep Space Nine Space Station murder to prevent an alien race from destroying a Federation-Allied planet.

May the prophets walk with you.

Available for PC and Macintosh® on CD-ROM

To order, visit your nearest retailer or call 1-800-469-2539.
Visit our web site: http://www.viacomnewmedia.com

Call 800-771-3772 for information on game rating.
Every spy has a breaking point.
What's yours?

IN COLLABORATION WITH

WILLIAM COLBY
CIA
FORMER DIRECTOR

OLEG KALUGIN
KGB
FORMER MAJOR GENERAL

As a CIA agent you defy life and death every day. Facing extreme situations like those William Colby (former CIA Director) and Oleg Kalugin (former KGB Major General) experienced in their high-profile careers. It's hard to imagine what the pressure could do to you... But now you don't have to. The moment death stares you in the face, you'll know exactly what kind of agent you really are.

CIA... Russian mafia... or both.

Introducing Spycraft: The Great Game, the first authentic spy thriller on CD-ROM. Featuring actual secrets from the real world of espionage, a true online gaming link and shocking global predicaments from today’s front-page headlines.

THE SPY HUNT IS NOW ON DOS AND WINDOWS® 95 CD-ROM.

SPYCRAFT™
THE GREAT GAME

BEGIN YOUR SPY HUNT AT HTTP://WWW.ACTIVISION.COM.
EXplore, EXpand, EXploit & EXterminate

Consumer Electronics Show Offerings Emphasize "4X" Gaming

Gamers who revel in the traditional four "X"s of gaming should love the upcoming crop of strategy games covering the gamut from the ancients to space conquest. No Wonders of the World, and military units) and Avalon Hill's just-released Advanced Civilization for control of the "ancients" segment to 4X gaming. (For the review on Advanced Civilization, see issue #139, pg. 210).

Interplay's contender in this category doesn't go back so far in time. Conquests of the New World (CNW) will allow gamers to explore random worlds; build 3-D colonies; exploit local economies; and exterminate rival empires in solitaire or multi-player mode.

Mon Rule New World's Chaos Overlords lets gamers become the godfathers and good guys of a dark future.

Deadlock looks like a solid multiplayer gamefest, with elements of SimCity, Utopia, and Metal Lords.

Sierra, using the design team from Caesar II, is developing The Rise and Rule of Ancient Empires. In addition to great graphics, it will have a robust diplomatic elements, cultural distinctions for each civilization, and a fast play rate—games are expected to average around two hours. The Rise and Rule of Ancient Empires is expected to challenge Sid Meier's Civilization II from MicroProse (due out later this year and featuring new technologies, city improvements,

If you take exploitation too far, colonies may revolt against you and become new opponents. See our preview in issue #135, pg. 96.

New World Computing takes a different approach to the 4X concept with a game about gang warfare in a dark near future. Chaos Overlords is a multi-player game that allows you to build up a gang, bribe cops, run contraband and wipe out your enemies with impunity. (For more information, see last month's Hands On, pg. 45.)

Here's a quick look at the hottest products on store shelves, as well as the ones which may not survive through the winter chill.

COMMODORE 64 15 PACK
Take a trip back to the beginning of the computer game heyday with Activision's Commodore 64 15 Pack. If you have goose-bump memories of the words "LOGON PLEASE:" on a Hacker's blue screen, or if you fondly recall achieving that car-clogging zen state in Great America Cross Country Road Race, this 15 game-cphabet for Windows 95 should be right up your alley. The 15 Pack also includes Aardvark, Top Fuel Eliminator, Decathlon and Zone Ranger. Activision's C-64 emulator is spot on, making the walk down memory lane surprisingly enjoyable. Unlike the Atari Action Packs, some of these games (like Hacker) age well.

-G. Jones
Activision (800) 477-3650, Win 95 CD Reader Service 301

TOTAL DISTORTION
Total Distortion's challenging gameplay requires "total immersion" to stay afloat. One part 1st-person adventure game
In the space-conquest arena, Blizzard's Pax Imperia II will allow up to 16 players to compete via IPX or over the Internet using KALI. Pax Imperia II is a real-time space combat game that lets you delegate orders to artificial admirals when you can't oversee everything. It is expected to compete with MicroProse's Master of Orion II (previewed in issue #138, pg. 298).

Accolade's Deadlock posits a planet where multiple races (read players) are engaged in a very high-stakes game. Having previously annihilated a habitable planet in their zeal to develop it, the races agree to accord the current planet to the culture which develops it most efficiently. With military exploits, economic manipulation, double-dealing and fast-moving tactical decisions, gamers will strive to make sure that their race wins the right to colonize the entire planet.—Johnny L. Wilson

### Top 10 Downloads

These are the 10 most downloaded game-related files from the HappyPuppy Web site (HappyPuppy.com). This includes demos versions of games and shareware. Results reflect the first three weeks in January, 1996, and are PC versions only.

<table>
<thead>
<tr>
<th>Title</th>
<th>Description</th>
<th>Publisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>2. Descend 2</td>
<td>Free-Fight Shooter</td>
<td>Interplay</td>
</tr>
<tr>
<td>3. Mortal Kombat</td>
<td>Side-View Martial Arts</td>
<td>GT Interactive</td>
</tr>
<tr>
<td>4. Dog's Shareware</td>
<td>Cybernetic Toy</td>
<td>Virgin</td>
</tr>
<tr>
<td>5. Thor's Hammer</td>
<td>3-D Graphical Adventure</td>
<td>MVP</td>
</tr>
<tr>
<td>6. Need for Speed</td>
<td>Arcade Racing</td>
<td>EA</td>
</tr>
<tr>
<td>7. Hexen</td>
<td>3-D Corridor Shooter</td>
<td>id Software</td>
</tr>
<tr>
<td>8. Apocalypse</td>
<td>Battle-Helicopter Simulation</td>
<td>3-Magic</td>
</tr>
<tr>
<td>9. Ice and Fire</td>
<td>Win 95 Action/Adventure</td>
<td>Zombie</td>
</tr>
<tr>
<td>10. Indy Car Racing 2</td>
<td>Auto Racing Simulation</td>
<td>Papyrus</td>
</tr>
</tbody>
</table>

**EIGER LABS, HEADON D5VD**

Tired of playing computer opponents? Want to simultaneously thrash and taunt your human opponent without twisting your neck to hold the phone? Eiger Labs has just the ticket, a dual speech and data modem designed for gamers called the HeadOn D5VD. Eiger says the HeadOn is compatible with several dozen game titles, including Doom II, Heretic, Descent, and One Must Fall, to name a few.

In D5VD mode, the modem runs at 14.4 Kbps, splitting bandwidth approximately in half for voice and data. The HeadOn ships with a hands-free headset, leaving you free to hurl insults while wreaking havoc. We're going to dig into this one, and will let you know next issue what we find.—D. Salvatore

Eiger Labs, Inc. (408) 774-3456; IBM PC
Reader Service # 303

**EASTERN MIND: THE LOST SOULS OF TONG NOU**

Eastern Mind is an unsettling and convoluted descent into the mind of artist Osamu Sato. Sato created the island of Tong Nou by combining dark recesses of his own personality with tendrils of eastern philosophy, rendering it all as the contents of his disembodied head. You must retreat your soul from Tong Nou by dying nine times and being reincarna-

---

**PLAYING LATER?**

This month, Warcraft II takes over as most-played game, while the original X-COM returns for its 17th month on the chart. Be sure to send in your feedback card, so we know what games you are losing the most sleep over.

1. Warcraft II (Blizzard)
2. Steel Panthers (SSI)
3. Mechwarrior 2 (Activision)
4. Command & Conquer (Westwood)
5. Crusader: No Remorse (Origin)
6. Heroes of Might and Magic (New World Computing)
7. Stonekeep (Interplay)
8. Panzer General (SSI)
9. Anvil of Dawn (New World)
You just entered and your need for extreme action. The Diamond EDGE 3D comes bundled with killer games and software including Virtua Fighter Remix, Interplay's Descent™: Destination Saturn, and NASCAR Racing. The Diamond EDGE 3D gives you perspective corrected texture-mapped 3D images with the highest frame rates around. Plus a multitude of special effects for a gaming experience so real you'll smell the detonation. With true Plug-and-Play, a 5-year warranty, 24-hour fax-on-demand, and online support services, you'll have a few less things to fear. So, if you're ready for the ultimate challenge contact Diamond at http://www.diamondmm.com today. We'll take you as far as you're willing to go.

24-Hour Fax-On-Demand: 1-800-380-0030 1-800-4-MULTIMEDIA

- Designed for Windows 95
- Real-time 3D graphics with quadratic curved surfaces
- Rendering performance up to 12 million texels/second
- Fast 2D graphics and Windows acceleration
- Digital gameport and 2 Sega Saturn compatible game pad ports
- Full-motion digital video, with software MPEG-1
- Hardware wavetable audio, 32 voices
- Up to 2MB DRAM, up to 4MB VRAM
- Resolutions up to 1600 x 1200
- Supports up to 1 billion colors
- Vertical refresh rates up to 120Hz
- PCI-bus

wavetable audio engine, vicious full-motion digital video, and an advanced digital game port, that will leave you running for cover. Plus, two Sega Saturn controller ports for multiplayer...
hostile territory

domination is

Virtua Fighter Remix

NASCAR Racing

Interplay's Descent™: Destination Saturn

PUSH THE EDGE

SEGA PC

DIAMOND MULTIMEDIA

A passion for performance.
Taking Stock Of 1995
The Winners And Losers Of Interactive Entertainment

With the rapid growth in interactive entertainment, many investors might think that "there's gold in them there games." The truth is, computer game companies are just as likely to post big losses as big earnings, as we discovered from their 1995 financial reports.

It is true that computer software is one of the fastest growing segments of the stock market, and it continues to outperform the market overall. In 1994, the Standard & Poor's 500 index declined 1.5 percent, while the Computer Software & Services Index rose 17.9 percent. Similarly, through October of 1995, the software market saw a 48 percent increase compared to the S&P index which gained only 27 percent. According to PC Data of Reston, VA, computer games account for nearly 22 percent of the total revenue in this market.

With the help of Davis Skaggs Investment Management (San Francisco, CA), we found that nearly all of the major game producers/distributors were either big winners or big losers last year, with the exception of Sanctuary Woods which reported almost "normal" returns (see Johnny Wilson's Editorial, page 20, for related information).

Although it's still operating in the red, Activision logged the biggest turn-around with a 120 percent stock price increase over last year, most of which is attributable to MechWarrior 2's success. Microsoft and Broderbund were the big earnings per share winners, thanks to the diversity of their product lines, brand recognition and "evergreen" product upgrades, which, according to Broderbund's marketing promotions manager, "offsets the hit-driven entertainment market."

So, what is the answer? Well, according to the Standard & Poor's stock reports, "strategic acquisitions will continue to bolster the company's product line and programming capabilities."—Jack Anderson

<table>
<thead>
<tr>
<th>Company</th>
<th>Symbol</th>
<th>$ per share 1995</th>
<th>$ per share 1994</th>
<th>% Change</th>
<th>Earnings per share 1995</th>
<th>Cashflow per share 1995</th>
<th>Earnings per share 1994</th>
<th>Cashflow per share 1994</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activision</td>
<td>ARLM</td>
<td>11.00</td>
<td>11.00</td>
<td>-0.09</td>
<td>0.00</td>
<td>0.00</td>
<td>1.00</td>
<td>0.00</td>
</tr>
<tr>
<td>Activision</td>
<td>ATVI</td>
<td>15.30</td>
<td>15.30</td>
<td>0.01</td>
<td>0.00</td>
<td>0.00</td>
<td>1.00</td>
<td>0.00</td>
</tr>
<tr>
<td>Allorn</td>
<td>AO</td>
<td>1.81</td>
<td>1.81</td>
<td>0.01</td>
<td>0.00</td>
<td>0.00</td>
<td>1.00</td>
<td>0.00</td>
</tr>
<tr>
<td>Broderbund Software</td>
<td>BRDD</td>
<td>48.75</td>
<td>60.75</td>
<td>-20.0%</td>
<td>3.00</td>
<td>3.00</td>
<td>3.00</td>
<td>3.00</td>
</tr>
<tr>
<td>Creative Technology</td>
<td>CRAY</td>
<td>14.25</td>
<td>8.65</td>
<td>66.0%</td>
<td>8.00</td>
<td>8.00</td>
<td>8.00</td>
<td>8.00</td>
</tr>
<tr>
<td>Electronic Arts</td>
<td>ERSI</td>
<td>19.25</td>
<td>16.75</td>
<td>14.5%</td>
<td>1.00</td>
<td>1.00</td>
<td>1.00</td>
<td>1.00</td>
</tr>
<tr>
<td>GameTek</td>
<td>GAME</td>
<td>2.69</td>
<td>1.86</td>
<td>47.0%</td>
<td>0.00</td>
<td>0.00</td>
<td>1.00</td>
<td>0.00</td>
</tr>
<tr>
<td>Microsoft</td>
<td>MSFT</td>
<td>61.15</td>
<td>67.75</td>
<td>-9.9%</td>
<td>2.25</td>
<td>2.25</td>
<td>2.25</td>
<td>2.25</td>
</tr>
<tr>
<td>Sanctuary Woods</td>
<td>SWANS</td>
<td>2.70</td>
<td>2.70</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
<td>1.00</td>
<td>0.00</td>
</tr>
<tr>
<td>Sierra Designs</td>
<td>SRED</td>
<td>17.95</td>
<td>28.75</td>
<td>-39.0%</td>
<td>0.75</td>
<td>0.75</td>
<td>3.00</td>
<td>0.75</td>
</tr>
<tr>
<td>Spectrum Holobyte</td>
<td>SBYB</td>
<td>12.90</td>
<td>6.50</td>
<td>97.5%</td>
<td>0.95</td>
<td>0.95</td>
<td>1.00</td>
<td>0.95</td>
</tr>
</tbody>
</table>

All figures obtained from America Online. 1995 Year-end results not available. Calculated from Operating Cash divided by Average Weighted Shares Outstanding.

ON THE SHELF

GRAND PRIX MANAGER
Interested in the business of Formula 1 racing? Ed Grabowski (designer of An Buxx) lets you hire a crew, seek out sponsors, design a car from the ground up, sign service contracts with parts, fuel, and tire providers, and manage the strategy of competing on a Formula 1 race circuit. The game offers incredible detail for control junkies, but race fans may find themselves a little frustrated by being limited to a blimp's-eye view of extremely small cars while watching/managing each race. The overhead course views are like the diagrams you'd expect to see in Auto Course, the annual for Grand Prix racing. In short, Grand Prix Manager is flawed, but interesting. —J. Wilson

Spectrum Holobyte (510) 522-1164; IBM CD-ROM
Reader Service #305

MECHWARIOR 2: PENTIUM EDITION
The first thing I did with the Win 95 version of
New Golf Games Will Club It Out With Links

Three new golf games are going after a chunk of the golf game market dominated by Access' Links line of computer golf titles. Grolier's new Greg Norman's Ultimate Challenge Golf should be among the most graphically impressive. It incorporates photo-realistic course terrain using Intel's 3DH technology, as well as radar photography for realistic-looking courses. Ultimate Challenge Golf uses the new standard power meter to simulate the on-screen golfer's swing.

Newcomer Headgate, however, takes a different approach. Demonstrated at the recent Consumer Electronics Show in Las Vegas, the new The Golf Club (working title) uses physics-based algorithms to calculate ball bounce, spin and roll. You control a 3-D golfer who twists, swings, hooks and slices according to your mouse movement. As the 3-D golfer moves, you can adjust the smoothness and speed of the swing, as well as the address of the ball, with the smoothness and speed of your mouse. Clicking the mouse determines the timing for actual contact with the ball. Designed and programmed by Vance Cook, designer of Access' World Class Leader Board (Links' ancestor), and one of the project leaders on the Links products, The Golf Club has an entirely different feel than previous golf games.

Interplay Productions takes a third approach with its VR Golf '96. This simulation, appearing first on the Sony PlayStation, then migrating to the PC, will use motion-capture technology to let you control the swings and movement of the on-screen golfers. VR Golf '96 will use the traditional swing-meter metaphor, along with 3-D technology from their VR Sports series that allows you to see multiple views of your shots simultaneously via a split-screen. This requires true 3-D scenery throughout, so the team abandoned photographic matte techniques and customary two-and-a-half dimensional art tricks in favor of a full 360-degree virtual environment.

Different tastes will dictate whether gamers will opt for the faster playing speed expected from the VR Golf '96 approach or the more satisfying interface metaphor for The Golf Club. One factor which seems certain is that the appearance of these new cutting-edge golf simulations should provide new incentive for Access to finish their next-generation Links product. — J. Wilson

Headgate's The Golf Club uses a full 3-D model of the golfer, and his swing is controlled by your mouse, offering a new feel to computer golf games.

Something Wicked This Way Comes

There's a new system in town from Zephyr Computer that may be in your future. It's a Pentium 166 MHz rig completely tricked out for gaming. It ships with a Sound Blaster 16 sound card, Sony speakers (yes, and a sub-woofer too), a Logitech Wingman Extreme joystick, and your choice of 17-inch monitors. We only had time to give it a quick look, but its CPU performance is about 11 percent faster than a Gateway 2000 P5-133 in WinBench CPUmark tests. In the April issue we'll put it through its paces and tell you what we find. — Dave Salvatore

Zephyr: 800-448-8806

MechWarrior 2 was set up a Trial of Grief. Then I noticed 1024x768 mode wasn't available. My Pentium lives, breathes, and dreams 1024x768, so I was left with an ugly little box in the middle of my screen. Then came the frequent popping-up of annoying dialog boxes, explaining how to adjust options and giving me useless bits of clan lore. After running this gauntlet of annoyance, I entered battle. There I was, running full speed, torso twisted, about to bite into a tasty piece of Summernack back armor, when everything froze. I waited. I pounded the controls. Nothing. I attempted to task switch. That was when I realized that not only had the universe frozen, but Win 95 had decided to join it.

And to think, I almost gave away my DOS version. — Greg Fortune

Activision (800) 477-3650, Win 95 CD Reader Service #306

HYPER 3-D PINBALL

This new pinball title is a flash from the past so realistic, you'll be tempted to push the keyboard and nudge your monitor. Virgin does an excellent job of capturing the excitement and intensity of the pinball arcade games of yore. There are six tables in all, each with its own character, music and surprises.

Hyper 3-D Pinball mastery requires deft hand-eye coordination. You control the game with the right and left shift buttons on the keyboard, which mimic the feel of the old pinball machine flippers. Keyboard controls even allow you to virtually nudge the table left, right and bump it forward to keep your ball in play—but be careful, it still hits! — J. Anderson

Virgin Interactive, 800 874-4607, PC CD-ROM Reader service #307

MARCH 1996
CG
Introducing Descent II.

10 new weapons, 30 new levels.

Toggle floodlights, afterburner speed doubler.

Twice the 360-degree insanity.

You're going down.

Again.

30 new mind-twisting levels • 10 new destructive weapons systems including the fully automatic Gauss Cannon • Pure 360-degree 3D madness!

New "guidebot" ally leads you through levels. • Toggle beam floodlights that turn on and off. • Afterburner that doubles your speed.
Download the demo now!

Download the 3-level demo at http://www.interplay.com

©1996 Parallax Software. All rights reserved. Descent and the Descent logo are trademarks of Interplay Productions. All rights reserved.
TERROR
T.R.A.X.: TRACK OF THE VAMPIRE
You would expect something better from a part owner of TSR and the heir to one of the greatest science fiction characters of all time (Buck Rogers). This digital equivalent of a "Choose Your Own Adventure" book has a maximum of two choices every few minutes. You don't maneuver your on-screen character; you don't decide what to search; and you don't decide what dialogue to use. You simply sit back to watch bad acting and poor cinematography until you get to an intervention point where you can do "A" or "B." The set-up is pretty clear. The player commands a top-secret rescue squad dealing with the supernatural, but the execution is so poor that it makes TekWar look like a masterpiece. — J. Wilson
3 Prong Plug, (800) 285-4534; IBM CD-ROM
Reader Service #308

TIE FIGHTER COLLECTOR'S CD
Darth Vader has just left the building. This excellent LucasArts collection bundles the original 5-star Tie Fighter space simulation, the Defender of the Empire campaign add-on disk, and an entirely new campaign addition: Enemies of the Empire.

TIE FIGHTER was an excellent space combat game, and the Defender campaign strongly supplemented the title. The CD updates it all with SVGA combat graphics, voice mission briefings and a new spacecraft to fly. The new Enemies of the Empire campaign will provide Tie Fighter veterans with the challenge of a lifetime. If you've never played Tie Fighter, the Tie Collector's CD is a must-buy. If you already own Tie Fighter, the $15 rebate still makes it worthwhile. — E. Chin
LucasArts Entertainment, (800) STARBAR; IBM 486-66 CD
Reader Service #309

THIS MEANS WAR
With an interface similar to Command and Conquer, the real-time action in this wargame will appeal to pyromaniacs who just wanna have fun. You compete with other warlords for domination of post-apocalypse Earth, planning attack and defense strategies while simultaneously building up your infrastructure. Fortunately, it's not all explosions; the challenge of budgeting resources to create a productive base depends on using mineral sources effectively, controlling population size and creating specialists. Also, if you spend too much time looking after the home turf, your soldiers will march Lemmings-like to their destruction. — K. Hunter
MicroProse (410) 771-1151; IBM CD-ROM
Reader Service #310

TOSHIBA 3701
The 3701 proudly continues Toshiba's tradition of shipping high performance, very reliable, but ultimately unexciting CD-ROM drives. The 3701 sorely lacks amenities, with the sole concession to usability being its slightly flimsy, but effective caddless tray. Toshiba touts this as a "6.7x" drive, with a 1 MB per second transfer rate and a 130 millisecond access time. It scored a 690 on the WinBench 98's CD-ROM WinMark, which is 10 percent faster than the competition. Be warned, installa-

GROLIER SCIENCE FICTION MULTIMEDIA ENCYCLOPEDIA
Most reference works on CD are tame, pale copies of their pulp brethren. This, however, is something special. It isn't as fully interactive as you might wish, but it cleverly uses hotlinks, photos and sound bites to place your favorite (and not so favorite) SF authors into perspective. The commentaries, from Peter Nicholls and John Clute, are even-handed, lucid and even entertaining. Every major literary work, from H.G. Wells (and before) to the vicissitudes of SF's New Age movement and beyond, are keenly examined. All in all, Grolier did a nice job balancing respect with valid criticisms of hundreds of science-fiction works, from books to film, TV and even comics. This collection is an indispensable reference for serious SF scholars, die-hard fans, or those who think that all science-fiction begins and ends with Star Wars and Star Trek. — T. Coleman
Grolier Electronic Publishing, (203) 797-3530; IBM CD-ROM
Reader Service #312
They Came.

They Saw.

They Kicked Some Butt.

THE RISE AND RULE OF ANCIENT EMPIRES™

For more information call 1-800-757-7707 or visit our website at http://www.sierra.com
Solving the Mystery means Visiting the Dark Pit of your Soul.

"THE NEW GENRE OF INTERACTIVE HORROR!"
GAME FAN

STARE INTO THE EYES OF MADNESS!

Buried within is a secret to D. Solve the mystery and enter the D sweepstakes at participating retailers. D PC DEMO available at participating retailers.

3-5-96
A full moon rises over L.A. National Hospital.

**D... the Daughter.**

Inside—the father, a doctor gone mad... but why?

**D... Darkness.**

Outside—the daughter... the innocent, the seeker.

**D... Destiny.**

You are about to enter the darkness forever!

**D... Despair.**

With stunning computer rendered 3-D graphics,

**D... Delirium.**

D's descent into the dark pit of your soul is a

**D... Death.**

tour-de-force of terrifying secrets and challenges.

**D... Damnation.**
SIGHTINGS

Here's an early look at the space invaders that will be vying for room on your hard drive. Some of these games are still months away, and they aren't even playable yet, but at least you can see what they look like, and get an idea what their intentions are.

This sequel to Virgin/Westwood Studio's blockbuster Command & Conquer is actually its historical prequel. This is C&C's version of World War II, and if it's what the designers promise, it will be a significant step forward for the C&C line.

In this alternative history, the Nazis never came to power and World War II is a battle between the Allied and Soviet forces. Red Alert also adds some background to the Command & Conquer universe; you'll see how the GDI was formed and witness the first rearing of the NOD Brotherhood's ugly head.

There are so many new features in Red Alert that we only have room for a short list: new units of spies, guard dogs, medic units and lightning-spewing Tesla coils; three "sides" to choose from (Russian, and Northern or Southern Allied commands); complete warfare over land, air, and sea; improved control of troops, such as ordering units to stay in formation; six player multiplayer; double-sized maps; and the promise of enhanced AI. If the designers can deliver, Red Alert could set a new standard for real-time strategy games.

MissionForce: Cyberstorm

MECH WARRIOR and EARLY SIEGE took the giant robots of strategy game lore and moved them into the world of 3-D simulations. Now MissionForce: Cyberstorm from the Dynamix division of Sierra moves them back onto the hex grids. Along with battlefield strategies and weapons upgrades, you'll also have to manage your bio-engineered Herc drivers, keeping them in the action without burning them out. Gamers who loved the classic BattleMech on the Amiga should dig this strategy fest.

Toonstruck

Christopher Loyd's comic exploits combined with hilarious, toon-quality animations and an absolutely bizarre world makes Toonstruck an adventure game unlike any we've seen. Gamers help Drew Blanc (played by Loyd) escape a zany cartoon world of his own making—subconscious thought can really be a pain! The bizarre world is filled with the saccharine-sweet characters he's been forced to draw for 10 years, as well as sick, darker characters that lurk in the corners of his mind. Cartoon fans will see many of their favorite animated characters—from Ren & Stimpy to the old Warner Bros. stars ("Uh, what's up Doc?"). The designers pay homage to virtually everyone on the toon. The all-over-the-board humor is delicious, shifting from the dry to the slapstick to the cruel and sadistic.
These are the games in development we’ve actually spent some time playing. They represent some of the most interesting titles in the Pipeline, and they are complete enough to actually tell how they’re going to play. Most should be released soon.

**Total Mayhem**

Just like the greasy ’70s disco-funk that has returned to the airwaves, computer games from a previous generation are also making a comeback. Domark is following suit with its real-time action strategy title, **Total Mayhem**.

The game’s high-res 3-D graphics and isometric perspective are reminiscent of Crusader: No Remorse. And although the version we saw wasn’t quite as sharp looking as Origin’s breakthrough action game, **Total Mayhem** still looks mighty fine.

The game’s premise: You command an elite squadron of robotic freedom fighters, duking it out with the Interplanetary Resource Control’s 65 different enemy robots over 3-D terrains. Simple!

**Total Mayhem** could be described as a real-time version of X-COM. You maneuver your squadron around the map as an individual or in a group, and supply them with ammunition, med-kits, etc. One thing is certain—the pace of the game will be nothing less than frenetic. At times we wondered if it might be too fast; it was rather discouraging to break our squad apart, only to have the troopers instantly killed simply because we couldn’t instruct them fast enough.

The advantages that this title has over Crusader are that your troopers gain experience through combat, and after each mission you can outfit your team with new weapons, armor and supplies. Another bonus is network play, which, if Domark gets it right, will allow up to eight players to Duke it out over pre-designed multi-player levels.

There will be 20 missions in the game, and a flexible level editor will let you create new missions to your hearts’ content.

What’s old is new again, I guess. I wonder if this means my huge collection of Commodore 64 games will be worth something someday...

—*George Jones*

Domark: (415) 513-8929

PC CD-ROM

---

**Z**

is a real-time strategy game that combines *Command & Conquer*-style warfare with elements of fast action games. You assume the comm, com- flag and the *Command & Conquer* elements. Z also throws in a foul-mouthed, mechanical general who either berates or salutes you after each mission, and a pair of Beavis and Butthead-like delivery boys who ferry your army between scenarios. Humorous, fast-paced and crowded with disembowled body parts and debris, *Z* promises to be a very stressful and challenging strategy title that ups the ante on real-time wargaming.

—*Ellic Chinn*

Virgin Interactive, (800) 874-4607

PC CD-ROM

---

**FANTASY GENERAL**

anzenheads who found **Allied General**

lacking may find **Fantasy General** more to their liking. The wonderfully fantastical campaigns require human-bashing, this time supported by beastly grunts—Orc shock troops, Goblin Light Infantry, Bronzenmen and Werebeasts, to name but a few. Quick play is everything; rarely do you have more than 15 units per side in a battle. The “over-strength” units of PG are gone, but each unit is rated for melee, skirmish, defense, spellcasting,
Qin: Tomb of the Middle Kingdom

Journey to 21st century Xian, the resting place of China's first emperor, Qin Shi Huangdi. Hailed as a tyrant who built an elaborate tomb for himself, guarded by thousands of terra-cotta soldiers and booby-trapped with crossbows and ingenious traps. Inside lies a treasure, hidden and guarded for thousands of years.

In Qin, you stumble onto the entrance of the Emperor's tomb. You must find the treasure within and return to the outside, all amongst the backdrop of civil war. Other forces are also after the treasures of the Qin tomb, and if they find it first an awful fate awaits. But finding the treasure won't be easy. The tomb's traps are still lethal and challenging even after hundreds of years of dormancy.

While recent adventure games have taken a turn toward unnecessary puzzles, the designers of Qin have made a serious attempt to integrate the puzzles into the adventure. But even though they have succeeded in making most puzzles quite challenging, some still seem a bit frivolous. As for accuracy, some puzzles are obviously fictitious—I doubt you'd find puzzles based on Chinese characters in a real tomb, where even the village idiots could figure them out.

On does have beautiful graphics and a decent story line, but movement in the game is far from ideal. In the prerelease version, movement was often stifled and limited to 90-degree turns. Hopefully, the designers will be able to take care of this before the game's release.

On a brighter note, I give Qin high marks for its realism and attention to visual detail. The designers also deserve credit for including ancient Chinese characters, Mandarin voices, a soundtrack of Chinese music, and a detailed encyclopedia of Chinese history and anthropology. —Elliot Chin

Time Warner (212) 522-4643

PC CD-ROM
BANISH YOUR ENEMIES TO THE DEPTHS OF TIME!

KNIGHT'S CHASE

CHALLENGE IT, CONQUER IT, THEN IMMORTALIZE YOURSELF IN IT!

You could be one of the new villains in an iMotion sequel. Enter now for your chance to be in the game! The first 25,000 entered will receive a free demo.

Name
Address
City State ZIP
E-Mail

Mail to: iMotion, 626 Santa Monica Blvd., Box 417, Santa Monica, CA 90401
For more info: 1-800-443-3386 or http://www.imotion.com

Circle Reader Service #103
Abuse yourself...

This side-scrolling action shooter gives you the complete ability to hand out 360° of ABUSE.

You have full freedom to shoot in any direction; full freedom to move in any direction; and full freedom to be attacked from any direction!

360° of movement with all weapons; jump, run, fly or fall through floors that explode beneath you; and beware of monsters attacking out of walls, ceilings and floors.

Prepare to ABUSE or be ABUSED!

... or a friend!

- Four-player network capabilities
- Play in VGA or SVGA
- Choose from 7 different weapons, plus turbo boost and jet-packs
- Destroy walls, ceilings and floors to find secret passages and weapons
- Edit your own levels
The coming year promises the heaviest air action since Operation Desert Storm, but this time most of it will be taking place in virtual airspace. Modern jet simulations are set to rule the skies, with historical sims popping up for occasional border skirmishes. We fired up the radars and sent out recon drones to bring you this intelligence report on incoming aircraft ranging from Apaches to X-planes.
THE F-16S COMETH

The Lockheed F-16 Fighting Falcon has been a favorite choice of sim developers, and for good reason. A superb close-range dogfighter, the F-16 is also an adept strike aircraft, capable of carrying up to 12,000 pounds of air-to-air and air-to-ground weaponry. Likewise, the F-16 is a natural choice for flight sims, since the plane's flexibility lets designers send gamers on a wide variety of missions.

IRAQ-ING UP KILLS

A squadron of F-16 sims is flying onto shelves over the course of this year, aiming to usurp Falcon 3.0's long-standing status as the king of serious flight simulations. First on the block should be Back To Baghdad, from newcomer Military Simulations, Inc. This simulation of a hypothetical Second Gulf War straps you into the cockpit of an F-16C Block 50 and sends you on over 60 missions into Iraq, many of which duplicate missions flown in Operation Desert Storm.

MSI's design specifications indicate that this is one of the most ambitious attempts at exactly duplicating a plane's systems (and its flight environment) yet. The sim is set to model nine modes of the F-16's APG-68 radar system, and you'll need to learn to manage details such as antenna elevation and azimuth to get a lock on the enemy. If you're a real stickler for realism, you can even dig out that old Hercules monochrome video card and monitor from the attic, stick it in your Pentium system, and use the second monitor as a dedicated radar display.

A full 6 DOF (degrees of freedom) flight model is promised, along with detailed terrain based on the same French satellite imagery used by General Schwarzkopf prior to the Gulf War. If the usual load of Mavericks, Sidewinders, AMRAAMS, and iron bombs doesn't seem to be giving Saddam a bad enough day, you can also drop the B-46 tactical nuclear weapon. If the designers live up to most of their stated goals, Back To Baghdad will make Falcon 3.0 look like a novice's sim. If all this wasn't enough, MSI is also promising to release a version with Internet play later in 1996, with support for over 50 players per session.

FRONT LINE FALCON

Next in the pattern is F-16 Fighting Falcon, from the team of Digital Integration and Interactive Magic. This isn't Digital Integration's first try at an F-16 simulation. The company's F-16 Combat Pilot—released over five years ago for the Amiga, Atari ST, and EGA PC—was a standard-setter for its time. F-16 Fighting Falcon is slated to continue that tradition of realism and sophistication. The design document we examined indicated that DI's simulating just about every control in the F-16's cockpit except the air-conditioning knob. If you're not a sim ace yet, don't despair. A free-for-all arcade mode is promised as well.

The product was originally slated for release this spring, but DI decided to put its resources into finishing Hqo first, so look for it this fall. The extra time will be spent revamping the gouraud-shading graphics engine used in Apache and Hqo, adding texture mapping and other enhancements. Resolutions up to 800x600 will be supported, so F-16 Fighting Falcon should look good and feel good.

Mission structure looks similar to that of Apache and Hqo, with training missions, single missions, network play, and a campaign mode. Expect a dramatically enhanced version of the mission planner found in Tornado as well.

VAPOR BIRD

But what of the game that everyone's been waiting for, Spectrum Holobyte's Falcon 4.0? Don't hold your breath on this one, folks. Although Spectrum Holobyte treated the press to a sneak-peek at this sequel to 1991's Falcon 3.0 way back in late 1994, nowadays the company won't say anything about it other than it's expected to ship late this year.

At the preview, we saw preliminary work on a more detailed terrain engine, much-improved aircraft models, and a 3-D base environment that players would work in between missions. However, this was well over a year-and-a-half ago, and most of that development team has moved on to other projects or other companies. With Spectrum's silence on the title and Top Gun still not shipping at press time, we'll be surprised to see Falcon 4.0 this year.

FUTURE FIGHTERS

There are plenty of doomsayers who predict worldwide chaos or even Armageddon in the year 2000. If it doesn't happen, they can at least turn to the proliferation of upcoming sims that simulate major conflicts at the end of the Millennium.
An End To Your Quest For The Best Fantasy Role Playing Game Of The Season.

Hmmn, what shall it be today? Ah yes, let's go with the Crimson Rage Axe and the Bloodhaven Shield. We'll mow those suckers down!

This must be the entrance to the Scar. Let's see what lies beyond that insane cliff...

What a great old water mill! I wonder if it still works...

What kind of name is "fanmyth"? I hope this dude doesn't cast some ugly spell my way.

Finally! The entrance to the fabled Land of Roots.

Right on. I could get cool weaponry, armor, artifacts, spells, or even a signet key to unlock doors out of this deal. Oooh, it's the "Potion of Healing." That could come in handy down the road.
“Mothers hold your children; children hold your tongue. For here you step and to the ... you go.”

What the devil is he talking about? I thought these know-it-all talking ornaments were supposed to give clues, not riddle me to death.

Holy #*$@! It’s the Laughing Skull of Thunderous Might. I’m outta here.

This old geyser is the Land of Root’s caretaker. Tried to frighten me off my quest by warning me about all the nasty things that will happen to me in this dungeon. Not a chance, pops.

Can Fungus Man withstand my Ash and Cinders spell blast? I didn’t think so.

The wind is blowin’ me around like crazy... How do they expect me to get past this spike trap if I can’t even control my movement?

What’s going on here... nobody told me about this. Wait a second, what’s his name was telling the truth. The fate of the whole quest hinges on my next move...

features

- A Vast 3D Rendered Environment
- Hundreds of Weapons, Spells, Artifacts, Objects, and Armor
- Scores of Monsters, Talking NPCs, and Ingenious Puzzles
- Invisible Full-Screen Interface
- Turn Based and Real-Time Combat

Available at your local software retailer or order direct from New World Computing at 1-800-231-8653 (818-591-4136 outside the U.S.), or by mail: P.O. Box 4302, Hollywood, CA 90078-4302.
FLIGHT SIM ROUNDUP

PLANE JANES

ADVANCED TACTICAL FIGHTERS, the first in EA/Origin's new Jane's Combat Simulations line, drops you into three frighteningly viable conflicts. One features the U.S. battling the Egyptian government after an Islamic military takeover, while another has the U.S. defending Belgium and The Netherlands after those countries refuse to join a trade embargo against the French. There's also a Russian scenario, a follow-up to the USNF campaign. This one teams U.S. forces with the Siberian Freedom Party in combat over Vladivostok as it attempts to throttle the hard-line Russian government.

ATF's calling card is its unique cadre of aircraft, all based on data acquired through EA's alliance with Jane's, a publisher respected as the world authority on military information. You'll fly missions in advanced planes like the Lockheed F-117A Nighthawk stealth fighter, the Northrop B-2 Spirit stealth bomber, and the Dassault Rafale. However, ATF doesn't stop with the present. It also presents combat versions of a number of the Grumman X-29 FSW (forward-swept wing) research aircraft and the Rockwell-Messerschmitt X-31 thrust-vectoring test plane. Finally, there's the F-32 Ghost Hawk, based on Lockheed's proposal for the ASTOVL (Advanced Short Take-Off, Vertical Landing) strike fighter competition. These latter aircraft offer performance advantages that change the rules of air-to-air combat. The X-31's thrust vectoring, for example, allows you to point its nose up to 60 degrees off the current direction of travel, so you can keep your opponent in your sights no matter how maneuverable he is.

ATF is based on an updated version of the simulation engine used in U.S. NAVY FIGHTERS and MARINE FIGHTERS, so you can expect similar single-mission and campaign offerings. One enhancement, though, promises to make this a whole new ball game—network support. The version currently in testing supports up to eight network players, as well as modem and direct serial play. (Modern play may be dropped before the product ships.)

HARRIER CARRIER FLYING NIGHTMARES 2 straps you into the cockpits of both AV-8B Harriers, shown here, and AH-1W SuperCobra helicopters.

Perhaps most enticing is the ability to fly any plane in the sim in net mode. These include everything from F-4D Phantom to O-5 Fantan fighters to C-5 transports, a variety of bombers, and the Aurora spy plane. You'll also be able to import planes from USNF and MARINE FIGHTERS. You might pit two players in advanced X-31s against six opponents flying relatively primitive Mirage IIIs, or you can reenact Vietnam by matching four F-4Ds against four MIG-21s.

MISSION CRITICAL

Another turn-of-the-century sim, JetFighter III, looks set to surpass even Ocean's EF2000 in terrain detail and accuracy. At the recent Consumer Electronics Show, Mission Studios dropped me into an ejection seat and let me fly the new hi-res beta version. I was left slack-jawed. The version I previewed for the December, 1995 issue was one of the best-looking VGA sims I'd seen, but the addition of 640x480 SVGA graphics moves JF III to the head of the graphics pack. The terrain accuracy is so good that we were able to look at a real map of Chile and pinpoint our exact location. The hilly terrain should make for some interesting dogfight situations.

After training around San Francisco, you'll sail to Cuba and attempt to stop the Cuban military from assisting Colombian drug cartels. Once you've put a stop to this nefarious alliance, you'll be deployed to Chile, where you're charged with heading off an Argentinean invasion. Ranged from relatively flat land to the towering Andes mountains to the icy Antarctic Peninsula, the Chilean terrain gives many opportunities for Mission to show off its new scenery engine. The virtual cockpit looks much better than the version we examined back in the December issue; SVGA makes a huge difference in instrument readability.

JF III should please all but the most die-hard of sim fans. Other than the use of the land-based F-22 as a carrier plane (a transgression committed by a surprising number of recent simulations), Mission is only sacrificing accuracy in areas where it benefits gameplay. Originally slated for a January release, at press time Mission was shooting for an April ship date.

HARRIER TIMES

Domark is also sending virtual pilots to Cuba—this time to combat an upcoming hard-line Communist resurgence—with Flying Nightmares 2. The new GS6 simulation engine will feature 65,000-color texture-mapped graphics at resolutions up to 1024x768, as well as support for the new 3-D graphics cards.

FN2 is notable as one of the first sims to promise to realistically model both aircraft and helicopters. Pilots will be able to fly both the AV-8B Harrier jump jet and the AH-1W SuperCobra. Domark's Bryan Walker is working with Scott Warren, Chief Flight Test Engineer for the Harrier 2+ project for McDonnell Douglas, to develop the Harrier's flight model. Along with network and head-to-head modem play, there's also a campaign mode where one player can direct ground and air assets using a real-time strategic interface, then

SMOKIN'! A missile launches off in the distance as this JF-F 22 enters real combat.
fly an aircraft in support of these movements.

CLEARED FOR TAKEOFF

There are a number of other sims still in the embryonic stage; we probably won’t see these until 1997. The folks at Looking Glass Technologies are finally granting the wish of all Flight Unlimited fans: armed aircraft. The company’s goal is to build a combat simulation with graphics and flight models as impressive as those in its freshman aerobatic simulation. To this end, they’ve put together a design team that includes, among other pilots, a former F-16 driver who’s flown missions over Bosnia. This sim won’t see the light of day until mid-1997, and at this early stage of development, LGI is interested in finding out what you want to see in it. Pop over to http://www.tglass.com and answer the online survey.

Other projects still in the rumor stage: Reliable sources say the second Jane’s Combat Simulations product of the Andy Hollis team at Origin will be a highly accurate F-22 Lightning II simulation. (Yep, no carrier ops here!) Ocean is currently in the planning stage for the sequel to EF2000, code-named TFX3. Dynamix has had a test-pilot-style jet simulation planned for a while, but that’s been put on the back burner in favor of the company’s Tiger helicopter sim.

HISTORY LESSONS

Simulations seem to come in phases. Modern jets will rule the shelves for a while, then the World War II piston-engined era will resurface. At the moment the historical sim category is in hibernation, at least as far as single-player flying goes. With only a couple of releases in each World War category this year, real sim pilots, who don’t use missiles, won’t be faced with much decision-making stress.

BARON VON SEQUEL

Sierra’s Dynamix division is working on one of the most anticipated sequels in flight simulation history. Red Baron II is the follow-up to Dynamix’s classic 1991 sim, a title so good versions can still be found on store shelves five years later. With such high standards to follow, could Red Baron II possibly live up to its predecessor?

I was able to fly an early version of this biplane sim, and I don’t think this update will disappoint. This Win 95 simulator sports fast graphics, with texture-mapped rolling European landscapes and beautifully camouflaged aircraft. Realistic flight models (as you’d expect when one of the key team members is Gary Scottlemyes, one of the driving forces behind Spectrum Holobyte’s Falcon 3.0) drive the 42 simulated planes, 22 of which are flyable by the player.

A rich combat environment will include other aircraft flying on independent missions, so you may be faced with decisions such as “do I fly the assigned mission, or attack that group of bombers that seems to be heading toward my aerodrome?” Similar to the campaign generator in EF2000, missions are created by a dynamic generator, so you won’t find yourself flying a canned series as you advance your pilot through the ranks. Modern and Network play have been added to this version, and it’s relatively smooth. Dynamix may be able to support up to 16 players. Look for a full-fledged preview in next month’s CG.

Battles Over Britain

MicroProse’s 1943: The European Air War takes the successful 1942: The Pacific Air War engine and reworks it as a simulation of the aerial battles against Nazi forces. Like its predecessor, the year means little: the simulation actually starts with the Battle of Britain and ends in 1945 after VE Day.

Starter Sims

If your prior experiences with flight sims have generally involved smashing into runways and mountains at mach speed, don’t give up. Some new sims are targeted at the casual gamer who just wants to get up into the skies and have some fun experience with flight. If you’ve seen the movie, you have all the preparation you need to play Spectrum Holobyte’s long-delayed Tom Gun: Fire At Will. You’ll take on the role of Maverick in this F-14 Tomcat simulation, which, although simplified, features a realistic, deadly assortment of opponent aircraft. Heavy radio traffic—both from other planes and Goose, your back-seat pilot—will help guide you through your missions. Although instrumentation and radar have been simplified, the flight physics are very good, and you’ll find Tom Gun is a good transition into more realistic simulations.

On the even simpler side is Sierra/Dynamix’s Silent Thunder: A-10 Revenge. This game bridges the gaps between 3-D arcade shooters and more realistic flight sims. Forget the typical tactical situations here—this ain’t the Air Force, this is Hollywood. You’re a mercenary tasked with eliminating Columbian Drug traffickers, aggressive Middle East terrorists, and—get this—North Korean forces who are risking war in an effort to kidnap an international film star. The A-10’s flight model here is extremely simple; you won’t see much difference over the five-year-old original here. The combat universe is small, and the sharp graphics and rock-and-roll soundtrack highlight Silent Thunder’s emphasis on game over simulation.

A-10 Attack Silent Thunder: A-10 Revenge is more about action than accuracy.
You'll be able to fly for the British, American, or German air forces on a variety of missions, including bomber interception, escort, ground support, and fighter sweeps. Twenty different flyable aircraft are included, and MicroProse plans to use feedback from 1942:PAW to provide better gameplay.

The biggest difference here is the addition of a squadron career. You'll be able to choose a starting level, from wingman to group leader, and work your way through the ranks. At each level of command you'll gain more control over the group, eventually being given complete control over pilot roster, aircraft armament, and so on. The gameplay will also change just by the nature of the European air war. Missions are more oriented toward strategic bombing, and bomber escort or attack missions will require new strategies. Also, much of your combat will be over populated—and often hostile—lands, rather than empty ocean. Both head-to-head and cooperative missions are supported using modem or network links.

**DUEL REDUX**

Jaeger Software has started work on **FIGHTER DUEL 2**, an update that addresses many of the complaints about the company's freshman PC product. **FIGHTER DUEL** is superb if you have access to a human opponent, but can quickly fall flat if you're playing alone. FD2 will feature a series of mission scenarios which should keep things interesting during solo play. The combat has moved inland, and you'll now be able to battle over something more interesting than a huge expanse of blue water. More planes will be featured, and they won't all use FD's P-51 instrument panel. This Win 95 sim will allow network play (cooperative and competitive) in addition to modem links.

Piston jocks will also be able to check out solo versions of Domark's **CONFIRMED KILL** and Kesmai's **AIR WARRIOR 2**; see the sidebar "Going Solo" for details. Finally, Dynamix is said to be planning a Battle of Britain simulation sometime after the release of Red Baron II.

**BLADE RUNNERS**

Helicopter sims are growing in popularity, and the Apache is as ubiquitous as target for simulation in this genre as the F-16 is in the fixed-wing arena. The next chopper sim on the block is Interactive Magic and Digital Integration's **Hind**, the sequel to last year's hit **APACHE**. See the preview that follows this feature for full details.

**HELO THERE**

Next up after Hind will be **AH-64D Longbow**, an Apache simulation from EA/Origin's Jane's Combat Simulations line. Designer Andy Hollis says that in addition to the plentitude of Jane's reference material, his team has access to the design documentation and operator manuals for the Longbow Apache—which he finds rather amazing considering the Longbow isn't even in full production yet.

The game can be played in VGA and SVGA, and will offer texture-mapped, rolling terrain. Hollis says the texture mapped objects are stunningly detailed, and "we put in lots of gratuitous ways to look at this stuff, since you're usually flying over it at high speed or blowing it up." The flight engine is completely new—there's no rehashed Simtek **COMMANDER** code here.

Hollis and his team have been consulting with an Apache Training Brigade at Ft. Hood, Texas, and a group of three pilots has been visiting Origin on a regular basis to help with flight modeling. He claims there's a certain realistic buoyancy to the helicopter's movement that he's never experienced in a sim before.

Although the product is slated to come with a manual that's several hundred pages long, you probably won't need it. **Longbow** will feature interactive tutorial missions with an instructor's voice guiding you. Once you're up to speed, you can fly historical mission based on actual Apache missions in Panama and the Persian Gulf, as well as a fictional series of missions in the Ukraine. There's also a non-linear campaign mode. The terrain for all these actions is based on U.S. Geological Service digital elevation map data. The most welcome aspect of the terrain engine is the addition of treeline in addition to the usual valleys and ridges—for once, standard helicopter pop-up attacks will be effective.

**Going Solo**

Generally, sims are designed first as stand-alone games, and then network and modem play is added as a bonus value, but a few companies are taking their networked sims on solo flights. Interactive Magic and Kesmai are teaming up to create a boxed version of **AIR WARRIOR II**. This one promises to offer a lot more standalone playability than the old Konami SVGA **AIR WARRIOR**, as it will sport a wide variety of offensive and defensive missions. See last month's Simulations column for full details.

Domark plans a standalone release of **CONFIRMED KILL** a few months after the online version goes live this summer. The company is working with a group that's done military-spec sims on one side, and "exceedingly realistic flight modeling" is promised. Among the promised features are a mission editor, virtual cockpits with a cockpit view, 3-D graphics card support, and voice-transmission capability.

There's also a chance we could see a standalone version of ICI's **Warbirds**, the multiplayer sim covered in this month's Simulations column, from Graphic Simulations.
IT'S COMING

WIZARDRY:
GOLD

SIRTECH
Circle Reader Service #163
FLIGHT SIM ROUNDBUP

An add on disk slated for fall release will add new missions, multiplayer support, a Windows 95-native engine, and hardware support for 3-D graphics.

ROTAR REGISTRATION

Development of a third Apache simulation, simply named AH-64A, is being spearheaded by Dornak's Bryan Walker, a former AH-64 pilot who flew in Desert Storm. Walker's experience isn't just going to aid the hardware-accuracy of AH-64A—he also plans to add a human element. Each pilot will have a set of personality traits that will govern his behavior over the course of a deployment—battlefield events and the quality of your leadership will affect crew cohesion. You may even have to shuffle crew around when pilots don't get along, or charm the supply officer into slipping your boys some nonstandard "moral boosters."

Slated to use the same 64,000-color graphics engine as FLYING NIGHTMARES 2, AH-64A will draw on Walker's experience as an Apache driver to make sure that the flight model, weapons performance, and combat tactics are as accurate as possible. Perhaps most exciting is Dornak's new networking code, which should allow connectivity between AH-64A, FLYING NIGHTMARES 2, and (oddly enough) CONFIRMED KILL.

ROTAR SCOOTER Information from Jane's and input from a real Apache Training Brigade could make APACHE the most realistic whirly sim yet.

Flying Naked

Civilian sims are set to experience a resurgence late in the year, thanks to a flight sim industry that's had more mergers than the airlines in recent months. Microsoft purchased BAO, the Bruce Artwick Organization responsible for coding FLYING SIMULATOR 5.1, and a wide variety of add-ons, in late 1995. Look for the software giant to step up its simulation efforts in coming months.

Meanwhile, Sierra has purchased the flight simulation business of SubLogic, the company that pioneered personal computer flight simulation over 15 years ago. Sierra plans to combine the realism of SubLogic's flight models and aircraft systems with the Dynamix 3Space terrain technology to create a new recreational flying sim that may take on FLYING SIMULATOR. Look for five aircraft, including an amphibian and an aerobatic stunt plane.

Looking Glass Technologies will be releasing a Windows 95 version of FIGHTER UNLIMITED, featuring five new airport areas to fly from. An inexpensive upgrade will be available for purchasers of the DOS version. Next up from LQT is a general aviation sim that takes the graphics and flight model detail of FIGHTER UNLIMITED and adds visual and instrument navigation, scenarios, and a combat-game-style mission structure. Reliable sources say that along with the typical general aviation aircraft, LQT plans to sneak a P-51 Mustang into the sim as well.

VERTICAL MARKETING

Also in the works for chopper fans are the aforementioned FLYING NIGHTMARES 2, which will feature the Bell AH-1W SuperCobra, and Dynamix's first helicopter simulation. Bucking the Apache trend, the Dynamix effort will simulate the Eurocopter Tigre, a joint French and German design built for anti-tank and battlefield support operations.

**Approach Pattern**

<table>
<thead>
<tr>
<th>Simulation</th>
<th>Producer</th>
<th>Genre</th>
<th>Expected Release *</th>
<th>OS</th>
<th>Network play?</th>
<th>Modem play?</th>
<th>Top Complexity **</th>
</tr>
</thead>
<tbody>
<tr>
<td>1943: European Air War</td>
<td>MicroProse</td>
<td>WW II</td>
<td>Summer</td>
<td>DOS</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>Advanced Tactical Fighters</td>
<td>EA/Jane's</td>
<td>Modern Jet</td>
<td>Second quarter</td>
<td>DOS</td>
<td>yes</td>
<td>maybe</td>
<td>Intermediate</td>
</tr>
<tr>
<td>AH-64A</td>
<td>Dornak</td>
<td>Helicopter</td>
<td>First quarter 97</td>
<td>Win 95</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>AH-64D Longbow</td>
<td>Origin/Jane's</td>
<td>Helicopter</td>
<td>Second quarter</td>
<td>DOS</td>
<td>add-on</td>
<td>add-on</td>
<td>Advanced</td>
</tr>
<tr>
<td>Air Warrior 2</td>
<td>Interactive Magic</td>
<td>WW II/Korea</td>
<td>Third quarter</td>
<td>Win 95</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>Back to Baghdad</td>
<td>Military Simulations, Inc</td>
<td>Modern Jet</td>
<td>Second quarter</td>
<td>DOS</td>
<td>add-on</td>
<td>add-on</td>
<td>Advanced</td>
</tr>
<tr>
<td>Confirmed Kill</td>
<td>Dornak</td>
<td>WW II/Korea</td>
<td>Third quarter</td>
<td>Win 95</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>F-16 Fighting Falcon</td>
<td>Interactive Magic</td>
<td>Modern Jet</td>
<td>Third quarter</td>
<td>Win 95</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>Falcon 4.0</td>
<td>Spectrum Holobyte</td>
<td>Modern Jet</td>
<td>Fourth quarter</td>
<td>Win 95</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>Fighter Dual 2</td>
<td>Jaeger Software</td>
<td>WW II</td>
<td>Fourth quarter</td>
<td>Win 95</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>Flying Nightmares 2</td>
<td>Dornak</td>
<td>Jet/Helicopter</td>
<td>Fourth quarter</td>
<td>Win 95</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>HAWK</td>
<td>Interactive Magic</td>
<td>Helicopter</td>
<td>Second quarter</td>
<td>DOS</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>JetFighter III</td>
<td>Mission Studies</td>
<td>Modern Jet</td>
<td>Second quarter</td>
<td>DOS</td>
<td>no</td>
<td>no</td>
<td>Intermediate</td>
</tr>
<tr>
<td>Red Baron II</td>
<td>Sierra/Dynamix</td>
<td>WW I</td>
<td>Third quarter</td>
<td>Win 95</td>
<td>yes</td>
<td>yes</td>
<td>Advanced</td>
</tr>
<tr>
<td>Silent Thunder: A-10</td>
<td>Sierra/Dynamix</td>
<td>Modern Jet</td>
<td>Imminent</td>
<td>Win 95</td>
<td>no</td>
<td>no</td>
<td>Beginner</td>
</tr>
<tr>
<td>Top Gun: Fire At Will</td>
<td>Spectrum Holobyte</td>
<td>Modern Jet</td>
<td>Imminent</td>
<td>DOS</td>
<td>yes</td>
<td>yes</td>
<td>Beginner</td>
</tr>
</tbody>
</table>

* Release dates are often—usually, actually—subject to change.

** All of these offer simplified beginner options as well.
Electronic Arts presents

EXTREME PINBALL

Ultra-realistic super-smooth scrolling pinball tables from the award-winning development team, Epic MegaGames.

Multi-level playfields filled with exciting pinball devices. Up to 6 balls play at once.

SGI-rendered 3D animated dot matrix sequences. Digital sound effects and music that brings each table to life.

Enjoy 1-4 player pinball action for PC CD-ROM or Sony Playstation.

"The greatest pinball game of all time" PC Gamer

The "new pinball wizard... it rocks!" Strategy Plus

Download the shareware version today from http://www.epicgames.com
Visit your local software retailer or call Epic MegaGames at 1-800-972-9434 to order.

Electronic Arts

EPIC

RETURN TO ON-LINE STATEMENT
Available this Spring for the PlayStation™ game console

Introducing new!

HARDBALL 5

in a league by itself.

The all-time head-to-head simulation of baseball! With a new, “closest-ta-the-plate” camera view. You're twice as close to the action, with the largest strike zone in the game!

Our complete “stats construction set” instantly puts every stat and rating under the sun at your fingertips. Create unlimited custom stats displays for the ultimate managerial thrill!
Now player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom in" baserunner windows let you make your best pick-off move to the bag.

Create your own players from scratch, or modify any player's ratings, or even their physical attributes! The resulting player will be true-to-life, on-field and off.

Optional wide-angle pitcher and batter views recreate the traditional look of a broadcast baseball game in beautiful 256-color SVGA graphics!

Hot new user interface gives you instant access to any feature. View and manage your team from the field, from the dugout, and from the General Manager's office!

It's all here: pick-off plays, hit-and-run, suicide squeeze, towering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!

Watch your best reliever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to go!

Experience the best of baseball history with the bonus "Legends" League—12 great legendary teams from history, come to life in 12 beautifully rendered old-time stadiums.

For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.

This "fifth generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-life baseball gameplay.

Sony PlayStation™
PC CD-ROM

See for yourself!
For demo:
http://www.MindSpan.com/
MindSpan/hs5.html
There are faster helicopters, there are more powerful helicopters, and there are certainly stealthier helicopters. But you won't find a meaner looking helicopter than the Mi-24 Hind. This attack helicopter started life as a heavily armed assault troop transport, but ended up serving as the Soviet Union's primary gunship, and was a common sight wherever the Eastern Bloc military projected its power.

While the United States' AH-64 Apache relies on a combination of speed, agility, and sophisticated electronics for a battlefield advantage, the Mi-24 Hind holds its own using brute force. Heavy armor and big missiles made it a feared sight in Afghanistan, and throughout the Soviet bloc.

Today, the Hind remains in service in the air forces of around 20 nations, and thanks to the efforts of Digital Integration and Interactive Magic, it will soon be appearing on PC screens as well. Hind is the companies' sequel to last year's successful Apache helicopter simulation. It's based on the same simulation engine as Apache, so much of what you'll find here is familiar. However, the Hind's mission and capabilities are different enough to give this simulation a fresh feel.

**BLADE RUNNER**

The Hind is a much larger helicopter than the Apache, and isn't nearly as agile. An older design, the helicopter also doesn't have the Apache's auto-stabilization system, so its pilots must deal with control cross-coupling. Hind features three flight models: Arcade, designed to be extremely easy to fly; Realistic, designed to simulate as closely as possible the Hind's real flight characteristics; and Simplified, which is identical to realistic mode but with control cross-coupling removed.

Don't let the cross-coupling scare you, though. Although the Hind isn't as easy to fly as the Apache, a flight control system on the real Hind absorbs oscillation in all three axes, stabilizing the aircraft in a level attitude and making it easier to hold course in forward flight and while hovering. The Alpha version I evaluated only had the Arcade flight model active, but given DI's record with sims like Apache and Torpedo, Hind's realistic model shouldn't disappoint.

The Hind's 12.7mm four-barreled Gatling-type cannon fires 4,000 to 5,000 rounds per minute, but doesn't pack as much punch as the 30mm cannon on the Apache. It has plenty of power for air-to-air use or against lightly armored ground targets, but for main battle tanks you'll need to rely on pylon-mounted missiles. No problem there, though. With rails for four AGM anti-tank missiles, along with four pylons capable of carrying more anti-tank missiles, 80mm rocket pods, grenade launchers, napalm bombs, and even mine-laying equipment, the Hind is anything but under-armed.

The Hind's avionics suite isn't as sophisticated as the Apache's, but it does have a HUD, low-light-level TV displays, laser designator, and a threat warning system called the Natasha Device that analyzes an approaching missile's signature and warns the crew of the missile type, bearing, and range using an audible female voice.

**COMBAT ROCK**

Hind's menu structure will be familiar to any Apache flyer. Quickstart is an arcade-style scenario which drops you right into the heart of a battle, complete with a missile locked on target. This mode features a simplified, arcade-style flight model, as well as a scoring mechanism...
and a top-10 vanity board. If you’ve had a really bad day and you just want to blast things, Quickstart Invincible sets you up in a similar situation, but with unlimited fuel and weaponry, and none of that annoying ground fire. Once you get a basic feel for chopper combat in the arcade mode, Training mode will show you how you’re supposed to fly the thing.

Once you get the hang of things, you can fly a series of single missions, or take a shot at the campaign. Although the campaign missions are pre-scripted, the mission sequence depends on your performance. Batch a mission and you get dropped a skill level; excel and you’ll move up. Unless your piloting is robotically consistent, you’ll be able to play the campaigns a number of times before the missions repeat.

Because the Hind can carry many things the Apache can’t—including bombs and troops—you’ll find a wider variety of missions here. You may be tasked with crossing enemy lines and dropping troops into a hot spot, or you might be sent on Medivac missions. Anti-ship and antishub missions should surface in this sim, as well as traditional escort, recon, point-attack, and search-and-destroy missions.

The action takes place in three locales. You’ll fly against the Mujahideen in Afghanistan, taking on well-armed guerrilla troops as well as Pakistani Air Force F-16s. The Korean theater puts you in the middle of a North Korean incursion into South Korea in a raid to alleviate a chronic food shortage. Securing food supplies is a unique goal for a flight sim; despite your humanitarian intentions, a well-armed force that includes Apache Longbows will try to send you packing for home.

Finally, the Kazakhstan scenario pits you against a rebellious breakaway republic using mostly ex-Soviet technology—including Hinds.

**ROTOR CLUB**

According to DI, the network play quirks encountered in Apache have been worked out, and Hind should comfortably support up to 16 players. There are also a number of two-player missions, playable using network, serial, or modem connections. Combat pits the players against each other; Pilot/Gunner mode puts one pilot at the flight controls and the second in the gunner position; and Leader/Wingman is a cooperative mode where two Hinds fly together. The Korean theater is shared with Apache, and the two sims can be tied together for head-to-head or network play.

While network play has been fine-tuned, the SVGA graphics engine is essentially the same as found in Apache. The Gouraud-shaded polygon graphics look really nice; while the lack of texture-mapping means you don’t get the “you are there” feeling you get in EF2000, the realistic palette and smoothing effects give a much less computerish effect than Su-27 Flanker. Thankfully, it appears that DI is modeling the Russian-style instruments realistically, but rendering the displays with English characters instead of Cyrillic (at least, in the preliminary version I flew).

The terrain looks good, but suffers from one major flaw that also plagued Apache: there are only a few scattered trees. This means you can pop up from behind foliage to execute your attacks. (You can, however, use buildings and hills for pop-up attacks.)

There was no sound in the Alpha version, but DI says the all-digital sound will include English speech read by someone with a Russian accent to add atmosphere.

At first glance, Hind looks very much like a slight modification of Apache. But with the differences in mission profiles and helicopter handling, it’s a new personality hiding behind that familiar face.

**Mil Mi-24 Hind**

The Mi-24, NATO code-named Hind, was designed in the early 1970s as a heavily armed assault transport for a squad of ground troops. Although current designs are used as offensive gunships, all Hind models retain the troop transport capability. The troop-carrying capabilities necessitate a wide silhouette that’s uncharacteristic of a gunship, but heavy armor, IR jammers, exhaust suppressors, and flare dispensers aid combat effectiveness.

Along with the usual air-to-ground ordinance, the Hind-E (Mi-24W) model added the capability to carry AA-8 Aphid air-to-air missiles. In the Iran-Iraq war, an Iranian F-4 Phantom fell victim to a Hind, but the Hind used a Spiral anti-tank missile to down the jet.

The oldest variant is perhaps the Hind-G, first identified in operation at Chernobyl. Instead of wingtip weapon pylons, it sports “clutching hand” mechanisms on lengthened pylons. It’s believed that this model is designed for NBC (nuclear/biological/chemical) warfare.

- Crew: 2
- Passengers: 8, or 4 stretchers
- Weapons payload: 5,290 lb
- Length: 57 ft 5 in
- Height: 21 ft 4 in
-Rotor diameter: 56 ft 9 in
- Maximum speed: 199 mph
- Hovering ceiling: 7,200 feet
- Combat radius*: 99 miles

*Maximum load, no external tanks. All data based on Mi-24P.
THEY'RE BEING BUILT TO DESTROY COUNTRIES THAT DON'T EVEN EXIST YET.

B-2A GENERAL ARRANGEMENTS

MAX T-O WEIGHT 376,000 LB
POWERPLANT (4) GE F118-GE-110 NON-AFTERBURNING TURBOFANS
CREW TWO
ARMAMENT R/L: 50,000 LB PAYLOAD

If not being detected is your thing, climb aboard the B-2 Stealth Bomber, it took an army of engineers to make you invisible to enemy radar. And we got all the specs.

Advanced 3D graphics and digitized special effects add to the realism, also multiple states of damage (watch your target explode into bits) and digitized explosions.

Electronic Arts is a registered trademark, and Advanced Tactical Fighters is a trademark of Electronic Arts. Reference work from Jane’s Library © 1995 Jane’s Information Group.
This simulation is based on exclusive, authentic and up-to-date information from Jane's Information Group (the world's largest publisher of military information). It includes a fully interactive Jane's All The World's Aircraft Guide with blue prints, weapons information, engine diagrams, and cockpit layouts. You can even pull up video footage of the actual fighters in test programs pulling the same maneuvers you pull in the game.

3.2G 3
THR 100%
N 63 12 21
E

This is your opportunity to experience U.S. tactical and technology trends, like the X-31's post-stall maneuvers and high angles of attack. In scalable resolution modes for maximum performance on multiple processor speeds (320 x 200 all the way to 1024 x 768).

Modern and network play lets up to 8 players dogfight in authentically detailed F-22's. Supercruise through fully texture mapped terrain ranging from deserts to islands to cities.

3 all-new Air Power Campaigns of the future with different and unique threat environments. The kind that require the extreme bombing accuracy of the F-117A to take out hard targets. Just remove the air defenses of the new enemy forces.

JANE'S ADVANCED TACTICAL FIGHTERS

Be the first civilian to experience air combat in the advanced tactical fighters of the early 21st century. In this sequel to US Navy Fighters (the standard for simulations in 1995), fly aircraft that are just starting Pentagon test programs.
Sid Meier's CIVNET REVIEW

**Manifest Destiny**

Building New Civilizations Online With Sid Meier's CIVNET

by Terry Coleman

On the surface, what could go wrong? One of the greatest games ever designed for the computer, CIVILIZATION, gets a facelift: new interface, better AI, SVGA graphics and finally, multiplayer human play. More than anything, when I play CIVNET, I am reminded of another MicroProse masterpiece: Not Sid Meier's CIVILIZATION, so much as MASTER OF MAGIC. This is not to say that CIVNet crashes all the time, or that the design is unfinished, as with MOM, but rather, that CIVNet lacks that final bit of polish so essential to a truly finished, professional product.

Oddly enough, the game plays remarkably well—solitaire. The computer opponents are improved, the bevy of advisors—military, science, and so on—actually give reasonable advice on how to discover the mysterious secrets of plastics, create steel for those huge battleships, and so forth. When the action gets too frantic, you can actually turn city management over to the computer (with some restrictions) and concentrate on the Big Picture instead of just micro-managing your CivHeart out.

But no one buys a game like CIVNet to play only against the computer, regardless of how much better that computer opponent might be than in the original game. And for many, the thrill of competing against other human CivMeisters is somewhat diminished when they find that the hotseat option reveals all of the other Human Civilizations at any time! Then again, the infestation doesn't stop there. TCP/IP works fine for Internet and Network play—once you have the inevitable MicroProse patch—but IPX and NetBios seem doomed to failure (we had numerous crashes in every IPX-based session we attempted). Why? Obviously, most gamers will play through TCP/IP over the Net, but if the main reason for this game is multiplayer human play, how could MicroProse not wait until these net play bugs in particular were ironed out?

**THE PLAY'S THE THING**

If, however, you are able to get your multiplayer game up and running, the game is still Sid Meier's CIVILIZATION, in all its glory. Despite some who may dislike the newer interface (see Johnny Wilson's comments), it functions quite well from either keyboard or mouse input,
and having multiple windows of reports all immediately accessible helps keep the sheer amount of information from becoming overwhelming. The depth of strategy—balancing world exploration, trade, economics, constructing Wonders of the World, fighting wars, all while keeping your citizens content—is enhanced by having to play against much craftier humans. And the thrill of building, say, the Great Wall right out from under one of your adversaries is very nearly worth the price of the game all by itself.

Even so, as much fun as all this can potentially generate for would-be world conquerors, it falls short of the all-time classic status of its storied progenitor. For example, game balance in the original Civ was due to infamous "cheats" that helped the computer stay in the game against a human with, quite simply, more brainpower. Since human leaders should theoretically be on a more even footing, they don't get the cheats that would help keep them in the game. Thus, certain advances in the game—most notably the Pyramids—give humans who secure such technology advantages they rarely lose. It's disheartening to play a game for 10 hours when you have virtually no chance to come from behind and win.

And there is the small matter that, unlike other popular multiplayer online games such as Warcraft II, a full game of CivNet (even playing at "blitz" speed) can take upwards of 25 hours to complete. In fairness, CivNet has a lot more scope than these other strategy games, but this is still a game that must be played over a number of sessions to be finished. In that sense, it's the Monopoly of the '90s, as you tend to give the victory to whomever has the most hotels—er, Wonders of the World—at the end of a long session of play. Initially, MicroProse was planning to do scenarios that could be completed in an (admittedly long) evening. Guess

---

**Building A Better World For Democracy**

After founding Washington in 4000 B.C., the Americans, led by the noble (but tough) Jorge of Jones, built their first militia unit. Never a country to sit back in a defensive posture, our newly-formed military force was immediately sent forth in the wilderness. By the time the second militia unit had been built, the first troop had discovered a few ancient tribes and gained the knowledge these wise people had developed.

But soon afterwards, tragedy struck. A barbarian settlement was accidentally destroyed, and refused our offer of friendship. Like a swarm of bees, the smooth horses swept over our first military unit and eliminated it. Angered, our proud militia took revenge on the heathens, as we quickly trained more troops due to the emergency.

Later, our newly-invented cavalry scouting unit chanced upon the Egyptians. Knowing a weak civilization when they saw it, they quickly took Thebes for the glory of our great civilization. Soon afterwards, the puny Greek civilization was steamrolled. "Nothing" proclaimed Jorge of Jones, "will halt our expansion. We will not rest until America rules the world, so that all people may be safe and free."

By 1 A.D. the Americans had well over 700,000 citizens, 4 thriving cities and, in classic American style, no money. But nothing would stop them, except the Managing Editor Or a crash.—George Jones

---

**My Return To Civilization**

The Ludite's modus operandi was to found a city, build one military unit, and convert to building settlers in order to expand as soon as possible. I was gambling that I was far apart from the other civilizations at this point and, early in the game, things looked positive. I established Wasteland atop a Forest square and next to a body of water where I had a Fish resource. I built one militia unit and sent him scouting while I built my first additional settlers. Unfortunately, two turns away from the completion of the settler unit, a potential enemy appeared. I immediately bought a Phalanx unit and chased the Chinese aggressor out of sacred Ludite territory. We were able to establish an alliance, but on two separate occasions, he forced me to convert from settler development to purchase a military unit.

I don't like the Mac-like interface. Indeed, it cost me severely when a triumvirate full of military units ended up the turn in a sea square that was non-adjacent to a coastal shore. On such an occasion, the ship and all aboard are lost. Then, before I could recover from my interface problem, Denver the Yellow Scourge moved in behind me and destroyed my city (yes, one city—my original plan went by the wayside when I kept having to convert settlers to military units to stave off his incursions).

Re-entering the game as a new civilization, I inadvertently wiped out George's civilization. CivNet doesn't feature any error-trapping for new entries into the game so if the new player accidentally chooses a color that is already in play, it can wipe out the other player. However, once we figured out what was wrong and re-started, my position was still untenable. I started anew with a basic city, waited five turns for a militia unit and was immediately destroyed by, you guessed it, Denver the Yellow Peril. Maybe I need to write a new book—Sid Meier's Civilization or The Peril of the East.—Johnny Wilson
Peaceful Majesty

The Hittites began calmly enough, until they ran into the surly German empire. Although warfare is distasteful to our peace-loving society, we were forced to rid the world of the militaristic menace. Afterward, we secured our borders and began forging cities to last the millennia (three of the top five cities were Hittite), filled with the Lighthouse of Alexandria, The Gardens of Ur, The Oracle of Delphi, and other great works which were nearing completion. Oddly enough, the human-controlled barbarians posed the greatest threat to our Empire. When we met the Chinese, we attempted to trade with them, and established a small settlement (not realizing that they considered this their own continent). Rather than communicate with us, the savages annihilated our settlement, and had the gall to accuse us—the beneficent Hittites—of enroaching upon their lands. For now, we will make peace... until the citizens of our land are no longer so forgiving. (Do I feel a new government coming on?)—Terry Coleman

The Reign Of The Great Ruler Denny Tse Tung Of The Chinese

The isolation of the Chinese people ended in the year 3480 BC, when one of our scouting armies met with an odd race that called themselves the Hittites. Initial contact seemed beneficial for both our peoples, as we traded knowledge of our ceremonial burial practices for instruction in horseback riding. Indeed, the trade did benefit both of our peoples, as once our mounted armies invaded their city, they would have many dead to bury. The Luddite city, Wasteland, was unfortunately placed on a thin stretch of land that our armies needed to cross in order to expand our empire and make room for our growing nation. The Luddites grew nervous about our alliance, but I assured them that our armies were simply passing by.

As I sailed with my trimmers, however, I ran across the Luddites, sailing to the west. Could they have loaded their armies on the ship, leaving their city defenses weak? I massed my armies to the north, invading Wasteland. Success! It was beyond my dreams—the Luddites had left their city completely undefended. The continent was mine, and I was free to expand. All was uneventful until the year 1260 BC, when our people encountered the Americans. I’d heard of their power, so I decided that an alliance with them, against the Hittites, would be the wisest course of action. For now, at least. But once my people build the empire a bit more...—Denny Atkin

10 Steps To A More Stable Civilization

1. If you are new to Civ, play solo until you can give the computer a good fight at Warlord level. If Human-controlled Civilizations are so crafty that they leave your inexperienced Civ too far behind in the first hour of play, the remainder of the game isn’t much fun.
2. Forget hot-seat play. For parties, You Don’t Know Jack is a lot more fun, with less hassle.
3. Set your net game up with TCP/IP rather than IPX or NetBIOS for greater stability.
4. Even if you think you have Wings drivers installed already (whether Win 3.1 or Win 95) don’t take a chance. Go through the entire Setup for CivNet when you first install the game; it’s worth the extra time to make sure your drivers are compatible with those that MicroProse requires.
5. Need some tactical tips? I could recommend a certain strategy guide by two CGW editors (Civilization, Or Rome On 640K A Day, by Johnny Wilson and Alan Emrich, Prime Publishing), but that would be a shameless plug.
6. Sequential play is still the best way to learn the game when playing solo. Turn-based play is in all gamers’ DNA (even if they don’t want to admit it).
7. Parallel turns are the only way to go for network/internet play. I hate waiting for people to move when my clock is running on the Internet. With parallel turns, if I finish before my adversaries/friends, I can better tweak my cities, without twiddling my thumbs.
8. Allowing two minutes per turn results in focused, lively play. The bowels (and messages) from invertebrate micro-managers when the turn ends too soon are half the fun of the game. If it gets too frantic, let the computer run some of your less important cities on auto pilot while you catch your breath.
9. Play at Prince level. While King level sounds tempting for macho CivNuts, they will soon lament the additional Barbarians, which are such a nuisance as to slow play considerably. Having four content citizens per city, rather than three, makes it much easier to increase your empire’s size. This means finding other Human Civs earlier.
10. No human gets the Pyramids. Any CivLeader in our group who breaks this meets a most unlikely demise (as soon as we find his/her Civilization), simply because the advantage of switching governments effortlessly is too good too early in the game for other Human Civs to overcome.

Those were lost in the shuffle to get the game released by a certain date.

Citizens in Unrest

If you long for an updated version of Civ, or if you never played the original, and want to see what the fuss is about, CivNET is actually worth the frustration. But don’t kid yourself; until you get the patch and figure out the network quirks, you’ll probably be playing CivNet more against the computer civilizations than versus those of your friends. With Sid Meier’s Civ2000 due this summer, you have to wonder if the hassles are worth it.

 Appeal: Anyone who enjoys a deep, fulfilling strategy game, and who can deal with the bugs and hassles of setting up a network/internet game. (Get the patch.)

 Pros:
• A much-needed upgrade to one of the great strategy games of all time. The one complaint of Civ players—no human opponents—is now finally taken care of. Sort of.

 Cons:
• Poor IPX and NetBIOS support, crashes constantly without the patch.

I’m American & I’m OK But if George sleaps all night while Denny works all day, he may find that even his strong Civ can fall prey to the cunning Chinese.
1. Shock.
You finally figure out *The 7th Guest*, only to hear that its sequel, *The 11th Hour* is going to be released.

2. Disbelief.
This can't be true! You read the articles, memorize the reviews, & talk incessantly about *The 11th Hour*. Friends shun you.

3. Resentment.
They said it would be out, and you believed them. Where is it?! Why would they lie to you?!!

4. Acceptance.
It's out!! Finally! It's everything they said it would be & more. Now, if you could just figure out what is behind the....

5. Death.

Visit our web site at http://www.vie.com

You can stop grieving now. *The 11th Hour* has finally arrived. This PC CD-ROM game fuses incredible 3-D graphics and mind-numbing challenges with a full-length psychological thriller. It's also 12 times bigger and two CDs longer than its predecessor, *The 7th Guest*. So, is *The 11th Hour* really worth the wait? Well, we think it's totally killer.

Circle Reader Service #185
STAR RANGERS
You've Got Just Enough Time To Save The Galaxy . . .
If You Play Smart!

"Star Rangers' blend of strategy and arcade action will have you on the edge of your seat from start to finish."
-PC Gamer

"Star Rangers raises the strategy bar for space sims"
GAME OF THE MONTH
-PC Entertainment

"(Star Rangers) possesses that addictive quality capable of impressing a wide audience of gamers."
-Next Generation

Rating: 89%
-Computer Game Review

PC CD-ROM

To reach us:
www.imagicgames.com

INTERACTIVE MAGIC • PO Box 13491 • Research Triangle Park, NC 27709 • Phone (919) 461-0722
© 1995 Interactive Magic
When Plug & Play Isn’t So Simple

DOS Games Will Bring A Plug & Play Device To Its Knees

Several issues ago, I confronted some of the problems I had with setting up a new Pentium system with a plug-and-play BIOS. Since then, I've wrestled with several plug-and-play systems and have learned more than I ever thought necessary. After all, the very moniker "plug-and-play" should mean that I don't have to know anything about my system, right? Just put the card in and go, right? Sure.

A big part of the problem is the PC architecture itself, which has 16 hardware interrupts, only a handful of which are available to peripheral cards. A hardware interrupt, or IRQ, is a circuit that, when activated, "interrupts" the computer to tell it about some urgent business—when you press a key on the keyboard, for example.

Another annoyance is that some older games are limited to certain IRQs for audio features. For example, a number of games assume that your sound card will be at IRQ 9 or lower. The laziness of game programmers is partly to blame, but that laziness is reinforced by the de facto SOUND BLASTER standard, which normally uses either IRQ 5 or IRQ 7 (with IRQ 9 relegated to MIDI music synthesis). This caused great headaches for cards such as the GRAVIS ULTRASOUND series, which would default to IRQ 11.

"Plug & Play only works with Win 95 or some other PnP-capable operating system and only with Windows apps."

Sometimes this spring, Creative Labs will be shipping the PCI version of the 3D BLASTER (see review on page 80). However, the PCI version will use a different chip, the Rendition Verité chip. The Verité is likely to be a hot prospect; the boys at id (the Doom dudes) have picked the Verité as the first supported accelerator for their upcoming new release, Quake. Number Nine will also be shipping a Verité-based board.

The folks at Hercules will also be delivering 3-D gear soon, but their card will be based on S3's new Virge chip. It's looking like the 3-D market will be heating up by midsummer.

Also on the radar screen, there's a new specification for CD-ROM discs and drives called DVD (Digitally Versatile Disc). And despite the dopay name, DVD has backing from large CD-ROM drive players like Sony and NEC, and will greatly increase disc capacity and throughput. Storage capacity can range from 4.7 to 17 GB, and throughput is being initially rated at around 1.4 MB/sec. DVD will be compatible with all current CD-ROM formats (data and audio), and drives supporting the larger capacities will read lower capacity discs as well.
card autodetect fails. You manually set every IRQ you can think of, but still no sound.

Scratching your head, you start up Windows 95 again, bring up the device manager and discover that your new Plug and Play audio card is set to IRQ 15. Huh?

You try to change it, only to get the message: "this parameter cannot be changed." You contemplate grabbing a shotgun and ending your computer's life on the spot.

This actually happened to me. During the process of getting the Plug and Play MCD-32 to work, I uncovered a number of interesting facts:

First, if you have a Plug and Play BIOS in your computer — most newer PCI motherboards, 486 and Pentiums, do — then you need to root around in your BIOS setup program. Usually, and I emphasize the word "usually," you can uncover a section of the BIOS setup program that allows you to manually configure which IRQs are allotted to Plug and Play and which you can still manually control. If you're clever about it, you can assign only interrupts which are accessible by all games to Plug and Play. Piece of cake, right?

Okay, now what happens when you have two or even three Plug and Play cards?

Some BIOSs allow you to allocate specific IRQs to specific slots. Then you can count the slots and plug the Plug and Play card into the right slot. Of course, there are some BIOSs that give you little or no manual control over the IRQ.

ICY WIL SEE YOU THROUGH

Hey, I thought this was supposed to be easier, I hear you cry. Actually, it is, as long as you remain in Windows 95 or some other Plug and Play-aware operating system and only run Windows applications. The hitches are those pesky older DOS games that we all love to play.

There is a solution, however. It's called the "ISA configuration utility" or ICU for short.

"Hey, I thought this was supposed to be easier, I hear you cry... The hitches are those pesky older DOS games that we all love to play."

Those of you who have used systems with ESA (Extended ISA Architecture) will immediately recognize the ICU. It's a program that you run that allows you to manually configure your system. You can assign resources to individual slots and cards, tell the system what's in each slot, and so on. These programs are usually easier to use than the more arcane set up programs that configure BIOS settings. There is a minor catch: you have to load a device driver in order to use these manually assigned Plug and Play settings. The good news is that the driver only takes up 2 KB of RAM.

It works pretty well, too. The Gateway P13XL system we looked at in the January issue came bundled with a Plug and Play Ensoniq Sound Scape card. The P13XL came with the device driver installed in the Windows 95 boot setup, so when we went to the DOS prompt, we had no problems running DOS games, especially those games that directly supported the Sound Scape board.

The ICU is the only solution, by the way, for those older computers which do not have a Plug and Play BIOS. You can obtain Intel's ICU on their BBS at (503) 264-7999.

For added flexibility, some card makers allow you to disable Plug and Play and retain manual control of the card settings from the beginning. Two interesting examples are the U.S. Robotics Sportster 28.8 KB Plug and Play modem and the ECOM 3C509B network card. The Sportster modem actually has a jumper that enables or disables Plug and Play (Plug and Play is enabled by default). The 3C509B ethernet card has a software installation program that lets you enable or disable Plug and Play.

TOMORROW AND TOMORROW...

Eventually, software will catch up with the new hardware. Eventually, we'll all be running Windows 95 on our Pentium Pro Plus 900 MHz systems in dazzling, high-resolution true color with Dolby THX quality sound. Eventually.

Until all the software catches up, however, it's wise to arm yourself with a little knowledge, so that when you try to run the original version of Doom on your pure Plug and Play system, you can get it to work, out of the box. Now that's plug and play!
GRUNT, JUMP AND BELLY BUMP!

The most radical game on the PC is about to kick your butt! It's Arcade America, the only CD-ROM game that truly separates the tough guys from the mondo weenies. Get One! (now) Satisfaction Guaranteed

Visit your retailer for a free demo or download the Arcade America promo from the Web (www.7thlevel.com) in AOL, MSN, CompuServe or Prodigy use SEVENTH. For more information or to place an order, call 1-800-884-8863, ext. 126.
Every day, nearly twenty

report having

In 1996, that number will increase

MINDSCAPE®
Americans

a near-death experience.

dramatically.

Coming Feb '96 on CD-ROM for Mac & PC.

Circle Reader Service #34

http://www.mindscape.com
Stick It In Your Ear
If You're Still Using Those Featherweight Freebies That Came With Your Computer, You Should Hear What You've Been Missing

By Ron Talbot

I still remember the first time I experienced sound while playing a computer game. I had been steadfastly refusing to add a sound card to my then-hulking 386-20. It was primarily a gaming rig and I was feeling guilty about the amount of money I was spending on it. I was a hard-core RPG gamer at the time and I viewed sound as an expensive luxury. A friend had to practically tie me in a chair to force me to listen to that first Ad Lib card. By dawn the next morning I was hooked.

Games like Red Baron, Wing Commander and even theSSI gold box games come alive with the simple addition of audio. Once you can both see and hear the action in a game, it becomes ever so easy to completely lose yourself in it. That wonderful state of total absorption, the doldrums of reality forgotten, lures us back over and over again.

Good sound adds enormously to the overall enjoyment of any game. Why spend thousands of dollars on a fast processor, tons of memory, and a monitor fit for a football stadium, only to add $20 in can speakers as an afterthought? A good game rig is a pretty hefty investment, but a good set of speakers might well be the key ingredient to enriching your gaming pleasure. In this survey, we'll take a look at six speaker systems currently on the market, and I'll give you some pointers on how to choose a system that's right for you.

WHY CAN'T I USE MY STEREO SYSTEM?

You might be asking yourself just how do these speaker systems stand up to your typical home stereo system. Why can't I just run a cable to my amp and save myself a fistful of dollars? Good question. Actually, this is how I have functioned for the past six years. I have an average quality amp and pretty good speakers. As I evaluated the featured units, I also evaluated my stereo system, and it did very well in all areas except depth, owing to a lack of surround technology. The table in this article shows how it fared relative to these other systems. Basically, if you have a reasonable or better stereo system close to your computer you might as well use it unless you want to harness some of the newer "3-D" technologies. But if you've decided that you want a dedicated audio system for your gaming machine, then figure out first how much you're willing to pay for good gaming audio, check out the reviews below, and use the guidelines to also evaluate the wide range of multimedia speakers out there.

THE GAME'S THE THING!

I'm not an audiophile, I'm a gamer. Rather than delve into a ton of technobabble about frequency response and harmonic distortion, I'm going to focus on how these systems sounded cranking out some gaming audio. To that end, I listened to each of these speaker systems while playing MechWarrior 2 and Wing Commander II. My gaming rig has a SoundBlaster 16 with an Audiosource Dreamwave MHD daughterboard. To round out my evaluation, I also listened to them playing CD-audio-based vocal and instrumental music tracks to see how they fared.
ALTEC-LANSING ACS500 WITH DOLBY PRO-LOGIC

This impressive-looking unit consists of two elegant 18-inch tall, 3-way speaker towers complemented by your standard under-the-desk subwoofer. It features a Dolby Pro-Logic decoder, and has separate controls for the speakers and the subwoofer, with one very irritating feature: the power buttons are both very small and hidden on the back of these units in hard-to-reach locations. Cabling is sound and the overall craftsmanship is excellent.

Between Altec's reputation and the Pro-Logic, I was expecting to be blown away, but was surprisingly disappointed. The subwoofer was particularly weak, and at typical game volume levels it sounded strangely fake and didn't blend well with the speakers. And while it fared much better playing traditional music, there was noticeable hiss. This unit might be a better fit for doing audio production work, but given its steep price, and the review's focus on gaming audio, I can't give it a strong recommendation. $599.00 list, Altec-Lansing Technologies, Inc. Milford, PA, (800) 648-6663, email: 7361.351@CompuServe.com

LABTECH LCS-2612 SPEAKERS AND SUB-WOOFER

Spatializer 3D technology is this system's one strong point. Consisting of the standard two speaker/sub-woofer configuration, the satellites come with handy brackets that allow them to hang on each side of your monitor like elephant ears. The sub-woofer comes with convenient

controls. The craftsmanship was average and cabling was definitely sub-standard with thin, hard-wired speaker wires.

The sound was unremarkable until you turned on the Spatializer. The depth of sound provided by this feature is noticeable. But despite the improved sonic image, the Labtechs had the loudest hiss of any in this review. All in all, I wasn't very impressed. Be careful, these are quite often standard equipment in bundled computer systems.


CAMBRIDGE SOUNDWORKS

The Twin Towers

A collection of seeming contradictions, the SoundWorks consists of your standard L/R speaker plus sub-woofer configuration. The speakers are amazingly small 3.5-inch cubes. The only other speakers I have seen this small were for sale for $10 at K-Mart. Believe me, these little guys produce amazing sound. This is the system of choice for those of you who are "space-challenged." There's good cabling and craftsmanship with a minor glitch: the volume control is on the cable between the computer and the sub-woofer (by necessity). Unfortunately, this cable is not long enough to reach desk level if both the CPU and sub-woofer are on the floor. Strangely enough, SoundWorks gives good blood-stirring game sound, but seemed flat and mudy when tested with CD-audio music. A solid choice for your game rig, especially if you're in cramped quarters.


IF AT FIRST YOU DON'T SUCCEED...
SSI CINEPLEX SYSTEM 1500 HOME THEATER

If only I had a trust fund. This full-blown surround sound system includes five speakers, a BIG sub-woofer and an amplifier/Dolby Pro-Logic decoder box.

Five Tips To Shop By

There are a lot of different speaker systems on the market, so rather than trying to cover all these systems or proclaiming system X as the one to buy. I've covered a few units, and here are my criteria for choosing a speaker system for a game rig. Of course, if you can get to a store where you can listen to the units yourself, that's the best litmus test, since your ears are the best judge.

1. Sub-woofers rule! I don't know how I lived without one. A sub-woofer adds a visceral quality to game sound that can't be beat.
2. Surround/3-D/spatializing technology really works. Some implementations work better than others but in general it seems to be worth the extra bucks.
3. If it hisses, take it back. Fine for serpents, not speakers.
4. If you live in a thin-walled apartment, be sure your sub-woofer has a volume control. Eviction notices and irate neighbors tend to ruin the quality of your gaming experience.
5. Look for thick, high-quality, replaceable cabling.

Five speakers you say? Here is how they break down: You have your traditional RL speakers, a center speaker that combines both right and left signals, and two special "surround" sound speakers that are positioned behind the listener. The Pro-Logic decoder distributes the appropriate signals to each of the speakers. The cabling was excellent, and setup was a no-brainer.

The quality and depth of sound was excellent! One small problem: the mammoth sub-woofer can really rock da house, but it has no volume control. This

$599.00 list, SSI Products, Inc., Arcadia, CA, (800) 845-4774.

NUREALITY VIVID3D SPEAKERS

Ah, the magic of technology. The Vivid 3D system is a marvel. Using only two speakers and SRS surround technology, NuReality creates a very convincing depth of sound. While playing Medal of Honor I was continually amazed at how the sound seemed to come directly from the monitor (the speakers were several feet away). But I found myself thinking, "if only it had a sub-woofer." The speakers produce reasonable bass tones for normal music, but we're talking games here. You want to "feel" every impact and explosion. Not very realistic, but damn fun. Still, for the price and 3-D effect, these well-made speakers are very tempting. Wood construction, convenient controls, and good cabling round out this offering.

$179.00 list, NuReality, Inc., Santa Ana, CA, (800) 501-8056, www.nureality.com

<table>
<thead>
<tr>
<th>Speaker System</th>
<th>Gaming Sound</th>
<th>Sub-woofer</th>
<th>Hisse</th>
<th>Depth</th>
<th>Instrumental Music</th>
<th>Vocal Music</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aerospace PV-720/722</td>
<td>Good</td>
<td>Great</td>
<td>Poor</td>
<td>Average</td>
<td>Above Average</td>
<td>Above Average</td>
</tr>
<tr>
<td>Atlas-Lansing ACS500</td>
<td>Fair</td>
<td>Poor</td>
<td>Below Average</td>
<td>Good</td>
<td>Above Average</td>
<td>Above Average</td>
</tr>
<tr>
<td>Cambridge SoundWorks</td>
<td>Good</td>
<td>Good</td>
<td>Good</td>
<td>Fair</td>
<td>Below Average</td>
<td>Poor</td>
</tr>
<tr>
<td>Labtec LCS-2612 w/ Sub-Woofer</td>
<td>Average</td>
<td>Above Average</td>
<td>Poor</td>
<td>Good</td>
<td>Below Average</td>
<td>Poor</td>
</tr>
<tr>
<td>SSI Cineplex System 1500</td>
<td>Great</td>
<td>Good</td>
<td>Great</td>
<td>Great</td>
<td>Great</td>
<td>Good</td>
</tr>
<tr>
<td>NuReality Vivid3D</td>
<td>Great</td>
<td>N/A</td>
<td>Good</td>
<td>Average</td>
<td>Great</td>
<td>Great</td>
</tr>
<tr>
<td>A Home Stereo System</td>
<td>Great</td>
<td>Good</td>
<td>Great</td>
<td>Average</td>
<td>Great</td>
<td>Great</td>
</tr>
</tbody>
</table>
Experience 3D AI
Demo: http://www.goldtree.com/

Cylindrix

Purchase - 1-800-746-3772 - Get Demo
Information: Goldtree1@aol.com

Min Req: 486/66DX, MSDOS ver5+, CD-ROM, 100% Soundblaster Compatible, 8 Mogs RAM.
Circle Reader Service #73
Unexciting Acceleration

Creative Labs' 3D Blaster Accelerates Some Games On A 486, But Don't Expect Miracles

by Loyd Case

1996 should be the year that 3-D accelerators hit the streets in force. Finally, the industry seems to be settling on two or three realtime, 3-D Application Programming Interface (API) standards, allowing programmers to write 3-D games to an API rather than to the registers of every 3-D chip out there. And the price points look about right, too, with $200-$300 being the target for 3-D accelerators with 2 MB of RAM.

Creative Labs is one of the first companies to release a 3-D accelerator, the 3D Blaster, which began shipping late last year. Based on a cost-reduced version of 3D Labs' GLINT chipset, the 3D Blaster is only available for VESA local bus (VLB for short). The idea is to give all those 486s out there an end-of-life performance kicker. However, the swift move to aggressively-priced Pentium PCI systems has apparently caught many people by surprise, including the folks at Creative.

The 3D Blaster has both Windows 3.1 and Windows 95 drivers, and will support Microsoft's Direct3D API when it comes out later this year. The marketing mavens at Creative state that when running games written to 3D Blaster's Creative Graphics Library API, the GLINT engine's performance is equivalent to a software-only 3-D rendering engine running on a Pentium. Is that good? Not really. Maybe the marketing folks at Creative only have 60 MHz Pentiums.

The card is very easy to set up after ripping the lid off your system, you find an available VLB slot and insert the card. Creative decided to use a VGA pass-through, rather than trying to use the infamous VGA feature connector, a smart decision on their part. To use it, you need to run a cable (provided in the box) from your VGA adapter to the 3D Blaster. Then you connect your monitor cable to another connector on the 3D card.

Software installation is simple, with only one driver to install, although you'll have to be careful to assign the proper IQs.

3D Blaster's GLINT chip brings a lot to the party, including hardware z-buffering (for hidden surface calculations), and perspective-corrected texture mapping in hardware (to prevent texture warping). It also anti-aliases texture maps (to reduce the "jaggies"), and even has transparency blending and fog.

A good software bundle rounds out the mix, and includes 3D Blaster-accelerated versions of NASCAR Racing, Magic Carpet Plus, Flight Unlimited, Hi-Octane and a good 3-D, first-person shooter called Rebel Moon, all of which are DOS titles. If you're running Windows 95, you can play these games after rebooting into DOS mode.

So how does it play? The news is mixed. NASCAR Racing fared the best, although turning off all the rendering features created a pretty severe drag on the frame rate. Flight Unlimited's frame rate at 640x480 with most rendering features enabled was unacceptable. The worst was probably Hi-Octane, at higher resolutions, Hi-Octane was simply unplayable.

Overall, if you're looking for a 3-D accelerator for your VLB BUS system, 3D Blaster is the only show in town. However, don't expect miracles. A better performance kicker would still be a fast Pentium upgrade. On the other hand, that will set you back considerably more than the 3D Blaster's $299 price tag. 3D Blaster's support of the eventual Direct3D API will extend the life of that old 486 rig, but given the new CPU-hungry games we're now seeing, the overall experience may still fall short.

Appraisal: Gamers with Vesa local bus machines looking for faster 3-D performance.

Pros: It's the only game in town for VLB 3-D acceleration.

Cons: Performance is still sluggish on these games when most graphic options are on.
Protect Your PC. FREE 60-page Power Protection Handbook

What are the myths and musts of PC protection? What are the 10 most common power protection mistakes? The top tips for adding reliability to your PC? Get your FREE copy and find out!

☐ YES! I’m interested in the First UPS designed for Windows 95. Please send my FREE handbook and Back-UPS Pro information.

Name __________________________ Title: __________________________

Company: __________________________

Street: __________________________

City: __________________________ State: ___ Zip: ______

Phone/fax: __________________________

Brands of UPS used? __________________________

# servers/PCs to be protected? __________________________

Dept. RI
Windows 95 and Windows NT Workstation put the power of a server on your PC.
New Back-UPS® Pro™ will keep it there...

If you're about to invest in a new multi-tasking operating system like Windows 95 or Windows NT Workstation, experts say it may be time to invest in APC protection. Why? Because bad power is the largest single cause of data loss, and on a multi-tasking system, your vulnerability is multiplied. When full protection is as affordable as a new mouse, it just doesn't make sense to leave your premium machine unprotected.

Starting at $239!
Includes FREE Plug & Play software!

Protect against the inevitable power hit with new Back-UPS Pro, the one and only UPS “Designed for Windows 95”. Automatic Voltage Regulation (AVR) provides the edge you need for full protection against extended brownouts or overvoltages without draining the battery, while CellGuard™ intelligent battery management extends battery life with fast recharge and deep discharge protection. The units even include built-in 10Base-T network cable/phone line surge protection for a bulletproof response to anything Mother Nature or Murphy’s Law may send your way. Plus, they’re even backed by an up to $25,000 guarantee against surge damage to your equipment (see details).

All in all, you can’t make a bad choice when you choose the company that protects more PCs than all other UPS vendors combined: APC.

For 6 minutes of runtime on a typical 486, choose BU Pro 280/28. For Pentiums or more runtime, choose the BU Pro 420/420N or 650NP. Call for a Free demo Disk, 60-page catalog, or visit our PowerPage™ at http://www.apc.com

SurgeArrest™ & Protectnet™
AC and dateline surge suppressors.

Back-UPS® & BACK-UPS® PRO
UPS for PC and advanced workstations

Smart-UPS® & SMART-UPS® VIS
Manageable UPS for servers and networks

Matrix-UPS™ & ACCESSORIES
Modular UPS for client/server datacenters

Starting at $19
Starting at $119
Starting at $299
Starting at $3499

AMERICAN POWER CONVERSION
800-800-4APC
Dept R1
401-788-2797 (fax 1-800-347-FAXX PowerFax)
132 Fairgrounds Rd., W. Kingston RI 02892 USA

Circle Reader Service #261
Test Driving The New 4X4

The NEC 4x4 Isn’t The Fastest CD-ROM Drive, But It Offers Convenience At A Good Price

by Dave Salvator

NEC’s MultiSpin 4x1 is built more for comfort than for speed. With the 4x1, NEC has chosen to concentrate on multiple disc access, letting you house four CDs simultaneously. That doesn’t mean every game which ships on more than one CD will automatically advance to the next disc in the stack, but it does allow easier access to multiple discs.

The 4x1 has both Windows 3.1 and Windows 95 drivers, and ships with its own IDE controller. There are four buttons on the front panel to load and unload discs, and a headphone jack with volume control. Unlike some other NEC units, there are no audio-CD transport controls (play/stop) for audio CDs.

The 4x1 is offered at a good price, but there are other units in the same range that are much cheaper. It’s much cheaper than the Plextor 6x, and a little cheaper than Creative’s 6x drive. However, since the 4x1 performed more like a 3x drive, the unit loses on the speed front.

Which means that the MultiSpin’s main advantage is its 4-disc capacity. Does this capability come in handy for multi-CD games? Well, that depends. Some games, like Wing Commander III, make a call during initialization to check for the presence of multiple CD-ROM drives. If Wing III finds more than one CD-ROM drive, it checks whether that additional drive contains a disc, and if so, reads its volume label. In this case, the MultiSpin would be handy since it switches discs on the fly when you move into a scene on the next disc. However, game developers have to write the code to detect and use multiple CD-ROM drives, and not all of them do. Windows 95’s CD File System (CD File System) doesn’t really have a provision for applications using multiple CD’s either, so here again, it’s left to the developer to write that code.

The 4x1’s Windows 95 driver presents four separate drive letters, each one representing a physical disc. NEC is working on a new version of their driver that will present a single drive letter and offer a task bar-based utility with information on the four inserted discs that lets you select which one to activate.

The MultiSpin’s installation is well-documented, though somewhat awkward. It’s not completely plug-and-play, and requires you to install its driver manually, then scan for new hardware in the Control Panel, where Windows 95 recognizes the controller. And while this procedure is careful in the documentation, it could be better automated.

In WinBench tests, the 4x1 was able to achieve only 485 KB/sec throughput—a little better than 3x speed. This shortfall may be due in part to the 4x1’s IDE controller, which has to rely more on the CPU to push CD-ROM I/O along.

Given that a lot of games are still running off of one CD-ROM, and speed is king, this unit is hard to recommend for hard-core gaming since it didn’t achieve 4x speeds in our tests. Some games will take advantage of multiple drives if they’re present, but there’s no standard for multi-CD-ROM config in either DOS or Windows 95. So it’s still up to each game developer to enable multiple CD-ROM drives when initializing. But if you like playing on a CD without loading/unloading your caddy, and are willing to trade some speed for convenience, the $279.4x (includes controller) may be of interest.

Cost/Performance Comparison

<table>
<thead>
<tr>
<th>Company</th>
<th>Product</th>
<th>Interface</th>
<th>Transfer Rate (bytes/sec)</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEC</td>
<td>MultiSpin 4x1 IDE</td>
<td>IDE</td>
<td>466 (MAX)*</td>
<td>$279</td>
</tr>
<tr>
<td>Plextor</td>
<td>6x180IDE</td>
<td>IDE</td>
<td>927 (MAX)*</td>
<td>$509</td>
</tr>
<tr>
<td>Creative Labs</td>
<td>Blaster 6x IDE</td>
<td>IDE</td>
<td>952 (MAX)*</td>
<td>$299</td>
</tr>
<tr>
<td>Base on Wing Commander 6x IDE install.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Appeal: For users who want ready access to multiple CDs.

Pros: Fairly easy setup, easy to use. For games that support multi-CD-ROM drives, the MultiSpin 4x1 makes advancing to the next disc a little easier.

Cons: The unit doesn’t really deliver 4X performance, and there are much faster units available. Some games don’t support multiple CD drives, so you’ll still have to do the CD shuffle.

Price: $279
Manufacturer: NEC
Technologies
Wood Dale, IL
(800) NEC-INF0
www.nec.com
Reader Service No.: 323
Lie to your opponents.

Break treaties.

Cheat mercilessly.

In other words, think of it as a training program for a career in nation building.

**Conquest of the New World™**

CONQUEST OF THE NEW WORLD™ BEGINS APRIL 24, 1996.

By Gamers. For Gamers™

Chart your course for the Interplay web site (http://www.interplay.com) & download the interactive demo.

©1996 Interplay Productions. Conquest of the New World and the Interplay logo are trademarks of Interplay productions. All rights reserved.
Fore Play
ThrustMaster Builds The Golf Widow's Ultimate Nightmare

by Denny Atkin Sr.

Golfers are crazy. Golfers use vacations to play more golf. They read about golf and watch others play golf. Then they talk about golf with fellow golf nuts. Doesn't sound much different than the typical computer gamer, does it? If you're a golfer and a gamer, you understand the meaning of obsession.

Thrust Master has long catered to the hardcore gamer, with a series of high-end controllers for flight sim fans. Now the company has turned its sights to the digital duffer with PRO PLAY GOLF—THE HOME COURSE, a device that allows golfers to play PC golf games using their own clubs.

PPC includes a base platform with controller unit, a large golf mat, three foam rubber golf balls, reflective tape which you apply to the bottom of your clubs, rubber tees, and a hanging indoor pitching net. Not being a real techie, I was concerned about my ability to properly set up the system, but utilizing the included video and step-by-step instructions, I was standing on the 8th tee at a virtual Pebble Beach, wagging my driver, only a few minutes after unpacking the unit.

The golf mat is an artificial turf layered over a foam base. The balls are made of a light foam rubber, but they do give nice sound feedback when you strike them.

FAST FEEDBACK

PPC isn't just a game controller—it also doubles as a swing analyzer. Using light sensors embedded in the electronic platform, it gives feedback on club head speed, the angle of the club face at impact, club height above the surface, point of ball impact, and direction of follow-through.

The analyzer display is easily visible from several feet away, even using my 9.5-inch screen laptop. Along with a performance graph, it also gives tips on correcting swing errors upon request.

When I first tried this function, I found my swing averaged about 95 mph, and that I was swinging "inside-out," producing a hook. By experimenting with a little earlier break in my wrists and more concentration in the follow-through, I increased my club head speed to 95 mph, and ball direction improved dramatically.

The next day, I transferred these ideas to Tualatin Country Club's course and hit longer and straighter drives than I have enjoyed in months.

Thrust Master also bundles a modified copy of Access Software's LINKS 386 which supports the controller. Using your own clubs is certainly a better way to play the game than watching the screen and trying to click the mouse at the right time. Not only is the control natural, but the swing analyzer function also shows on the screen, giving instant feedback. You might find you'll need to quickly move closer to the screen to follow the ball's flight, unless you have younger eyes than I do.

REAL BALLS ARE BETTER

The PPC system provides a very real experience, only held back by the fact that you aren't hitting real balls.

(Thrust Master says it's possible to hit real balls, in the proper environment.) It gives both the novice and experienced golfer useful swing feedback, and it's a superior controller for games such as LINKS 386. While the price may seem a major investment, many golfers don't blink an eye at spending as much as $500 for a new jumbo titanium driver.

APPEAL: Truly obsessed golfers with some discretionary income.

PROS: The device gives you serious and helpful feedback on your golf swings, in addition to bringing interactive games to life.

CONS: You'll need a fairly large space to swing the club, and a hefty wad of cash to drive this baby home.
Introducing 3D Blaster
The Ultimate 3D Gaming Experience.

Tired of games that play in slow motion? Tired of pixels the size of boulders? Tired of 8-bit cartoon colors?

Get 3D Blaster™ from Creative Labs™. It will blast you with full color, hi-res, 3D graphics that fly across your screen at light speed. What's more, it's bundled with five killer 3D games designed for 3D Blaster.

And don't worry. 3D Blaster was born to run on Windows 95, Windows 3.1 and DOS systems. And it's Plug n Play compatible—so just plug and play. Tired of being left behind?

Then upgrade your 486 VL-bus PC with 3D Blaster, the standard in PC 3D. From Creative Labs, the makers of Sound Blaster.
<table>
<thead>
<tr>
<th>IBM STRATEGY</th>
<th>IBM TRADITIONAL</th>
<th>IBM WAR</th>
<th>IBM HINT BOOKS</th>
<th>IBM HINT BOOKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seft City Life is Feudal $37</td>
<td>Sim Earth CD $10</td>
<td>Any One For Cards CD $25</td>
<td>7th Fleet CD $39</td>
<td>Leisure Suit Larry 6 $10</td>
</tr>
<tr>
<td>Bottles &amp; 2 CD $41</td>
<td>Sim Life $29</td>
<td>Avatar CD $38</td>
<td>All-Out General CD $43</td>
<td>Lammings: Chronicles $12</td>
</tr>
<tr>
<td>Shadow of Emperor CD $44</td>
<td>Sim Town CD $33</td>
<td>Avery Cardozo's Casino $24</td>
<td>Battle of the Bulge $42</td>
<td>Lords of Midnight $16</td>
</tr>
<tr>
<td>Sim Ant CD $49</td>
<td>Sim Tower CD $35</td>
<td>Aveys Cardozo's Casino $24</td>
<td>Battle of the Bulge $42</td>
<td>Magical Convent $2 &amp; $16</td>
</tr>
<tr>
<td>Sim Ant Windows $19</td>
<td>Sim Space CD $34</td>
<td>Blazing Saddles $32</td>
<td>Battle of the Bulge $42</td>
<td>Master of Magic $16</td>
</tr>
<tr>
<td>Sim City CD $47</td>
<td>Sim Space Buck CD $30</td>
<td>Bridle Pinch $30</td>
<td>Battle of the Bulge $42</td>
<td>Marco Polo $16</td>
</tr>
<tr>
<td>Sim City Classic Set 1 &amp; 2 $14</td>
<td>Sim Space Buck CD $30</td>
<td>Bridge Master $30</td>
<td>Battle of the Bulge $42</td>
<td>Mechnimator 2 $16</td>
</tr>
<tr>
<td>Sim City 2000 $39</td>
<td>Sim Space Buck CD $30</td>
<td>Caesar's Wild World $37</td>
<td>Battle of the Bulge $42</td>
<td>Mechnimator 2 $16</td>
</tr>
<tr>
<td>Sim City 2000 CD $52</td>
<td>Space Marine CD $44</td>
<td>Caesar's Wild World $37</td>
<td>Battle of the Bulge $42</td>
<td>Metel Lords $16</td>
</tr>
<tr>
<td>Sim City 2000 Collection $58</td>
<td>Space Miner CD $36</td>
<td>Caesar's Wild World $37</td>
<td>Battle of the Bulge $42</td>
<td>Microsoft Flight Sim 5.1 $16</td>
</tr>
<tr>
<td>Sim City 2000 Collector's Edition $59</td>
<td>Star Base $36</td>
<td>Caesar's Wild World $37</td>
<td>Battle of the Bulge $42</td>
<td>Microsoft's Wasteland $16</td>
</tr>
<tr>
<td>Sim City 2000 Simion 1 &amp; 14</td>
<td>Star Control 3 CD $46</td>
<td>Star Peacemaker $36</td>
<td>Caesar's Wild World $37</td>
<td>No One's Home $16</td>
</tr>
<tr>
<td>IBM STRATEGY</td>
<td>IBM TRADITIONAL</td>
<td>IBM WAR</td>
<td>IBM HINT BOOKS</td>
<td>IBM HINT BOOKS</td>
</tr>
<tr>
<td>Seft City Life is Feudal $37</td>
<td>Sim Earth CD $10</td>
<td>Any One For Cards CD $25</td>
<td>7th Fleet CD $39</td>
<td>Leisure Suit Larry 6 $10</td>
</tr>
<tr>
<td>Bottles &amp; 2 CD $41</td>
<td>Sim Life $29</td>
<td>Avatar CD $38</td>
<td>All-Out General CD $43</td>
<td>Lammings: Chronicles $12</td>
</tr>
<tr>
<td>Shadow of Emperor CD $44</td>
<td>Sim Town CD $33</td>
<td>Avery Cardozo's Casino $24</td>
<td>Battle of the Bulge $42</td>
<td>Lords of Midnight $16</td>
</tr>
<tr>
<td>Sim Ant CD $49</td>
<td>Sim Tower CD $35</td>
<td>Aveys Cardozo's Casino $24</td>
<td>Battle of the Bulge $42</td>
<td>Magical Convent $2 &amp; $16</td>
</tr>
<tr>
<td>Sim Ant Windows $19</td>
<td>Sim Space CD $34</td>
<td>Blazing Saddles $32</td>
<td>Battle of the Bulge $42</td>
<td>Master of Magic $16</td>
</tr>
<tr>
<td>Sim City CD $47</td>
<td>Sim Space Buck CD $30</td>
<td>Bridge Master $30</td>
<td>Battle of the Bulge $42</td>
<td>Marco Polo $16</td>
</tr>
<tr>
<td>Sim City Classic Set 1 &amp; 2 $14</td>
<td>Sim Space Buck CD $30</td>
<td>Caesar's Wild World $37</td>
<td>Battle of the Bulge $42</td>
<td>Mechnimator 2 $16</td>
</tr>
<tr>
<td>Sim City 2000 $39</td>
<td>Sim Space Buck CD $30</td>
<td>Caesar's Wild World $37</td>
<td>Battle of the Bulge $42</td>
<td>Metel Lords $16</td>
</tr>
<tr>
<td>Sim City 2000 CD $52</td>
<td>Space Marine CD $44</td>
<td>Caesar's Wild World $37</td>
<td>Battle of the Bulge $42</td>
<td>Microsoft Flight Sim 5.1 $16</td>
</tr>
<tr>
<td>Sim City 2000 Collection $58</td>
<td>Space Miner CD $36</td>
<td>Caesar's Wild World $37</td>
<td>Battle of the Bulge $42</td>
<td>Microsoft's Wasteland $16</td>
</tr>
<tr>
<td>Sim City 2000 Collector's Edition $59</td>
<td>Star Base $36</td>
<td>Caesar's Wild World $37</td>
<td>Battle of the Bulge $42</td>
<td>No One's Home $16</td>
</tr>
<tr>
<td>Sim City 2000 Simion 1 &amp; 14</td>
<td>Star Control 3 CD $46</td>
<td>Star Peacemaker $36</td>
<td>Caesar's Wild World $37</td>
<td>Nikon's Wild Life $16</td>
</tr>
</tbody>
</table>

**FREE INTERACTIVE ENTERTAINMENT:**
Receive an episode of Interactive Entertainment CD-ROM magazine with any in-stock software order. Offer subject to change or cancellation without notice. Valid from 2/1/96 to 3/31/96 or while supplies last. Quantities limited.

**FREE SHIPPING:**
Place an order for an out of stock software item and receive FREE overnight shipping when the product becomes available. Handling $2 per item.
**Call NOW to Order**

**SOURCE 10597**

800-699-4263

Checks held 4 weeks. Money Orders under $200 same as cash. COD SS. Deductions replaced with same product. Most items shipped same day. Shipping times may vary, Price/availability may change. All sales final. Call for details.

---

**IBM BUNDLES**

- **Aces Collection CD** $48
- **Across Europe, Aces over Pacific, Red Baron, Tank Pilot K-10 Trk Killer Atari 2600 Action Pack** $25
- **Boxing, Fighting Derby, Hero, Base追求, Command, Freedom, Sky Jenks, Cosmic Commander, Cossacks, Frontline, Phelis, Spider Fighter, Crankpots, Grand Prix, River Raid, Attack Stack CD** $58
- **Journeyman Project Turbo, Novatron, Donn 1, Chaos Continuum, Spectra, VR, Lemmings, Shortcut, Street Fighter 2, Crystal Callahan Award Winning Wargames**, $30
- **Carrier Strike, Grigory's Pacific War, Clash of Steel, Grigory's War in Russia, Bullfrog Compilation CD**, $25
- **Therm Park, Populärs 162, Power Manager, Syndicate, Magic Carpet Demo, Comedy Collection CD** $19
- **Bally Hoo, Bureaucracy, Hollywood, Hurt & Burt, Collective Wargames CD** $25
- **Decisive Battles of ACW 1-3, Gold of America, Conquest of Japan, D-day Boltface, Global Domination, Blood in the Water, War for the Stars, Blitzen 2, 8 & 40 Ssn Fantasy Collection CD** $19
- **C strategy Game CD** $23

---

**IBM BUNDLES**

- **THE ARCHIVES CD** $27
- **ULTIMATE COLLECTION CD** $29
- **EA Ten Pack 2 CD $29**
- **PGA Tour Golf, Indy 500, Hero of His 375, Shadowcasters, Kasparov's Gambit, Stack Hack, Great Naval Battle, Grand Slam Bridge, Jordan, In Flight, Winning Crime Diner**
- **Jungle & Desert Strike CD $29**
- **Masterpiece Collection CD** $28
- **Mile High Club CD** $25
- **F-16 Falcon, Fa-18 Hornet, F-22 Black Widow, MiG 29, Fulcrum, F-14 Tomcat, B-2 Megafighter**

---

**IBM BUDGET**

- **Allied Forces** $9
- **Battle of Destiny** $12
- **Champions of Krynn** $12
- **Cyber Race** $9
- **ESPN Sports Shorts** $9
- **ESPN F-16 Falcon** $12
- **F-22 Black Widow, MiG 29, Fulcrum, F-14 Tomcat, B-2 Megafighter**

---

**PSYCHIC DETECTIVE**

The role of Eric Fox, you invade the minds of other characters to gather clues. Use your psychic powers to gather clues from the past. Complex woven plot never lets the story slow twice! All new interactive movie format. **CD $44**

---

**CH PRODUCTS F-16 FIGHTER STICK**

Features the most realistic F-16 joystick ever! When used in conjunction with the PC, the 32 buttons become programmable for a total of 40 functions at your fingertips, providing the ultimate in high detail, high speed combat. **CD $44**

---

**SHOCKWAVE ASSAULT**

A vast army of alien warships unleashes a deadly assault on the Earth. Taken by surprise, Earth's forces are caught off guard and only a small squadron of experimental fighter jets can stop them. **CD $44**

---

**'HEROES OF MIGHT AND MAGIC'**

You must conquer the world through the strategic use of resources, management and battle savvy. Features up to three customizable computer controlled warriors, stunning VGA graphics and dynamic sound. **WIN 95 CD$34**

---

**'SCREEN TOY'**

Combining Hollywood quality on-screen animation with a wacky toy that plugs into your keyboard, this is the first ever way to play that part toy, part cartoon, and all fun. The multi-position control handle in each toy lets you blow up, flush down or zap your screen at a moment's notice. **CD $34**

---

**'HEAD TO HEAD MODEM'**

Lets you talk to your friends while playing modern games head to head. Compatible with Hexen, Heretic, Doom, Descent, One Must Fall and many more! **$129**

---

**3DO**

- **Carrier: Fortress at Sea** $52
- **Deadly Skies** $52
- **Foes of All** $52
- **NHL Hockey** $52
- **Need for Speed** $52
- **PGA Tour 96** $52
- **Panzer General** $52
- **Space Hulk: Vengeance** $52
- **Star Fighter** $52
- **Top Gun** $52
- **Wing Commander 4** $56

---

**SATURN**

- **3D Baseball** $53
- **Center Ring Boxing** $53
- **Dark Stallkrs** $53
- **Descent 2** $53
- **FIFA International Soccer** $53
- **NBA Action** $53
- **NBA Jam Tournament** $53
- **NFL Full Contact Football** $53
- **NHL Game Day** $53
- **NHL Game Day** $53
- **NFL Quarterback Club 96** $53
- **NFL Quarterback Club 96** $53
- **Polo** $53
- **Polo Time NFL FB 95** $53
- **Rally** $53
- **WWF Arcade** $53
- **Wing Arms** $45

---

**CDI**

- **7th Guest** $44
- **Axis & Allies** $44
- **Kingdom of Fric Fric** $44
- **Jeezopark** $44
- **Lemmings** $44
- **Myst** $44
- **NFL Tennis Challenge** $44
- **Star Trek Generations** $44
- **Third Degree** $44
- **Voyeur 2** $44

---

**FREE GAME OFFER**

Spend the specified amount on any in-stock software, and receive a free IBM game from the following list. Request must be made at time of order.

**Spend $60**


**Spend $100**

- Conquest of the Americas 3.2, Dr. Doolittle's Zoo 5.2, Flight Sim 3.2, Gamers World 3.2, Return of the Phantom 3.2, SpellCasting 101 2.2, Storm Across Europe 2.2

**Spend $160**


**Spend $200**

- Casino Gambler Kit 3.2, Complete UNIX 3.2, Falcon 3.2, Harrier 3.2, Imperialism 3.2, Politics of War 3.2, Star Wars 3.2, World at War 3.2, X Wing 3.2
SHADOW WARRIOR

No Fear. No Mercy. No Return.

COMING SOON

Detail is everywhere. No other game has Shadow Warrior's sweep and splendor. This is going to be an epic.

—Electronic Entertainment

Bar none, the BUILD engine is one of the finest engines to sculpt a world in, as it allows for incredible special effects and a sheering frame rate.

—Strategy Plus

Also Supports PLAY IT TEN ONLINE

For more details, ask your local software retailer.

Developed by 3D Realms Entertainment. All rights reserved. Distributed by FormGen. All other trademarks are the property of their respective owners.
Cuts Like A Knife
Legend Re-forges The Sword Of Shannara

In Sword of Shannara, the first of Terry Brooks' Shannara series of novels, Shea Ohmsford, a half-Elf, undergoes an arduous trek to recover the legendary Sword, the only weapon that can defeat the undead wizard Brona. The Sword of Shannara is not the traditional weapon for slicing and dicing; rather, it is a revelation of truth. Whoever holds the sword sees himself as he really is, shorn of all self-deception. Not an easy thing for most people to face.

Shea is able to withstand this revelation, and touches Brona (who does not believe himself to be dead) with the sword, putting an end to this evil creature. Of course, in fantasy, nothing is forever, and Brona has returned 20 years later in Shannara, the third in Legend's "based on a fantasy book series." Unlike Companions of Xanth and Death Gate, Shannara is more a sequel than an adaptation of a literary work.

ELVEN DESCENDANTS
WALK WITH THE DEAD

Shea's son, Jak (whom you direct throughout the game), is chosen to wield the sword and face Brona, as only a descendant of the Elven House of Shannara can do the job properly. Events begin with Jak receiving a visit from the mysterious Druid, Allanon, who tells him about Brona and sends him off to the kingdom of Leah. Along the way, Jak meets Sheills, King Menion's daughter, who becomes the first of several companions for the journey.

In Leah, they save Menion's life, then continue on to Tyriss, resting place of the Sword. Tyriss is plagued with nightly visits from the walking dead, and the Sword vault is barred by a magical barrier. After dealing with these problems, and picking up another companion, Berekel the Dwarf, Jak discovers the Sword of Shannara has been shattered (no surprise to anyone who watched the game's prologue and saw this happen).

Allanon shows up again, and tells Jak that the Sword must be reforged. So off he goes to the lands of the Elves, Trolls, Dwarves and Gnomes. Each, in turn, must find both a certain magic item and a member of that particular race who can use it, then convince that person to join the party. Only when the powers of these items are invoked in unison can the Sword be repaired.

Naturally, each land presents certain difficulties to overcome, including stop-developing a new game for America Online called Explorer. If you've ever been a fan of Verne's Phineas Fogg or Doyle's Professor Challenger, this may be your chance to assume the role of explorer and compete against your fellow (or sister) adventurers. The design team promises that this won't be just a Source of the Nile game presented in an online environment.

CRISTAL BALL

Caped crusaders are back in vogue. Not only can we expect The Invulnerables from Bullfrog this Spring, but Simtex (of Master of Orion, Master of Magic fame) should have Superheroes (working title) ready by late Summer. Maybe Pepe Moreno could finally do a Batman game? (Nah, too many people would want to play it.) Interactive Broadcasting is...
which changes as Jak & Co. move around. Traveling in the outdoors, the display switches to overhead, showing the immediate vicinity and small icons for the party.

Wilderness travel is dangerous, as monsters lurk everywhere. Usually, you can see them before they are too close, and the critters can be avoided with a little care. It is generally best to walk slowly outdoors so you don’t end up rushing into unpleasant situations.

While this is an adventure game, it does have a combat system of sorts, and several monster encounters are unavoidable. Presumably, this was put in to prevent the game from seeming too static, and to make it more exciting.

The party usually goes first, and Jak can give orders to the others in the group. This is along the lines of the Ultra-style of “attack strongest,” “attack weakest,” “attack the leader,” “defend yourself,” and so on. If no special orders are given, each person chooses a target at random.

Monsters appear at the top of the screen in separate boxes, and the party at the bottom. Below each box is the “hit point line” showing the current health of the critter or character. It starts as green, becomes yellow for injury, and red for severe injury. When the bar disappears entirely, the person or monster is out of the fighting.

Party members won’t die if they fall in combat (unless everyone does), but they won’t be in great shape afterwards. This is another reason to avoid unnecessary combat, along with the fact that fighting gains you nothing, as there is no experience or treasure to be obtained after a battle.

I did not much care for this system, and would have preferred being able to choose specific targets for each party member. Jak, himself is not a great fighter, and didn’t appear to improve over time. ‘The others are better, but even so, fighting seemed a drawn-out experience more than an exciting one. Also, I noticed that on occasion, a monster’s bar would be down to nothing, yet it still fought on, which did not improve matters any.

Conversation is an important part of the game, and handled by clicking on a person, then choosing from a menu of things to say. In some circumstances, careful manipulation of the conversation is the only way to accomplish certain goals, so close attention is necessary when talking to people. One nice feature (that more games need) is the ability to have all spoken lines show up as text, so persons with hearing problems or unsupported sound cards are not left out.

For the most part, the puzzles in Shannara are not very difficult. Often, if a solution looks obvious, that’s what it is. The obvious solution. This could give veteran gamers some trouble, because it’s often the blatant answer that gets overlooked (as happened to me on a couple of occasions).

Graphically, the game is good although not spectacular, and the voice acting is adequate. Shannara was shaping up as a decent mid-range adventure, when I came to the one point that infuriated me. This was the death of Sheila.

I would not have minded had she died gloriously in battle: that is often the fate of heroes and heroines. What happens is Sheila is mortally wounded, but lingering on, andJak—to save her soul—must kill her on the spot and perform a certain ritual. The only woman in the entire game, and she not only dies, but goes out a helpless lump.

I’ve heard that game designers are wondering how they can get more women playing games; if they keep presenting us with garbage like this, it isn’t going to happen any time soon. Far too many products these days have exclusively male heroes doing this, that, and the other; women are either nonexistent or mere adjuncts, at best.

It is all the more surprising since this game was designed by Corey and Lori Cole, from whom we expect much better. If they were trying to show the old “a hero’s road is a tough one, and sometimes hard things have to be done, etc.” they have failed utterly, and only presented a slap in the face to women gamers everywhere.

In any case, if you can get by that point, and also endure the silly combat, Shannara overall is an average adventure game, suitable more to the casual or novice gamer, and Shannara fans. Veteran adventurers are likely to whip through this one with little trouble.

Price: $59.95
System Requirements: IBM 486-33 or better processor, 4MB RAM, VESA compatible VGA graphics, 2x CD-ROM drive, supports Sound Blaster family, E-machines, Gravis Ultrasound, Roland and most other sound cards.
Protection: None (CD must be in drive)
Designers: Lori and Corey Cole
Publisher: Legend Entertainment Company
Chantilly, VA (800) 655-8891
Reader Service No. 325

Here, but rather a winged man-bull, an old Assyrian petroglyph which had religious significance in ancient Mesopotamia. —A. Dembo

When in doubt, make sure you’ve examined all of Staith’s art. Not only does the old man have excellent taste, but quite a few of the “objects” mentioned in the game are actually represented on canvas. —A. Dembo

Tips!

- In the 7th & 8th hours of 11th Hour, you may have trouble finding objects. Try the Library, the Picture Gallery, or Brian Dutton’s Room. From the end of Hour 8—“A man-horse on the fly sounds like a wounded bull’s eye.”—you aren’t actually looking for a centaur here, but rather a winged man-bull, an old Assyrian petroglyph which had religious significance in ancient Mesopotamia. —A. Dembo

- When in doubt, make sure you’ve examined all of Staith’s art. Not only does the old man have excellent taste, but quite a few of the “objects” mentioned in the game are actually represented on canvas. —A. Dembo
THE WORLD IS YOURS TO COMMAND...

...IF YOU RUN THE CORPORATION

Microforum's Virtual Corporation, the first totally voice-controlled (keyboard optional) CD-ROM game for Windows™ '95, takes you into a call-loaded world where only the strong survive.

Be transported into the not-too-distant future where you are given the opportunity of becoming President of Pugodyne Systems—the most powerful Internet corporation in the world. Starting on the lowest rung of the corporate ladder, you begin an exhilarating race to the top of the corporation where you will experience the thrill of office politics taken to an extreme.

The road to becoming master of your own destiny rests upon your ability to form alliances within the heart of the Virtual Corporation. No one is secure. Nothing is as it seems. Intrigue, relationships, espionage and constant surveillance are but a few of the elements you must learn to master in order to make it to the Presidency. Microforum's Virtual Corporation provides sensational interactivity through the use of the latest voice-recognition technology. No voice training is required—simply talk to the various characters in the game by using the microphone provided for you.

- The next generation in voice-operated, CD-ROM
- Simulated, real-time interactivity with live actors
- Stunning 3D virtual environments, graphics & animation
- Actual interactive games within the game itself!
- Challenging and intriguing story scenarios
- Free high quality microphone included with game

AN EXHILITATING CORPORATE RACE TO THE TOP!

VIRTUAL CORPORATION

FOR MORE INFO ABOUT MICROFORUM OR TO ORDER DIRECT,
CALL 1-800-605-3863 Tel: (408) 656-5994 Fax: (408) 656-6518
INTERNET: http://microforum.com
Email: mail@microfort.com
Circle Reader Service #127
Zork placed millions under its spell...
The spell is yet to be broken.

First came the classic Zork text adventure series. Then the award-winning best-seller, Return to Zork. Now the newest addition to the Zork universe beckons you to journey to the darkest corners of the Great Underground Empire... Explore five fantastically detailed, 3-D realms as your senses devour stunning graphics and sound that set a new standard in computer adventures.

Zork Nemesis. Dare enter the forbidden lands.

- Dozens of innovative puzzles in over 40 hours of immersive gameplay
- Z-Vision Surround Technology allows realistic 360° movement
- Over 14 Hollywood actors in an hour of dramatic live-action video
- Hypnotic ambient music and special effects create a seamless virtual reality experience

Available on DOS and Windows® 95 CD-ROM

Uncover the mystery at HTTP://WWW.ACTIVISION.COM.
Scorpion's Tale

Howlin' Wolf

Our Resident Schattenjaeger Has Ways To Untangle Your Werewolf's Fur

This month, we peer into the dark mists surrounding Gabriel Knight: The Beast Within. All right, let's howl! Chapter 1. We start with Cabe at the farmhouse. Take a good look around and click on everything. Check the outdoors carefully for evidence of wolf activity (oh yes, one's been around, and he's big). You should have a couple of interesting items by the time you're ready for Munich. Naturally, Cabe wants to become acquainted with his lawyer, and probably has something to mail, too. Then it's off to the zoo for some investigating about the missing wolves. Thomas isn't helpful, but you do get to hear about Mr. Klingmann. He has some interesting information regarding wolves, but won't let Cabe in to see the pack at the zoo. We can do something about that, however. The tape recorder has several handy features.

After seeing the wolves, you'll probably want some lab work done; Cabe's information man can assist with that. Then it's a good idea to look over the receipt, especially the back (which is backwards). It's also helpful to know what it says before messing around in private hunt clubs. A little documentation, and we're done with Cabe for now.

Chapter 2. Now we're with Grace at Schloss Ritter. She's here to do research, but Gerde (the housekeeper), while pleasant, isn't very helpful. So Grace will have to do it the hard way for awhile. Head to town and talk with everyone you can, starting with Herr Huber at the Goldener Lowe (sorry, he just won't tell Grace where Cabe is hanging out), and working around from there.

So, there was a werewolf trial in Rittersberg awhile back, eh? The Schattenjaeger library back at the castle probably has some info on it. Too bad Gerde's being tough about the key. Maybe we can do something there, especially now that the workman is gone and you can investigate the fireplace more closely.

You won't come across a more obvious switch for a secret passageway (hich). Where does it lead? Well, go in and find out! Don't worry, it's safe. And before long, you'll be snooping amongst the volumes in the library. Oop! Gerde just walked in (how embarrassing!). After the rather volatile scene that follows, Gerde's not feeling too friendly, but at least Grace has the run of the library from now on. Make use of that, grabbing (and reading) everything you can. Except stuff on Ludwig II. That's harder, because Grace's German is a bit weak. But maybe she knows someone who can help. A fellow academic, for instance.

Now let's go find out about that werewolf trial. Ouch! Drawn, quartered, and burned at the stake; they sure didn't mess around with werewolves in the old days, eh? There may be more to learn yet; look through the dungeon window for inspira-
GRAND PRIX Manager

BECAUSE IT TAKES MORE THAN DRIVING SKILLS TO WIN.

Formula One Grand Prix racing. It's one of the most competitive sports in the world. To win, you need more than a great driver. It takes technology, tactics and money.

As a Grand Prix manager, you control all aspects of team management. Design the hottest car and test it. Negotiate for the best driver and staff. Keep up with racing politics, rules and rumors. On race day, you call the shots down at the track in the fume-filled pits.

GRAND PRIX MANAGER. Because what it really takes to win is a great manager.

Windows® CD-ROM. Compatible with Windows® 95.

Visit your local retailer or call 24 hours: 1-800-695-GAME (U.S. and Canada).

Licensed by FCA to Fuji Telewizor. ©1990 Spectrum HoloByte, Inc. All rights reserved. Spectrum HoloByte is a registered trademark and Grand Prix Manager is a trademark of Spectrum HoloByte, Inc. All other trademarks are the property of their respective holders.

http://www.holobyte.com
tion if you need it. After that, you’ll probably want to do something with all this research (Grace wasn’t doing it for herself, after all).

Chapter 3. We’re back with Gabi now, starting the day at the farmhouse. Check the paper, there’s been another wolf killing, right in the city this time (daring, isn’t he?). Then it’s off for a busy day in Munich. The lawyer is a good place to begin, and you’ll probably want to chat with Baron Von Glower (he did give you his card).

There’s no one but Xaver, the secretary at the Hunt Club, so this is a good time to snoop around in the back hall. Hmmm, what could be behind that locked door? I bet Xaver has the keys, and I also bet he wouldn’t hand them over. A diversion is necessary here. This is tricky. Check out the shops at Marienplatz, and see what’s available. Then you’ll need an inconspicuous place to put the item. After you get more than ordinary busybodies, it’s publicity of the unfavorable kind. Hey, it gets you into the police station, and a chat with Leber, so it’s not all bad.

Be sure to check out the map before leaving the police station. Another visit to the lawyer and the Baron wouldn’t hurt, either. Then Gabi can spend the evening relaxing at the hunt club, and wondering how he can hear the conversation between Klingmann and Von Zell. It would be just a little too blatant, even for Gabi, to just plunk a tape recorder there. A bit of camouflage is necessary, and that takes care of this day.

Chapter 4. Time for Grace, who has a busy day planned, at the castle again. Look over the library before leaving, just in case. Hmmm, no Gerde downstairs, wonder where she is? We’ll find her eventually. Off to town. Do the usual rounds (slap the town hall), starting with the inn. Mrs. Smith is for real, amazing as it seems, and she’s important. Continuing on, we find Gerde in the crypt, and oh my! Grace did put her foot (both feet) in it. Gerde never cared a thing for Gabi (smart lady).

However, now Grace has to make up with her. Flowers will do you should know where to find them. At last, Grace has the car keys and can go traveling.

At Neuschwanstein, play the tour tape in every room (including the entry). Click on every possible object for a close-up. Click on the close-up if possible. If the tour tape appears for an item, play the tape. In the bedroom, move the cursor to the right for an "exit" that turns you around to see the stove with the Tristan and Isolde figures (this is all too easy to miss). Check the map when you leave the castle; if Neuschwanstein still blinks, go back and do it again.

At the Ludwig Museum, do much the same (there is no tour tape, fortunately). In this case, make sure Grace reads everything aloud, be it a letter, wall plaque, or whatever. Get a close-up of the clerk, then move the cursor towards the upper left for an exit to an exhibit room in the back (this is easy to miss, and is of critical importance). Talk to the clerk twice before leaving. If the Ludwig Museum blinks after you leave, go back and do it again.

At the Wagner Museum, follow the same drill. This is easier, as there are no sneaky rooms to find, and exhibits are fewer (but still important). Chat with Georg before leaving. The Wagner Museum will blink, as this is where the chapter ends later.

So you’re done with the museum tour. Grace probably wants to talk to Mrs. Smith, and there’s a follow-up to yesterday’s phone call that needs to be made. That sets up a meeting with Herr Dallmeier, who knows a lot about Ludwig II, and that Ludwig’s diary isn’t available for inspection. He also knows a bit about the Black Wolf.

Back to the castle for more phone calls (don’t wanna see this phone bill), and a chat with Gerde. This is a good time to mail something, and then work on Mrs. Smith’s suggestion of getting in touch with Ludwig yourselves. Check around the vicinity of the church. After the little "seance," head back to the castle. Your score should be 360 at this point, and after entering and leaving the castle, the fax should be waiting at the post office.

Chapter 5. Gabi again. Naturally, he wants the tape from last night, and seeing the lawyer is also high on his list. The police station is the only other available location, so have another chat with Herr Leber. He’ll be more cooperative if you show him something, and that will open a new area. Dorm is not a nice person, but you have to pay him to get anywhere here. It sure cleans up a few things, eh? As for the tiger cage, well, that’s a hungry cat; need I say more?

Now it’s time for that little hunting trip in the great outdoors. Speaking of which, it’s a good idea to explore the lodge environs thoroughly, and a map of the woods will come in handy later tonight. A chat with everyone available also helps. Klingmann will need a little persuasion, but I’m sure you have his weakness.
You've crashed on a strange planet. You quickly become friends with the local alien, Gaa. Together, you'll go from hauling butt through the forest to blasting into a bomb-filled mine shaft to fighting through an armory to destroy a reactor. It's Alien Odyssey — the PC CD-ROM game with incredibly smooth character animation and Argonaut's exclusive 3D adventure game technology. It's total annihilation. But in a friendly sort of way.
SCORPION'S TALE

tagged. Von Zell isn't around, so this is the right time to sneak in his room (check Priss' room).

Then you can visit the cave again (you did find it earlier, yes?) and confirm your suspicions, rather unpleasantly. There's one rather obvious person you can talk to about this, so do that... and then it's time for the midnight werewolf hunt. You have to drive it to the ravine. Only the Ritter talisman works here, so be ready with that as you make your way through the woods. You'll probably die once or twice during the attempt, but if you're careful, it shouldn't take you too long to do this.

Chapter 6. The most involved. Here you will run both Gabre and Grace at different times, starting with Grace in Rittersberg. Our boy is there, too, in the dungeon. The only safe place, in case he turns into a werewolf (midnight hunts are not without their drawbacks).

The first part of this chapter has Grace retrieving the parts of the lost Wagner opera. There are in Neuschwanstein, and one in Altötting, as you know from the opening movie. Do check around town before leaving, though, and don't forget the birdie.

At Neuschwanstein, the first opera section can be obtained by using something from Altötting (such vandalism!). The second section requires only patience, and the third can be gotten with, so to speak, a flight of fancy in the side hall. The persistent offerings at Altötting probably reminded you of something, but you'll need permission first. Then you can go there with your own offering. Before doing anything with it, check out the chapel first. What happens after the heart is donated is a hint on what Grace needs to do, and after that, we segue to opening night of the opera. Grace has a lot to do here, too. Walking around and becoming familiar with the opera house helps. There are some things in the office she needs. Gabre is there, too (not in great shape). We'll be getting to him later on. In the meantime, visit the cellar (you may want to map this) to find the prop room (important place). Look in backstage (important item here), talk to everyone you can. Examine items in the inventory, and find the spotlight room.

You also must make sure that the two special quests for this evening are seated in the right place. When all is done, the usher will alert Grace that there's only five minutes to opening the doors. Time to bring Gabre downstairs and dress for the performance. After the chat with Leber, it's wise to ensure the quarry is in place, and then also ensure that he can't get out.

With that done, we switch to Gabre in the prop room. As you might expect, he has to get out of there. Not too hard, if you look around carefully in back and click here and there.

Backstage, he has to pick up something, from about the same place Grace did. This item is not easy to see, so move the cursor slowly to the right. Then into the dressing room he goes. Yes, Gabre is gonna perform in the opera (just as well it's a non-singing part!).

Ugh, someone's coming. Better not let him see you; let's cloud things up a bit and get out of sight. Then that backstage item will come in real handy. This moves us into the opera itself. Just sit there and enjoy the performance, because when it ends, the wolf hunt begins.

Gabre and his quarry will be in the basement, both as wolves. The goal is to drive the other werewolf into the furnace room, by shutting the room doors in the correct way. This is the only solution; if Gabre fights wolf-to-wolf, he will die. If the other werewolf gets away, Gabre also dies. So it's the furnace room or nothing.

The immediate task is to close the doors on the left side, blocking access to the easy exits. Then it becomes harder, as you have to shut the doors so as to make a single path to the furnace room, without leaving the quarry an exit, or forcing him into a dead end. Remember, once a door is shut, it can't be opened again.

In the furnace room is Herr Leber and Grace. You can switch between Grace and Gabre here, and that is necessary. Something must be done and only Grace can do that. But only Gabre can take the action that will kill the Black Wolf. Time it carefully.

When! That should be enough of wolves, Wagner, and Ludwig II to last us a long, long time. And we're just about out of time here, as I see by the invisible clock on the wall. Until next time, happy adventuring!
"I just escaped two poachers, brought down a wildebeest, and kept a pack of hyenas at bay... all before lunch!"

Here's a game you can really sink your teeth into.

You are "the King of Beasts," in this incredible wildlife simulation. Experience the thrill of the hunt! Sniff out prey. Attack the stray buffalo. Pounce on gazelles. Feast on zebras. Life is good when you're King... or is it? Poachers and predators abound. Food and water are scarce. It's 'Survival of the Fittest' in the brutal wilderness of the African Serengeti.

Rule the savage plains. Play 20 different lions, each with a distinct personality, talent and kill rating. Complete 20 mission-based scenarios which contain exciting, realistic, and deadly challenges. Play as a single nomad or control a pride of 5 lions as you go for the kill. Radar-style maps locate II varieties of prey. Take a mate and raise your cubs into the fiercest pride on the savanna.

Hone your killer instincts. Master the skills of survival. Choose from 5 difficulty levels in the free-form simulation, then dominate the vast terrain. Fast, fluid 3-D graphics and dynamic sounds create the ultimate simulation. Experience the ferocious power of Lion today! Where else can you be rewarded for your animal behavior?

Visit us on-line @ http://www.sanctuary.com and find out how you can get a demo of LION.

Available for PC DOS/Windows or Macintosh CD-ROM

SANCTUARY WOODS

THE PREDATOR SERIES™
Games you can really sink your teeth into.
KIDS/FAMILY/HOME
J0YSTICKS/MICE
SOUND CARDS
CD DRIVES & KITS
MEMORY/CPU UPGDR

9889
With 3D sight/sound, plus a 70-degree diagonal field of view, CyberMaxx 2.0, takes Virtual Reality to the Maxx!
HARDWARE #402163 VICTORMAXX

$30
Wizard Pinball Controller’s features include dual flipper buttons, tableudge & flip switches.
HARDWARE #42753 THRUSTMASTER

$76
Get ultimate gaming control with VIR One! Features Flag and Play, widescreens, and more.
HARDWARE #435131

$30
Time’s Up! lets you set time and access limits for your child’s use of games, online services, and other Windows programs.
WIN #43751 FRESH SOFTWARE

$40
In Zork Nemesis, uncover a curse’s mystery. Travel through 5 worlds to save souls trapped in evil’s grip!
ACTIVISION

$73
Ultra-realistic flying with F-16 Fightersticks’ trim controls, rotary throttle and more!
HARDWARE #40802 CH PRODUCTS

Kids’ Family Home

Joysticks/Mice

Sound Cards

CD Drives & Kits

Memory/CPU Upgrd

800-228-7449

CUSTOMER SERVICE, CALL 508-443-6125 9am-5pm EST M-F
Call for your Computing Needs ext 374

Circle Reader Service #74

Complete on-line catalog with over 5000 software and hardware titles.

- Prodigy • Computer Express
- CompuServe • GO Express
- Internet • info@compexpr.com
- AOL • Computer Express
- www • http://cexpress.com
- eWorld • cexpress

No surcharge is added to credit card orders. PCs, wire transfers, personal and cashiers checks accepted. Some items are not returnable. Returns require authorization and are subject to a 15% restocking fee. All items offered are subject to availability. We are not responsible for typographical errors. Shipping and handling charges apply, worldwide shipping!

Computer Express
31 Union Ave. Sudbury, MA 01776 Info: 508-443-6125 Fax: 508-443-5645
Murphy Strikes Again

Film Noir Meets B-Movie Sci-Fi In This UNDER A KILLING MOON Sequel

by Denny Atkin

It's been 100 years since The Maltese Falcon, but nobody told Tex Murphy. Never seen without his fedora, trenchcoat, and pack of Lucky Strikes, Murphy's a detective who fancies himself a PI in the mold of Spade or Marlowe. With his non-stop wiseguy banter and laugh-into-it problem-solving, though, he comes across more like Jim Carrey on downers.

My encounter with Murphy started on a dark and foggy day, when Coleman dropped a note on my desk. "Murphy's back," he said. "Better check this out." I opened the tea-stained envelope and found a mysterious manila folder, but four gold CDs with "The Pandora Directive" hand-scrapped on them along with a cryptic letter saying that Tex Murphy was on the trail of the government's biggest secret of the 20th century. "Must be either the Roswell Incident, or the two mile Bill C spent on rush foot-massages for Arkansas highway patrolmen," I told Coleman. "I'll let you know what I find out."

I broke out my files on Murphy. This digitized gumshoe had quite a history. Back in '89, his exploits were chronicled in METEON STREET, a ground-breaking adventure game which was one of the first PC products to use both VGA and digitized sounds — and which remains to my knowledge the only adventure to toss in a flight simulator for good measure. Seems Murphy reappeared in THE MARTIAN MEMORANDUM, an enjoyable little yarn that didn't really break much new ground. UNDER A KILLING MOON, released back in '94, brought Murphy and the gang back to the bleeding edge of adventure gaming. Although much of the hype centered around Access having awakened Margot Kidder and Brian Keith from a big sleep in order to star in the game, the real thrills came from the 3-D universe Murphy had been dropped into. This time around, he saw the world by wandering through rendered rooms that looked as good as the ones in Myst, but with more freedom of movement than DOOM. Add in cinematic sequences, known (if a bit tired) actors, and a mystery that reached all the way into earth orbit and you had one of the best adventure games of the decade. The experience was dampened only by a script that packed more corn than an Iowa harvest festival.

CRUISING CHANDLER

I'd done my homework. It was time to track Murphy and see what he was up to this time. I popped the first disc into my trusty Dell. Not the most romantic device, but it's damned hard to play Sid Meier games on an Underwood portable. A letterboxed opening video popped up, setting the scene. It was the mid-'80s (the mid-2040s, that is), and Tex Murphy's luck was running its usual course. Beautiful newsstand owner Chelsea Bando's baby blues were seducing Tex into settling down, but her lips were threatening to move to Phoenix. Eviction was the friendliest thing on the landlord's mind. Tex needed a case, and soon. As luck would have it, his old-style gumshoe appearance attracted the attention of one Gordon Fitzpatrick, who was looking for a lost friend.

A simple missing persons case and an easy $4,000, right? Not with Tex Murphy's luck. It turned out the persona non locatable was one Thomas Mallow, a chief researcher at the Air Force installation in Roswell, New Mexico. And it didn't look...
YOUR JOURNEY BEGINS....

Inside a strange and desolate building—a place where souls are lost or found, you have the perfect plan for escape. But there is no such thing as a perfect plan....

Bad Mojo sends you into a world of eerie darkness... as a cockroach! What you discover may shock you. What you don't may kill you. Either way you won't come out the same. You may not even come out as a person at all....

Stunning 3D-rendered environments, beautiful photo-realistic imagery, an original score soundtrack and over thirty-five minutes of live-action video pull you into the mysterious and gritty atmosphere of Bad Mojo.
like he'd just gone for a ride on a beautiful weather balloon.

The search started in familiar territory. Turns out Malloy had been a resident in the Tex's own building, the inappropriately named Ritzi. It looked like picking this case together was going to make anyone who followed Murphy around on the KILLING MOON adventure feel right at home—the initial investigation, at least, was going to involve talking to the locals on Chandler Avenue, trying to find people who'd seen Malloy, know where he'd gone and what he was up to. That involved talking to a lot of familiar faces: Chebsie at the Newsstand, Reek at the pawn shop, Clint the one-eyed choco-holic, and old dependable Louise at the Brew & Stew.

Unfortunately, when Tex Murphy puts two and two together, the result is often a lot bigger than four. As he worked to track down Malloy, he also got involved with tracking down death threats against a curvaceous exotic dancer, and evading National Security Agency operatives who'd taken an unhealthy interest in his investigation—unhealthy to Tex, that is, who was close to joining the collection of dead bodies that was piling up faster than pancakes at the IHOP.

Then, there was the Roswell connection. Malloy, it appeared, was a linguist, tasked with translating alien runes. With the NSA on his tail, he'd sent out a series of puzzle boxes to trusted friends and relatives, boxes that would have to be pieced together to solve this mystery of cosmic proportions. It was up to Murphy to find out why so many people were willing to kill for the secret contained in these Pandora boxes.

THE STUFF THAT DREAMS ARE MADE OF

I followed Murphy through to the conclusion, but I wouldn't want to spoil the fun by spilling the beans. Turns out there were at least three paths to take, leading to six possible endings. Nice—a detective story you could relive without knowing what was going to happen on the second pass. Even Hamnett and Chandler couldn't pull that one off.

The first half of the mystery took place in territory familiar to anyone who played KILLING MOON: a post-WW III San Francisco neighborhood populated by a mix of humans and mutants. Despite the familiar days, though, the neighborhood seemed nicer. Turns out the tech boys at Access had fiddled with the code and cleaned things up quite a bit. Objects in rooms no longer turned to face you as you moved through rooms, as is drawn to your magnetic personality. More fine-tuning was evident in that many objects kept their detail even when viewed up close, instead of blurring away like the room tends to do after a long visit with detective Jim Beam. The comfort of familiar surroundings faded soon enough, though, as I journeyed with Murphy to Roswell, a secret installation, and an Aztec labyrinth puzzling enough to give Indiana Jones himself a headache. All told, there were over 70 virtual rooms to explore, beautifully rendered in crisp SVGA with a dark, film noir look.

Of course, finding objects and solving puzzles is only part of a PC's job. Digging for info is another. Interacting with the various dramatic personalities once again involved a jarring shift from the first person to the third—instead of exploring rooms through Murphy's eyes, I was watching him from across the room and guiding him through conversations by choosing a tone of response from three possibilities. While the perspective shift was jarring, at least the acting wasn't. Kevin McCarthy and Northern Exposure's Barry Corbin seemed to be taking their acting jobs seriously, a welcome improvement over the campy Russell Means and bizarre Margot Kidder performances in KILLING MOON. Tanya Roberts also sunk in a good performance, albeit looking more a Joan Collins doppleganger than a former Charlie's Angel or Bond girl here. Some of the acting improvement may have been attributable to the direction of Adrian Carr. Although his more impressive film credits involve editing rather than direction (his directing credits include the Mighty Morphin' Power Rangers series), he did pull a better performance from the actors involved than in the preceding cyberflick.

In KILLING MOON, designer Chris Jones put in an awkward performance as Murphy. This time, the performance was fine, with only a good percentage of his jokes eliciting groans.

THE LONG GOODBYE

Satisfied with my investigation, I dropped the discs on Coleman's desk. "Looks like another Access winner," I told him. "The engine's the same, and the scenery's familiar, but the new story should keep gamers happy." I told him about the online hint section that would trade solutions for points, and the new level for experienced gamers that doesn't offer hints, but doubles the point possibilities and offers "a unique reward at the end of the game."

"There's even a novelization available from Prima," I added. "It's an amusing—if awkward—read. You don't often find the protagonist looking for objects in adventure-game style in most books, and there are so many positive cigarette references you'd think the guy was on the take from R.J. Reynolds. Still, it's a good guide if you get stuck in the plot."

Another case closed. I deserved a break. Down to John's Grill for a cup of Joe? Nah, I decided to grab my clubs and hit the Links.
DO YOU EVER WISH YOU WERE 60 FEET TALL, HAD CANNONS FOR ARMS, GUIDED MISSILES ON YOUR SHOULDERS AND COULD FLY AROUND AND KICK ROBOT BUTT?

WEIRD, US TOO.

EARTHSIEGE 2

Your wish has been granted: EarthSiege 2. You’ll get more than 50 missions, true 3-D texture-mapped terrain and incredible new burn-your-eyebrows-off pyrotechnics. The controls and cockpit interface are easy to use and infinitely customizable. And get a load of this: when you get tired of stomping Herc butt on the ground, our new flight sim feature called the Razor lets you rain death from above. Cool? Yeah, we thought so too.

Circle Reader Service #155

http://www.sierra.com, See your local software dealer or call 1-800-757-7707.
Sir-Tech’s 
Step Child

Druid Fails To Live Up To Its Forebears

by Petra Schlunk

all it a blessing or a curse, but every new role-playing and adventure game from Sir-Tech will inevitably be compared with their successful Wizardry series. As an adventure game with minor role-playing elements, Druid: Daemons of the Mind might get a double helping of “Does it measure up?” from Sir-Tech fans. As “The Man With No Name,” you play an unnamed druid brought to the world of Navan by three other druids to assist them in finding their missing brother. Each druid rules an island, which you must visit in your quest to find clues about the disappearance.

THE DIRECT APPROACH

Essentially, gameplay in Druid follows a linear course. You begin the game without options for No Name’s character or control over his statistics. He will acquire experience points, gain levels, improve his health (body points), and magic power (mind points) as he progresses through the game. You start out on an island called the Common Ground, which accommodates a jail, an arena for building up No Name’s physical statistics, a library, a site containing Stonehenge-like megaliths, and a temporarily restricted area. He will spend some time here studying, improving his abilities, and gathering information before traveling to the next island.

You must solve most of the puzzles on each island before No Name can acquire the “Ogham” keystones he needs to continue his journey. These none-incised stones fit into the megaliths found on each island. He can’t continue his journey until he properly rotates each stone to match the correct symbol in these druidic structures.

You view No Name’s progress from a three-quarter overhead perspective as he travels from area to area looking for items to use, people to meet, and creatures to fight. Druid sports a nicely designed mouse-driven interface, which features an arrow-shaped cursor. The cursor changes color when it passes over something that No Name can touch or use and turns into an exclamation point if an area leads to somewhere else. You can pick up and identify an object by dragging and clicking it on an icon of No Name’s face in the Main Menu screen. Similarly, you can use an object by clicking it on other objects or people.

Almost every item in the game forms part of a puzzle. No Name can talk to other characters, give them items, or fight them, although you can’t order him to fight a friendly or harmless character. You can read conversations at your leisure by clicking the text on the screen, with highlighted hyperlinked keywords providing additional information. Conversations rarely involve game-affecting choices and are primarily a means of learning new information.

A DASH OF HACK-N-SLASH

Combat plays a small, but vital role in the game. Throughout No Name’s travels, he meets various hostile humans and monsters that block his path. Surprisingly, they all seem to be roughly his equal in terms of strength and endurance. These hostile beings provide valuable experience points, and should be dealt with whenever encountered. Druid’s real-time combat system includes blocking, fleeing, and different attack angle strategies. These can
YOU’LL GET BIG BONUSES WHEN YOU SUBSCRIBE
FREE SOFTWARE
PHENOMENAL SAVINGS
FROM THE MAGAZINE THAT’S PUSHING THE LIMITS AND PUSHING BACK THE PRICE TO LOCK IN BIG SAVINGS AND RESERVE YOUR
FREE CD-ROM, CALL 1 800 926 1578
be either hopelessly difficult or childishly simple—depending on whether you learn the right tricks for fighting (see sidebar). Monsters hit fast and hard; once they start hitting No Name, it's all over. Be warned that you will lose some battles, primarily because there is another way to get past these particular opponents.

If you have problems with the combat system, you may find Druid's magic system more useful than I did. Spells come in handy for healing No Name before battle, and for "softening up" his targets before he attacks them. Creatures will not attack you until you step into their "space," so you can lob spells at them to your heart's content. No Name should cast more spells if he has trouble with a particular opponent. You can either find spells in the manual or in books and tapestries throughout the game. Elements (water, air, fire, and earth) make up a majority of the spells. The magic system is simple and intuitive: right-clicking will bring up No Name's magic amulet, featuring four gems to cast element-based spells as well as a central gem for "mind power" spells. Clicking on the elements and the mind gem in the correct order will invoke a spell, which then can then be targeted appropriately.

Although combat and magic make up substantial gameplay, Druid's substance lies in the puzzles and storyline. The plot is by no means lucid, but a strong current of intrigue running through the storyline warrants continued play. Druid's puzzles involve finding objects, using them sensibly, and giving them to interested parties. Unlike many adventure games, puzzles actually contribute to the plot and do not come off as superfluous to gameplay.

DON'T BLINK: YOU MIGHT MISS IT

Like some of Sir-Tech's Wizadry games, Druid offers multiple endings depending on choices you make late in the game. Unfortunately, these endings are all disappointingly short and uninteresting. In fact, the whole game is on the short side, something that even a nice storyline and lovely graphics can't redeem.

If you pick up Druid because you are looking for a challenging role-playing game on par with the venerable WIZARDY and REALMS OF ARKANA games, you will be disappointed. Druid is short, pretty, and moderately challenging, but uninspiring combat sequences and the disappointing sound offset an otherwise good game.
it can't be reasoned with,

it can't be bargained with...

...and it absolutely will not stop.

The Terminator

FUTURE SHOCK

Bethesda Softworks

“Finally, a game that’s worthy of the film license. Terminator: Future Shock will make Dark Forces seem positively tame.”
—PC-ZONE

“...the more I play Future Shock the more it continues to amaze me. It’s really quite incredible. I’d expect it to run very slowly considering the amount of graphic detail and amount of on-screen polygons, but it screams!”
—NEWTYPE GAMING

“If you don’t believe our statement, that Terminator: Future Shock heralds a new age of 3D games, surpassing all the existing ones, then try out the demo... But you were warned!”
—SCORE

“Look for Bethesda Softworks to have competitors running scared in the near future...”
—Computer Game Review

Check It Out! Free Demo available at www.bethesda.com and all major on-line services.

BETHESDA SOFTWORKS Phone 301-926-8300 • FAX 301-926-8101

Powered by Xeine™

Actual IBM screens shown
A Collection Of Screams

Only The Story Transforms User-Friendly Into User-Nightmare In This Masterful Adaptation

by Allen L. Greenberg

During the most bitter "us vs. them" days of the cold war, there was an itch at the back of our collective minds: would the computers, which we were developing to help organize and protect our lives, somehow turn on us and take far more authority than they were ever intended to have? Such a computer might be buried deep in another hemisphere, or be as close as the bank around the corner. Arguably the greatest literary realization of those fears is a 1967 short story by Harlan Ellison entitled I Have No Mouth And I Must Scream. This Hugo award-winning terror, having been reprinted numerous times in various collections, has finally appeared as a brilliant piece of interactive fiction. In cooperation with the author, Cyberdreams has recently released I Have No Mouth And I Must Scream.

While the background of both the game and the story are the same, the key events of each have very little in common. Three giant computers have been built for military purposes by the Russians, the Chinese and the Americans. The computers drew on their own resources to grow and expand until they interacted and nearly covered the planet. AM was the name of the resultant machine, at first serving as an acoustic for Allied Mastercomputer. Ultimately, however, it was clearly AM, as in "I think therefore I..." AM's most prominent feature is its hatred, and to satisfy this emotion, the computer has captured five humans to be kept with its planet-sized entrails. After 109 years of mutilation and abuse, the game and the short story diverge.

Harlan Ellison's original AM is an ultra-sadistic lab technician tampering with a group of mice, almost to the point of death, while keeping them ever-hopeful that a piece of cheese is just around the next corner. It is a horrific roller-coaster ride which comes to a shocking conclusion. In the game, however, AM decides to take his group of humans on a different path. Each of the humans suffers from a private, inner-hell which AM takes great pleasure in externalizing; a hidden secret, guilt or experience that lies buried just beneath the surface of each prisoner's conscious mind, forgotten after 109 years of computerized torture.

Each character, in turn, is tossed into an artificially created mystery world and promised that they will find something there of tremendous personal value. In reality, each of the worlds is haunted by each prisoner's nightmare. From AM's point of view, there is no reason why each subject should not behave according to its established nature, thus falling victim to its own hell. Your job is to guide each character through his or her own adventure, avoiding the most simple and tempting solutions. Will AM follow through on any of his promises? What is there to be gained or lost by even trying to confront such nightmares and respond appropriately? There is a secret and even a purpose to it all should each of the five come through successfully.

I Have No Mouth is, therefore, a five-part adventure which may be tackled in
The Ultimate in Interactive Horror

Ripping Detail: The Gruesome Plot

Evil by Design: The Design & Production

Shooting the Town: The Making of Ripper

Starring
Christopher Walken
Karen Allen
Burgess Meredith
John Rhys-Davies

Experience the Technological Event of the Year!
It was a beautiful night in New York, except, of course, for the screaming. After the requisite digital 911 and dispatch routine, the scene becomes sadly familiar. Another mutilated body. Another homicide investigation. Another brutal crime without any clues. A locked door mystery with overtones of the hideous. The landlady, maybe to avoid thinking about the body of the woman, stares at the bloody carpet wondering if the stains are ever going to come out.

The RIPPER has struck again.

RIPPER

The Ultimate in Interactive Horror

And over in the corner, looking on in mute horror, stands the crime reporter Quinlan. Some are harder to take than others, even when you have been in the business for a while. Some you know are going to keep you waking up screaming in the middle of the night for the rest of your life, no matter how much work the shrinkers and their high tech probe toys do. You want to think it isn't happening. You look away and look back expecting the body to be gone, the police to have been shadows and the whole thing to have been a nightmare. But no matter how much you work on it, the result is still the same: you keep seeing the face of your girlfriend superimposed over the body on the floor...
This is the setup for RIPPER, a new game of interactive horror from Take 2. The player, taking the role of Quinlan—a crime reporter—suddenly finds himself caught up in the most bizarre of possible plots: in the 21st Century it would appear that Jack the RIPPER is stalking the streets of New York. Seemingly unstoppable, he leaves no clues, can get to anyone and leaves behind scenes just as sick and twisted as the originals. Worse, with the police seemingly incapable—or unwilling—to solve the crime, it is up to you to stop the psychotic of the century, or go mad trying.

RIPPER is a full motion video tour-de-force. Over $4 million in the making, with a star-studded cast, more than 35 interactive puzzles and combat sequences, a professional production crew and innovative storytelling technology, the final product is a six CD set with over three hours of digitally enhanced full motion video and one of the deepest plots ever seen in an electronic interactive story. 30+ man-years of production time went to making RIPPER the standard against which all others will be measured. And Take 2 relies not only on their talents to bring RIPPER to life, but bring out some of the biggest names in Hollywood to complete the effort. Christopher Walken, Burgess Meredith, Karen Allen, John Rhys-Davies, Jimmy Walker, Tawneel Welch and David Patrick Kelly all lend their considerable acting abilities to the project. Add a soundtrack featuring Blue Oyster Cult and you have a stunning blend of talent and vision that makes RIPPER one of the most complete and engaging interactive experiences ever created.

In this special supplement, we are going to cover every detail of RIPPER. From the initial design to the month of shooting in a New York studio to the details of the programming; no stone will be left unturned. So read on to get the ultimate inside look at the creation of pure horror from the ground up.
As befits a game with over 30 man-years in the development, the RIPPER storyline is as complex as a fractal image: the deeper you go, the more complicated it gets. The game starts in 2046 with a murder hideous enough to make even jaded New Yorkers take notice.

The body of the female victim has been eviscerated with surgical precision and her internal organs spread over the crime scene. As Jake Quinlan, a crime reporter for the Virtual Herald, the player is in the thick of it from the beginning. But the chances of this being a singular, psychotic event drop to zero when Quinlan starts getting letters from the perpetrator. The letters lend an even more bizarre twist to the senseless killing. The murder is copying the pattern of the most famous serial killer in history: Jack the RIPPER.

As the murders and letters continue, the danger comes home to Quinlan, in the form of a letter from the RIPPER naming Catherine Powell, Quinlan's co-worker and girl friend, as the next victim. Despite the warning, the RIPPER still manages to get to Powell, but doesn't get to finish his job. Powell is alive, but in a deep coma. As if things weren't bad enough for Jake, detective Vince Magnotta (Christopher Walken) moves Jake up to the prime suspect for the murders. After all, the crimes sure sell digital papers, don't they? It becomes obvious that Quinlan must find out the identity of the RIPPER himself and stop the evil. But hunting a psychotic murderer does have its inherent dangers, and Quinlan must not only clear himself, but also avoid becoming the RIPPER's next victim.

Solving the murders isn't going to be easy, even armed with this much information. It turns out to be impossible to discover the answer to such simple questions as the weapon the RIPPER is using, much less how he can attack and kill his victims and leave no trace except macabre remains.
What strange connection do twin brothers Covington and Hamilton Wofford (Burgess Meredith) have to the unfolding drama? How can a killer leave no traces in a futuristic world of advanced criminology? The questions and byzantine twists keep piling up as Quinlan moves deeper into the mystery. Before things are over, Quinlan will have to track the killer and the clues all over New York, and all over cyberspace, to bring together the pieces he needs to finally end the madness once and for all.

The final scenes, played out in a cyberspace reconstruction of the historical RIPPER's stomping grounds, Whitechapel, will be a fight to the death. It is up to the player to make sure that the death involved is that of the RIPPER and not Quinlan.

Using their innovative act sequencing and game engine technology, Take 2 ensures that solving RIPPER will be a non-stop thrill-packed journey into the fly video rescaling, puzzles are fully integrated with the rendered backgrounds, not separate scenes. RIPPER also makes the horror last by having four different ending sequences in which the identity of the RIPPER changes. To do this, Take 2 has used their act arrangement to give an overall background common to all the murders first. Then, in the later acts, the clues leading to the murder are presented. So the different endings aren't just "tacked on" but instead integrate perfectly with the preceding.

"RIPPER...threatens to upstage Phantasmagoria as a purveyor of adult content in games."
P.C. Entertainment

RIPPER shows signs of being the most innovative piece of software in years."
Computer Game Review

For those with a mind for the macabre, RIPPER will be the interactive event of the year.
Evil By Design: The Design and Production of RIPPER

Ambition was a key word from the beginning of the RIPPER design process. "What we wanted to do was to make a full motion interactive game with a real plot. We wanted to achieve a game with the depth of a novel. A game for thinking adults," says E.J. Lennon, Vice President of Development. However, to achieve this goal took much more work than expected.

Take 2 needed to utilize a non-linear plot in the game. While linear plots make a game easier to write, they detract from the gaming experience because characters cannot wander freely and act spontaneously. But the problem is that events must occur in some order. When scripting a scene for actors, you must know what has happened up to that point. To solve the problem, Take 2 broke the game down into acts. Each act contains a number of puzzles that the player can solve in a varying order. But the players must solve the puzzles in order to proceed to the next act. With the matter of linearity solved, the designers still had a tough road ahead of them. While the veterans in Take 2 have designed numerous interactive games, working with live actors and the requirements of the video medium requires time to feel comfortable. "We learned with previous titles that live actors take much more care. You can have these huge blocks of dialog that look fine in a text game, but if an actor tries to say them they just don't work. With FMV in RIPPER it was even more pronounced. A lot of the information gets conveyed by looks and acting talent as opposed to the actual spoken lines," says Ryan Brant, Take 2's CEO. The team also worked to integrate elements of the actual historical RIPPER crimes into their cyberpunk recreation. For instance, the real Jack sent letters to newspapers boasting of his crimes, and the Ripper does the same in the game. "He would start every letter with "from Hell" and would refer to the newspaper columnist as "boss". We used these elements in our letters," says Lennon. The writing and programming team spent three months designing RIPPER. Next, the video was shot, and the programming team integrated the video with the game engine they had been developing. "We spent a lot of time figuring out how people really move—calculating how many frames of video actually equaled a distance walked in the real world and using a formula to integrate that into our engine. That way, the movement looked like it does in the real world," says Chris Short, RIPPER's Production Manager. The production team also closely examined the mechanics of human movement to see how a person's eyes and head track. Then they built this into their engine so that when a person turns a corner, for example, the camera angle changes to simulate the way people move their head and eyes in that situation. A great deal of attention focused on ensuring that slower computers can still get the full effect of RIPPER. "We designed an approximation curve

"For sheer star quality, it's hard to surpass RIPPER from Take2."
for the video speed of the machine to run smoothly on a 486-50 with a double speed CD-ROM instead of just on Pentium systems,” Short explains.

These touches give RIPPER incredibly smooth and realistic movement that no other FMV game has ever had. “It has taken a lot of work,” says Take 2 President Mark Seremet. “But when your goal is to redefine the level of the interactive game, you know it isn’t going to be easy.”

**Shooting The Town: The Making of RIPPER’s Video Segments.**

In contrast to a traditional stage with props and backdrops, the RIPPER set is totally barren. A bank of powerful workstations sit along one wall manned by Take 2 artists. This combination of human talent and computer power produces all the backgrounds and settings for each scene on the fly.

Here’s how: The walls of the set are painted a special pigment, called Chroma Blue. The color is then coded into the specialized software and hardware; anywhere the computers find that color in a video stream, they replace it with computer graphics. Thus the actors appear as live video, but everything else in a scene is the computer overlay.

While this might seem more difficult for the talent, Walken and his fellow actors maintain that the differences are fairly small. The Take 2 staff, however, endured a grueling work schedule. “When you only have some of the big name actors for a couple of days, each day can run up to 20 hours. It’s grueling,” says Mike Snyder, one of Take 2’s Senior Artists. Although this is their first complete full motion shoot, Take 2 paid to ensure it was done right.

“These guys know what they are doing. We didn’t want to go the route we have seen in some other games where the designers tried to run everything themselves. It is worth it to pay the money to get the professionals. These people know what it takes to produce perfect results,” says President Mark Seremet.

Working with professionals does have another up side—getting to meet and work with big name stars. “Walken was incredible. The man can act anything. Because of a short prep time, he was reading his lines off a Teleprompter and it sounded like he lived the part,” says John Antinori, one of Take 2’s Senior Writers.

“And David Patrick Kelly. The guy is just as intense in real life as he is acting. In between shots he would walk in these tight circles in the back corner, muttering to himself, to keep his intensity up. Of course, I was kind of afraid to go near him,” Lennon laughs. “Burgess Meredith was also great. The guy is 70-something, still out there shooting for 12 hours, the longest he worked at a stretch since “Rocky”, but he kept in there,” says Jack Snyder.

Senior Artist. While the shooting was expensive and grueling for the Take 2 team, it no doubt produced the excellent results they expected: the finished footage for the game is comparable to a movie or high quality television show. It might be hard to get a game that has the impact of a feature film, but Take 2 is certainly giving it a shot.
Starring
Christopher Walken
Karen Allen
Burgess Meredith
John Rhys-Davies

RIPPER
You’re next.

Visit us on America Online using Keyword: Take 2; or on CompuServe using GO Gaminada; or check out our website at http://www.westol.com/~takstwo
any order and combined with a special sixth endgame which can only be attempted after the first five have reached a satisfactory conclusion. One of the tortures is Corrister, a dandy sober individual who holds himself responsible for his beloved wife's institutionalization. He has attempted suicide many times, only to be rescued by AM. Another is Bonny, a former soldier who led an allegedly satisfactory career. AM has twisted both his mind and his body on various occasions. Ted fancies himself a young, handsome stud, deserving of special treatment. While AM has, for some reason, resisted destroying the youth's good looks, he tortures Ted with accusations of fraudulence, threatening to tell the others about Ted's less than spectacular life.

Ellen is the only female of the group, and a very talented computer technician. She cuts short her own career at one point, and never revealed why. AM finds it easy to torture the woman by keeping her in a coffin-like prison with shades of the color yellow. Finally, there is Nimdok. He is a well-educated man and a Jewish survivor of the Nazi concentration camps. He remembers very little of his past, although AM seems to enjoy exposing small pieces of it which, for some reason, causes Nimdok great agony.

"REFORMED" LUDDITE

Harlan Ellison's fingerprints are to be found nearly everywhere on I HAVE NO MOUTH AND I MUST SCREAM, indicative of the level of creative control Harlan insists upon. As a result, those disgusted with the games designed from Bradbury's and Asimov's works will find I HAVE NO MOUTH immeasurably more satisfying. (And Harlan will be thrilled that our Editor-in-Chief may eat his words suggesting that Ellison was such a "Luddite" that he wouldn't have any more to do with the project than the minicircus two weeks to which he had originally agreed.) Harlan's voice may also be heard, at the risk of shattering sub-standard sound cards, as the voice of AM, with just a tip o' the hat to The Wizard Of Oz.

The remaining cast puts in a satisfying performance, and the sound effects and music score are also quite effective. The graphics are slightly gritty, as one might expect deep in the bowels of the computer, though perhaps a bit stiff in places. Gameplay is mouse-controlled, using characters, objects and locations on the graphic screen in addition to a small collection of verbs.

While gameplay in I HAVE NO MOUTH AND I MUST SCREAM may be standard, every over-used plot-device has been refreshingly removed. There are no arcade sequences, no insipid prophecies, no cross-country Federal Express missions and, most importantly, there are no mazes. The game judges you strongly on the morality of your actions. We are dealing with genuine emotions such as pain and hate, rather than some cartoon caricature of them. It is a good idea to invest some thought before speaking in a conversation, and those players with a bit of cultural and historical knowledge will probably be at an advantage. I HAVE.

No MOUTH AND I MUST SCREAM is a demanding game, which rewards as much as it demands.

APPEAL: Not the best to try as a first adventure, though anyone who likes depth of storytelling should consider this game. Even without copious gore, some of the material may be too intense for children.

PROS: Outstanding story which breaks free from every over-used adventure plot device. It really is Ellison.

CONS: The often stiff graphics are inadequate to convey the depths of the story.

REVIEW

Bonny makes it very obvious that he doesn't care for certain charlaty-dependent people. Spend a lot of time with them anyway, and possibly help them out.

Ellen is more afraid of her surroundings than she is willing to admit. Don't give up on the grail. It's far more important than Ellen guesses. Out of sight, out of mind.

Corrister is sailing aboard a zeppelin, and not quite sure why. He should search the chart from one end to the other to find something which belongs to him. Then, it's time to land.

Nimdok has lost his memory of his experiences in the concentration camp. Listen to everyone, they know a lot about you. However, hide certain items you find which might damage your reputation.

Ted claims to be in love, but is he really? Make sure honor and chivalry are not forgotten.

SPEAKER FOR THE DEAD Bonny comes face to face with his past, as his victims call to him from the grave.

MARCH 1985
This Old House
The Sequel To The 7th Guest Strikes Perilously Close To Midnight
by Arinn Dembo

Every town has a haunted house. Generations of kids pass on rumors about what goes on inside, double-dating their friends to go explore—it just once! Parents issue warnings about broken glass, rusty nails, and squalling dervicts, but fear is always a better deterrent than common sense.

In 7th Hour, the abandoned, decaying Stauf mansion is back and scarier than ever, the place that every kid dreads to pass on the street. As the game begins, a rash of brutal murders in the town nearby raises the question of whether there could be a link to the old Stauf place's infamous and horrible past.

7th Guest veterans should have no trouble finding their way around the house using the same first-person perspective and mouse-driven interface. However, you now explore the house through the eyes of a grown man, well over six feet tall. Besides an additional secret room, and the removal of the top floor from 7th Guest's explosive climax, Stauf mansion's floor plan remains the same.

As in 7th Guest, you must solve puzzles to unlock and explore the various rooms. But now, the rooms contain dozens of beautifully rendered objects and paintings instead of bare walls. Of course, they serve a purpose; Trilobyte added a treasure hunt to the game. Players must solve riddles associated with each item in the house. Upon solving a riddle, players learn what object to access next. Touching the correct object rewards you with either a film or animation clip which reveals part of the story and moves you one step closer to victory.

The riddles add to gameplay, but sometimes needlessly increase 7th Hour's difficulty level. Occasionally, incognant and illogically constructed word problems will bally an answer under several layers of awkward metaphors. Fortunately, the game provides the player with a handy hint system called a "game book," a handheld PC that provides hints and maps and displays the game's film sequences. The gamebook keeps gameplay flowing by smoothly incorporating the hint system into the interface—a good feature in any game and especially necessary in a horror game, where frustration can cancel out suspense.

AND NOW, THE REST OF THE STORY

Trilobyte produced an incredibly slick title. Few will find fault with 7th Hour's beautiful SVGA graphics, exceptional sound, and top-notch animation. The flawlessly rendered chorific would be enough for many gamers.

7th Hour's problems fall into two categories: demanding system requirements and backhander script. The former issue bears only minor mention; 7th Hour gets cranky if you don't have a state-of-the-art system. Unlike similar titles, the game's recommendation for a Pentium with at least 8 MB of RAM cannot be taken lightly. It will have trouble running on anything less than a 486/33 with 8 MB, a double-speed CD-ROM and a recent 2 MB graphic card. The older your equipment, the more likely the game will lock up or not run at all.

Despite being more involved and adult-oriented than 7th Guest, weaknesses in the script hamper 7th Hour. Carl Denning, anchorman for TV's "Case Unsolved," ventures into the mansion to find his producer and ex-lover, Robin Morales. Robin recently disappeared while researching a story on the mansion. In the course of his search, Carl must solve clues about her disappearance. The game displays his discoveries through film clips which play on the game book. While it's satisfying and entertaining to watch these long cinematic sequences after you guide Carl through piecing together a clue, players will find his real motivation suspect.

Not to nit-pick, but our hero is a bit of a bastard. The game establishes only an anemic connection between Carl's strength of character and his struggle to find Robin. You will question his scruples during the finale, where one crucial choice decides her fate. I won't spoil the ending, but none of the three possible conclusions correspond well to Carl's original goal. Sympathizing with him may not be easy, but at least he is noble enough to rescue her from Stauf's Roach Motel.

Price: $59.95
System Requirements:
 486-66 or better processor (Pentium strongly recommended), Win 95 or DOS
5.0, 8 MB RAM, SVGA graphics, 4 MB hard drive space, 2x CD-ROM, any major sound card, mouse.
Protection: None
Designer: Trilobyte
Publisher: Virgin Interactive Entertainment
Irvine, CA
(800) 874-4802, (714) 833-8710
Reader Service #: 329

Well-scruibed 11th Hour's crisp "coffee-table" graphic quality is in league with Moby and Buried in Time.

continued on page 133
After you crash
we simply hose the
pulpy red mess off the dash
and give the car
to the next guy.

Introducing Big Red Racing—a full out, kidney crunching, pedal to the metal, get massive air kind of game. It's a world-wide off-road thrash fest where pot holes resemble swimming pools and speed bumps are 200' shear rock cliffs...the rules of the road do not apply.

- Split screen, modem and network play.
- 12 truly unconventional racing vehicles on 18 way funky tracks including: dirt, H'0, quarry, snow, city and sci-fi.

Plus, original music by British band Hangnail.

To order call 1-800-695-GAME.
Rainforests Revisited

Michael Crichton Plunders His Own Plot Devices For Viacom Newmedia’s Congo

by Charles Ardai

Some years ago, before he was the Jurassic-scale multimillionaire he is today, Michael Crichton dabbled in computer game design. The result was Amazon, a graphic adventure for the Commodore 64 about a team of researchers in the South American jungle who have been mysteriously assaulted and the operative—you—who is sent from the home office to investigate. By the time he designed Amazon, Crichton had already written Congo: the novel, but Congo: The Movie was not yet a glimmer in someone’s eye, and Congo: The Game of the Movie wasn’t even the glimmer of a glimmer.

So, was Amazon ripping off Congo then, or is Congo ripping off Amazon now? Perhaps this is a case of a metaphorical question akin to, “Was I a man dreaming I was a butterfly or am I now a butterfly dreaming that I am a man?”

Sure, other successful pop artists re-use material (Sting comes to mind), but I think the question actually speaks to the problem at the heart of Congo.

Lush Forests

The game is spectacular to look at, packed to its eyebrows with visual sparkle and effects that make you gape with delight. For example, it’s the first game I know of that morphs effectively—and that’s just on the main menu! But under the sparkle, is there anything to chew on?

Very little that wasn’t there back in 1981 is the answer. It’s a different jungle; you’re hunting exceptionally pure diamonds instead of emeralds; the Edgar Rice Burroughsish lost city is called “Zin” instead of “Chak”; you link to the communications satellite with your “Tevicon workstation” instead of your “NSRT field computer”; but you’re still poking through oversized ferns, dodging poisonous darts, clutching snakes and apes and other beasts, and generally carrying on like a techno-savvy version of Indiana Jones.

What’s wrong with that? Nothing, especially when you consider that essentially 0 percent of today’s gamers have ever even heard of Amazon, much less played it. (If you’ve heard of the Commodore 64, I’m happy.) But I can’t help wondering why it is that originality is in such short supply among game designers these days. Amazon wasn’t exactly fresh material even a dozen years ago, and it’s no fresher today. It’s hard to find fault with the storytelling of a writer as successful as Michael Crichton, but I’ll tell you, it would be nice if with all his money he could buy himself a new plot once in a while.

FROM ZAIRE TO ETERNITY

Congo’s basic story will be familiar if you saw the movie in the theater or on video, or even if you only saw the trailer for the movie. (If you didn’t even see that, it’s conveniently provided for you on the CD-ROM.) It seems that there exists a super-high grade of diamond that can be used to make either great weapons or great communications devices, and this diamond can only be found in the untamed jungles of Zaire. One team of jungle-tamers sent out by Tevicon, a greedy multinational corporation (if that’s not redundant), has been lost. The follow-up team appears to have been waylaid as well, possibly by uncommonly large and hostile apes. Now, it’s up to you to bring them—the team, the diamonds, not the apes—back alive.

Doing so requires you to dabble with the most basic sorts of adventure-game puzzles and I don’t just mean mazes,

continue on page 132
What are you doing here?
The free Tempest 2000 demo disk is
back at the front of the magazine.
though a maze is, alas, part of the package. Didn't you have to find your way across a gorge at the start of Sierra's seminal WIZARD AND THE PRINCESS? Didn't you have to raft a river in Infocom's ZORK? Well, here you'll have to do it again.

Granted, the text-only rafting in ZORK I lacked the in-your-face frisson of CONGO's virtual reality-style goggle display, which lets you see the oncoming rapids, the rocks that will capsize you if you're not careful, and all the plants whipping by your face. WIZARD AND THE PRINCESS offered line drawings where CONGO offers a realistic stone-and-soil charon.

I admit that I found myself so caught up in the environment that I didn't even mind the typically awkward movement scheme. (You click left and right to turn in place, then forward to walk. This means that going back one step requires three moves.) Later, when the gee-whiz gadgets Tiavicom packed into my workstation—a radiation scanner, a photo-enhancer, a cool mapping and tracking system—came into play, I got into the spirit of the thing, studying the fictitious workstation interface as intently as if thereafter I'd be working on the thing from nine to five every day.

But my willing suspension of disbelief was sorely tested by the hokey familiarity of the game's events. There's a snake on a branch overhead! There's a booby-trapped door with ancient carvings on it! There's a sexy female scientist who mouths off about having a "cowboy" like you assigned to cover her backside, but then calls for help when the umber-gorillas attack! It's all professionally done, but it's paint-by-numbers this patch red, that patch blue; this patch gorillas, that patch booby traps.

CONGO—LINE

By the time you get to the end of this game, there is no question that your adrenaline will be flowing. As our giddier film critics like to say, CONGO is a rollercoaster ride. I'll even escalate the praise: it's one hell of a good-looking roller-coaster ride.

But we've all ridden this ride before and know its dips and turns too well. It's hard to get too excited about what's basically a fresh coat of paint.

> APPEAL: Mainly for fans of the film or novel, or those who don't mind a rehash of familiar adventure themes.

> PROS: Slick production values and lots of animation bring the jungle and its menaces to life.

> CONS: We know the menaces too well to be scared by them, the puzzles too well to be challenged by them, and the story too well to be wholly sucked in.

---

"I couldn't have done it without me."
CASE UNSOLVED

A less-than-satisfying conclusion won't trouble the majority of the game-buying public. 11th Hour is light on gameplay and heavy on Hollywood influences and adult themes—if you aren't interested in that combination, you might want to pass it up. On the other hand, gamers who enjoy puzzles, riddles and light board games will delight in 11th Hour's elegant presentation of such games as Reversi, Connect Four and Kansas City. Gamers who enjoy high-budget interactive fiction will not be disappointed by the production values, and virtually anyone will enjoy the SVGA graphics and superb animation.

Gamers who value gameplay more than flash—or who think that puzzles should have something to do with the plot of an adventure game—will have to think twice before revisiting this old house.

APPEAL: If you loved 7th Guest, this game looks and sounds better.

PROS: SVGA graphics, great music, good full-motion video.

CONS: High system demands, weak ending, and lighter-than-average gameplay. It can be a real bear getting the game to run.

Bored Games

The clever, but often irrelevant puzzles of 11th Hour may interfere with your sense of immersion in the game.

...my vote for best game of the show...

-Computer Game Review

"This already looks like the best game of the year.

-Strategy Plus"

Dungeon Keeper

You're the monster.

PC/CD

(for more information) http://www.asea.com/bullhog.html
INTRODUCING A BILLIARD GAME THAT PUTS ALL OTHERS IN THE EXACT SAME PLACE.

POOL CHAMPION

NOT JUST A GAME. AN ADVENTURE.

FOR PC CD-ROM
Coming of Age
The Why And The How Of The PC Market's Arcade Action Explosion

If you're an avid fan of arcade games, you've undoubtedly noticed that the PC gaming market is often found lacking when it comes to traditional action-arcade games. Aside from the notable exception of DOOM and its ubiquitous entourage of "me-too" clones, action gaming on the PC has been forced to take a back seat to other game genres. Flight sims, strategy games and wargames consistently grab the headlines and garner the most coverage. But while PCs may indeed rule the roost when it comes to these genres, coin-operated arcade machines and next-generation game consoles reign supreme when it comes to action in the tradition of STREET FIGHTER, VIRTUA RACING and MORTAL KOMBAT. Sega's coin-op VIRTUA FIGHTER 2 soundly pummels the PC versions of FX FIGHTER and SWOON WARRIORS, while arcade-to-PC conversions of MORTAL KOMBAT 3 and PRIMAL RAGE come up short when compared to their Sony PlayStation counterparts. Fortunately, this sorry state of PC action gaming is about to change in a big way. Over the next year or so, PC owners will witness a flood of arcade-quality fighting games, shoot-'em-ups and platform games to rival the best offerings at the arcade or on competing console machines. If you're the type of gamer who longs for quality PC conversions of games like TERAEN and VIRTUA FIGHTER, you won't have to wait much longer.

Cartridge game developers see the recent surge in PC gaming through green-tinted glasses, and coin-op manufacturers are beginning to realize that the PC market holds a large number of game-hungry action fans. There are a number of reasons behind the impending boom in action gaming, but four central issues seem to be driving the growth: the increasing size of the PC gaming market; the arrival of a game-friendly operating system in Windows 95; the ascendance of CD-ROM as the primary means of distribution; and the advent of accelerated 3-D graphics cards for the PC.

BIGGER IS BETTER

The days of the PC gaming market several popular Genesis and Saturn games to the PC during 1996. Look for PANZER DRAGOON first, followed by an impressive list of high-powered ports from the Sega Saturn.

- Need game cheats? If you do, your next stop on the Internet should be the Games Cheats & Info List, written by Lam Chi-fung (cflam@hk.super.net). This is a huge list of game cheats and hints, filled with all sorts of being an "also rans" when compared to the massive cartridge market are long over. The PC market is bursting at the seams, with thousands of new computer gamers being added to the fold weekly. According to data collected by the Software Publishers' Association (http://www.spa.org) sales of PC entertainment software have been absolutely booming over the past 12 months, making the market simply too lucrative for cartridge game developers to overlook.

WINDOWS 95 = GAMES!

Love it or hate it, Windows 95 is selling like suntan lotion at a nudist colony. It may be less than the perfect operating system for gaming, but it is still a colossal step in the right direction. And the powerful tools included in the Windows 95 Game Software Development Kit (SDK) make games easier to develop and support, reducing the conversion costs of porting arcade and console games to the PC. The first Windows 95-specific game releases may have been a bit lackluster, but rest assured — bigger and better games are in the wings. Naysayers can grump about Win 95 all they want, but it won't change the fact that the game industry is going for Bill's baby in a big way.
CD-ROM: A PUBLISHER'S BEST FRIEND

Now that the PC gaming industry has adopted CD-ROM as the de facto standard for entertainment software distribution, many cartridge-based game developers see the market as "safe" to port their wares to. Game developers in the console camp have historically been leery of the PC market, certain that they would watch their hard-earned profits dry up in a piracy-prone market based on easily reproduceable floppy disks. Since the software shipped on most CDs is usually large enough to make illegal copying impractical, the threat of software piracy has been greatly reduced. Factor in the lower cost and greater reliability of the CD medium, and game developers have yet more reasons to support the burgeoning PC CD-ROM entertainment market.

HARDWARE HEAVEN

If you've ever competed in Toshihiden's on the Sony PlayStation to the leading beat'em ups on the PC, (FX Fighter and Mortal Kombat 3, to be specific) you'll agree that high-end console machines have a headlock on the fighting game market. Most of that superiority is largely due to the improved graphics hardware standard on every Sony PlayStation, Sega Saturn and 3DO machine available. Moving complex texture maps about the screen in 16-bit color at 30 frames per second is easy for the PSX and the Saturn, but it can bring even the fastest Pentium to its knees.

However, with the impending arrival of dedicated graphic accelerator cards from Creative Labs, VIRTUA FIGHTER REMIX is currently being bundled with Diamond Multimedia's (http://www.diamond.com/) Diamond Edge 3D graphics card. Sony released DESTRUCTION DERBY for the PC and PlayStation almost simultaneously, with PC versions of WARRIOR, CRUSADE and other titles only months away. Atari recently formed Atari Interactive, a new division with the sole purpose of producing games for the PC and other platforms, leading off with a PC version of TRASHFEST 2000. Even Microsoft is wading into the fray, joining forces with console game developer Crystal Dynamics to bring the best-selling GEX to Windows 95.

So there you have it — PC action gamers will no longer have to feel like the neglected stepchildren of the computer gaming industry. The first few releases of this tidal wave of action games may fall short of expectations, but the long-term outlook for the PC action gamer is a bright one. You'll undoubtedly hear some noise from critics, prophesizing that the arrival of games like VIRTUA FIGHTER REMIX on the PC is a sure-fire sign that the PC market is one step away from mass-market mediocrity. Granted, some of these new action games will be more marketing hype than playable substance (the same holds true for many games on the strategy front as well), but one fact is clear: the PC gaming crowd has reached "market maturity," and there is more than enough room to accommodate fans of all game genres.
CONGO: THE MOVIE™ Descent into Zinj. The adventure begins where the movie left off.

Get ready for this heart-stopping jungle adventure that drops you head-long into the heart of the African Congo. On this all-new expedition, you’ll battle mutant adversaries with your high-tech weapons and solve mind-bending puzzles as you search for diamonds hidden deep within the Lost City of Zinj. An experience so real, you’ll be lost in the jungle forever!

- First-person action-adventure experience.
- Dazzling special effects and cinematic 3D graphics.
- High-action sequences and a multitude of adversaries.
- Immerse yourself in over 100 puzzles and 100 locations.

For more information call (800) 469-2539 or visit your local software retailer.

Call (800) 771-3772 for information on Game ratings.

Also Coming November ’95 on Videocassette
The Hero And The Horror

CYBERMAGE Delivers Excellent 3-D Action, But Hero Worship Is Held To A Minimum

by Martin E. Cirulis

Computer games are admirably capable of handling genres from sports to fantasy role-playing, but there is one small branch of popular North American culture that seems to continually slip through the fingers of designer comic-book superheroes. Whether it is the dismal experiments in computerized comics performed every two or three years, or the superhero RPGs that never seem to make it off the drawing board, there appears to be some great difficulty in translating the tough-girls-in-tights concept to the old chip machine. In fact, superhero computer games have only achieved a modicum of success when they pastiche the form, as in last year's SuperHero League of Hoboken.

In a brave attempt to break out of this trend of banality (if delivery schedules are to be believed), 1996 will be the year this industry takes a real stab at producing "serious" comic book computer games. At least three major companies will have titles revolving around men and women with powers beyond that of puny mortals. Always one to set the trend instead of follow it, Origin is first out of the chute with their cyberpunk-esque CYBERMAGE: DARKLIGHT AWAKENING which asks the musical question, "Do you have what it takes to be a Superhero?"

Well, maybe you do and maybe you don't, but I can't really say that there is much in CYBERMAGE that made me feel like I was wearing lycra (or whatever superhero clothing is made from) tights.

SECRET ORIGINS, OF A SORT...

Your first clue you won't be joining the Justice League any time soon is your place of birth— or rebirth, as it is. There's no rocket in a Kansas cornfield, no glowing ring of emerald power lying around, and you definitely are not on Paradise Island. Instead, you stumble out of a healing tube with little memory and a body filled with strange new abilities. You soon realize that you are a test subject rescued from the hallowed halls of death by a mysterious cat-hybrid scientist, who has fused you with the exotic DarkLight gem by stuffing it into your forehead. Clad in futuristic battle armor and warned by a dwarven tech, you must escape the compromised base and flee into the sewers.

From the sewers you make your way into the Shims, acquainting yourself with both a strange decaying Earth and your weird new powers, which primarily involve absorbing the spirits of the newly deceased as an energy source (am I the only one who finds this concept a little icky?) and spewing them back out in the form of various long-range energy attacks. Yes, it sounds a bit less wholesome than gaining super-speed by being bathed in random lightning-charged chemicals—but what the hey, the 90's seem to favor nihilistic heroes.

The world of the mid-21st century you find yourself trying to save is a fairly clichéd Cyberpunk realm; the corporations have done away with all those pesky congressmen and senators they've been renting and have taken over the world themselves, thus throwing things into a near-anarcho-capitalist state. The major battle of the situation is a super-character named,
Citizens of Planet Earth:

You Are the Enemy.

POWERDOLLS
25th Century Freedom Fighters

"You traveled across the galaxy to attack us. You claim our parents freely chose to colonize this world for you! No, this is our world. You drew first blood. Now you must die!"

A futuristic paramilitary simulation: Plan and lead a realistic rebellion. At your command is an elite force of highly trained, extremely deadly, female cyber warriors ready to kill and die to defend their planet!

MEGATECH
To order, call 1-800-258-MEGA

KOGADO Software Products

Catch us on the Web:
http://www.megatech-software.com


Circle Reader Service #125

© 1995 Megatech & Design, Inc., Torrance, CA 90501 • All rights reserved.
NO LEAPING ZONE: Don't expect to be imbued with awesome powers—despite stunning SVGA graphics, CyberMage is basically just another Doom clone.

not so subtly, Necron, and wouldn't you know it? He's got a gun just like yours fused into his own forehead, and he's much better at using it than you are.

"EAT MY JUSTICE!!!!!"

While I could go into a lot of the details of the mechanics of CyberMage (CM), it might be more useful (and faster) to break the news to you as soon as possible: While stunning in SVGA mode, CM is basically just another Doom clone, and those of you expecting some kind of interface breakthrough that would deliver a first-person Champions-esque experience are going to be sorely disappointed. Though there are attempts to model flying, both in a vehicle and on your own, the only motion that made me feel at all super-powered was the jumping. While your vertical jump isn't great (no leaping tall buildings in a single bound here), I must admit that leaping from rooftop to rooftop made me feel like The Tick and I had to resist yelling "Spoon!" every time I fell amongst the surprised foe.

Other than this small perk, though, you very quickly become a heavily-armed goon who must blast your way through the usual kinds of terrain in search of the usual keys, heal-ups, ammo, and weapons. The "levels" themselves are also well thought-out, although I never got the feeling I was moving through a "real" environment. And whenever the action moved inside I seemed to be doing far more "flip the secret switch, go downstairs, get the key, open door, kill guards" than I ever thought I would in this game.

The outdoor sets are ambitious, and there is a nice sense of other events going on.
I have to confess: My favorite is the automatic CD-Player. Whenever I pop in a music CD now, Windows® just plays it. I don't have to fuss around with launching a program to do it. The CD Player does allow me to program the running order and skip tracks I don't want to hear. And the system remembers it every time.

Matt Lake
Co-author,
Windows 95,
Making It Work For You

Matt Lake and Yael Li-Ron believe that Windows 95 is a system to intimidate, not to be intimidated by. Their book, Windows 95: Making It Work For You includes a comprehensive approach to Windows 95, incorporating a look at its technical structure with illustrations and a guided tour, plus a Windows Fixer section with techniques and tips for making Windows 95 do stuff it doesn't want to do!

Ziff-Davis Press books are available at fine bookstores, or call 1-800-688-0448, ext. 372.
CARNAGE CON CARNE: Vehicular combat has a devastating effect on the competition.

on without you. Unfortunately, the only thing people in this world seem to do is fight, wait to say something to you, or wait to say something to you and then fight. One of the rare technical problems in this game is that while the people you encounter look great, there is a severely limited number of "looks" available—the difference between the street tough who wants to kill you and the one who needs to impart some crucial information is that one shoots and the other talks. This doesn't strike me as a very efficient way of making friends in the big city.

As a first-person combat engine, CM works great. It handles complex firefights involving multiple combatants stretching over multiple levels realistically and smoothly, even on a dodging 486-66 (it'll take more if you want SVGA graphics, of course).

BUT WOULD KAL-EL APPROVE?

CYBERMAGE is a slick, enjoyable action game, but I must confess to being disappointed on two important fronts: content and style.

While this game is more complex than your usual DOOM clone, it is still not in the league of a classic SF adventure game like SYSTEM SHOCK. The designer, D.W. Bradley, is most famous for the WIZARDRY series, and I don't think he stretched far enough from his roots in this title. As I've said, the plot is interesting, but since there is no interactive portion to the conversations, all you are really doing is living long enough to get somewhere to trigger a tape recording from an SVGA animation. There is far too much combat and door-opening for this game to take its place beside more subtle Origin action/adventure games.
Behold—a fantasy strategy game that faithfully re-creates the easy-to-use interface, superior art and combat that made the award-winning PANZER GENERAL™ so wildly popular!

Battle the Shadowlord and his minions across five continents as any one of four Fantasy Generals. Choose from over 120 distinctive fantasy units. Lead your inexperienced army well—only the most experienced troops will be effective against the Shadowlord’s forces!

Play 5 ready-made campaigns, or enter the Arena and create any kind of battle imaginable. You can even engage a friend via the play-by-mail feature! However you choose, you’re in for fantasy strategy gaming as only the Five-Star Series™ can deliver!

To Order: Visit your local software retailer or call 1-800-601-PLAY with Visa/MC (North America only).

For Game Rating info, call 1-800-771-3772

A MINDSCAPE® COMPANY

FANTASY GENERAL and PANZER GENERAL are trademarks of Strategic Simulations, Inc. ©1985 Strategic Simulations, Inc. All rights reserved.

Circle Reader Service #209
For me, though, the biggest flaw of this game was its utter failure to live up to the style it had chosen: the adventures of a comic book hero. Both thematically and technically, there is little here to make me feel like a superhero. The first bad move was giving the player a whole arsenal of weapons to use. Any gun can fire a plasma rifle, but when was the last time you saw Batman packing heat?

While it might be a philosophical debate whether this game is about simply slaughtering to survive instead of “heroism,” the “super” part of the concept is undeniably weak. Bradley has created a set of superpowers that come off like spells, and while absorbing the essence of the dead is an interesting, albeit dark twist, I never felt as if I was doing anything except gathering dungeon-hack mana for my own benefit. Sure, I defeated the bad guy, but since he was after me first, it was hardly a heroic act.

Even the sets themselves undermine the whole comic book premise. The whole allure of having super-powers is the fantasy of absolute control of your environment; tossing cars, bowling troops over with a lightpost, smashing through walls. But the poor nihilistic CYBER MAGE can’t even knock a tree out of his way or set upholstery on fire. The shattering stained glass of HÉREN conveys a better sense of power than anything I encountered in this game.

CYBER MAGE is an excellent single-player, first-person shooter, on a par with DArk FORCES. The storyline takes enough twists to make you forget the cliché setup. On the other hand, if you truly want to know if “you have what it takes to be a superhero?” you won’t be finding any answers here.

**APPEAL:** For 3-D action fans, CYBER MAGE is a no-brainer. Comic book fans looking for some real superhero action might be a bit disappointed though.

**PROS:** A great looking first-person combat game with a good story.

**CONS:** A long way to go for a Doom-clone, and there is nothing but lip-service paid to the comic book style it covets.

---

Please write to: Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167. Include your mailing label from a recent issue or call 1-800-827-4450 for faster service. Please allow up to 60 days for change of address to take place.
Altered States

At Play In Purgatory With Bethesda's New Mission-Oriented
Doom Alternative

by Peter Olafson

I didn't just play *The Terminator: Future Shock*. I was there in it.

Three or four missions into this spectacular 3-D action game from Bethesda Softworks, you're sent off to disable an enemy base.

The trick is: you have to find it first. Along the way, you'll come upon a high ridge. You can climb the slope to the top and peer down into the bleak no-man's-land below.

At that moment, I wasn't sitting in front of a computer at 3 a.m., with a two-liter bottle of Diet Coke tucked between my knees. I was there, poking my head over that ridge, just enough to see without being seen, turning my head slowly in search of even a flicker of enemy movement.

*Future Shock* had sucked me through the screen, and, powerless to resist, I found that a rare and a wonderful place to be.

**WHAT'S MY MISSION NOW?**

This second entry in Bethesda's line of *Terminator* action games is simply the most immersive 3-D shooter to surface to date and the best thing to happen to 3-D gaming since *DOOM*. The first game, *RAMPS*, was all humiliated good looks and almost no substance. Forget it. This one looks as though someone had dropped a bomb on it — in fact, that's exactly what has happened — and staying alive and doing your job is a positive art.

You're the Human Resistance's newest recruit in its war against the SkyNet-controlled robots occupying post-apocalypse Los Angeles.

Leader John Connor and his surrogates will dispatch you on 17 harrowing missions — a structure borrowed from Bethesda's earlier *Terminator*. That could mean blowing up a base, killing a traitor, performing a whole series of tasks or simply reaching a destination. (There's a time-travel storyline here that gradually coalesces out of the results of your missions, but I won't spoil it for you, except to say the ending is very satisfying.)

Either way, that involves exploring a range of wide-open 3-D environments where you can do more or less what you want, when you want. (A lot of the fun here is simple exploration.) Whether escaping an apparent dead-end in a warehouse, finding your way out of an abandoned building or climbing a shaft from the depths of a sewer, there's no sense of restraint, no feeling of the game imposing on you. The only evident limits are those of your character's physical person and those of the physical world. (Well, most mission areas do have an impassable border — whether uninhabitable ruins or a radiation zone too hot to handle.)

That world is gritty, realistic, and littered with bodies and body parts — even a trench full of bones — and examples of general chaos: blasted buildings, collapsed sections of freeway, abandoned vehicles and even a derailed train. You can explore all manner of non-essential buildings in search of supplies: convenience stores, apartments and office buildings.

But be warned: You're not the first visitor.

**VIRTUAL VERTIGO**

Thanks to the utter intuitiveness of the controls, you'll navigate through them with ease. I played with the keyboard handling movement and the mouse handling direction and they went together like pecans and pie. It's fluid in movement, sensible in practice and almost bewitching in its effects. Consider: one of the mid-game missions requires you to plant satchel charges next to three satellite dishes. They're located atop high metal towers and reached by a series of narrow ramps and catwalks.

Three-quarters of the way up the first...
Get a Gearhead start with a FREE demo!!!
Here's how: mail in this card and we'll send you a FREE Gearheads demo on Windows or Mac.

Or call: 1-800-232-3181

NAME
ADDRESS
CITY   STATE   ZIP
PHONE [   ]
E-MAIL ADDRESS

Do you own a CD-ROM drive?  Yes  No
Would you like:  Windows®  Macintosh®
Would you like:  CD-ROM demo  Floppy demo

PC System Requirements
Gearheads demo for the PC requires at least a 486DX/33MHz CPU running Windows 3.1 or Win 95 with 8MB free RAM and 5MB hard disk space.

Macintosh System Requirements
Gearheads demo for the Macintosh requires at least a 68040/25MHz or PowerPC™ CPU, System 7.1 or better with 8MB free RAM and 5MB hard disk space.

Offer expires 5/30/96

Offer good in the U.S.A.
Limited: one demo per household.
Allow 2-4 weeks for processing.
Offer void where prohibited.
©1995 Philips Media, Inc.
and R/GA Interactive, Inc.
Welcome to the Battle of the Century, Gearheads: A fast-paced, wacked-out, wind-up toybox full of fun. Say hello to Disasteroid, Zapbot, Deadhead, Kangaruffian and company. You'll pick a team for speed, power and maneuverability. Then launch them against an opponent or your computer.

You'll tackle a variety of different environments, each with increasing levels of difficulty. You'd better have a strategy and think fast. 'Cause the one who ends up with the most toys wins.

Gearheads. For grownups who still like to fight over toys. For Windows and Mac CD-ROM.


Circle Reader Service #143

© 1996 Philips Media, Inc.
tower, I made a mistake. I used the mouse to look down — almost straight down — and for a dizzying moment, an acidic knot formed in my stomach and the world seemed to tilt chaotically beneath me. It wasn’t the motion sickness of which DOOM players sometimes complain. It was simple fear of heights.

Or, more to the point, it was fear of heights induced by a computer game. I’ve never felt anything like it before. Once again, for one blissful, sickening moment, I was there.

You’re not simply walking around the whole time, either. That might get tiresome. In a handful of missions, you pilot either a captured Hunter/killer aircraft or a jeep. The H/K sequences are 3-D shoot-em-ups rather cool to the touch, but the jeep sequences have a joyful rugged chaos all their own. You can drive like a lunatic, hoping to beat the odds with sheer speed, or progress in baby steps, shooting at every shadow. (It’s especially fun to be able to fire in one direction while moving in another.)

Mind, it’s great, but it isn’t perfect. FUTURE SHOCK is the first game that uses Bethesda’s new “Engine” 3-D game engine — DAGGERFALL and NCRAT were expected to follow it by a few months — and the game has some bumpy spots.

For instance, on those vehicle-based missions, you’re chained to your seat until you reach your destination. You would have preferred a more open-ended approach to travel, a la CYBERMAGE, that allowed the player to hop in and out of different vehicles at will as the situation required. (If anything, it would have added to the strategy; you’d not only have to survive, but protect your ride as well.)

The map — effectively a textured version of the 3-D one used in DESCENT — is more handsome than useful in this form. If you lose your bearings indoors, you may find you can’t shrink the map enough for it to be a useful tool in finding your way out again. The outdoor helicopter view snapshot of the immediate area is of no practical use.

A FAILURE TO COMMUNICATE

And while Connor radios you to urge you on to your tasks, alas, he never tells you if you’ve blown a critical element of a mission — say, by using a satchel charge in the wrong spot. That’s a real problem. For example, the 11th mission is a three-part affair: race through a section of city to destroy a convoy; blow the bridge it meant to cross; and disable the factory to which it was headed. I knocked out the convoy (or so I thought), took down the bridge and the factory and waited for the mission to end.

And waited. The mission didn’t end. I finally realized that I hadn’t destroyed the entire convoy. Unfortunately, having already blown the bridge, there was no way to go back and finish the job. Yikes.

Once I figured that out, I restarted the scenario...and found that this time, I’d been provided with only one satchel charge instead of the two that were required. Yikes twice.

Fortunately, I had one save from late in the previous mission, and when I replayed it through and moved on to the 11th mission again, the game properly set me up with two satchel charges. But that was too close a call. Without that save, I’d have had to restart.

But I kept going, and not just because I had to keep going to write this review. I loved FUTURE SHOCK dearly, for all its flaws, and I’m genuinely sorry it’s over. (I want data disks, and I want them now!) I usually don’t play a completed game a second time, but I’m looking forward to revisiting this one using Virtual IO’s I-Classes to peer over that hill into that bleak no man’s land. It may take a while to find, but I’ll know it when I see it.

After all, I was there.

**FLIES IN THE OINTMENT**

FUTURE SHOCK’s engine, splendid as it may be, does misfire on occasion. Some examples:

- A distant object that you can see in dark silhouette on the periphery on your vision disappears entirely when you pivot and look straight at it.
- A clear visual line-of-sight between gun muzzle and intended target, and the ability to tag your target with the crosshairs, does not necessarily mean you can hit said target when firing at a downward angle from a raised area. (Your ammo may still detonate against the edge of that raised area.)
- Even with an unobstructed, horizontal LOS, you may miss an enemy entirely at reasonably close range, due to a lag in the screen update. This applies to the result of a lag in the on-screen update of enemy positions; I was shooting where they weren’t. In such cases, the game performs sudden position updates, and the enemy simply zips to a new location nearby.
- Crashes to DOS often happen with several enemies on screen. This could be a conflict with some internal ceiling for simultaneous operations.
- Graphical problems: robots sometimes poke parts of their bodies through intact walls, and could be killed through them. The ground graphics occasionally break up, as does the sound of any weapon.

**APPEAL:** Anyone who enjoys Doom, but wants something new.

**PROS:** Compelling, unrestrained, you-are-there 3-D gameplay with a wide range of missions and three types of transport.

**CONS:** It’s got some oddities, inconsistencies and bugs, bugs, bugs.
In a moment of utter stupidity, you blow off the Computer Game Developers' Conference. Braindead about the latest hardware and game design trends, you lose your job, and your big opportunity to develop the next Myst. Cut off from any industry contacts, you discover there's just one position in the computer game industry you can land. Shoot, you think, I should've gone to that conference.

Register for the Computer Game Developers' Conference, March 30-April 2, 1996, Santa Clara, CA

Prevent a slow descent into game developer hell. Come to the premier conference of the year, put on by game developers for game developers.

You'll spend four low-stress days networking with people who know how to make great games—and great job offers. Check out all the new hardware and tools. Learn how to zip past toasty old formulas to create truly original games. And of course, suck down mounds of free food and drinks.

Our 150 classes go deep on design trends, tons of technical stuff, the dreaded business side and 17 billion other topics. This thing sells out, so register at once by phone at 1.800.441.8826, send us E-mail at cqgcom@fmi.com, or launch your most reliable carrier pigeon. Then visit our web site at http://www.mfi.com/sdcconf for instant gratification. Then again, you could just blow it off...
Cardboard Car Wars

ZONE RAIDERS Provides An Interesting, If Uninspired Auto-Destruction Experience

by Martin E. Cirulis

Every year, some faraway gaming current generates a wave that throws game publishers everywhere into a "we've got to catch this trend" iry. 1995 was the year of DOOM clones. This is the year of the Car War, everybody and their dog seems to be developing an action game where you drive around blowing things up real good.

Virgin Interactive's entry is a straightforward piece of vehicular mayhem called ZONE RAIDERS, and it completely lives up to the game classification notice on the side of the box —"3-D Driving/Shooter." Unfortunately for gamers, it does very little to surpass this description.

ASPHALT ATROCITIES

Even the most basic game has a premise, and for ZONE RAIDERS it's a '90s spin on an '80s movie. You're a wacky, freedom fighting Road Warrior kind of guy, trying to save the people from a technocratic tyranny in a post-holocaust landscape. To accomplish this, you slap together a funky, laser-armed hovercraft based on a classic 20th-century automobile, declare yourself a Zoner Raider and proceed to take it to those technocratic tin forts.

COOL, BUT NOT CLEVER

While I hate to describe the games in terms of their predecessors, ZR is derivative enough that it necessitates this kind of treatment. Basically what we have here is Descent on asphalt. Other than the fact your vehicle moves in two dimensions instead of three, and you are restrained by guardrails instead of tunnel walls, the game design is virtually identical. You must guide your vehicle into a maze of roadways, retrieve certain objects by driving over them, and then get out, all within the allotted time. Take too long to do the job and the security system releases a flying "Boss"-class robot that hunts you down and blows your doors off.

Players begin with an old jalopy of a hovercraft, but can trade up after a few successful missions to three others, more interesting-looking vehicles. The usual variety of pyrotechnic weapons and vehicle repairs/augmentations are available, in true arcade fashion, by driving over them as they lie strewn along the roadways. Combat is a simple matter of pointing your car toward your target and letting an auto-targeting system take care of the precision aiming. Like driving a tank from Kodak, all you do is point and shoot.

The actual driving part of ZR is enjoyable, though the fact you are in a hovercraft detracts somewhat from the visceral part of the experience — no squealing tires, no screeching brakes. On the other hand, some care has been taken to model a semi-realistic environment, and the way the cars handle in jumps and slides makes you feel, at times, like the star of some high-tech Dukes of Hazard re-make.

ZONE RAIDERS is a competent, if somewhat uninspired design. The missions are fairly interesting, but most will find too few for their game-dollar. The graphics are good and, while I think more time could have been spent on the appearance of your vehicle, some of the city-scapes and exotic clover-leaves are impressive indeed.

If you are looking for a straightforward arcade "3-D Driving/Shooter" that will give you fast action on an upper-end 486 without bothering you with little details like variety or plausibility, then ZONE RAIDERS will be a treat for you. But if this doesn't describe exactly what you are looking for, you should probably leave this one in the used-car lot. There's little more here than meets the eye.

Price: $59.95
System Requirements: 486DX2 50 or higher (Pentium recommended), 8 MB RAM, VGA graphics (SVGA recommended), 10 MB hard drive space; 2x CD-ROM drive; supports Sound Blaster and compatibles.
# of Players: 1-4
Designer: Image Space, Inc.
Publisher: Virgin Interactive
Irvine, CA (800) 874-4607 http://www.vie.com
Raidus Service #: 333

APPEAL: Dedicated Car-Wars fans will enjoy Zone Raiders, but those outside the genre might want to wait for something meatier to come along.

PROS: A good networkable arcade game with some enjoyable driving characteristics.

CONS: Probably too basic for the non-cartridge gamer and a little short in the gameplay department.

GETTING WHAT YOU PAID FOR
Strange events are AFOOT within the EMPIRE and the oracles foretell a time of Carnage and WOE... with no shortage of Bloody work for our HARDBITTEN troops, this is to the DEATH, the glory... this is WAR!

WARHAMMER SHADOW OF THE HORNED RAT™
Blood. Carnage. War!

For Windows™ 95
Copyright ©1995 Games Workshop Limited Ltd. All rights reserved. Warhammer and Games Workshop are registered trademarks and Shadow of the Horned Rat is a trademark of Games Workshop Ltd. Copyright ©1995 Mindscape Inc. All rights reserved. Mindscape is a registered trademark, and the Mindscape logo is a trademark of Mindscape Inc. Windows is a registered trademark of Microsoft Corporation. All rights reserved.
http://www.mindscape.com
Gunner's High

MARATHON 2 Improves On Last Year's 3-D Shoot 'em Up Success

by Christopher Breen

I don't know about you, but whenever I sit hunched over a box of greasy popcorn in my seven-dollar movie-theater seat and the first preview's title contains the words, "Again," "Two," or "The Return of," I get a sinking feeling. Although some might dismiss it as the first symptoms of cotton-seed oil poisoning, I've lived with the condition long enough to recognize it plainly—sequelophobia. That's right, the weakness that results from watching a rehash of the previous season's blockbuster.

It is with this feeling that I unpacked, with some trepidation, Bungie Software's MARATHON 2: DURANDAL, the follow-up to last year's runaway hit for the Macintosh. Here it was, the same damnable triangular box design—albeit in curmy yellow instead of blue—that virtually guarantees the top flap will rip when you open it, the same layout in the manual, and the same red seal indicating that the game has been accelerated for Power Macintosh. Could my gut be right? Was this just more of the same old, same-old?

Fortunately, MARATHON 2: DURANDAL is more than a simple relashing of one of 1995's finest Mac games. Rather, MARATHON 2 takes the original MARATHON's frantic gameplay and solid storyline and adds drop-dead gorgeous, high-resolution full-screen graphics, 16-bit active stereo-panning sound, several new network scenarios and battlefields, a wider variety of beastsies, and the opportunity to practice your backstroke (many of the scenarios require that you play under water, or lava, or sewage). Far from treading over the same old ground, MARATHON 2 blazes new trails.

BUGGY SOFTWARE MARATHON 2's full-screen view helps set a more sinister tone as you battle the bug-like Plor on their home planet.

Once again raising the standard of 3-D action games on the Macintosh.

IT WAS 17 YEARS AGO TODAY

A full decade later, you still can't forget the exhilaration whoosh of a single SPNKXAR7 rocket, or the musical pleasure of wiping out a nest of the bug-like Plor, who'd rudely taken up residence on the starship Marathormina. Your only regret is that Durandal, the rogue computer responsible for recklessly tempting you about the Marathon to do battle with the otherworlders, managed to pack up his superior intellect and all out of the area with only a faint promise of a second date.

Durandal has now made good on that promise. Shanghaied by this brassy collection of processors, you've been transported across the reaches of space to the planet Llquowan. Your mission: Destroy the Plor garrison and unravel the secrets of the planet's ancient civilization. Of course what this really means is dash about, stockpile ammunition and evermore-powerful weapons, heal your wounds and Kill Kill Kill!

THE SOUND OF MAYHEM

Although MARATHON 2 introduces a host of new enemies, a couple of new weapons (sawed-off shotgun!), and an updated plot line, the real showstopper is the game's sound and graphics. MARATHON Is haunting background music is gone, replaced by eerily authentic natural sounds like bubbling lava, lapping water, and howling wind. As with the other sound effects in the game, these pan across the stereo field as your orientation changes. If a pool is to your right, for example, you'll hear water sounds mostly from the right speaker. Although the original version used stereo sound, it wasn't so convincing that you could track an enemy by sound alone. With MARATHON 2, you can.

Bungie has also improved the game's interface and consequently widened the field of vision by placing the gauges at the bottom of the screen and removing the side panels. The new panoramic, letterbox perspective removes the tunnel-vision so common in 3-D games and presents a...
GET FLAT!

UNLIMITED INTERNET AND WEB ACCESS FOR 66¢ A DAY!

UNIQUE FLAT RATE

It's a first: Unlimited Internet access for the flat rate of $19.95 per month from a major national access provider... no other charges.

14 DAYS FREE

Call now for your free software and we'll give you 14 days to use Pipeline USA absolutely free.

EASIEST SOFTWARE FOR WINDOWS® AND MACINTOSH®

Leading publications have applauded Pipeline software for being the easiest available.
You will, too.

PIPPLELINE
a PSINet Company

1-800-805-9840
http://www.usa.pipeline.com

Service fees apply beyond the first 14 free days. Valid major credit card required. Phone charges may apply.

Circle Reader Service #277
view realistic enough that on more than one occasion I found myself craning my neck to peer around a corner. This, coupled with the game's beautiful texture-mapped, 16-bit graphics and dynamic lighting, makes Marathon 2 very easy on the eyes.

**KILL, SPACEMAN! FASTER! FASTER!**

Marathon 2 also differs from the first iteration of the game in terms of gameplay.

To begin with, this version is less puzzle-oriented than its predecessor. Although the original Marathon brimmed with action, it also required a fair bit of cognition to escape the different levels — switches always seemed just out of reach and doors were always closing a split-second too soon. Durandal doesn't completely forego brainstorm, but mayhem is the game's main focus.

This doesn't mean, however, that strategy plays no part. Not only do your enemies seem smarter — some of them actually run away when you start shooting — but there are also raging interpersonal conflicts among the bad guys. As in Doom, one of the best strategies for getting out of a sticky situation is to anger one of the less-mannerly crea-

**ACCESS SOFTWARE INCORPORATED**
skill level to something requiring a little less adrenaline.

NET SCRAPE
As great as Marathon 2 may be as a single-player game, it can't hold a candle to the frantic, blood-pumping thrill when it is played over the network. In networking mode you and seven of your buddies can still play the Every Man For Himself Scenario found in the original Marathon, but Marathon 2 introduces such childlike

diversions as King of the Hill, Tag, and Kill the Guy With the Ball (in this case the “ball” is a human skull). In addition, if you're having a tough time beating the single-player game on your own, you're welcome to form a network team and play the game cooperatively. But steep is the price you must pay for network play. For satisfactory gameplay, every player should be sitting at a Power Macintosh connected to an Ethernet-based LAN. And although the game includes a feature that enables you to scream at one another over the net using PlainTalk microphones, conference calling over speakerphone is still the communication method of choice.

THE END OF THE COMPLIMENT
Marathon 1 was no slouch, but Marathon 2 is, in nearly every way, a vast improvement. Yes, if you preferred the original's more cerebral elements over its shoot-em-up charms you may long for a few more puzzles. And those who aren't ready for an all-out assault may feel overwhelmed in the latter half of the single-player game. But no one, no one, will be disappointed by the game's improved look and feel or the added-value network play.

Bungie has produced a remarkable, refreshing sequel and has once again captured first place in the Macintosh action Marathon.

APPEAL: Any Macintosh gamer, particularly those looking for 3-D shoot 'em up action.

PROS: Gorgeous graphics and rich sound accompanied by frantic game play. If you can't play this game over the office's Mac network, consider quitting your job.

CONS: Those who enjoyed Marathon 1 for its puzzles may be disappointed by M2's focus on action.
One day you’re a common earth-eating worm, the next an evil-battling, save-the-princess, cosmic superhero. Such is the life of Earthworm Jim. This guy, er, worm is a 90s James Bond kind of superhero who hitches rides on rodents and in underwater glass bubbles, and of course, gets the girl in the end. Life as a worm is rarely this much fun.

Thankfully EARTH WORM JIM, the Windows 95-based platform game, is just as much fun. This title, much like the main character (who has his own Saturday morning cartoon and line of action figures), oozes character, from the fun, lush graphics to the hilarious sound bites throughout the game. And some of the most annoying platform game traits have, for the most part, been avoided.

WORM HOOK

In an age when quirky platform games are a dime a dozen, Activision has graciously spoiled us PC gamers by porting yet another top-notch platform scroller. A little less challenging than Pitfall: Harry’s Misanthropic Adventure, EARTH WORM JIM is still on par, with rich graphics and some ingenious pacing.

Whereas most platform style games require your hero to keep moving through one horizontal level after another, Tom Tanaka and Douglas TenNapel’s level designs avoid such monotony. Plenty of the 20 levels in Jim are of the traditional variety, but scattered along the way are lots of mini-games, such as space races, and bungee jumping. The Andy Aardvark “intermissions,” which require you to race through an asteroid field, become a bit tedious by the fifth or sixth run-through, but for the most part, these short interme-

158

Price: $40 95
System Requirements: IBM Compatible 486-33, Windows 95, 8 MB RAM, 2x CD-ROM, mouse; supports Windows 95 compatible sound cards;
# of Players: 1
Protection: None
Developer: Shiny Entertainment
Publisher: Activision Los Angeles, CA (310) 473-9260
Reader Service #: 355

SNOTTY BEHAVIOR During your adventure, you’ll engage in a bungee jump duel with the likes of Major Mucus and his friend Mucus Phlegm Brain.

diate levels serve as a great way of breaking up and pacing the game. And even the normal levels are creative. You’ll traverse junkyards and explore underwater caverns. You’ll even play some parts of the game without your trusty plastic-firing battle suit. And, in a radical departure from the platform genre, you don’t have to fight a super-powered boss at the end of each level.

INSTRUMENTS OF DESTRUCTION

Your suit, of course, is what makes it all happen. The top left of your screen shows how much power your armor has left. The bottom of the screen shows how many plasma shots are staked up, as well as any special weapons you’ve acquired.

The controls are simple. One button jumps, one button fires your energy weapon and a third button cracks your whip (Pitfall: Harry envy?).

One beef I had with the controls is that when you accumulate special weapons, you have no choice over when to use them. Say, for example, you pick up the Mega Plasma, a one-shot destroy-all weapon. The next time you open fire on the enemy, you have to use it — you can’t save it for your showdown with an end boss. But Since Big Bosses are rare, this is not a huge problem.

Gamers can choose from easy, intermediate and advanced difficulty levels, and the game is easily configurable through the same nifty Properties Box as in Pitfall: Harry. Another nifty feature is that the game records your progress, so each time you play you can start off on the level where you left off (or died).

Despite a few minor shortcomings and the negative label that some sucky PC gamers immediately brand all platform games with, EARTH WORM JIM is a hoot and a holler. Put anyone in front of it, and with the exception of the grumpiest non-action gamer around, they’ll love it. No, it won’t have you obsessing over how to defeat Queen Slag For-A-Butt. But you’ll have a marvelous time all the way.

I’m glad Activision decided to port this title to Windows 95. Newcomers to computer games will appreciate how easy it is to get into, while veteran action gamers will appreciate the diversity in the action.

Here’s hoping the next major part of a console title is as much fun. Hey Nintendo, how about Donkey Kong Country?

Check out Jeff James’ action column for a list of EARTH WORM JIM cheats.

APPEAL: Action gamers, particularly fans of the platform genre, will love Earthworm Jim.

PROS: Easy to learn, fun to play, great graphics, and entertaining sound bites. Best of all, the game has lots of character and variety — unusual for “platform-type” scrolling games.

CONS: Some minor control problems, including the inability to save special weapons for later use.
Sure, there was life on the Internet before TotalAccess™ for Macintosh.

It just sucked.

Easy, award winning plug-and-play software includes Netscape Navigator.™

Cheap, fast, uncensored access to the Internet.

It’s that simple.

The coolest, easiest Internet access on the planet.


1-800-395-8425

EarthLink Network, Inc.
3171 Los Feliz Blvd., Suite 205, Los Angeles, CA. 90039 Fax (213) 644-9510
Info via email: info@earthlink.net, live human via email: sales@earthlink.net

Internet access and software for MACINTOSH, WINDOWS, WINDOWS 95, featuring Netscape Navigator.™
EarthLink Network is one of the largest Web space providers in the United States. EarthLink also provides ISDN, Frame Relay, T1 and other professional Internet access services.
Hot Wheels

SCREAMER Brings Colorful Arcade Racing To The PC, But You'll Need A Fast Machine To Catch It

by Scott A. May

For years, personal computers have outpaced plug-and-play gaming consoles in speed and sophistication. But the advent of "next generation" systems like the Sony PlayStation and Sega Saturn has quickly narrowed the technology gap. Nowadays, even with the onset of Windows 95 and more action games than we've ever seen before, PC action enthusiasts still find themselves glancing with envy at some of the hot new console titles being released.

One particular action genre has singularly fallen short when measured against its "purer" siblings. This category is coin-op style arcade racing, and besides Electronic Arts' The Need For Speed, most other titles have been incapable of providing the requisite thrills, chills, and spills on gamers' desktops. Virgin Interactive's answer to the call is SCREAMER, a two-fisted driving game that, given enough memory muscle and CPU horsepower, certainly lives up to its name.

NO HOLDS BARRIED

Straight out of the box, SCREAMER is a simple, no-holds-barred, single-player arcade racer, similar in character to such best-selling console titles as Ridge Racer and Virtual Racing. Choose from six wide-bodied, low-to-the-ground machines, each available with either automatic or manual transmission. The exact configuration of each car, as evidenced by their names, is strictly arcade generic: Shadow, Tiger, Hammer, Rising Sun, Panther and Yankee. Each car is rated for top speed, grip (how it handles corners) and acceleration.

Three courses are available in a Normal, or single-race, game: Palm Town, Lake Valley, and Lindburg, where you'll compete against nine other computer-controlled drivers in a 3-, 5-, 10- or 25-lap race. Three skill levels—Rookie, Amateur and Pro—allow you to substantially increase the tenacity of the "other guys" as your own driving prowess improves. Keep in mind you're not only competing to win the race, but also to finish it. An on-screen timer counts down the seconds until you reach the next checkpoint, where you're given additional time. Fail to reset the clock and the race abruptly ends.

The championship game tests your mettle a bit more; you must finish in the top three on each course in order to progress to the next race. Success in championship mode is also the only way you'll get to see SCREAMER's other three courses (not available in a Normal game). Finish all six courses, and you'll start over again, at a substantially higher skill level.

If your eyes are still in their sockets, proceed to the final stage: Bullet League. Here you'll run the entire gauntlet again, this time competing against only one car, The Bullet.

One advantage SCREAMER has over its
arcade and console brethren is that, during the course of a Championship Season, you can save and reload your games.

SCREAMER 2000

But wait—there’s more. No, SCREAMER can’t cut through steel cans as easily as it slices tomatoes. But it does have three special modes that offer several entertaining variations on the standard racing format. Time Attack, as the name implies, is a solo race against your best lap time on the track of your choice. During each lap a ghost image of your car will appear on the track before you. Use this as a visual reference to your current lap time—if you trail the ghost car, you’re seconds behind your best lap time; if you pass, you’re on track to set a new course record. Unfortunately, you’ll need at least 12 MB of RAM to enjoy this special option, since your previous lap (the ghost car) is stored in memory. Those with only 8 MB of RAM can still race, but won’t see the ghost car.

Another racing option, Cone Carnage, prompts you to run a series of cone barriers specially placed around the track. Each cone hit adds another second to the checkpoint timer. The alternate version of this race, Slalom, demands that you do just the opposite. Instead of striking cones, you must maneuver between them to earn extra time. Miss a “gate” and the checkpoint clock keeps ticking.

TOTAL RACING NETWORK

SCREAMER’s big bonus is network play, supporting up to seven nodes of simultaneous head-to-head racing. It’s a lack, to be sure, for several reasons. The computer-controlled racers rarely make mistakes, particularly at upper skill levels. This means they’re usually less compelling opponents. Humans, on the other hand, are a different story; racing against your own kind inevitably and inherently fuels each driver’s competitive spirit. You can’t damage your car, but each bump, spin-out, guard rail grind and wreck, comically executed as an end-over-end tumble, pushes you to the back of the pack. The computer usually avoids such collisions, but human nature being what it is, network play often provokes more wipeouts than the opening lap of the Indy 500.

SPEEDY COMPROMISES

The graphics are arcade quality, post-dated perhaps a year or two. Each course winds through all manner of terrain, including freeways, city streets and mountain passes, dipping and weaving around buildings, tunnels and high-banked rural curves. The designers heap on plenty of peripheral chrome and glitter, in the guise of helicopter and jets zooming overhead, active windmills and rotating billboards. All are rendered in colorful 3-D texture maps. If nothing else, SCREAMER captures the stunning look and feel of the classic coin-op machines.

Four user-selectable driving views allow you to view the action whichever way you want it: full-screen (a hood-mounted camera), behind the dashboard, chase view and extended chase view.

Despite running in DOS 32-bit protected mode, SCREAMER exhibits the typical problems games do when played at the minimum system requirements. You’ll need at least 12 MB of RAM to experience the game’s polished SVGA graphics, but don’t expect to enjoy high-res unless you’ve got a Pentium. High-resolution animation runs extremely choppy on a 486 DX2-66, but smooths out on a 90 MHz Pentium. The alternative—the only option for systems with only 8 MB RAM—is to run the game in standard VGA mode. Here the graphics are chunky, but still look pretty good. It’s a worthy compromise. Other factors, such as a quad-speed CD-ROM drive and local bus video card, also help to ease the hardware burden.

The game does offer decent support for specialty driving tools, including Thrustmaster’s new Formula 12 steering wheel and floor pedals. Otherwise, a good analog joystick suffices. Even simple keyboard controls perform adequately.

THE HOME STRETCH

Playing SCREAMER is a gas, given its arcade limitations. Racing purists, of course, won’t want to touch it with a 10-
It only looks like a movie.

Interactive Comedy
Spy Thriller

Fox Hunt

All 16mm full-motion video. It's got the look and feel, the characters and plot, of a feature film. And it's got you, Jack Fremont — TV trivia geek with an empty fridge. Now your days of simply watching the screen are over. You've got to observe. Think. Decide. Act. And watch your back — every moment, every move. You've got 24 hours to save the world, get the girl, and return the tux. How it ends — and there are 10 possibilities — is entirely up to you.

So don't just sit there... IT'S YOUR MOVE.

Capcom Digital Studios & 3 Vision in association with Evolutionary Publishing Inc. present FOX HUNT.

See it at http://www.capcoment.com

PC/MAC CD-ROM

Soundtrack on Rhino

Circle Reader Service #54
Take The Last Trick

QQP's legacy of winning card games deserves better than Card Players Paradise

Admit it—we've all played silly little games like Solitaire on our computers, usually the incessantly repetitive version that comes with Windows. No game will ever match the tactile feel of flipping and shuffling cards (and for many users, this isn't a problem), but Solitaire's Journey comes darned close to re-creating the experience, without wearing out your favorite poker deck.

Over 100 different kinds of Solitaire, from mind-numbingly simplistic to agonizingly challenging, are combined with various "quests" to form the most unique slant of a classic game ever designed for the computer. Best of all, the game is readily available in bargain bins—I've seen it for as little as ten bucks.

Problem is, all of QQP's clever card games will soon find their way to discount heaven, as the company has been gutted, surviving in name only. For why, we can only speculate: perhaps the parent company, American Laser Games, simply decided to channel all of its resources into their line of games for girls, called Little Interactive. If so, the irony is that card games, especially good ones such as QQP designs, are among the games most played by females of all ages.

All of which makes the release of QQP's newest card game package, Card Players Paradise, bittersweet. Its obvious from the spartan packaging that this was a low-budget project, which belies the modest advances in documentation and layout—there's even an index, almost unheard of from QQP. Moreover, while the explanations of rules have the seemingly inevitable QQP holes, the copious examples of play are lucid enough to help you learn the more exotic games included.

ACE HIGH OR LOW?
The real winner here is Rummy 500: easy to learn, hard to master, it brings back memories of endless Rummy games played on long winter nights. Quick, natural and fluid, Rummy is quite good either versus the computer or via modem, and includes plenty of variants. Pinochle and Bezique (a forerunner of Pinochle) are just different enough that they test your ability to learn new bidding styles; players too accustomed to the comfortable parameters of Bridge will struggle. Casino is the weakest link of the four games, as it at first seems to defy logic, then becomes too predictable as the pattern emerges.

The graphics are actually a step back from the crispness of Bridge Olympiad, despite the increased use of digitsed screens featuring "geographically educational" card-playing locations from around the world—they struck me as little more than fancy clip art (and truth be told, I'd rather view lands in Sid Meier's Civilization). One welcome change in Paradise is that while the AI still cheats, at least it isn't as brazen as in the higher levels of Bridge Olympiad, which never raised an opportunity to snub your lone King. On the other hand, this game will never compete with really good AI, such as in the best Bridge and Chess games—but then, where else can you go to play a good game of Rummy?

As with Bridge Olympiad, you get to compete in a "World Tour" with the best amateur and professional opponents the computer can throw at you. After paying entry fees, you enter events and win coins...
and lanterns — more on this later — to advance. Typical of QQP's "campaign games," this is enjoyable at first. But after the first couple of times, it fades, unlike, say, the eminently replayable SOLITAIRE'S JOURNEY. Why, for example, do you win lanterns to wander through a city maze, here every bit as infuriating as any needless maze from an adventure game? Wouldn't a simple Top 10 ranking or medal-winning system, as in BRIDGE OLYMPIAD, have worked better?

In the end, CARD PLAYERS PARADISE is a microcosm for QQP: some annoying bugs, typos and tepid layout make you think it was rushed through development; worse, the game, despite some fine moments (such as Rummy), really lacks that remarkable mix of play-balance and sheer joy of gaming which once defined QQP products. If this is the state to which Bruce Williams and Co. are to be reduced, perhaps it's better that they move on. If American Laser Games has any sense, they'll release an SVGA Windows 95 version of SOLITAIRE'S JOURNEY, and maybe include Bridge Olympiad and Rummy on the same CD. That would certainly be a more fitting legacy for QQP than CARD PLAYERS DESERT — I mean PARADISE, of course.

Tips!

- Boy, are the computer opponents aggressive in CARD PLAYERS PARADISE! Playing it too close to the vest in Rummy can leave you behind in a hurry. But don't despair: just play more tricks as three and four-of-a-kind, which will frustrate your silicon opponents—who prefer (like my late great-aunt Dora Mae) to play long "melds" of a series (2,3,4,5,6 of hearts, for example). As the AI gets closer to going out, it tends to discard high cards. Patience usually rewards you with a high spread of aces or face cards.

- An alternative method to winning in Rummy can be to simply hold cards, only placing them when you have two or three runs. The advantage is that your opponent has nothing to play off of, but if you get caught with all those cards! I would use this strategy against a human only via modem, and only if I were way behind.
VIRTUAL CHESS

AN OLD WORLD TRADITION IN
A NEW WORLD SETTING

'95 HARVARD CUP
COMPUTER CHAMPION,
outscored Chessmaster 4000,
M-Chess Pro & Socrates

Designed
for Windows 95

Most powerful
chess engine
analyzes 3 times
more moves

Extensive library of over 740
Fischer games, plus 46,000
historical chess games

TECHNICAL REQUIREMENTS:
486 DX/33 recommended, 1 MB RAM,
Mouse; 256 Color VGA Graphics Card

DOWNLOADABLE DEMO AVAILABLE ON OUR WEBSITE!
http://www.imotion.com

I-MOTION, INC.
626 Santa Monica Blvd., Box 417, Santa Monica, CA 90401
For more info: (800) 443-3386

Circle Reader Service #217
Don't Be Square

I'm Good Enough, I'm Smart Enough, And Doggone It, People Like Me

by Charles Ardai

I'm surprised that more computer games don't turn out like ENDORFUN, given that most of them came from California. It's also a good thing I can't be the only one who finds New Age philosophy hard to swallow. Daily affirmations and computer games mix about as well as Beef Wellington and jelly-O.

If Erno Rubik (of the cube) and SNL's self-help guru, Stuart Smalley, designed a game together, they might come up with a similar product. While you maneuver a multicolored cube around the playing grid, ENDORFUN barrage you with "motivational" messages spelled out on the screen, muttered over the soundtrack, and inserted subliminaly into the music. Whether ENDORFUN included pearls of wisdom such as "I am free of dependency" and "I love myself the way I am" to encourage or to distract players remains open to speculation.

You can turn the subliminal messages by turning off the music, suffering no great loss either way. You're stuck with everything else.

What does all this mushy self-love have to do with a Rubik-style puzzle game? Nothing. But if you want to play the game, you better get used to it.

PUT THE BEST FACE ON IT

You move the cube around the grid by turning it end over end in the four basic compass directions. Each time you turn the cube, a different color appears on the exposed face. After starting a given level, colored squares begin to randomly populate the mostly bare grid. You must direct your cube so that the top face shows the same color as an occupied square. Successfully binding on a colored "block" will remove it from the grid and allow you to continue your progress.

Play continues until the timer runs out, the colored blocks trap your cube into an inescapable position, or you clear all blocks from the screen. Depending on which of the three variations you choose, you can score points for removing blocks, clearing a grid quickly, or length of playtime.

Although simple, ENDORFUN doesn't have the hyper-simplicity of the best puzzle games, like TETRIS. But it becomes addictive. What starts out awkward quickly becomes intuitive. Once you can move without consciously calculating the sequence of turns necessary to land on a given block, roaming around the grid becomes quite enjoyable.

SOUND OFF

Enjoyable, that is, until a level ends, and we're back in fruitcake land. "Your body functions perfectly," the computer tells me. "Oh, yeah? I have a cold. Your body heals itself." "Bite me," I say, reaching for a Kleenex.

"I create joyous creation," it whispers subliminally, "I forgive myself. I am divinely guided. I create miracles."

I think not. What it creates is the queasy sensation of being indoctrinated by the crunchiest of all granola factions.

"I am divinely guided? I choose life?" How would the well-meaning souls behind ENDORFUN feel if their right-wing counterparts marketed a game containing subliminal messages such as "I accept Jesus as my personal savior," "I choose right-to-life," or "I draw pride from the supremacy of my race?"

"Oh, but that's different," they'd cry. Sure, just like your left shoe is different from your right. The shoe would just be on the other foot.

Game designers should stick to designing games; if there is an appropriate place for this feel-good dogma, it's not here. 5

Price: $29.95
System Requirements: IBM 486-66 or better processor, Win 3.1 or Win 95, 8 MB RAM, SVGA graphics, 2.5 MB hard drive space, 2 X CD-ROM, Windows compatible sound card, mouse.
Protection: None
Publisher: Time Warner Interactive Burbank, CA (800) 482-3766
Reader Service #: 337
KILLER GAMES at Hot Prices! From your Catalog Superstore for Games and Accessories! Full line of games, complete systems, monitors, memory upgrades, video cards, multimedia kits and more!

8MB SIMM (2x32) 72-pin
ONLY $239.98
Call The PC Zone for our complete line of memory upgrades.

MechWarrior 2 Expansion Pack
$24.98
Plug in 10 exclusive BattleMech chassis, employ additional weapons systems, and launch into over a dozen new missions! Activision DI27857

Baywatch Companion
$24.98
Bring the cast from the show to your computer screen with screen savers and nearly an hour of live-action video clips. Byron Press #26092

Demon Destroyer Gunn
$44.98
Here's your ticket to more instinctive and realistic gameplay! This cool-looking game gun is the perfect controller for DOOM® & most 3D action games. TAC Systems #30860

Robot City
Solve a murder mystery on a distant planet where every experiment has run amuck, someone has been killed, and you are the suspect. Byron Press #88688

Phantasmasoria
The most frighteningly believable adventure game ever created! Includes feature-film actors and the most film footage ever included in any game. Sierra DI25216

MechWarrior 2
$44.98

i-glasses
$799.98
Open your eyes to a whole new reality with Virtual i-O's i-glasses! Wide-tracking, Hi-Fi stereo sound and stunning 3D capability combine to give you a totally immersive gaming or video experience. It's like having an 80" screen! Virtual i-O #27450

Hitachi 4X CD-ROM Drive
$99.98
Get 2 FREE titles and Save $10 on more titles!

FREE! Launch CD-ROM with any purchase!

Call The PC Zone! 1-800-419-9663
24 hours a day, 7 days a week!

Circle Reader Service #134
Match Play

Scrappy Set Will Garner More Respect Than Enjoyment

by Charles Ardai

Beware the scrappy guy in the pool hall, the one with coke-bottle lenses, sloping shoulders, and hands that look like they've never held a cue. Same thing here: beware Set. Rarely has a game looked scrappier. The self-published brainchild of a one-time geneticist, Set has "amateur" written all over it. The screen shots and logo on the box are out of focus. The game's soundtrack is a mishmash of audio clip art: a New Age fanfare when you start the game, an exuberant "Yeah!" when you do something right, a gurgling "Aaargh!" when you do something wrong. The screen layout is remarkably plain, even for a computerized card game. The whole thing looks as sturdy as a wet piranha, and roughly as much fun.

Ready... Set...

How is it possible for a game to be so floppy — especially when it only has one rule? Well, here the rule is that you have to select sets of three cards out of twelve shown on the screen, such that each of the cards' four characteristics — color, shape, number, and shading — either match or don't match.

"Match" means that a given characteristic is the same on all three cards for instance, that all the cards feature green shapes, rather than red or purple shapes; or that all the cards feature ovals, rather than diamonds or squiggles. "Don't match" means that a given characteristic is different on each card: for instance, that the cards feature one shape, two shapes, and three shapes, respectively, or solid shapes, striped shapes, and open shapes.

It's difficult holding all four characteristics in your head at once, especially when you can't make a set out of two cards that match and a third that doesn't. You may Set is really, really hard. Unless you enjoy detecting quathedral patterns at a glance, you'll get frustrated. And I suspect, even logicians and the mathematically inclined will respect Set more than they enjoy it. Personally, I left feeling like something of a wet piranha. For those who cherish that feeling, Set provides it in spades.

Price: $34.95
System Requirements:
PC compatible 386 or better, Windows 3.1 or Win '95, VGA graphics, 2 MB hard drive space, mouse; supports Sound Blaster and compatibles.
# of Players: 1-10 (not seat and modern)
Designer: Mercury Software
Publisher: Set Enterprises, Inc.
15402 E. Verbena Drive
Fountain Hills, AZ 85266
(No telephone orders)
Reader Service # 3338

Polyagony: Challenging but unfriendly, this game seems aimed more toward the Mensa "set" than the puzzle/classic gamer.

Appeal: Only for die-hard fans of the puzzle pages in Scientific American.
Pros: A tough symbol-matching card game with enough play variations and subtlety to earn your respect.
Cons: Difficult and visually plain, lacks the spark to make it much fun.
Bring Home **Real Pinball Action**

**THE HARD WAY.**

**THE EASY WAY.**

The Hefty One above will give you the real arcade experience at home—and a quick trip to the chiropractor. The sleek, lightweight model below—FULL TILT PINBALL—also delivers the 3-D, multi-ball pinball action you crave, while saving your back (and a pocketful of quarters). With Full Tilt, new for Windows® 95, you’re bringing home three different tables—all with real ball movement, real sounds, and really cool zipper flippers. So pick up Full Tilt, real, tournament-style pinball made easy. (Weight belt not required.)

Featuring Space Cadet as seen in the Microsoft® Plus! companion for Windows® 95

Available for Windows 95. Coming for Macintosh. © 1995 Maxis, Inc. All rights reserved. Full Tilt is a trademark and Maxis is a registered trademark of Maxis, Inc. All other trademarks or registered trademarks are the property of their respective owners. For product or ordering information, contact your local retailer or call 800-33-MAXIS. Visit the Maxis Web page at http://www.maxis.com

Circle Reader Service #130
GET HOOKED ON
BASS FISHING
WITH THIS NEW SPINNER.

You've explored new dimensions, solved ancient riddles, outfought master generals on computerized battlefields. Now get ready to go against the ultimate foe: a cagey, stubborn, 8 lb. lake bass.

Anglers will love the detail, but gamers will be hooked by its strategic depth and limitless possibilities. You'll even learn a few tricks to take to the lake.

So get hooked on Trophy Bass today. See your local software retailer or to order direct, 24 hours a day, seven days a week, call 1-800-757-7707. Visit us at: http://www.sierra.com, AOL, or CompuServe.

SIERRA
NBA Kicks in 1996

Electronic Arts Makes The Best Hoops Game, NBA Live 95, Even Better

The sight of a grown man crying ain't pretty. Or even a grown-up little boy. But I confess to tears of joy when EA Sports' conversion of NBA Live '95 to the PC platform hit my hands last spring. For too many years, basketball games on the PC had been a vast wasteland. NBA Live '95 was the virtual promised land. Great graphics and a gameplay model that felt more like basketball than any game I've ever played made this title a runaway smash.

Like the initial release (and subsequent sequels) of its hockey counterpart, NHL Hockey, NBA Live had its fair share of problems — faulty AI and fairly useless high-resolution mode are two examples. But the action was so refreshingly enjoyable that it was easy to overlook these flaws. Being able to Play The Game is what it's all about, and here, finally, was a basketball game we could play.

It should come as no surprise that even as NBA Live hit the best seller charts (phenomenal for a sports game), Electronic Arts was already drawing up a sequel. For fans of EA Sports games, this comes as even less of a surprise (how many years has John Madden been in evolution now — four, five?). But this sequel is a far cry from your standard "update the players' stats, and tweak the code" update.

NBA Live '96, as those Marvin commercials used to say, is something nearer.

"NBA Live '96 boasts the same revolutionary graphics engine used in the latest release of NHL Hockey."

In the non-interactive demo of Front Page Sports Baseball '96, a photograph of one of the stadiums includes a billboard with an advertisement for "Front Page Sports Basketball '97." Sierra neither confirmed nor denied this project, but we were able to squeeze them into saying "if we did do another FPS title, it would be basketball."

MindScape's NCAA Football title has been bumped into the late 1996 time-frame. The development team "really wants to get it right," so they're going back to the drawing board to ensure this promising college football title, which will include most major NCAA football programs, meets its potential.

On the subject of football, John Madden Football, for the PC, by EA Sports, has also been moved back to the April time-frame. Electronic Arts is also close to releasing a course disk for PGA Tour '96. The New course disk takes you to the Links at Spanish Bay. Check for it in the early spring.

YOU SAY YOU WANT A REVOLUTION?

NBA Live '96 boasts the same revolutionary graphics engine used in the latest release of NHL Hockey. This means a three-dimensional court, with multiple views from five different camera angles. You can even play from an on-the-court perspective.
others are more appropriate for reliving those high-flying, “best-of” moments.

Besides looking good, one other bonus of the new camera angles is that, for the NBA LIVE veteran, it takes a little longer to master the action, increasing the lifespan of the game.

Other graphical elements besides the on-court perspective have changed as well. Three different resolution modes (320 x 200, 640 x 320, 640 x 480) are included, although you’ll need a Pentium for the highest resolution, which is gorgeous. As of the prerelease version we played, however, the players were surprisingly blocky in the more close-up views—much more so than their HOCKEY counterparts. But their animations are amazing (not that they weren’t amazing before). Tip-ins, spin dribbles and several other new moves will blow gamers away.

BASELINE DRIVE

NBA LIVE’s action, of course, remains top notch. EA Sports listened hard to fans

---

**Plant Trees for America™**

**Trees** provide food, shelter, and nesting sites for songbirds.

Trees increase property values, and make our homes and neighborhoods more livable.

Trees help conserve energy. They cool our homes and entire cities in the summer, and slow cold winter winds. Shade trees and windbreaks can cut home utility bills 15-35%.

Trees clear the air we breathe. They provide life-giving oxygen while they remove particulates from the air and reduce atmospheric carbon dioxide.

**America needs more trees**

The United States has lost a third of its forest cover in the last 200 years.

Our towns should have twice as many street trees as they have today.

We need more trees around our homes and throughout our communities. We need more trees to protect our farm fields and our rivers and streams. To provide wood for our homes and a thousand products we use every day.

10 Free Trees

Ten Colorado blue spruces, or other conifers selected to grow in your area will be given to each person who joins the Arbor Day Foundation.

Your trees will be shipped postpaid at the right time for planting in your area, February through May in the spring or October through mid December in the fall. The six to twelve inch trees are guaranteed to grow, or they will be replaced free.

To become a member and to receive your free trees, send a $10 membership contribution to Ten Blue Spruces, National Arbor Day Foundation, 100 Arbor Avenue, Nebraska City, NE 68410.

Join today, and plant your Trees for America!
of the '95 version and have made this version even more intuitive, easy to use and fun.

The gameplay is basically the same—you control the man with the ball. One button passes, one button shoots, and the turbo button makes you go real fast. New features include Quick Plays, which allow you to call offensive and defensive plays on the fly, rather than waiting for a dead ball. You can even successfully call for intentional fouls now.

The Artificial Intelligence, one of NBA Live '95's weakest spots, has also been improved significantly. End-of-game breakdowns, like dribbling the ball for a full 20 seconds before shooting when down or taking lay-ups when down three, have been eliminated for the most part. And EA Sports is promising a much more challenging game of computer hoops. The game did seem harder than before, but its too early to tell whether that's because of the new graphical engine or an improved AI.

Gravis Grip support has been built in.

This means that up to four players can play simultaneously, each with your own joystick, with the Gravis Grip module.

Other enhancements include a new free throw model (the crowd comes into play), shot summary diagrams, power dunk, the ability to create custom players and animated play diagrams, and the Vancouver and Toronto expansion teams.

BACK TO BACK

With NBA Live being the only game in town, it would have been entirely too easy for the folks at EA Sports to rest on their laurels, make a few minor tweaks to the game engine and call it a day. This aggressive pursuit of excellence is commendable, and illustrates why, when it comes to computer (and video) sports games, they're the last word.

I played an 82-game season in NBA Live '95 faster than humanly possible last season. Looks like I'll be playing through even faster this year.

NBA.COM (http://www.nba.com) is a marvelous site put together by the National Basketball Association. It contains profiles for every team in the league, AVI files of your favorite players in action, and full season and career statistics on most players in the league.

Rotisserie league fans should check out the SmallWorld site (http://www.smallworld.com/), a fantasy league's dream come true. This site has fantasy sports leagues for most major league sports as well as hockey.
INTRODUCING NCAA CHAMPIONSHIP

WANN GO

Tonight's Game
64 NCAA DIVISION I TEAMS AND ARENAS.
Home court floor graphics, team colors and fans-in-the-stands signage give you the whole flavor of the NCAA college hoops experience.

ADVANCED ARTIFICIAL INTELLIGENCE.
Wild student sections bring built-in home court advantage to life. Players improve over four years. Performance varies with game pressure, age and skill ratings.

4,500 FRAMES OF PLAYER ANIMATION.
Over 100 player moves include alley-oops, slam dunks and behind-the-back dribbling. All created with live-action video. It's any more realistic, you'd see it on the 11 o'clock news.
TO THE DANCE?

Even the bench gets into the action. Coaches pace the sidelines when the score's tight, and keep you pumped up when you're on a run. By analyzing stats, developing game strategies, and recruiting prospects, you get into the action, too.

Options make the game more realistic. You can choose between exhibitions, regular season games, or tournament play—from 2-min., to 20-min. halves. And control tempo, pick the rules, and decide who's a walk-on and who's an All-American.

Better perfect your moves. 'Cause there are 63 NCAA challengers who wanna go, too.

It's a college dream come true. It's about adrenaline. Bragging rights. And wall-to-wall basketball.

Welcome to the nirvana of college hoops. The Big Dance. The NCAA Basketball Tournament.

It's 64 of the top Division 1 teams in the country. Playing in their own colors. In their own arenas. With all the excitement of the college crowds and rivalries built-in.

And artificial intelligence so advanced, your players' skills actually improve as they go from true freshmen to savvy seniors.

Consider this your official invitation. An "at-large" bid to the celebration they call March Madness.

Lace up your high-tops, Cinderella. 'Cause you're going to the dance.

GTB Entertainment

Download a FREE DEMO off our web site at http://www.1m.gte.com

© 1995 GTE Ventures Inc. All Rights Reserved. The GTE logo is a registered trademark of GTE Enterprises. The NCAA and the NCAA logos are registered trademarks of the National Collegiate Athletic Association and used under license by GTE Interactive Media.

See your local retailer or order direct by calling 800-GTE-TODAY

Circle Reader Service #244
Winner And Still Champion

FRONT PAGE SPORTS FOOTBALL PRO '96 Continues Its Dominance, But Age Is Taking Its Toll

Dennis McCauley

Back in the days when the New York Yankees' dominance of the diamond was absolute, a sports pundit wrote that rooting for this team was like cheering for U.S. Steel. That's because, much like a corporate giant, the methodical men in blue pin stripes steamrolled the opposition year after year. That, of course, was long ago. A similar situation exists today in the realm of pro football, and I'm not talking about the San Francisco 49ers (certainly not anymore) or the Dallas Cowboys, but FRONT PAGE SPORTS FOOTBALL PRO '96, a title that has run circles around its competition every fall since its release in 1992.

This year, unfortunately, nothing's changed. No other gridiron offering has risen to FOOTBALL PRO's challenge, and the 1996 version still leads the pack. I say unfortunately because competition is a good thing—there's no bigger incentive than one or two competitors nipping at your heels.

Might the current lack of competition be responsible for the cracks starting to form in FRONT PAGE FOOTBALL's shiny helmet? Let's be clear about one thing: FPSFP '96 is still the best pigskin sim on the market. And the quality of this year's version will come as no surprise to gamers who enjoyed last year's version, which earned five stars on these very pages and has been Sports Game of the Year for 3 years running. But here's a tough question: if you've already got the '95 edition, do you really need '96?

WHAT'S OLD IS NEW

Like its older siblings, FOOTBALL PRO '96 offers gameplay options such as exhibition games and single season or career league play. Players can choose to act as coach, general manager, or both. Or you can grab the joystick and hit the field—and your opponents—youself.

On a disappointing note, modern play once again didn't make the cut. That's bad; most of FPSFP's changes are evolutionary, rather than revolutionary, and a well-done modern option would have tatted more than a few cages on the sports gaming scene. If you want online football action, it'll have to be UNNECESSARY ROUGHNESS '96 or the Imagination Network's version of FRONT PAGE SPORTS FOOTBALL PRO.

If you played FPSFP '95, you've seen the bulk of what '96 has to offer. The interface, league management tools, play editor, coaching profiles, and gameplay remain largely unchanged. While Sierra toots improved artificial intelligence routines for quarterbacks and offensive linemen, veteran players will mostly notice improvement in the graphics, and uh, well, the graphics. For a more realistic look, the FRONT PAGE SPORTS team utilized motion capture technology to digitize the movement of real players. The result? FOOTBALL PRO '96 is the best-looking football game yet to emerge from the tunnel.

Of course, footballs take crazy...
KICKIN' ASPHALT!

Grand Prix II is the latest, greatest breakthrough in racing simulators. It's as real as it gets. Real Formula One cars, Real teams, Real tracks. Even real sponsors. Take a good look at the incredible graphics. Now add wicked smooth motion and roaring Doppler sound effects and digital music.

Grand Prix II
WORLD CIRCUIT RACING

Throw in full camera views from practically any angle anytime, and you're there—smack in the middle of a real Formula One race! Test drive Grand Prix II today. And you'll see why it kicks asphalt over everything else.

Visit your local retailer or call 24 hours:
1-800-695-GAME
(U.S. and Canada).

ACTUAL GAME SCREENS: Experience real race cars around real tracks against real drivers!

Spectrum HoloByte

Licensed by FOCA to Full Television. ©1985 Spectrum HoloByte, Inc. All rights reserved.
Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc. All other trademarks are the property of their respective holders.

Call 1-800-777-3772 for information on Game Ratings.
bounces, and so, apparently, do football game animations. Ball carriers on occasion appear down by contact inside the five-yard line, but somehow still manage to score a touchdown. And occasionally a fumble recovery by a team will be completely disregarded. I thought the replacement officials were in the NBA.

In general, though, the on-screen action in FOOTBALL is quite consistent with play results, and has the fast-paced look of real NFL action.

STRONGER THAN A 300-POUND LINEMAN

For some however, the FOOTBALL Pro season may get off to a rocky start. Some users have reported sound problems, like missing crowd noises and sound effects. Others have been plagued by mouse difficulties. And after completing my first simulated Super Bowl, the program asked if I wanted to see the championship animation. I said yes, but the game said no, crashing back to DOS and taking Super Bowl results and statistics with it. To their credit, Sierra has quickly released a patch that addresses a number of issues. Still, this is a disappointing opening drive for a game system that has set the standard for football sims in recent years.

COMMISSIONER, COMMISSIONER

Happily, FPSFP's league play still works just fine. Games can be played or simulated, with simmed games available in two flavors. Fast sims zip by in a heartbeat, but their speed is purchased at a price of statistical accuracy. Slower sims yield more realistic results, but can take ten minutes or more per game, making a seasonal replay a项目 for a long weekend (on a Pentium-66, an hour per week was the norm).

The game's trade AI seems much improved over last year. No longer will computer opponents swap their starting halfbacks for your backup punter. Trades are still on a one-for-one basis, so if you were planning on swinging that blockbuster multiplayer deal, you're out of luck.

CAREER PLANS

FOOTBALL Pro vets know that career leagues form the heart of the game's system, and this aspect remains a winner. Pick your franchise and put your draft strategy to work, carefully building a dynasty (you hope). Send your players to camp, allocating training time to develop the skills that you think are the keys to victory. Make trades, sign free agents, and put no-talent strays on the waiver wire. Then play your season schedule, and get ready to do it all over again, replacing retired players and combing through the rookies and undrafted rookies still available in the college and supplemental drafts. Last year's problems with the draft pool appear to have been rectified, with a sufficient number of players available to flesh out rosters and make up for player attrition.

CAMs (Camera Angle Management System) still allows you to enjoy FPSFP's marvelous graphics and animations. The ultimate in viewing systems, CAMS allows coaches near-infinite flexibility in watching games. You can zoom, pan and tilt to your heart's content, saving effective new viewing angles you've created.

Coaches can save and swap highlight films, and the game also provides a screen capture utility which saves the images in a BMP format.

END ZONE PUSH

What does Sierra need to do if they want to stay ahead of the pack with future versions? That's open to debate, but the aforementioned modern play is a must, along with perhaps a salary cap feature that would impact team management much as it does in the real NFL.

After years of roughing up the competition, FOOTBALL Pro '96 certainly can't be considered a diamond in the rough. Although it's a tried and true game system, that has once again been dressed up in fancy new clothes, an assortment of bugs that makes this year's version more like a flawed ten-carat diamond. While some might take Sierra to task for standing pat with the game's basics, it's hard to argue with a track record as convincing as this year's.

The bottom line is this: If you're considering FRONT PAGE SPORTS FOOTBALL Pro '96, don't expect too many differences from last year, aside from the exceptionality. Owners of the '95 edition will have to decide whether the improved look is worth the investment. First time buyers or owners of older editions, however, should look no further than FOOTBALL Pro '96. Watts and all, it's still the best of the bunch, by far.

APPEAL: For rookies to football sims, FPSFP '96 is a no-brainer; veterans might want to think twice—is the new, admittedly gorgeous, facade worth the money?

PROS: Brilliant graphics, incredible player animations, game and league management systems that are tried and true.

CONS: Assorted installer difficulties, mouse control bugs, temperamental game sounds, not much other than cosmetics to distinguish it from last year's model.
SOMETIMES
EVEN THE PROS
NEED HELP.

Solutions,
Tips
and Hints
for over 200
of the
most popular
PC games

SOLUTION
CD '96

FOR MORE INFO ABOUT MICROFORUM
OR TO ORDER DIRECT, CALL: 1-800-685-3063
Tel: (416) 656-9594 Fax: (416) 636-0548
INTERNET: http://www.microforum.com
Email: mail@microforum.com

Available from
CHIPS & BITS INC.
Rochester, NY 14607
Fax 800-656-9353

Microforum
MASTERS OF THE NEW ART
Circle Reader Service #131
Back In The Running

UNNECESSARY ROUGHNESS '96 Rebounds From A Rough 1995 Season, But Still Has Room For Improvement

by Jim Gindin

Last season, "Unnecessary Roughness," or maybe even "Brutality" would have been an appropriate headline for this review. Back then, as some of you might (painfully) remember, Accolade unleashed a pretty, but extremely buggy action-oriented football game just in time for the 1994 Christmas shop-a-thon. 1996, Accolade promised, would be a comeback season for this pigskin title. And right they are.

Oh sure, UR '96 still has a lot of flaws and lacks some polish. There are misspelled words (Unnecessary Roughness is even spelled wrong on one penalty screen) and the instant replay interface is as easy to understand as the control panel of a DC-10. The entire passing game is now chieflv an exercise in futility, and there are frequent mistakes in how statistics are calculated and credited.

But somehow, despite a host of problems, UR '96 entertains, chiefly because of its excellent implementation of the NFL ground attack. I've had great fun putting together a playbook of my favorite traps, sweeps and pitches. If I'm lucky enough to stay away from injuries and the defense isn't particularly strong, I can gain up to 500 rushing yards on about 80 or 90 carries per contest. Okay, so it's not exactly realistic. But it feels realistic, and more importantly, it's fun.

GROUND TO A PULP

Maybe the reason I enjoyed running the ball is because it is possibly the only intuitive portion of the game. Or maybe because it's so darn easy. Racking up obscene rushing numbers is possible, in part, because the defensive AI is not trained to recognize play-calling. Even if you've run a sweep on first down 25 consecutive times, the computer isn't any more likely to call a 5-2 stack defense. It sticks to the selected playbook's previously allocated percentages assigned to each play based on down, quarter, yardage and score, and is completely unable to make such intuitive adjustments. Even if the correct defense is selected, UR '96 still doesn't stand a much greater chance of stopping the play, unfortunately, as long as you're controlling the ball carrier.

1ST DEGREE OFFENSE

The computer teams don't just roll over and lose, however. Their running game, as inflexible as it is, is not exactly shabby, and the computer quarterbacks can pass, pass, pass. In some games, these little digital signal-callers are inhuman. Just when you think you're about to pound one of them into the turf, they float a perfect 15-yard completion to the tight end, and there's not much you can do about it. In general, they're that good.

In the last incarnation of UNNECESSARY ROUGHNESS, a safety blitz proved devastating. It would completely shut down the run, garner frequent sacks, and if the quarterback did manage to get rid of the ball, you could always switch control to a defensive back and flatten the receiver, an action that only occasionally resulted in a pass interference call.
Ripley's Believe It or Not!

A two thousand year old mystery riddled with danger.

The Riddle of Master Lu

Can you unravel it... or will it unravel you?

Are you part detective, part thrill-seeking adventurer? You'd better be! Join Robert Ripley, famed explorer and collector of the bizarre, to solve one of the most intriguing true-life mysteries of the ancient world.

Thrust into the year 1936, you uncover a secret plot to rule the world using an age-old talisman of mystic power. Now, it's up to you to stop the sinister plan of an evil nemesis. But time is running out! Race to exotic locations, gathering clues to unlock a 2,000 year old riddle. Defy diabolical death traps and solve mystifying puzzles! Can you survive up to 60 hours of incredible globe hopping adventure packed with intrigue and danger?

Explore more than 200 breathtaking and historically detailed environments. Interact with over 40 live video characters. Super VGA graphics, a richly textured soundtrack, and breakthrough technology deliver captivating realism like never before... Believe It or Not! Don't miss out on the adventure of a lifetime! Take the challenge of this revolutionary gaming experience home!

Available for PC CD-ROM. Coming soon for Macintosh.
Visit us on-line at http://www.sanctuary.com and find out now how you can get a demo of The Riddle of Master Lu

"...one of those seemingly rare adventure games that manages to merge both graphics and story..." — Strategy Plus

"Exotic locales, cliff-hanging situations, fast-paced storytelling, fascinating characters, diabolical puzzles. The Riddle of Master Lu seems to have it all." — PC Gamer
"More realistic head-to-head combat than Falcon 3.0."
— Avenger, L.A., CA

FlightMaster™ Profile:
• Nationally ranked flight-sim veteran
• More than 2,000 flight hours logged
• Placed 2nd in Intercept's National Head-to-Head Falcon Tourney

Take On The Best.
www.ef2000.com/game

© 1995 Beam of America. All rights reserved. FlightMaster is a trademark of FlightMaster Media, Inc. All rights reserved. The BIT Entertainment Co. All rights reserved. All other trademarks and registered names are the property of their respective holders.

TWO IF BY AIR... Beautiful high-resolution graphics and multiple camera angles don't make passing the ball any easier in UL '96.

UR '96 addresses this by decreasing your ability to switch quickly to a pass defender. Blocking schemes require less accuracy as well; your blitz gets held up at the line more often, sometimes bouncing a few pixels right or left so the block holds, even though it looks absurd. The quarterback knows how to let the pass go just before the sack, too. In this case, less control makes the game more competitive. But the increased advantage given to offense makes playing defense a little less fun—and the scores a little higher than normal.

If the computer team simply passed on every down, it would be hard to beat. It will, however, stick to the percentages in the playbook, and call some runs—even on third down in crucial situations. Then your blitzing safety wreaks havoc, because in UR '96 the secondary rules the roost. Defensive linemen tackle about as well as medicine balls—all they do is bounce off ball carriers. The linebackers are a little better, with the top ones as good as anyone. But the safeties and cornerbacks dominate. Not even O.J.'s lawyers could get you out of their grasp.

Both you and the computer can take advantage of the "Oomph" button, a nifty new feature. Depending on how you set it, pressing this button causes the ball carrier to dive, spin or hurdle. This is a nice addition that creates some memorable replays.
VISUALS
Graphically, UR '96 gets mixed reviews. It provides a smooth, quality picture with generous and realistic looking players, with clearly visible uniform numbers. Unlike its predecessor, you can see tackles and certain types of movement. However, the frame rate is still pretty low. When a pass reaches a receiver, the ball simply disappears into the crowd. If the ball...
Future Flight 2000

FlightMaster™ Profile:
- 11 years real flight experience
- Desert Storm combat duty
- National director of Falcon 3.0 head-to-head network tournament

Take On The Best.
www.ef2000.com/game

---

PLAYING BOOKIE Ur '96 boasts a friendly, easy-to-use playbook that's completely customizable.

bounces around like a teenager at a Courtney Love concert, you know it is incomplete. If the game pauses and the word "Interception" appears on top of one of the defenders, well...If neither happens, congratulations!—you've completed a pass.

Not that you'll be experiencing this thrill all too often. Passing at the game's toughest levels is about as entertaining as the usual Super Bowl blowout. When you pop into passing mode, the three primary receivers are depicted in little windows at the top of the screen. Forget about determining whether the players are open—the resolution doesn't allow for that—just pass the ball and hope for the best. Making things even harder, on the toughest level, you even have to move the receiver to meet the pass. I tried this a hundred times before I completed one, and I was so thrilled with my accomplishment I didn't even mind throwing another 50 straight incompletions.

NOT SO BAD AT NUMBERS

UR '96's statistical model is much improved over last year's version, which featured 4,000-yard rushers and way too much passing yardage. Rushing attempts are held down by a fatigue system that heavily penalizes those who dare send Barry Sanders on 15 consecutive sweeps. You can still rack up the running yardage, of course, but you have to spread the ball around a bit more. Computer quarterbacks are another story, however and can

---

Plant Trees for America

Trees provide food, shelter, and nesting sites for songbirds. Trees increase property values, and make our homes and neighborhoods more livable.

Trees help conserve energy. They cool our homes and entire cities in the summer, and slow cold winds in the winter. Shade trees and windbreaks can cut home utility bills 15-35%.

Trees clear the air we breathe. They provide life-giving oxygen while they remove particulates from the air and reduce atmospheric carbon dioxide.

America needs more trees

The United States has lost a third of its forest cover in the last 200 years. Our towns should have twice as

---

Many street trees as they have today.

We need more trees around our homes and throughout our communities. We need more trees to protect our farm fields and our woods and streams. To provide wood for our homes and a thousand products we use every day.

10 Free Trees

Ten Colorado blue spruces, or other conifers selected to grow in your area will be given to each person who joins the Arbor Day Foundation.

Your trees will be shipped postpaid at the right time for planting in your area, February through May in the spring or October through mid-December in the fall. The six to twelve-inch trees are guaranteed to grow, or they will be replaced free.

To become a member and to receive your free trees, send a $10 membership contribution to Ten Blue Spruces, National Arbor Day Foundation, 100 Arbor Avenue, Nebraska City, NE 68410.

Join today, and plant your Trees for America!

---

The National Arbor Day Foundation
still abuse the system if given the chance. They’re hard to tackle, and thus never injured or much fatigued.

It’s also literally impossible to return a kick or punt for a touchdown, or even gain more than 20 yards a return. And the kicking game is a bit funny. With Green Bay’s Chris Jacke, for example, I never missed 59-yard field goal attempts as long as I gauged the cross wind correctly. But I never hit a 61-yarder.

UR ’96 also provides some limited league functionality. You need to play using 30 team leagues and a 17-week schedule, but you can sign free agents when players are injured, edit players, and create teams from scratch. There’s even a salary cap that, like its real-life counterpart, affects nothing. FRONT PAGE SPORTS fans will be disappointed at the lack of career leagues.

The play editing and creation module is flexible, fairly powerful and enjoyable.

FROM OUT-HOUSE TO CONTENDER
In all, this is a nice-looking game that provides an entertaining simulation of the NFL’s rushing game, and not a whole lot more. It’s a decent, albeit weak competitor of the FRONT PAGE SPORTS series. If Accolade can find a way to increase the frame rate and make passing fun, or even double, again, UNNECESSARY ROUGHNESS ’96 could be the base for a great series of action-oriented football games.

TARGET AUDIENCE: For football fans who want to play the game, UR ’96 is your only choice. Sim fans will want to check elsewhere.

PROS: Nice-looking 3VGA graphics and a fantastic running game.

CONS: Difficult passing, graphical idiosyncrasies and some out-of-tune AI.

“A new benchmark in graphics and textures...I’m very impressed.”

—Psycho, Enid, OK
74387,2516@compuserve.com

FlightMaster™ Profile:
• Air force vet with 15 years of real flight experience
• Combat flight-sim credentials of 13 years and more than 1,000 hours
• Degree in aerospace engineering

Take On The Best.
www.ef2000.com/game

© 1999 Digital Equipment Corp. E.F. 2000 is a registered trademark of Digital Equipment Corp. Developed and published by Digital Interactive, Inc. All rights reserved. The use of trademarks and Imaginaryode mark are the property of their respective owners.

Circle Reader Service #240
The Grating One

Time Warner's Fast-Paced Version of Wayne Gretzky Hockey Offers More Chills Than Thrills

by Gordon Goble

It's 1996, and the Great One has seen fit to re-enter the world of computerized hockey (after three classic Bethesda titles) through Time Warner's offering, Wayne Gretzky and The NHLPA All-Stars. Why here, and why now? Well, to be honest, I'm not really sure. Besides being an almost embarrassing homage to His Creativity, Gretzky Hockey is nowhere near a great game. In fact, it's downright mediocre.

FACE-OFF

Although the game's introduction has all the flair of Grandma tickling the ivories of the local church Warner, Gretzy nicely—thankfully—does get better before it gets worse. A number of options are at your disposal, from mode of play (regular season, playoffs, tournament, and practice) to a roster section where trades can be made and teams constructed from scratch. Standard gameplay preferences such as fighting, face-offs, ability levels, period length (7 to 20 minutes), penalties, and simulation vs. arcade gameplay are all included.

Practice mode is a particularly nice touch. Here, face-offs (which are better depicted here than in any other hockey game), passing and shootout strategies may be re-visited ad inifinitum.

Unfortunately, Gretzky is up against a bit of a stumbling block in that it is licensed by the NHL Player's Association but not the NHL. Therefore, players like Bondra and Juenear are on a team from Washington, but that team is not the Capitals. Considering the other products out there that have dual licensing (like NHL Hockey '96), this hockey sim suffers even more in comparison.

DECISIONS, DECISIONS

Once you hit the ice, you'll soon find that "Simulation" vs. "Arcade" merely determines whether the officials blow the whistle on infractions. Gameplay itself doesn't change, contrary to the box claim that the "simulation mode is serious hockey." The "Style of Play" option, a choice between aggressive, defensive and rough, is a nice idea but it doesn't make much difference.

On the ice, a ranging rinkside perspective immediately shows you Gretzky's out-of-sync scale modeling. Put it this way: if an Eric Lindros doubled in size overnight and suddenly populated every team, the scale would be about right.

But the real problem here is the severely out-of-whack game speed. Everything happens way too fast. During one particularly confusing ten-second outburst, I shot the puck from one end of the rink to the other, where four guys bashed into each other in the corner; I was able to free the puck, pass for a quick shot attempt, get the rebound, and attempt another shot. Then about six guys screamed each other in front of the net and the opposition moved down the ice, where they attempted a shot of their own. Yowzers.

It didn't help that the accompanying audio came across like an old Nintendo Entertainment System game. It also didn't help when the announcer referred to Russ Courtnall and Al MacInnis as "Russel" and "Allen." Nor did it further the game's realism when he continually referred to "Offside" as "Offsides."

DO WHAT YOU GOTA

But when Kevin Stevens and Sylvain Turgeon were assessed fighting penalties twice in just over a single minute, I knew what I had to do.

Shutting off one-half of my brain (it's a gift, okay?), I became the primal hockey man, Sticks Evertz! I crashed and dashed and shot and scored, and you know what? I had some fun. Then I played a bit more, said "Unugh, unugh, unugh," just like that guy on Home Improvement. Then I quit, and haven't felt mean enough to play again. To be honest, I'm not sure if I ever will.

APPEAL: Smash 'em-bush 'em hockey fans might like Wayne Gretzky, but those looking for a little more realism will be sorely frustrated.

PROS: Fast-paced action, real NHLPA players.

CONS: Fast-paced action is unrealistic, lack of real NHL teams, and severely out-of-proportion graphics and gameplay.
You’ve Trained For This

A New World...
Pool Party

POOL CHAMPION Adds A New Wrinkle To PC Pool

by Scott May

Some sports simulations are so caught up in realism that they forget one important ingredient: fun. Nothing will dampen a "light" game's enjoyment value more than a difficult learning curve and tons of required practice. This is what makes Mindscape's POOL CHAMPION so refreshing—it's a tantalizing blend of real-world dynamics and arcade sensibilities. The end result is a game that begs to be played "just one more time."

Though many people consider pool a mere parlor room diversion, dedicated players know it as a true sport, requiring a great deal of skill and strategy. POOL CHAMPION caters to both crowds—those in the mood for fast, fun recreation, as well as those looking for a serious simulation that may help improve their real-life game.

THE HUSTLER

From POOL CHAMPION's main menu you can practice alone or compete against a friend or computer opponent. You can also embark on the game's underlying adventure theme, which, despite its rudimentary nature, is something I've never seen in a billiards simulation. Your goal is to earn enough money, hustling both friends and strangers, to fly to Las Vegas to compete in the National Nine Ball Tournament. You need $250 for airfare, plus another $120 to enter the tournament.

You start with $50 in your pocket and the Hustler's gleam in your eye. Your competitors' skill is determined by your location—your basement, Dave's Chopper Bar, Jim-Boh's Bar & Grill, Matt's Billiards and ultimately, Las Vegas. The kitty varies from $1 to $200, depending on your skill level and who you're playing. Each game affects your ranking and statistics, automatically updated during your adventure. Statistics include games completed, break and shot percentages, games won, scratches, and your overall prowess as a potential pool shark.

Depending on your opponent and location, available game variations include Eight Ball, Nine Ball, Ten Ball, Fifteen Ball, High Continuous and Rotation. The last two games are particularly challenging and perhaps not in the usual repertoire of most casual pool players.

The manual, though tersely written, offers detailed instructions on the object, rules, setup and penalties of each game. Except in adventure mode, all game variations and locations are available during one- or two-player competition.

POOL SHARK

The mechanics of actual gameplay are ingenuously simple. Starting from an overhead view of the full table, you must first choose the target ball and, in some variations, call the pocket. Beginners can turn on the optional aiming lines, which show the direction of the cue ball and its potential impact on, and subsequent path of the target ball. Click the right mouse button to toggle the ball numbers on and off. Once you've set up your shot, the screen switches to a 3-D close-up of the table, shown from the player's point of view. An inset gauge—similar to those used in most golf simulations—lets you determine the power and accuracy of your shot. You can also change the elevation of the cue and the point of contact on the cue ball in order to shoot tight from the rail or from behind other balls. As your skill increases, you can also master advanced techniques such as draws (backspin), follows (topspin), side-spins and difficult Masse shots. Unfortunately, unlike Interplay's VIRTUAL POOL, there's no tutorial in the game, so you'll have to learn these techniques on your own.

THE DRAW

The graphics throughout are well drawn and colorful. Ball action is smoothly animated and extremely realistic, enhanced with the appropriate digitized sound effects. If you need to set the mood to get into the game, you can also turn on optional crowd chatter, background music and computerized taunts: "If it was against the law to be bad, this guy would be under
You’ve Assembled The Team

A New Hope...
pool champion

angle of attack

An overhead view of the table, with optional aiming lines, lets you plot the best strategy to run the balls and win big bucks.

personalities ranging from dweeb to drunkard to flirt to fast-talker. As in the real world, you never know who's hustling whom until the initial break, so keep one eye on the table and the other on your wallet.

Miscellaneous expenses incurred during your pool sharking adventures include buying opponents drinks (presumably to help raise the stakes and impair their performance), purchasing your own cue stick (to improve your performance) and taking lessons from pros (such lessons only cost you money and raise your skill level; they don't actually teach you anything).

EIGHT BALL IN THE CORNER

POOL CHAMPION's closest PG competitor is Interplay's Virtual Pool, a technically brilliant title so meticulous in its execution, it occasionally misjudges the sport's spirit of sheer fun and lively competition. POOL CHAMPION, on the other hand, is more than just a game, but a bona fide adventure.

appeal: Pool sharks or pool hacks looking for simple billiards fun with a little depth.

pros: Adheres to real-world table action without complicated play mechanics. Wide assortment of game variations, coupled with an innovative adventure theme, results in long-term play value.

cons: Superfluous digitized speech could have been used to better effect, and the "Adventure Game" is not much more than a glorified tournament. No online tutorial for bare beginners. No head-to-head modem or network play.

steal some thunder!

"a double must have!"

popular electronics "virtual utopia!"

strategy plus

originally developed for military air combat simulators, the ThunderSeat uses the sound output from your favorite sound card to generate realistic, vibratory sensations. You'll not only see and hear but feel your simulations literally reach out and touch you -- though "shake, rattle and roll" more accurately describes what you'll feel in a ThunderSeat!

prices starting at $139.99

for a free catalogue call 1 • 800 • 8-THUNDER

17835 Sky Park Circle • Suite C
Irvine, CA 92714-6106
714 • 851-1230 FAX: 714 • 851-1185
An Old Enemy
A New Combat Experience from the Creators of Ultima Underworld™ and System Shock™

Coming March 1996

http://www.lglass.com

©1996 Looking Glass Technologies, Inc., Cambridge, MA. Terra Nova, Looking Glass and the distinctive logos are trademarks of Looking Glass Technologies, Inc. Ultima Underworld I & II and System Shock are trademarks of Origin Systems, Inc. All rights reserved.
You are about to access the most powerful computing resource in the United States. You will achieve direct contact with industry leaders. You will be granted trial rights to over 7,000 pieces of software.

Do you know the password?

If you want the power to tap into the ultimate computer information online super-source, remember this word: ZDNET. It's your password and passport to all the experts, reviews, articles, buying advice, tech support, freeware and shareware you could wish for. It’s your key to an information resource beyond your wildest dreams. A resource that can make the difference in the success of your next purchase or the usability of your next program.

If you want to know it, and it's about computers and it's knowable, it's on ZD Net/CompuServe Edition.

Now you can GO ZDNET—FREE!

Just call our toll-free number, 1-800-895-4596 and ask for the "ZD Net Private Offer" today. We'll send you a FREE ZD Net and CompuServe sign-up kit worth one FREE month of ZD Net membership—plus one FREE month of CompuServe membership and 10 FREE hours to explore ZD Net and CompuServe. ALL FREE. RISK FREE. You've never accessed anything like this before!

- Industry news SO HOT it hasn't made it to press.
- Cover-to-cover text from 125 magazines ON-SCREEN.
- Shared community with our worldwide network of nearly 300,000 computer-elite members.
- Comprehensive technical support documents from leading manufacturers and software publishers.
- The best buyer's and price advice in the world.
- The greatest collection of pre-screened shareware in the universe.
- The only "online teaching university" for computer users and pros alike.
- Exclusive freeware developed only for our members.

The ultimate computing resource online.
Netting A Kill
ICI’s Warbirds Launches Air Strikes On The Internet

You’re loaded for bear, and there’s nothing to shoot at. That was the dilemma that used to be faced by gamers who wanted to fly against human opponents in their favorite flight sims. Unless you were lucky enough to know a nearby flight sim fan, you were generally forced to locate distant opponents using online networks. This meant hefty long-distance or online-access charges. Kesmai’s Air Warrior (see last month’s column) gave pilots a central place to find skilled opponents, and with recent online service price drops, it’s now cheaper to play than calling a head-to-head opponent on a long-distance line.

Last year a group of former Air Warrior players bailed out and decided to give Kesmai some competition, working to create an online sim that addressed some of Air Warrior’s limitations. The company, Interactive Creations Inc. (ICI) created some killer flight models and multiplayer code and initially teamed with Domark, who provided an updated version of the Flight Simulator Toolkit’s graphics engine. The resulting product, Confirmed Kill, went online in a beta form in mid-1995. While in beta, anyone with access to the Internet could play the game for free, taking up a World War II fighter against opponents from all over the world. As you’d guess, it got very popular — and very crowded — in no time at all.

Breaking Up Is Hard To Do

Late last year, ICI terminated its agreement with Domark and teamed instead with Graphic Simulations, one of the premiere flight sim producers for the Macintosh. The simulation was renamed Warbirds (Domark still plans to bring out its own multiplayer sim using the Confirmed Kill engine), and revamped to use a PC version of Graphic Simulations’ high-tes graphics engine. The early betas had a complex enough flight model to impress even jaded sim fans, but the dated FST graphics just weren’t impressive. The new graphics engine moves the imagery from the serviceable to the impressive: 486 users can fly in smooth 640x480 resolution, while Pentium owners can experience a silky 1024x768 view.

A few weeks before this was written, Warbirds reached version 1.0, and ICI turned on the billing clock. This doesn’t mean that ICI is finished developing the game — many planned features, such as carrier task force groups, still aren’t installed. But there’s plenty there now to make for a playable game, and new features are being added almost weekly.

In Warbirds, the player is a pilot for one of four countries (designated A, B, C, and D, but more commonly referred to by color, such as Green or Purple). In normal day-to-day play, the primary objective is to capture territory. Players for each team stage attacks on enemy airbases; once a base’s defenses are destroyed, a pilot lands and claims it for his country.

The organization and size of such raids varies immensely. Sometimes you’ll hog on to find 10 or 15 planes mixing it up in dogfights, taking off and joining the fray on a one-on-one basis. On other evenings you may find a group of Purple pilots putting...
together a massive raid, with a dozen fighters escorting a group of bombers. You can join a squadron, or attack as a solo pilot. This is part of the fun of

DAWN PATROL A B-17 taxis out for an early-morning attack; night time in Warbirds lasts only a few minutes.

WARBIRDS—players can make it whatever kind of game they choose.

A wonderful example of this happened just before Warbirds went final. A group of players decided that instead of trying to shoot each other down, they'd stage an air race. Rules were drawn up, an appropriate patch of terrain was chosen, and the races were on. But perhaps most impressive is that ICI responded to this unpredicted use for its sim by adding a new airlift to its scenery called Reno, which features a rectangular racing course and marker pylons.

THE PROP DEPARTMENT
As of mid-January, WARBIRDS sported the following WWII-era aircraft: P-40E-10 Warhawk, A6M2 Zero, B-17C Flying Fortress, P-38J Lightning, P-39D Airacobra, P-51D Mustang, FW-190-D, BF-109G, and Spitfire Mk. IX. Also in the works are the F6F Hellcat, IA-5, Me-109C, Hurricane II, B-25 Mitchell, and SBD Dauntless, with more to follow.

WARBIRDS' flight modeling is realistic enough to give even seasoned sim pilots a run for their money. Torque pulls your plane to the side when you gun the engine; pulling too fast into a turn causes an accelerated stall; and deadly spins are easy to enter in planes like the Corsair. You'll really want a full set of flight controls (stick, throttle, and rudder pedals) to fly this sim; fumbling for the rudder and throttle keys as you attempt to recover from a spin—while a Zero bears down on you—is too much for most to handle. Most of the flight models are still being tweaked, and planes fly more realistically than others. While the P-38 is the mount of choice for beginners, since it's difficult to spin and the twin engines nullify any torque effects. (There's also a beginner's arena with a simplified flight model, but it remains largely unused.)

The B-17 is currently a single-pilot aircraft (computer-controlled gunners defend the ship when you hold down the fire button); ICI eventually plans to allow multiple crew members to man the various positions. For now, you fly to the target from the pilot's position, then jump into the bombardier's compartment and use a nicely modeled Norden bombsight to take out the target.

CAMPAIGN YEAR
Along with the always-running arena battle, WARBIRDS will also play host to periodic historical campaigns. The first of these, an allied raid over Kiel, Germany, was scheduled to be played out in late January. This campaign was slated to feature 50 P-51D Mustangs escorting 18 B-17 bombers against a force of 40 Me-109s and FW-190 fighters. Next up in April is the Solomons' '45 scenario, which will pit a force of American Hellcats,Corsairs, Lightnings, Airacobras, and Dauntlesses against an equal-sized Japanese force of Zeros and Vals.

Each campaign features custom terrain that can be downloaded from ICI's web page. Like WARBIRDS itself, the downloads are free; you're only charged for time spent flying online. The files you'll need to get started aren't that big—about 150K for the WARBIRDS executable and the latest update, plus another 1 megabyte or so for busy art files. To get the full art package, though, you'd better plan on tying up your phone line for a while: the 640x480 art package is about 4 MB in size, while the 1024x768 package approaches 9 MB. If you received the CGW Extra CD-ROM with this issue, you're in luck—you'll find Warbirds L0 on the disc.
If you can find a more realistic dogfight simulator, fly it.

“WWII air combat at its very best.”
— Denny Atkin
Computer Gaming World

FIGHTER DUEL

Fifty years ago, air combat decided the fate of the world. Now it's your turn. With Fighter Duel for PC CD-ROM. The most realistic dogfight simulator in history. Through amazing high-resolution graphics, you'll experience real-world physics and flight modeling as you pilot Messerschmitts, Spitfires, Mustangs, Corsairs and Zeros. There's even a rookie mode for beginners. Can you survive seven tactical scenarios? Overcome eight bandits at once? Or outgun that second modern pilot? Without losing your lunch... Or your life? Fighter Duel. The way it is, is the way it was.

Photo-realistic, fully functional instrument panel.
Dogfight the deadly Zero or 12 other classic WWII war birds.
Scan the skies with multiple cockpit views.
Take on human opponents in two-player modern duels.

Visit our Web Site at http://www.philipsmedia.com/mediagames
Circle Reader Service #138

©1995 Philips Media, Inc.
Flanker Attack
Strap Into The Su-27 And Fly CG's Heart-Pounding Training Mission

by Robin G. Kim

SU-27 FLANKER from SSI packs enough realism to challenge even the veteran sim pilot. So, comrade, we've developed this training program to help familiarize you with the intricacies and peculiarities of the aircraft and its systems. We'll start with a training mission (be warned, it is not a "milk run"), and follow up with some general tips that should help bring you back from all your missions as a hero of the state.

If you're ready, then, comrade, load up the IronHand unit file, which you'll find in the 'SU27' directory on this issue's CGW Extra CD-ROM, or in the SU27MIN.zip file available at CGW's website at http://www.cgw.com/~gaming. If you want to see if your instructors practiced what they preach, you can also see a film of this officer performing the same mission by viewing ironhand.tuk, included in the same directory.

IRON HAND
Today's target is Simferopol airbase. In a coordinated attack, Su-27s will take out the runway while Su-25s hit other facilities. A pair of MiG-29s will provide fighter escort. Your job is to lead a section of Su-27s on an "Iron Hand" strike to neutralize the base's air defenses. This quick run-through will help prepare you for the mission you've been assigned.

The flight plan calls for a stealthy ingress, below the enemy's early warning radar. You're lucky the Ukrainians have no AWACS in the area, because they can detect planes almost down to the deck. Our AWACS will be flying, so leave your radar off and rely on the information that is datalinked to your aircraft.

At the initial point, pop up to let nearby SAM radars paint you. Now is a good time to cut your wingman loose to hunt on his own. When your threat warning display (TWD) shows a search radar pinging you, select Kh-31p antiradiation missiles. Point roughly at the radar source, then hold down the Tab key so that you lock onto the radar as soon as it begins tracking you. Wait for the sound cue on the HUD, release "Tab", and hold down the trigger until the missile leaves the rail.

Now you'll need to maneuver to defeat the SAM that's surely on its way. Chaff is an effective decoy if you can put the threat at your four- or eight-o'clock position. Active jamming reduces the acquisition range of enemy radars, but is relatively ineffective at spoofing missiles, which is what's needed here.

Now that you've alerted the enemy to your presence, interceptors will scramble from Simferopol and Saki to the northwest—you have no time to lose. Turn back toward the airfield and switch to Kb-29T television-guided missiles. Using the missile seeker's view displayed on the multifunction display (MFD), it's hard to spot vehicle-sized targets unless you know where to look. You could drive right in, slewing the seeker around, hoping you

BIG STICK
The Kh-29T has a huge warhead (five times heavier than the AGM-65A Maverick's), so using it on ground vehicles is really overkill, but there's no smaller missile you can carry.
spot the short range defenses before they blast you, but this may require more passes than you have time for. It's better to do a quick scan of the area with air-to-ground radar first. In scan mode, vehicles appear as twinkling dots. The distance the radar can scan varies with altitude, so make sure you're high enough — detection range is roughly 20 times your height above ground level. The Kh-29Ts seeker has the same limitation, which means it will only work when pointed three or more degrees below the horizon.

Memorize the location relative to the airstrip of each potential target, orienting yourself using both the MFD view and the radar scan diamond in the HUD, then turn off the radar to aim your Kh-29Ts. Center a target in the MFD, lock, launch, and then move on to the next target. Seconds count, so work fast.

Once you've fired your missiles, dive for the deck and head for home. If you notice any AAA or SAM launchers that survived your attack, either because you didn't see them or your missiles failed to connect, you might risk another pass to help ensure the safety of your comrades. After you've cleared out, go ahead and call your wingman back into formation for the flight home. Remember to check the AWACS information periodically to ensure you're not being pursued.

**FLANKER IN DETAIL**

As you fly other missions, you may notice that the SU-27 FLANKER manual doesn't cover every gory detail, leaving some things for you to puzzle out for yourself. Here we will clarify some of the more confusing aspects of the simulation.

Ballistic weapons, such as unguided rockets and dumb bombs, have undocumented release restrictions that may leave you wondering why you don't get a shoot cue. For rockets, you must pitch down at least three degrees to fire. Bombs can't be targeted at greater than four degrees of upward pitch, and will not release if your true airspeed exceeds 1070 kilometers per hour.

The R-77 missile is nicknamed the AMRAAMski because of its similarity to the AIM-120 AMRAAM. There is one big difference between them, however. Unlike the AMRAAM, which can operate autonomously from launch to intercept, the R-77 requires radio command guidance to get near the target. That means until it's within the 15 km range of its onboard radar, you must maintain your own radar lock or the missile will self-destruct. It is possible to guide the R-77 through this initial stage using just the EOS, but without accurate range information your missile may fall short. After you judge that the R-77 has switched on its radar, turn off your radar and using the EOS in search mode lets you track your missile to see if it's likely to hit.

Countermeasures deployed by air targets can have weird effects on your sensor displays. If your radar is locked onto a target, and suddenly the numerical target information disappears even though the blip remains, you have been jammed and are probably locked onto a chaff cloud. Break the lock and you'll see the target's blip split in two. The chaff's blip will eventually disappear, before then you can reacquire by guessing which blip is the real aircraft. False contacts also appear when a target you're scanning with the electro-optical system (EOS) disperses flares, but they won't cause you to lose lock.

The tips and tactics described here should help you become more effective in your missions, and evoke a greater appreciation for the wealth of realism designed into SU-27 FLANKER. Watch your six — the homeland is counting on your for its defense.
THE ORIGINAL TIE FIGHTER™ WON INDUSTRY AWARDS AND THE PRAISES OF GAMERS AND CRITICS ALIKE.

BUT THAT WASN'T GOOD ENOUGH FOR SOME PEOPLE, NOW WAS IT?

PRESENTING TIE FIGHTER™ COLLECTOR'S CD-ROM.

WITH OVER 100 MISSIONS, DEFENDER OF THE EMPIRE™ CAMPAIGN PLUS BRAND-NEW ENEMIES OF THE EMPIRE™ CAMPAIGN. HIGH-RESOLUTION, COMBAT GRAPHICS AND EXCITING, NEW CUT-SCENES. FULL-VOICE MISSION BRIEFINGS. NEW SPACE VEHICLES. IT'S THE PERFECT GAME FOR EVEN THE MOST DEMANDING SPACE COMBAT VETERAN.

ALREADY OWN TIE FIGHTER? GET A $15 REBATE. DETAILS AT THE LUCASARTS WEBSITE: http://www.lucasarts.com
Play with thousands of gamers on the Information Super Highway and lose yourself in the graphic adventures and traditional games offered on the Multi-Player Games Network.

MPG-NET gives you something you just can't find on a floppy disk...another human mind. Whether you like fantasy role-playing, 3D action, war simulation or card games, MPG-NET offers games 24 hours a day, seven days a week with players from all over the globe.

ACCESS THROUGH INTERNET FOR ONLY $200 per hour
Now, MPG-NET goes all graphic! No more text menus. No headaches trying to log on. It’s never been easier to be on-line!

Here’s what else you’ll find:

- Electronic Bulletin Boards filled with the latest adventure reports and discussions by gamers from all over the world!
- Electronic Database—download files from our database and read the latest in gaming news, updates and stories from other members. It’s as easy as visiting your hometown library!
- The Persona Creation Room—let’s you generate a face to match your on-line personality!
- Conference Rooms—have real-time conversations with people all over the world and see more than just their words, you’ll get a chance to see what they look like!
- More games than you’ve ever seen before!

MPG-NET can be accessed with a local phone call from over 600 cities in the USA and 40 nations worldwide. All you need is a modem, a phone line and a computer to join the fun! Call our 800 number from 9am to 9pm Eastern time on weekdays to receive our free starter kit.

MPG-NET—twenty four hours a day, seven days a week, bringing you games that will take you out of this world!

Call now: 1-800-GET-GAME.

© 1994 MPG-NET, Inc. Multi-player Games Network and MPG-NET are service marks of MPG-NET, Inc. The Kingdom of Drakkar is a trademark of Drakkar Corp. Empire Builder is a trademark of Mayfair Games, Inc. Operation Market Garden and Star Cruiser are trademarks of GDW Games, Inc. Fiefquest and Warlords of the Apocalypse are trademarks of the Dreamers Guild. All other brand and product names are trademarks or registered trademarks of their respective holders.
It's the Second Han Dynasty and China is on the verge of collapse. Infighting among the court families and the emergence of powerful warlords dominates the landscape. The struggle for power has brought an era known as the Three Kingdoms, complete with constant warfare among China's most courageous and skillful heroes.

- Discuss war strategy with up to 558 different officers, including 105 inspired by the player's imagination
- Defeat enemies using powerful new weapons including automatic firing crossbows, battering rams & catapults
- Play one of 38 exciting rulers, eight of whom you can create yourself
- Set enemy units, ships or cities ablaze using a variety of FIRE commands
- Full motion video enhances special events & commands (not available for Super NES & IBM CD)
- New HELP feature gives you valuable command information without having to turn to the manual
- One to eight player excitement

Available now or coming soon to:

Available at your favorite retailers nationwide. Phone 415/346-0500 for additional information or to order direct.

KOEI Corporation
1360 Bayshore Hwy, Suite 540
Burlingame, CA 94010

Romance of the Three Kingdoms IV: Wall of Fire is a trademark of KOEI Corporation, Tecmo, Koei Entertainment USA and the official seal are trademarks of America. Sega, Sega Saturn, and the fictional seal are trademarks of Sega Enterprises, Ltd. Microsoft, Windows, and the Official Sega trademarks are trademarks of Microsoft Corporation, Jefferson and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. © 1998, RIN KOEI Corp. All rights reserved.
Farewell To The Troops

CGW's Wargame Columnist Enlists On The Design Side

A

fter a brilliant but failed defense of France, Napoleon's finest veterans, his Old Guard, assembled on a bright April morning in the courtyard at Fontainebleau. Forced to abdicate, Napoleon was allowed to bid his personal farewell to these brave men. "Soldiers of my Old Guard, after 20 years I have come to say goodbye. France has fallen," began the old Emperor's brief and tearful address.

I watched that scene from the film Waterloo again, while somberly searching for the words to write this column. After 20 years as a game critic, I, too, have come to say "goodbye." Although my circumstances are far happier than exile to Elba, I must leave the pages of Computer Gaming World as a reviewer of strategy games and a columnist.

THE GOOD NEWS

That's the bad news. The good news is that I'm leaving my CGW bunker to join the fight in the trenches. I'm joining the fine team at Interplay Productions where I'll be doing my bit for the war effort to help create strategy games that will build bridges between our veteran war and strategy gaming community (of which I remain a proud, long-standing member) and the larger, elusive mass market.

Even as I ret my gaming pen to take up a hobby sword, I have been chilled by many about what I can look forward to from The Press — how different it will be to receive reviews, rather than write them.

I'm leaving my CGW bunker to join the fight in the trenches.

BRIEFINGS

• The ammo continues to roll out of Arsenal Publishing. Their latest announcement concerns Pacific Tide: The Rise and Fall of the Japanese Empire 1941-45. Also in the works from Arsenal is TacOps II and a WWII North Africa version of Panzers East (being done with the help of Game Designers Workshop's Frank Chadwick).
• It's sad to say, but QOP has closed its doors. Apparently, its parent company, American Laser Technology, made the decision. Although QOP seemed to be turning around its fiscal problems thanks to hits like The Perfect General II, it wasn't enough to keep American Laser from taking aim. QOP founder Bruce Williams and his right-hand man Steve Cohen will probably return to gaming once the dust settles on the closing of QOP.
• Deadly Games has finally released Operation Drumbeat, the sequel to their U-boat game, for the Macintosh.
• Alan Emrich, Bob Murphy and Richard Barter will be working on three scenario disks for Empire 2 to be published by Novastar: The Waterloo Campaign (10 scenarios), Napoleon's Battles (approximately 12 scenarios), and Civil War Battles.
• What's in a name? Ask the people at MicroProse's marketing department. The new title for the Master of Antares game we previewed in the January issue is now Master of Orion II: The Battle for Antares. So, it's MOO 2 to you, too. As of the New Year, however, this game still has not gone into a full beta stage.
• Interactive Broadcasting, the online game developer best known for Federation II (available on GEnie, AOL and more) is still at work on their massive Barbarossa wargame and has started work on a global stock market game. For the first time, gamers will not be limited to either the real ticker or a simulated ticker of one stock market, but will be able to play several markets around the clock, using real ticker feeds.
Hey baseball fans! Are you looking for a baseball computer game that plays fast and easy, gives accurate results, and has lots of managerial options? Then look no further!

With Full Count you can manage any one of last year's 28 teams, or one of the 200 great past teams included with the game. You can go all the way back to 1901. You can replay last year's season or draft your own team of superstars. The possibilities are only limited by your imagination.

Each team carries up to 45 man rosters. Each hitter and pitcher will perform just as he did in real life.

You can instantly view or print any teams' compiled statistics with just a couple of keystrokes. Individual box scores can be printed, viewed on screen, or saved to disk and recalled later.

You can play head to head, versus the computer manager, or let the computer manage both teams.

With the scheduler program, you can play all or part of last year's season or set up your own dream league, generate a schedule, and play the entire schedule. You can manage the teams you want while letting the computer manage the rest.

Full Count's standings and league leaders program will give you complete standings and leaders in minutes and is very easy to use.

If managing is what you like, you can't beat Full Count for choices and flexibility. You can select line-ups, starters, and relievers. You can bunt, steal, hit and run, and much more.

Past seasons available all the way back to 1871.

**ORDER TODAY!**
Mail check or money order for **$39.95**
You may call in and order with VISA or Master Card. Please add $4.00 for shipping and handling.

For more information, call or write for a free brochure.
**1-800-477-7032**

Other games also available:
TKO Pro Boxing • 3 in 1 Football • Courtside College Basketball • Basketball + The Pro Game + Hatrick Pro Hockey + Rampage Wrestling

**TIPS!**

- Here are various cheat codes for *Warcraft II*. Type them as shown and press enter while playing the game.
- *Glittering Prince*’s lot of gold, lumber and oil!
- *It Is a Good Day to Die* - Invincibility.
- *Nogluens* - Disable magical traps.
- *Valdez* - Gain 5000 oil.
- *Showpath* - Shows you the map.
- Make it so - Builds fast.
- *Hatchet* - Allows a peasant to take less whacks at trees.

Cheats submitted by
Nick Navarro
Ft. Leavenworth, KS.

**ALLIED GENERAL:**
Airpower is the key to a successful campaign as the Americans. Buy strategic bombers and use them as auxiliary units. They are more or less impervious to ground fire, and should be used to carpet bomb enemy units you plan to attack later in that turn. A good attack can suppress up to half of a Tiger's strength, making them manageable targets for Shermans and M10s.

Use a combination of air defense and fighters as the Russians to defeat the Luftwaffe. Well positioned AD units can erode those Me109s and FW190s to the point where your interceptors can do some damage. If the weather is bad, try to trap German aircraft over areas where air defense units are available—or trap them and then move the AD units under them in hopes that the weather will clear next turn.

**HEROES of Might & Magic**
The cost of defending three or four castles can be prohibitive in the middle stages of the game. To circumvent this problem, leave very weak armies in your castles, but keep substantial cash reserve and plenty of recruits. When the enemy attacks, buy an adequate defensive force at the point of attack. If the invaders bypass the now defended castle, ride out and meet them in the field. **ALLIED GENERAL** and **HEROES tips from CGW** writer Tim Carter.

**PERCEIVED BIAS**

Since I am going to be developing computer games, I can no longer continue this column with CGW nor review other companies' games. This magazine has never allowed active game designers to review products in a genre that competes with their own. I do hope, though, to return to CGW with an occasional strategy/analysis piece or a guest commentary, as game designers/developers have done here in the past. I will also continue to write (books and articles) and work on board and card game projects in my "free" time.

While I will no doubt be online less than I used to be, I would like to take this opportunity to thank the special friends I've made there. Many of you I've met, some I've had over for gaming and virtuals, and all of you I appreciate more than you know. Despite the rotten fruit from the Lie-vine, the failed Tryst, and senseless flavans, you'll still find me in cyberspace from time to time, where I hope to continue to expand my circle of friends and share ideas with you.

**SO REMEMBER ME**
"Though I love you all, I cannot embrace you all," Napoleon concluded his farewell to the Old Guard, and kissed the military banner that they had rallied to through numerous battles and campaigns. "With this kiss, remember me. Good bye my soldiers. Good bye my sons."
Capitalism... “is good enough to make a convert out of Karl Marx himself.”
Editor’s Choice Award
- PC Gamer

“... the ultimate business sim...”
4 1/2 out of 5 stars
- CD-ROM Today

“Capitalism... succeeds in generating the excitement... and is fun to play.”
- Strategy Plus

Capitalism is the ultimate business sim -- combining all the excitement and intrigue of building a fast paced international business. If you like real-time strategy games, you’ll love the constantly changing, dynamic challenges of CAPITALISM... THE REAL STRATEGY GAME OF MONEY, POWER AND WEALTH.

developed by

Checkout the CAPITALISM DEMO
FTP:\\\\www.Enlight.com
On CompuServe, GO GAMBPUB (Library 17)
For more information call (919) 461-0722

INTERACTIVE MAGIC PO Box 13491 Research Triangle Park, NC 27709
Circle Reader Service #107
More Orcs And Humans

Join The Fray Over Air, Land and Sea

by Martin E. Citulis

This winter has been lousy for weather, but pretty good for computer game sequels. The latest game to test the trend is Blizzard's follow-up to their smash head-to-head fantasy wargame, Warcraft. The original was such a tight, enjoyable little game that you might think Warcraft II: Tides of Darkness, with such a tough act to follow, would have no choice but to enter the dreary land of "More of the Same" that we've already seen with such sequels as X-COM: Terror from the Deep or Doom 2. Fortunately for us, the kids at Blizzard have spent some time musing through the closet of "Bigger, Better and Prettier" and produced a sequel that is both familiar and novel at the same time.

Orc and Beings

For those of you who played the humans in Warcraft and successfully saved the noble land of Azeroth, I have some bad news...you didn't. It seems the Orcish hordes were just resting a bit, and the moment you turned off your computer, they rushed from their dimensional portal to victory. The once-proud humans of Azeroth have been forced to flee across the sea to a new land, Lordaeron, in hopes of finding allies and a home. Lordaeron provides the classic assortment of upstanding, right-thinking classic fantasy races: Elves, Dwarves and Gnomes are the other inhabitants of this new land. They are as unamused by the invading Orcs as you are, and can generally be counted on to lend you a hand in your upcoming fight for freedom. Of course, the Orcs are not without new resources as they continue to spill across the world. While acquiring naval technology, the Orcs have made the acquaintances of the usual goons of fantasy, namely the Goblins and Trolls.

What this new political system means to players, be they Human or Orc, is that not only are you showered with a host of new units, but the campaigns themselves are much more interesting, with scenarios now ranging from all-out bloodfeats to diplomatic rescue missions.

Broadsides and Orc-shoot

Warcraft II is a DOS-based game that works well in a Windows 95 environment, and is essentially the same engine as the original, but tuned up a notch in...
WHAT MAKES A "SH*T HOT" PILOT?

Matching wits with the deadliest opponents in the world - and winning

Now, you can hone your skills with the same accuracy as the military. "F-16C/Block 50 - Back to Baghdad" is created directly from "Red Flag" and "Top Gun" flight simulators used in Air Force Pilot training. F-16C/Block 50 is the most realistic and accurate flight model on the market - complete with satellite photos from the U.S. Department of Defense, precise geographic data and 40 missions packed with Air to Ground attacks. F-16C/Block 50 will provide you with the most advanced combat simulation you have ever experienced...

Are you ready for the challenge?

High resolution texture-mapped graphics
Night missions
The most accurate weapons modeling in a combat simulator

FAAC INCORPORATED
SPOT IMAGE CORPORATION

MILITARY SIMULATIONS INC
5910 N.E. 82nd Avenue, Vancouver WA 98662 PHONE (360)254-2000 FAX (360)254-1746
World Wide Web: HTTP://www.military-sim.com

RenderWare®

Circle Reader Service #129
with the original
WARCRAFT, the humble but
useful peasant laborers are
still the key to any long-
term battle-strategy. There
is now an additional
resource, Oil, which must
be retrieved to build up
your navy.

Your new allies have
brought new units, and with
them come whole new tac-
tical venues. Apart from
civil things like demolition
teams, Elven Rangers, Triol
Berserkers, and a pumped-
up magic system, the big news in
WARCRAFT 2 has got to be the expansion of the war over the water and into the
skies. Since the playfield is large enough
now to have viable seas and large islands,
players will often find themselves having
to build actual navies in order to protect
themselves and then press the attack. You
can now construct Destroyers, Battleships
and even submarines like Gnomish Subs and Goblin War-Turtles. The Air
War is not as complex, but players can
scout the land with recon aircraft and lay
destroy their infantry with Cyphons and Dragons.
The tweaks, improvements and details
that have been added to WARCRAFT 2 are
too numerous to cover in detail, but you
can safely assume that almost everything
has been changed for the better. Even
the unit behaviors are a little more realis-
tic, units are far more capable of taking
care of themselves while you are busy
elsewhere, and ambushes are not quite as
easy to set. This is still a simple, straight-
forward wargame, but it has been skillful-
ly taken to the next level of detail and
complexity, without losing any of the
playability.

THE RIGHT TOOLS FOR THE JOB

Another great surprise in this game
is the scenario design kit. While it is primarily
for the creation of maps for both single
and net play, you can do far more than
just fiddle with the landscape. All unit and
building values can be changed, allowing
you to create your own customized fantasy
battles, based on your own preconcep-
tions. Think that the Orc player should be
playing more like a horse? Ease away his
more advanced units and make his grants
clean and fast to make.

As with most competent sequels, if you
liked the original game then you should
definitely pick up this one. WARCRAFT 2
successfully breaks new ground without
losing sight of what made it a great game
in the first place. While I think that these
kinds of games really need to introduce
branching campaigns to reduce the "puzzle"
aspect of some of the scenarios,
Blizzard should be commended for push-
ing the design further instead of just
carrying over the same old.

Net-Orking in Warcraft 2

For me, the best part of Warcraft 2 is its multi-
player capability. With slots for up to eight play-
ers and very aggressive computer opponents,
you can choose anything from simple head-to-
head modern struggles to big IPX-network confrontations
filled with alliances and betrayals. The multiplayer suite
is extremely easy to use, and the only tricky part is making
sure each player clicks on the confirmation box beside
their name before starting the game.
The game comes with numerous built-in scenarios
designed for two, four, six or eight players, and many of
them have maps that highlight land, sea or air combat.
Once you set which players are going to be humans and
which will be played by the computer, you can go on your
way with the standard settings, or change options such
as limited sight range or even the use of cheat codes.
Players joining the game get to see which options are
being set, but can only change their alliances or race
before the game starts.

Creative gamers should really try designing their own
battle maps for network play. Tinkering with the attributes
of various units can allow for a huge number of possible
scenarios. The process of creating and playing scenarios
with your friends will give Warcraft 2 a long life on your
hard drive, and it's a great learning process for you bud-
ding game designers out there.
A feature-packed World War II submarine simulator, "SILENT HUNTER" is without equal. As commander of a U.S. submarine in the Pacific, your task is simple — *sink as much enemy tonnage as possible!*

Choose from a variety of American submarines — and let the hunt begin! Prowl the shipping lanes. Steal into enemy harbors. Embark on Special Operations missions. Authentic WWII film footage, cinematics and narration throughout provide a historical feel for the submarine combat experience.

Play individual missions or an entire campaign. And prepare to be blown away by magnificent SuperVGA graphics, an original sound track and action so real you'll want a life jacket!

**Technical Advisor**
William "Bud" Gruner commanded the submarine USS Skate during WWII, and was awarded the Navy Cross and the Silver Star. Commander Gruner provides narration of technical and tactical matters as well as personal anecdotes of his vast WWII experience.

TO ORDER: Visit your retailer or call 1-800-501-PLAY with Visa/MC (North America only). ©1995 Strategic Simulations, Inc., a Mindscape Company. All rights reserved.
Riding With Patton
Switching Sides Can Be A Tankful Of Fun
by Tim Carter

Rarely has the prospect of tanks on the horizon been so warmly welcomed as with the release of Allied General. And while it is fair to say that Allied General does not live up to the expectations of many, this is due as much to the level of expectation as to the quality of the game.

While Allied General is a fine game, and will provide many hours of enjoyment for die-hard aficionados and beginners alike, it just doesn’t quite have the elegance, play-balance and tension of Panzer General. Matched against virtually any other strategy or wargame on the market today, Allied General holds up well as solid entertainment. Unfortunately, matched against its predecessor, it lacks some of the intangibles that made Panzer General such a superlative product.

PLAYING PATTON
This time, players command one of the Allied armies, stemming the German onslaught and moving on to the offensive. The number of core units available to players is considerably smaller than in Panzer General, and tends to grow at a slower pace.

While there are good historical reasons for this (most Western operations involve both British and American forces, so that the player has at best access to only half the available units), it does tend to detract from the overall role-playing aspect of the game.

The real elegance of Panzer General lay in the play balance built into the scenarios. The combination of tough, aggressive defenders and tight time limits kept most battles tense even the fourth or fifth time around. The scenarios in Allied General, while sometimes quite challenging, are not nearly as well thought out. This is unfortunate because most of them have considerable potential, yet suffer from glaring snags in their execution, leading me to wonder if they were adequately playtested.

The AI has been upgraded somewhat, although most improvements could be categorized as: “really dumb things the computer doesn’t do anymore.” It will sometimes escort bombers, presumably when it perceives a threat from enemy interceptors, and will often withdraw weak units from dangerous positions rather than let them be destroyed. It will also discard useless or doomed units and rebuild others in more useful areas.

Perhaps the biggest problem with the scenarios is the lack of clearly defined victory conditions. The briefings rarely provide time limits for a major victory, and often do not indicate if all the objectives need to be taken (or held), or where the split between a major and a minor victory falls. Players may have to spend a few games trying out different strategies just to determine the victory conditions.

Price: $55.96
System Requirements: IBM compatible 486/66 or better, 8 MB RAM, SVGA graphics, 6 MB hard drive space, 2x CD-ROM drive, Windows 95 or Win 3.1, mouse, supports most major sound cards.

# of Players: 1-2
Protection: None (CD must be in drive to play)

Designer: Halastorm/SSI Special Projects Group
Publisher: Strategic Simulations Inc.
Sunnyvale, CA (800) 601-7529
Reader Service #: 344
The face that launched a thousand starships.

“Best game I’ve ever been in!” Harka, Allen

“Visually rich—a captivating sequel!”
Fred Ford and Paul Reiche III,
Designers — Star Control and Star Control II

STAR CONTROL 3

THE FATE OF A THOUSAND WORLDS IS IN YOUR HANDS...AGAIN.
This is completely unnecessary, and is a real detriment to the enjoyment of the game. Even in scenarios where the game balance is not so delicate, players have no way of knowing — short of trial and error — how many turns they have to build their core forces into overpowered elite units without losing a major victory.

**THIS TANK DRIVES FUNNY**

After the scenarios, the most significant changes to *Allied General* are all related to the game interface. *Allied General* was designed to run under Microsoft Windows, and may be installed into either Windows 3.1 or Windows 95. I tested the game on a 486/66 with 8 megs of RAM under both Windows 3.1 and Windows 95. While it was a tad sluggish under Windows 3.1, *Allied General* is definitely functional in the old OS, although the combat animations are too slow to be left on.

Under Windows 95, speed improved noticeably, although scrolling and many auxiliary screens (such as the unit purchase screen) are considerably slower than in *Panzer General*. Speaking of scrolling, most elements of the interface are much larger than in *Panzer General*. Players cannot move about the map simply by pushing their mouse. Now, a mouse window with the standard eight-arrow compass allows you to click and push the screen across the map. After about an hour on the new system it becomes both easy and intuitive, but it is still more work than in the earlier game.

It feels as if the designers struggled very hard to make the Windows interface as smooth and easy as *Panzer General’s* DOS interface, and just didn’t quite pull it off. Further, *Allied General* does not take advantage of some of the existing features of the Windows environment (I would love to have the ability to adjust the size of the strategic map).

On the bright side, the e-mail system has been upgraded substantially. The biggest problem with playing *Panzer General* via modem was the inability of players to see their opponents move. Essentially, you were presented with a fait accompli that showed only the other side’s final positions. *Allied General* solves this problem by including a video replay of the opposing side’s move with the save game file. Players can now review the enemy’s movement before planning their strategy.

Happily, *Allied General* is practically bug free. After over 100 hours with this game, the only technical glitch I found, which neither crashed the program nor affected gameplay, was a rare tendency for the computer to display fortresses as APCs late in the game. The sound and video worked fine from my double-spin CD and Soundblaster Pro.

By the way, the video segments have changed somewhat, now taking the form of wartime films complete with narration. The manual, while competent, doesn’t really provide much support or background. The charts of available equipment that were so useful for planning core upgrades in *Panzer General* are conspicuously absent.

**WOULD PATTON BE PROUD?**

Searching for a metaphor to end my review, I kept coming back to the Sherman tank. Malignant by many, the Sherman was a well-built, reliable machine that provided very good value for the money. The fact that it tended to fire poorly when compared with, say, a Panther D, should not overly cloud our judgment. Who won, after all?

*Allied General* is not a match for *Panzer General*. But in a market virtually overrun with buggy, unfinished wargames that are—pardon me—complete crap, it will be a more than welcome addition to any wargamer’s collection, and should remain on their hard drive for quite some time.

---

**APPEAL:** *Panzer General* buffs may find *Allied General* less fun, but those looking for a generally good wargame won’t be disappointed.

**PROS:** This is a solid wargame with play improved by e-mail capability and better AI.

**CONS:** Not as good as *Panzer General*, with some poor scenarios and an interface that takes some getting used to.
Introducing Silent Thunder: A-10 Tank Killer II! 24 action-packed missions take you through Central America, the Middle East and Korea in one of the most devastating ground attack planes ever created. Huge explosions and new texture-mapped terrain reduce other flight sims to twisted wreckage. Whether it's the ground-shaking action of Silent Thunder or the precision dogfighting of the upcoming Red Baron II, the Dynamix Aces Flight Series delivers its ordinance on target. Just ask Pepé's goat.

Pepé was quietly tending his goat when he strayed too close to the anti-aircraft position.

And, MAN, he blewed up GOOD.
A New High-Water Mark?
Charge To Glory In The Battlefields Of Gettysburg

by Patrick C. Miller

Fans of computer wargames based on the American Civil War have suffered through a gaming drought for the past several years. The few releases that offered potential relief have turned out to be light sprinkles, rather than the much-anticipated gully washers. But with the release of BATTLEGROUND: GETTYSBURG, Civil War buffs at last have a game satisfying enough to wet their whistles.

GETTYSBURG represents a significant advancement in the evolution of TalonSoft's BATTLEGROUND series, which clearly comes into its own in 19th century warfare. The box maps are more colorful, richly detailed and flexible than BATTLEGROUND: ARDENNES, the company's debut game. Moreover, gameplay is enhanced by including more of the detail that was conspicuously absent in ARDENNES: leaders play an important role in maintaining unit morale and cohesion; flank attacks and enfilade fire make unit facings important; keeping infantry and artillery supplied with ammunition is a critical aspect of battlefield command; a single routed unit can trigger a ripple effect of confusion and panic that spreads widely throughout an army.

NOTHING CIVIL ABOUT IT
A grand tactical, turn-based wargame, GETTYSBURG covers the "high-water mark" of the Confederacy from July 1 to July 3, 1863, when the Confederate Army of Northern Virginia, under General Robert E. Lee, and the Union Army of the Potomac, under Major General George G. Meade, converged at the town of Gettysburg, Pennsylvania.

There are 12 scenarios covering various key engagements during the three-day battle, ranging from the first contact between Buford's Union cavalry and Heth's division, to Pickett's futile charge into the Union center on the last day. Six of the scenarios offer either historical artificial intelligence (AI), in which the computer player's maneuvers are governed by actual events, or alternate AI that allows the computer opponent more latitude. The player can also play the campaign game, covering all three days of the battle in a monster 199-turn scenario that features day and night turns.

Throughout the game, video clips of Civil War re-enactments, combined with the sounds of men engaged in fierce combat, help immerse you in the period and the game.

ARRAYED FOR BATTLE
The basic maneuver units of GETTYSBURG are infantry and cavalry regiments and artillery batteries. Units are rated for strength, weapon range, movement, quality and fatigue. Officers are rated for their command and leadership abilities. Units are divided into four phases for each side: movement, defensive fire, offensive fire and nucleus. During combat, units lose strength points as they take casualties, gain fatigue points through melee or prolonged exposure to enemy fire and can become disrupted or routed under the stress of combat.

Players familiar with ARDENNES will have no trouble diving right into GETTYSBURG. However, as with TalonSoft's first game, the moving and firing of units isn't as intuitive as it could be and requires both some consultation with the manual and a little practice. A handy toolbox with push-button icons enables you to customize the screen display, zoom the map in and out and give orders to your units. Unfortunately, you must reset your screen display preferences each time you start a new game or load a saved game.

The 3-D map view gives GETTYSBURG the look and feel of a miniature game while the 2-D map provides a board game perspective. There's also a "jump map" that displays the entire battlefield and enables you to move to any location on the map by clicking on a spot. Most players will opt for the zoomed-in 3-D view.
Pinball World

Cross the Seven Seas With Only Your Flippers!

HOLLYWOOD

The Pinball Masters at 21st Century are giving you first class tickets for a globe spanning action-adventure, unlike anything you've ever experienced! Visit exotic locales from the rich jungles of the Amazon to the mystical Far East. Spend some time in Hollywood, or take a trip to London. Oh, and don't forget to bring your passport!

- 20 unique table designs with multi-directional scrolling
- Mind bending sub-games as you navigate between each country
- Maneuver around devious traps as you solve each challenging table
- A jam-packed CD Soundtrack!
- Taking Pinball simulation to a whole new level of excitement!

AVAILABLE ON PC-CDROM

Developed By:

Available From
CHIPS & BITS INC.
P.O. Box 234 Dept. 10588 Rochester, VT 05767
Call: 800-699-4263 Fax: 802-767-3382
Int'l: 802-767-3033 Source 10588

TWENTY FIRST ENTERTAINMENT
P.O. Box 415
Webster, NY 14580
Tel: (716) 872-1200
Fax: (716) 872-1675
because it provides the most dramatic and realistic depiction of the battlefield. Important landmarks, such as Devil's Den, Little Round Top and Cemetery Hill, are easily recognizable. If you want more information, holding down the Shift key toggles a compass rose and displays the names of the landmarks as well as the names of local landowners.

MINIE BALLS AND CANISTERS

The game does a reasonably good job of emulating Civil War tactics and the strategies used by both sides at Gettysburg. Rifle fire is most effective from medium to short range, and sometimes even then doesn't seem terribly lethal. Melee combat is possible, but because it fatigues and disrupts your troops, it should be employed only when you're certain of winning the engagement. Artillery isn't as useful for softening up the enemy defensive positions as it is for repulsing a determined offensive. Troops holding the high ground, dug in behind breastworks, or in good defensive terrain cause real problems for an attacker.

The game's greatest weakness is its AI. Veteran wargamers, especially those familiar with the armies and events at Gettysburg, will have little trouble besting the computer player when using the manual control option. The AI will often lead with unsupported artillery batteries, attack piecemeal and leave important leaders sitting in the open to be easily captured. The "semi-automatic AI" offers greater challenge: you can neither take general command of an army and let the computer handle implementation or command an individual brigade or division while the computer handles the rest of the army. With the computer AI "helping" your side, battles are more challenging and more realistic.

THE DEVIL TO PAY

Even with GETTYSBURG's increased emphasis on realism, some overly simplistic features remain from ARDENNES. For example, you know just as much about every enemy unit spotted as you do about your own units. In addition, all units are treated as either spotted or unspotted. If you can see an enemy unit, it can see you. In a two-player modern game, this makes it very difficult to ambush your opponent. Unlike ARDENNES, GETTYSBURG does not include a scenario editor, nor does it include a play-by-E-mail option. Although GETTYSBURG is nearly bug-free, it's not without its glitches. The manual fails to mention that when a unit moves and fires, it does so at half its normal effectiveness. Starting a modern game as described in the manual doesn't work. (The best player must choose the scenario by selecting "File" from the pull-down menu, selecting "Open," and then loading the correct file for the scenario.) Some of the information in the manual differs from the online help. In addition, double-clicking on the README icon produces a jumbled text file instead of the list of which map modules go with the various scenarios. This is very important when reloading a saved game or starting a modern game (see chart).

Overall, GETTYSBURG is an outstanding game that does justice to the American Civil War period. With TalonSoft scheduling a Waterloo game for release in April and another Civil War game based on Shiloh in May, it seems that gamers whose interests lie in 19th century warfare can see an end to their gaming drought and a good chance of some soaking downpours in the spring.

Scenarios, Files and Maps

When you load a saved game or start a new game in GETTYSBURG, it's important to know which map module corresponds to which file or scenario.

<table>
<thead>
<tr>
<th>Scenario Title</th>
<th>File Name</th>
<th>Map Module</th>
</tr>
</thead>
<tbody>
<tr>
<td>01. First Contact</td>
<td>july1ma.scm</td>
<td>McPherson's Ridge</td>
</tr>
<tr>
<td>02a. Out of the Mist</td>
<td>july1ma.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>02b. Out of the Mist</td>
<td>july1mb.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>03a. A Rock and a Hard Place</td>
<td>july1pa.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>03b. A Rock and a Hard Place</td>
<td>july1pb.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>04a. Decisions, Decisions!</td>
<td>july2ma.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>04b. Decisions, Decisions!</td>
<td>july2mb.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>05a. Double Envelopment</td>
<td>july2pa.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>05b. Double Envelopment</td>
<td>july2pb.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>06. The Wheatfield to Round Top</td>
<td>july2pa.scm</td>
<td>Little Round Top</td>
</tr>
<tr>
<td>07. Too Little, Too Late</td>
<td>ch2mb.scm</td>
<td>Culp's Hill</td>
</tr>
<tr>
<td>08a. Fight or Retreat?</td>
<td>july3ma.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>08b. Fight or Retreat?</td>
<td>july3mb.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>09a. Culp's Hill, Bloody Hill</td>
<td>ch3mb.scm</td>
<td>Culp's Hill</td>
</tr>
<tr>
<td>09b. Culp's Hill, Bloody Hill</td>
<td>ch3mb.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>10a. The Final Assault</td>
<td>july3pa.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>10b. The Final Assault</td>
<td>july3pb.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
<tr>
<td>11. The High-Water Mark</td>
<td>pc1.scm</td>
<td>Pickett's Charge</td>
</tr>
<tr>
<td>12. Pickett's Charge</td>
<td>pc2.scm</td>
<td>Pickett's Charge</td>
</tr>
<tr>
<td>13. The Battle of Gettysburg</td>
<td>july 1_3.scm</td>
<td>The Battle of Gettysburg</td>
</tr>
</tbody>
</table>

Note: h=Historical AI; a=Alternative AI

- **APPEAL:** GETTYSBURG is a must for American Civil War enthusiasts and wargamers.
- **PROS:** This game offers beautiful graphics and 3-D maps, effective use of multimedia, modern play option, individual scenarios covering key engagements and a campaign game.
- **CONS:** Weak AI, sometimes confusing documentation, no scenario editor or play-by-E-mail capability and simplistic sighting rules weaken an otherwise strong effort.

RATED: STRATEGY/WARGAMES
WHAT KIND OF
When people call the SPA to turn in
EVIL-MINDED
someone for illegally copying software,
SLIMEBALL
they do so because they know that when
REPORTS THEIR
dishonest people steal software, the rest of
SMALL BUSINESS
us end up paying for it. Copying software
COLLEAGUES FOR
is a crime. To clean up your software, or
ILLEGALLY
report someone who should, call
COPYING
1-800-388-7478.
SOFTWARE?

1994 Software Publishers Association
Storybook Wargames

The World Of WARHAMMER Lands A Solid Hit On Desktop Wargaming

by Peter Olafson

I'm not much of a hard-core wargamer, but I have a long-running love affair with games about war: little animated guys running around, wielding nasty weapons, shrieking death cries and falling over in their own blood. POWERMONGER caught my eye, DUNE: It was a long and lovely waltz and COMMAND & CONQUER, a whole lost weekend. Now, WARHAMMER: SHADOW OF THE HORNED RAT from Mindscape, has captured all my attention.

It's a slightly Tolkeinesque — and more tactical — turn on those earlier games set in the WARHAMMER universe of the tabletop RPG. You're in charge of a troop of mercenaries based at the town of Wissenheim and begin the game by taking a range of general tasks: the first is defense of a nearby town, the second escorting a merchant caravan.

Of course, there's something larger and darker looming in the background. The Slaven — a race of militant ratmen— have come into possession of a magical Elven crystal called the Warstone. They mean business, and their business is good business for your little army.

Before each mission, you choose which of your troops will join in the convoy, and then set a marching order (meaningful only in the event of ambush). Afterwards, you look upon a handsome world map, across which a dotted red line winds its way. When it stops, the fighting usually starts.

The battles take place within a richly-textured landscape seen from a bird's-eye point-of-view. You can rotate it, zoom in on it and roam across it using the mouse; and it's worthwhile to do so simply for the aesthetic pleasures of exploration. You may find little villages populated by tiny people, scavenger birds circling for corpses, rain-dappled rivers, working windmills, churches with graveyard, great rocky outcroppings, a fortress perimeter and buildings scarred by war.

You'll also use the mouse to set up your troops in the deployment phase. After that's done, the real-time combat begins. A tour of the battlefield will find troops on the march, others in headlong retreat, arrows singing for blood, heavy mortars booming overhead and unit commanders calling out orders. It is easy to play, and you should be able to master the first few missions in happy ignorance of the instructions (however, you'll do even better if you pore over the fine 120-page manual and brief supplement first). Control is handled largely via a battery of layered icons in the lower right-hand corner. It's fairly straightforward: footprints for moving, crossed-swords for attack, a skull to cancel, a horn to charge and so on.

However, for all that ease of play, WARHAMMER's scenarios become progressively harder to win. Unless you're lucky, you'll eventually find the battlefield decorated with your dead, dying and fleeing, and someone will issue a despairing cry of "All is lost!" So it will be, and you'll have to either restore a saved game to re-fight the battle or check out how well the design team has integrated "failure" into the storyline.
Admittedly, without SimulEyes™ VR, PC gaming only requires half the equipment.

Is it you, or is your gaming missing something? If you’re not playing with a pair of SimulEyes VR stereo-vision 3D glasses, you’re missing plenty. Like true stereoscopic depth perception, stunning realism and, of course, that wicked adrenaline buzz you play for in the first place.

SimulEyes VR delivers it all in a pair of electronic glasses that install in seconds and transform your DOS or Windows™ multimedia PC into a wildly realistic environment for compatible 3D games. Made by StereoGraphics®, SimulEyes VR are lighter and more comfortable than head mounted displays, support multiple simultaneous users and run as fast as your graphics system can go. And all for the amazingly affordable price of just $179, including Interplay’s™ best-selling Descent™:

Destination Saturn and two other games.

Take advantage of all the equipment you were born with. There’s only one way to get the kind of sweaty palmed, dry mouth, wide eyed excitement you crave. SimulEyes VR. This you gotta see™

Order your pair for just $179, or get the name of the retailer nearest you by calling 1-800-SIM-EYES.

http://www.stereographics.com
If you're successful, you'll see a unit-by-unit assessment of damage meted out and experience gained—a nice touch which ought to be included in more wargames—and a balance sheet on how the outcome improves your cash flow. You'll have a chance to take on replacements for the dead and wounded, hire any new units that have contacted Dietrich (your dry-humored agent), and then it's on to the next mission.

Often, you'll have a choice of directions here. For instance, once you've recovered the kidnapped family of the border prince Sven Carlsson, you can remain in his employ and undertake a campaign against the local orc and goblin population; accompany your new-found wargames. The role-playing elements allow Warhammer to escape the trap of wargame/RPGs that fall into a simple pattern of battle, story, battle, story. And the emphasis on maintaining an army whose basic status is preserved from scenario to scenario means you have to be much more careful about how you control your armies, lest you lose too many troops to battle and find yourself short-handed for the next fray. This more realistic approach is both welcome here and missing too often in other wargames.

A few caveats, however. With all the graphical detail options enabled, scrolling around the battlefield once the battle is joined can be slow, even on a 133 MHz Pentium. Now and then, units that have regrouped after a combat will thereafter be extremely reluctant when receiving orders, acting as though they never heard them. There are five saved positions in the game, but it's about five too few to my thinking. Thankfully, there is a "last game" function, alleviating some of the stress of having to remember to save before each battle.

Moreover, while I'm told the Skaven have always been less-than-serious characters in Warhammer, as a newcomer to this game system, I found an odd disparity between the tense exchanges of the pre-scenario briefing screens and the breadth, sometimes comic-relief quality of the cut-scene story animations. Of course, those who've read the Warhammer novels will feel right at home with this schizophrenic shift.

Finally, I love the sense of choosing my own direction, but it's a sense that diminishes after the initial flush. The game's paths are more like cul-de-sacs off a central road, and choosing some alternatives sometimes means simply forstalling others. Moreover, in spite of chasing down a few cul-de-sacs, only success really counts in Warhammer. This will force all but the most skillful players to replay the same critical scenarios over and over to obtain a better result.

That's fine in terms of the life of the game, but it's less like writing a story than being forced to follow one, and it might have been nice to develop a range of possible paths delineated by level of success (as we're told the original design was to have had). After all, even the Wing Commanders had winning and losing paths. Mindscape does plan to enhance the role-playing element in the sequel, now under construction, so perhaps there's hope for an even better game in the near future.

All things considered, for me, Shadow of the Horned Rat represents hopes gratified and expectations satisfied. This is the promise of Powermonger fulfilled, and I await the next waltz with bated breath.

APPEAL: This game is for folks who like a well-developed, accessible wargame with rich detail.

PROS: Splendid graphics, lively battle sequences, sensible controls and the ability to choose your missions.

CONS: Needs more depth to the role-playing elements and lacks multiplayer mode.
The battle doesn’t begin until I say it begins.

It’s my game and I control the course of conflict.

If you want to play then you better get serious.

This ain’t no lily-livered,
thumb sucking mama’s boy game. Nuh-uh.

This is war. Messy and mean.

Somebody’s going to get hurt
and it ain’t gonna be me.

I’ve got you in my sights
and you look like a sucker.

A puny little Cybrid sucker.

“EARLY CONTENDER FOR BEST STRATEGY GAME OF 1996.” - STRATEGY PLUS MAGAZINE
Introducing the strategy war game from the EarthSiege™ universe.
See your software dealer, call 1-800-757-7707, or check out http://www.sierra.com.
Out of Time
Endless Repetition Equals Poor Wargaming

by Tim Carter

Once, there was a nifty little company that specialized in strategy games. The graphics and sound were hardly cutting-edge, but the games were so challenging—and so fun—that true gamers really didn't mind. Sadly, Battles in Time, though it comes with more bells and whistles than say, The Lost Admiral or Conquered Kingdoms, is a complete dog. The problem isn't the premise, but the execution: A future Earth, free of war, suddenly comes under alien attack. You have been sent back in time to refight historical battles, re-learning the ancient art of warfare in order to lead the defense of Earth against the alien invaders.

The sheer number of units, and the ability to regenerate them each turn, create far too many tactical battles that look and feel similar regardless of terrain or the units involved. At the strategic level, an army of twelve infantry moves as fast as an array of twelve tanks! (Maybe if they were riding Brontosaurs, they'd go faster...)

I can't remember the last time I saw a more dysfunctional game. Only if it were played for laughs would Battles in Time have any sort of merit. On the exterior, it appears to work properly. Once you get into it, however, the game reveals itself to be, at best, a sorry joke.

It appears to be a micro-game of great depth and complexity, and it's a shame that it's not implemented properly.

Scenarios are selected from one of four time periods: prehistoric, Ancient Rome, World War II, and the near future. To fight the aliens, you must first complete a campaign comprising one battle from each of the four periods.

Each time period has four maps, each of which sets the parameters for a generic war using units that roughly match those available during that era. Armies are built to capture cities, which provide points for building more armies, and each army comprises up to twelve units. When two opposing armies meet, the map zooms in to a tactical display, and the individual units fight it out.

Unfortunately, none of the battles offered bear any resemblance to history. Now, I have nothing against generic games. Some, like The Lost Admiral, are actually more fun without the historical constraints. But Battles in Time is so vanilla that the differences between units across time frames are non-existent. For instance, the Romans have catapults that fire exploding projectiles halfway across the tactical map. Other than the graphic, these units behave exactly like WWII era artillery. In fact, most units have identical counterparts in other time periods, save for a facelift. In the prehistoric era, Brontosaurs with area-fatigue artillery and missile-loaded Pterodactyls aren't just inaccurate, they're ludicrous.

Another problem is the large number of armies available to each side, which makes for extremely repetitive gameplay.

Price: $59.95
System Requirements: IBM compatible 386/33 or better, 4 MB RAM, SVGA graphics, 14 MB hard drive space, 2x CD-ROM drive, mouse; supports Sound Blaster compatible sound cards and modern/full-modern play
# of Players: 1-4
Protection: None (CD must be in drive to play)
Designer: Rod Olsen and Bruce Williams
Publisher: American Laser Games/QCP
Albuquerque, NM 87109
(800) 880-1718
Reader Service #: 347

QCP has been dissolved by its parent company, American Laser Games. See Briefings for more details.

APPEAL: No one who appreciates good wargames will want to play this game.
PROS: It sounds like a good idea before you install it.
CONS: The game is boring and repetitive; and the bomb-chucking dinosaurs will make you sick with disbelief and irritation.
OWN THE SKY!

"By tapping into the talents of a skilled Russian design group, SSI may have hit the mother lode — the Mother Russia lode, that is."
— JOSEPH NOVICKI, PC GAMER MAGAZINE

"It's the sim we've been dreaming of all these years... Su-27 is quite literally a dream come true."
— STRATEGY PLUS

"Su-27 exhibits considerable potential to unseat Falcon 3.0 as king of the hard-core simulations."
— COMPUTER GAMING WORLD

The Russians are coming! And they've got the most amazing flight simulator you've ever seen: the first flight sim to fly under state-of-the-art Windows® 95 technology!
Modeled after the awesome Su-27 Flanker by a team of Russian aerospace professionals, Su-27 FLANKER™ is being hailed as the most realistic flight sim ever for the PC.
A powerful, multi-tiered Mission Editor involves you in everything from single training missions to the planning and execution of full-scale campaigns — all in exquisite detail. Take the role of Pilot, Squadron Commander or Theater General in this hypothetical Russia vs. the Ukraine shoot-out!
Whichever role you choose, stay alert! Your enemy, in the air and on the ground, is very, very technically accurate, deadly and tenacious!
Fly Russia's most powerful fighter and see how it feels to own the sky!

To order: Visit your local software retailer or call 1-800-601-PLAY with VISA/MC (North America only).

Su-27 FLANKER is a trademark of The Fighter Collection. © 1998 Strategic Simulations, Inc. A Mindscape Company. All rights reserved. Windows is a registered trademark of Microsoft Corporation. Falcon 3.0 is a registered trademark of Spectrum Holobyte.
Hulks Of The Atlantic

A Change Of Scenery For World War II Naval Battles

By Bob Proctor

Si has released yet another naval battle game, this one set in the European seas. In many respects, GREAT NAVAL BATTLES 4 is similar to its predecessors, with data for British, German, Italian, French and Soviet ships, in lieu of Pacific powers. What I like best about the GREAT NAVAL BATTLES series are the small, six-to-eight-ship battles. These show off the superb graphics to best advantage and are small enough to let you manage every ship effectively. There are very few scenarios like this in GNB4. Instead, you get a heavy dose of fleet actions, and controlling these numerous forces tends to get very laborious. For me, six to eight ships is about my limit; others may find their tolerance higher or lower but I doubt any one will have the patience for a "Trafalgar III" or a Jutland 1940 scenario.

STAYING IN FORMATION

The problem is partly in the AI and partly in the game design. The AI does a poor job in too many areas to be a good assistant in battle. The first problem is keeping ships in formation, specifically "Line Ahead" formation. Almost every task force begins in this formation with the flagship in the middle of the line. As soon as you order a course change from the flagship, the flagship turns and all of the ships in front of it begin a Keystone Kops routine to get back on station. In a battle, you lose control of range and target bearing for one-third to half the ships in the task force unless you adopt individual control. A second problem is target selection; most of your ships will automatically select the biggest target. This affects accuracy and makes all of your fire less effective. The only solution is to go manual mode on each ship and constantly check and recheck its targetting. A third problem is with torpedoes; put simply, the AI won't fire them at anything other than point-blank range. Finally, the game design won't let you form task forces at sea, for say, torpedo runs or to fire smoke screens.

ENEMY IN SIGHT, CAPTAIN

Of the 16 scenarios, only a few are interesting. The British confrontation of the German Bismarck and the battle against the pocket battleship Graf Spee near Uruguay are small battles. The others are the Atlantic convoy battles, which include hypothetical scenarios from the Tirpitz and Graf Zeppelin, as well as historical raids by the Scharnhorst and Lutzow. All the other scenarios put a bewildering array of fleets in action, some historical and others hypothetical.

GREAT NAVAL BATTLES 4 is a competent game and there isn't anything better at the tactical level. Its too bad SSI didn't make the computer a more capable assistant. At times, GNB4 shines through with a few small, engaging battles, but otherwise it's a mediocre addition to the GREAT NAVAL BATTLES series.

Price: $45
System Requirements: IBM compatible 386/33 or better, 8 MB RAM, SVGA graphics, 14 MB hard drive space, 2x CD-ROM drive, mouse, supports most major sound cards
# of Players: 2
Protection: none (CD must be in drive to play)
Designer: Roy Gibson
Publisher: Strategic Simulations Inc.
Sunnyvale, CA
(408) 737-6800
Reader Service #: 3-48

APPEAL: Any fan of GNB3, or a gamer with a propensity for micro-management, will enjoy this game.

PROS: The interface and graphics are great; the game engine works well for gymnastic duels.

CONS: The AI is so poor it forces players to micro-manage too much, and the majority of scenarios provided aren't very exciting.
A huge mining corporation has unearthed something unexpected. All they would tell you yesterday was that it dated back to 11,000 B.C. Now, you see it, an ancient Egyptian pyramid that seems to reach out to the desert sky like a beacon. Secrets of the Lost Dynasty presents a vivid 3-D environment with smooth and realistic movement in which you will explore a complex and ancient architecture.
Save Time and Money
Ordering Games by Phone

• Local Stores don’t always have the games your looking for or the expert advice you need. Take a few minutes to shop the courteous and experienced salespeople in the pages of Computer Gaming World’s Mail Order Mall.
WANTED
Experienced game designers, programmers, graphic engineers. We want you to be a part of a company whose revenue reached 200 million last year. We offer executive's salary, plus bonus for relocation. Please send resume or demo work to: 47703 Fremont Blvd., Fremont, CA 94538 Attn. Department of Talent Develop & Search

SSI's IBM CD-ROM 20 WARGAME CLASSICS
This unbelievable CD-ROM bundle is ONLY $33 and includes 22 games plus over 50 additional scenarios. Panzer General, TANKS!, Battles of Napoleon, War in Russia, Clash of Steel, Pacific War, Walkords, Panzer Battles, etc.

*** ASK FOR OUR FREE STEEL PANTHERS PREMIER NEWSLETTER ISSUE (7 SCENARIOS) ***

STEEL PANTHERS SCENARIO DISKS:
$25 Disk 1: Desert River Crossing $25 Disk 2: British in Normandy $25 Disk 3: Battles for Okinawa
$35 Steel Panthers $39 WCSS: Rifles $42 Allied General $45 Silent Hunter $42 Panthers-Shadow
$15 Battles of Napoleon $15 Geyssbourg $15 Warship $20 Defend Alaska $42 Tigers on the Prowl
$32 Eastern Last Command $15 Mech Brigade $15 Stellar Crusade $10 War in Russia $42 Last Blitzkrieg

We also carry Scenario Disks for Empire II, WCSS: Age of Rifles, Battles of Napoleon, WCSS: TANKS!

$35 Pacific War Edition V. 1.22 $10 MoB 850 (Stoves down fast computers) $15 TANKS! Ultra Modern Database

Add $4.50 (S&H airborne) Shipping, CA add 7.25% tax. NOVASTAR GAME CO. PO Box 10, Rocklin CA 95677 Visa, M/C, Am. Exp., Checks, Money Orders (916) 624-7113 • Fax (916) 630-1099 • novastar@vfc.net

R&G GAMES
PO BOX 5008, Glenelg, MD 21057
410-888-3000
Buy a Sell New & Used IBM Games a Hintbooks
Top Dollar paid for newer games. Check or cash only for price usually listed in just 12-24 days. Our Used games have boxes & manuals in stock call for prices:

Absolute Zero $39 Strategist 2 $34
Ace of the Dope $20 Mission Critical $26
Aces of the Pacific $15 Nascent Racing $34
Alone in Dark 2 $25 NBA Live 96 $28
Alone in Dark 3 $32 NHL Hockey 96 $28
Arena Fighter $22 Outpost $16
Assassin's Creed $30 Privates: Targeting $39
Battles of Napoleon $30 Privateer $35
Battles of Russia $30 Renegade $30
CIA Cred $35 Rendezvous $20
Command & Conquer $35 Return to Zork $20
Dark Forces $28 San & Max $22
Descent $22 Savage Warrior $30
Destiny $34 Sherwood $30
Dragon Lore $24 Sim City $16
EF2000 $37 Space Quest 6 $32
Era of Empires $30 Star Trek Final Quest $37
F-16 $37 Stormfront $36
F-15 $37 Strike Command $35
F-22 $24 Plane $36
F-22 Raptor $24 Tank Commander $35
Full Throttle $26 Tinfoil $29
Hardball $30 Transport Tycoon $28
Heroes of Might & Magic $30 Voyager $33
Huntsman $37 Warcraft $27
Iwo Jima $38 Witchcraft $30
JS Flight Simulator $26 Wing Commander $35

For details or to order Call 1-800-525-GAME
Free UPS Shipping with purchase of $75 or more

Yan, M/C, Discover, Cashier Check, Money Order accepted
Shipping UPS $5. Domestic $5 COD available $10
All games must have original box, discs & manuals (NO DUPLICATIONS) in good condition, working, complete & virus free. Any un.Factory sealed games will be returned at your expense $5 per box. Price & Availability subject to change.

COMPUTER GAMING WORLD

175,000
Volume
Game Buyers
Each Buying an
Average of 18
Games a Year

Put the power of this audience to work for you.
Call Marci Yamaguchi for advertising information
(415) 357-4920

ACTSOFT
AFFORDABLE CD-ROM
SELECTION

HOT SELLERS

GAMES
Command & Conquer $42.00
Leemings Chronicles $14.00
Ship Stream 3000 $21.00
Terminal Velocity $24.00
Need for Speed $41.00
Wargame $41.00
Lede Runner $22.00
Rebel Assault $19.00
Dragon Lore $14.00
Land of the Rings $14.00
NHL 96 $39.00
FIFA 96 $39.00
X-Wing Collection $35.00
Mech Warrior 2 $34.00
11th Hour $14.00
7th Guest $18.00
Black Night $24.00
F-14 $18.00
Hexen $42.00
Stoekkepin $42.00

21 AND OVER
Dream Machine $35.00
Dream Machine 2 $39.00
Night Watch $39.00
Sey More Butts $29.00
Private Prison $39.00
Space Slacks $32.00
Space Slacks 2 $35.00
Hot Leather $28.00
Deep Troat Girls 4 $28.00
Hoty Peets $35.00
Virtually Yours $29.00
Vampire's Kiss $35.00
Virtual Sex $35.00
Virtual Sex Skoot $37.00
Link $37.00
Virtual Valor $39.00
Sorcery Sex Kittens $35.00
Your're the Doctor $29.00
Porno Foker $35.00
Virtual Vixens $23.00

CATALOGS AVAILABLE OVER 300 ADULT TITLES

ORDER NOW!
1-800-560-6234

Circle Reader Service #71

Circle Reader Service #177

Circle Reader Service #219

Circle Reader Service #245
THE GRANDEST FLEET

Only one fleet will be left aloft in this thrilling masterpiece from QOP. Experience the gripping campaigns, the agony of defeat and the exhilaration of victory! Develop cultural resources and manage the growth of your population. "16

V FOR VICTORY

"D-DAY UTAH BEACH 1944" thrusts you into the role of a military strategist during the Normandy invasion of World War II. As the American Commandeer, you must overcome strong German resistance to occupy the Cotentin peninsula and the vital port facilities at Cherbourg. "12

WING COMMANDER DELUXE

You may be the highest pilot in the starfleet, but 72 dogfight-filled missions against the Kilrathi ought to cool your jets. Race into the Wing Commander Deluxe Edition and blast your way through the Vega Campaign! "19

CALL TODAY FOR BEST SELECTION

800-699-4263

SOURCE 10601

IBM ARCADE

Soccer Kid

Sonic Adventure

Cannonball

Alien Force

Dante's Inferno

Might & Magic 5

Grandslam Bridge 2

King's Quest 6

PSX Golf & VTW Tennis

PowerPong BattleCrate

Tobacco Road

IBM EDUCATIONAL

Aladdin's Captive

Dr. Jekyll & Mr. Hyde

EcoQuest 3D

Pilots Training

Quint's Quo Vadis Turbo 3.5

Super Heroes: Out Of This World

Zoo Tycoon

IBM HARDWARE

EZ Sound

Sound Source

IBM REFERENCE

Bytown Travel Guide

NFL Weekday Win CD

Rental Review SAT

Robotech: Macross CD

General U.S. Atlas

U.S. Stickies & Cheeks CD

U.S. Shuttle Fleet CD

U.S. Space Planes CD

World Atlas WIN

IBM SIMULATION

Av Combat Pacific 1942

AssignMENT Miami

Bistro Commando 5.5

Combat Classics 2

Flight Sim 7.1

Dian Med

Drill Team CD

Delta V

Eriko Plus

Firing sim 2

Flight Sim Totl

F-14 Tomcat

Night Flight

Precision Action

Real World Pilot

Stellar Team

IBM STRATEGY

Battle of Destiny

Chronicles of Time

Dune

Age of Empires

Emperor: Battle for the Empire

Fire Ace

Genealogy

Space Battleship Ymir

*ASSAULT ON MYTH DRANNOR* has the hottest graphics, more colors and more animations than ever. Prepare to be transported to the ruined city of Myth Drannor in the Forgotten Realms world, where you must wrest an artifact of divine power from the deadlich Aczelcon. "19

Source 10601

Circle Reader Service #16

IBM ARCADE

IBM SIMULATION

IBM STRATEGY

IBM ACTION

IBM ROLEGAMING

IBM SPORTS

IBM WAR GAMES

HINT BOOKS

Acorn Reynard

Alien Legacy

Aliens in the Dark

Blackdragon

Last Chance

Maxim's Revenge

Napoleon

Santa's Journey

Space Battleship Ymir

Fire Ace

War Ace

**Oversight shipping is $5 per order. Mail to Canada, APO, FPO $5 per order. Worldwide order $10 per item. Handling $2 per shipment. Date and time orders may result in additional shipping charges. Risk, MO, and Florida sales tax may be applied. Sales and taxes are subject to change. Check the latest price. Taxable sales under $1000.00 to state in which we ship. Shipping times may vary. Price/volume may change. All sales final. Call for details.
<table>
<thead>
<tr>
<th>CIRCLE FOR FREE INFORMATION</th>
<th>1. Fill in your name and address and check off your answers to the seven research questions.</th>
<th>2. Circle the numbers on the card that correspond to the ads or articles you'd like more information about.</th>
<th>3. The literature will be mailed to you from the advertiser free of charge.</th>
</tr>
</thead>
<tbody>
<tr>
<td>001 002 003 004 005 006</td>
<td></td>
<td></td>
<td>Void after June 30, 1996</td>
</tr>
<tr>
<td>026 027 028 029 030 031</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>051 052 053 054 055 056</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>076 077 078 079 080 081</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>101 102 103 104 105 106</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>126 127 128 129 130 131</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>151 152 153 154 155 156</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>176 177 178 179 180 181</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>201 202 203 204 205 206</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>226 227 228 229 230 231</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>251 252 253 254 255 256</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>276 277 278 279 280 281</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>301 302 303 304 305 306</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>326 327 328 329 330 331</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>351 352 353 354 355 356</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>376 377 378 379 380 381</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1. What is the highest level of education that you completed? (Check one only)
   - [ ] Some high school or less
   - [ ] Graduated High School
   - [ ] Some College or Technical school
   - [ ] Graduated College
   - [ ] Post Graduate school

2. Computer currently owned is:
   - [ ] IBM compatible (Intel standard)
   - [ ] Macintosh
   - [ ] Amiga
   - [ ] Dedicated game machine
   - [ ] None

3. What is Intel, what level? (Check one only)
   - [ ] Power PC
   - [ ] Pentium (586)
   - [ ] 486
   - [ ] 386
   - [ ] 286

4. Do you own (or plan to buy in next 6 months) a CD-ROM? (Check one only)
   - [ ] Own
   - [ ] Plan to buy (6 months)

5. How often do you usually buy computer games?
   - [ ] Once a week
   - [ ] Once every two to three weeks
   - [ ] Once a month
   - [ ] Once every two to three months
   - [ ] Once every four to six months
   - [ ] Once a year

6. Where are you most likely to purchase games?
   - [ ] Independent computer store
   - [ ] Computer store chain
   - [ ] Consumer electronic store
   - [ ] Direct from vendor
   - [ ] Mass merchandising store
   - [ ] Mail order

7. What is your (and others in household) favorite type of game? (Check one in each column)
   - [ ] Strategy
   - [ ] Simili
   - [ ] Role Playing
   - [ ] Brain Teasers
   - [ ] Card
   - [ ] Sport
   - [ ] Action/Adventure
   - [ ] Educational
   - [ ] Adventure

Name

Title

Telephone

Company Name

Address

City

State

Zip

4. [ ] Please send me a one-year (12-issue) subscription to Computer Gaming World for $27.94 (U.S. price); all other countries add $16.00 for additional postage.

In a Hurry? Fax This Card To: 609-829-0692
<table>
<thead>
<tr>
<th>KS. #</th>
<th>COMPANY</th>
<th>PRODUCT</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>36</td>
<td>Third Level</td>
<td>Arcade America</td>
<td>73</td>
</tr>
<tr>
<td>246</td>
<td>Access Software</td>
<td>Pandora Directive</td>
<td>156-157</td>
</tr>
<tr>
<td>67</td>
<td>Acclaim Entertainment</td>
<td>D</td>
<td>42-43</td>
</tr>
<tr>
<td>40</td>
<td>Acclade</td>
<td>Hardball</td>
<td>60-61</td>
</tr>
<tr>
<td>41</td>
<td>Acclade</td>
<td>Star Control III</td>
<td>211</td>
</tr>
<tr>
<td>97</td>
<td>Acer America Corp</td>
<td>Aspire Computers</td>
<td>17</td>
</tr>
<tr>
<td>37</td>
<td>Advision</td>
<td>Zork Nemesis</td>
<td>100-101</td>
</tr>
<tr>
<td>236</td>
<td>Aetikon</td>
<td>Spectra: The Great Game</td>
<td>30-31</td>
</tr>
<tr>
<td>293</td>
<td>Advision</td>
<td>Hyperblade</td>
<td>15</td>
</tr>
<tr>
<td>245</td>
<td>ActSoft, Inc</td>
<td>Mail Order Products</td>
<td>227</td>
</tr>
<tr>
<td>621</td>
<td>American Power Conversion</td>
<td>Back-UFS Pro</td>
<td>84-85</td>
</tr>
<tr>
<td>241</td>
<td>Atari Corporation</td>
<td>Tempest 2000</td>
<td>131</td>
</tr>
<tr>
<td>50</td>
<td>Bethesda Softworks</td>
<td>Terminator / Future Shock</td>
<td>117</td>
</tr>
<tr>
<td>54</td>
<td>CAPCOM USA Inc</td>
<td>Fold Hunt</td>
<td>162</td>
</tr>
<tr>
<td>68</td>
<td>Chips &amp; Bits</td>
<td>Mail Order Products</td>
<td>88-93</td>
</tr>
<tr>
<td>61</td>
<td>Chips &amp; Bits</td>
<td>Role Playing &amp; Board Games</td>
<td>94-95</td>
</tr>
<tr>
<td>63</td>
<td>Chips &amp; Bits</td>
<td>Pinball World</td>
<td>215</td>
</tr>
<tr>
<td>131</td>
<td>Chips &amp; Bits</td>
<td>Solution CD</td>
<td>179</td>
</tr>
<tr>
<td>45</td>
<td>Chips &amp; Bits</td>
<td>Budget Software</td>
<td>228</td>
</tr>
<tr>
<td>195</td>
<td>Chips &amp; Bits</td>
<td>Mail Order Foorth</td>
<td>240</td>
</tr>
<tr>
<td>74</td>
<td>Computer Express</td>
<td>Mail Order Products</td>
<td>108-109</td>
</tr>
<tr>
<td>78</td>
<td>Creative Labs</td>
<td>3D Blaster</td>
<td>57</td>
</tr>
<tr>
<td>79</td>
<td>Diamond Multimedia</td>
<td>3D Edge</td>
<td>34-35</td>
</tr>
<tr>
<td>280</td>
<td>Donmark Software</td>
<td>Total Mayhem</td>
<td>129</td>
</tr>
<tr>
<td>267</td>
<td>EarthLink Network, Inc</td>
<td>Total Access</td>
<td>159</td>
</tr>
<tr>
<td>104</td>
<td>Electronic Arts</td>
<td>Advanced Technical Fighter</td>
<td>64-65</td>
</tr>
<tr>
<td>90</td>
<td>Electronic Arts</td>
<td>Dungeon Keeper</td>
<td>132-133</td>
</tr>
<tr>
<td>*</td>
<td>Epic MegaGames, Inc</td>
<td>Extreme Pinball</td>
<td>59</td>
</tr>
<tr>
<td>92</td>
<td>Falcon Northwest</td>
<td>Falcon MACH 4</td>
<td>238</td>
</tr>
<tr>
<td>43</td>
<td>FormGen, Inc</td>
<td>Shadow Warrior</td>
<td>96</td>
</tr>
<tr>
<td>247</td>
<td>FormGen, Inc</td>
<td>Xenoplace</td>
<td>23</td>
</tr>
<tr>
<td>70</td>
<td>FormGen, Inc</td>
<td>Duke Nukem 3D</td>
<td>52-53</td>
</tr>
<tr>
<td>84</td>
<td>Forte Technologies, Inc</td>
<td>VFX-Helmet</td>
<td>23</td>
</tr>
<tr>
<td>55</td>
<td>GameMaster</td>
<td>Mail Order Products</td>
<td>233</td>
</tr>
<tr>
<td>73</td>
<td>Goldtree Enterprises</td>
<td>Cylinders</td>
<td>79</td>
</tr>
<tr>
<td>53</td>
<td>GT Interactive Software</td>
<td>Windows 95 Products</td>
<td>197</td>
</tr>
<tr>
<td>241</td>
<td>GTE Entertainment, Inc</td>
<td>NCAA Championship</td>
<td>174-175</td>
</tr>
<tr>
<td>240</td>
<td>GTE Entertainment, Inc</td>
<td>BF-2000</td>
<td>182-185</td>
</tr>
<tr>
<td>108</td>
<td>Harper Interactive</td>
<td>Chaos on CD-ROM</td>
<td>172</td>
</tr>
<tr>
<td>107</td>
<td>*Motion</td>
<td>Knight's Chase</td>
<td>47</td>
</tr>
<tr>
<td>217</td>
<td>*Motion</td>
<td>Virtual Chess</td>
<td>165</td>
</tr>
<tr>
<td>201</td>
<td>Internet Accessories</td>
<td>INTERACT PC Game Accessories</td>
<td>53</td>
</tr>
<tr>
<td>105</td>
<td>Interactive Magic</td>
<td>Star Rangers</td>
<td>70</td>
</tr>
<tr>
<td>107</td>
<td>Interactive Magic</td>
<td>Capitalism</td>
<td>205</td>
</tr>
<tr>
<td>66</td>
<td>Interplay Productions, Inc</td>
<td>Descent II</td>
<td>38-39</td>
</tr>
<tr>
<td>65</td>
<td>Interplay Productions, Inc</td>
<td>Conquest of the New World</td>
<td>85</td>
</tr>
<tr>
<td>203</td>
<td>KOEI</td>
<td>Romancing Saikou IV</td>
<td>202</td>
</tr>
<tr>
<td>231</td>
<td>Lance Haffner Games</td>
<td>Courtside College</td>
<td>204</td>
</tr>
<tr>
<td>112</td>
<td>LucasArts</td>
<td>Tie Fighter's Collector's</td>
<td>199</td>
</tr>
<tr>
<td>116</td>
<td>LucasArts</td>
<td>The Dig</td>
<td>4-5</td>
</tr>
<tr>
<td>130</td>
<td>Maxis</td>
<td>FullTime Pinball</td>
<td>169</td>
</tr>
<tr>
<td>255</td>
<td>Maxis</td>
<td>Mindswap Teaser</td>
<td>139</td>
</tr>
<tr>
<td>72</td>
<td>Media-On</td>
<td>Mail Order Products</td>
<td>237</td>
</tr>
<tr>
<td>71</td>
<td>Media-On</td>
<td>Marketplace</td>
<td>227</td>
</tr>
<tr>
<td>125</td>
<td>Megatech Software</td>
<td>Power Dolls</td>
<td>140</td>
</tr>
</tbody>
</table>

* Please see advertisement for contact information.
POWER UP!

- PLAY to win.
- SUBSCRIBE to save.

Here's the move that'll blow 'em away:

Call 1-800-827-4450

And grab the rock-bottom rate other gamers would virtually die for!
**INTERACTIVE**

<table>
<thead>
<tr>
<th>ITEM</th>
<th>PRODUCT NAME</th>
<th>FORMAT</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>43829</td>
<td>Space Sirens 2</td>
<td>PC &amp; MAC</td>
<td>$29</td>
</tr>
<tr>
<td>35211</td>
<td>Seymore Butts 2</td>
<td>PC &amp; MAC</td>
<td>$38</td>
</tr>
<tr>
<td>35288</td>
<td>Seymore's Six Pack</td>
<td>PC &amp; MAC</td>
<td>$33</td>
</tr>
<tr>
<td>45045</td>
<td>Virtual Vixens</td>
<td>PC &amp; MAC</td>
<td>$19</td>
</tr>
<tr>
<td>39110</td>
<td>Space Sirens</td>
<td>PC &amp; MAC</td>
<td>$29</td>
</tr>
<tr>
<td>34999</td>
<td>Nightwish II</td>
<td>PC &amp; MAC</td>
<td>$27</td>
</tr>
<tr>
<td>44164</td>
<td>Intimate Possibilities</td>
<td>PC &amp; MAC</td>
<td>$34</td>
</tr>
<tr>
<td>39073</td>
<td>Dream Machine</td>
<td>PC &amp; MAC</td>
<td>$27</td>
</tr>
<tr>
<td>39972</td>
<td>Tokyo Nightlife</td>
<td>PC &amp; MAC</td>
<td>$33</td>
</tr>
<tr>
<td>40078</td>
<td>Club 21</td>
<td>PC &amp; MAC</td>
<td>$32</td>
</tr>
<tr>
<td>39984</td>
<td>New Wave Hookers 2</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>38418</td>
<td>Virgin's 3</td>
<td>PC &amp; MAC</td>
<td>$30</td>
</tr>
<tr>
<td>45288</td>
<td>Sorority Sex Kittens</td>
<td>PC &amp; MAC</td>
<td>$30</td>
</tr>
<tr>
<td>45286</td>
<td>Porno Poker</td>
<td>PC &amp; MAC</td>
<td>$30</td>
</tr>
<tr>
<td>45297</td>
<td>Chameleons</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>39670</td>
<td>Samurai Pervert</td>
<td>PC &amp; MAC</td>
<td>$33</td>
</tr>
<tr>
<td>40782</td>
<td>Blendingo</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>45197</td>
<td>Ayewompe Asians</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>44757</td>
<td>You are the Director</td>
<td>PC &amp; MAC</td>
<td>$21</td>
</tr>
<tr>
<td>39212</td>
<td>Dirty Debutantes</td>
<td>PC &amp; MAC</td>
<td>$27</td>
</tr>
<tr>
<td>45071</td>
<td>Virgin's 4</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>42184</td>
<td>Blackies and Blondes</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
</tbody>
</table>

**VIDEO**

<table>
<thead>
<tr>
<th>ITEM</th>
<th>PRODUCT NAME</th>
<th>FORMAT</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>43622</td>
<td>New Machine 6 Pak</td>
<td>PC &amp; MAC</td>
<td>$32</td>
</tr>
<tr>
<td>36420</td>
<td>Vampire's Kiss</td>
<td>PC &amp; MAC</td>
<td>$37</td>
</tr>
<tr>
<td>39793</td>
<td>Hidden Obsessions</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>45837</td>
<td>Platinum 6 Pack</td>
<td>PC &amp; MAC</td>
<td>$33</td>
</tr>
<tr>
<td>48682</td>
<td>Sexy 6 Pack</td>
<td>PC &amp; MAC</td>
<td>$33</td>
</tr>
<tr>
<td>47165</td>
<td>LA Blue Girl XXX Vol 1</td>
<td>PC &amp; MAC</td>
<td>$13</td>
</tr>
<tr>
<td>39708</td>
<td>Penny Gallery Warda 2</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>43618</td>
<td>Dirty Womans 2</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>47541</td>
<td>LA Blue Girls XXX Vol 2</td>
<td>PC &amp; MAC</td>
<td>$13</td>
</tr>
<tr>
<td>39566</td>
<td>Virgin's 1</td>
<td>PC &amp; MAC</td>
<td>$30</td>
</tr>
<tr>
<td>43513</td>
<td>Stripper Nurses</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>38693</td>
<td>Tracl I Love You</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>47231</td>
<td>College Girls 2</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>43612</td>
<td>Sex II</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>47237</td>
<td>Close to the Edge</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>39874</td>
<td>Virtually Yours</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>39226</td>
<td>Sex</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>43882</td>
<td>Cinnex</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>47229</td>
<td>Venus Playhouse</td>
<td>PC &amp; MAC</td>
<td>$23</td>
</tr>
<tr>
<td>43621</td>
<td>Babia Loo</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>34442</td>
<td>Maldam's Family</td>
<td>PC &amp; MAC</td>
<td>$13</td>
</tr>
<tr>
<td>35209</td>
<td>Curse of Cutwoman</td>
<td>PC &amp; MAC</td>
<td>$13</td>
</tr>
<tr>
<td>44663</td>
<td>Red Girls 2</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>34194</td>
<td>Forever Young</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>43621</td>
<td>Taboo 13</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>44334</td>
<td>Hot Pie</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>44911</td>
<td>Deep Threat Girls 3</td>
<td>PC &amp; MAC</td>
<td>$15</td>
</tr>
<tr>
<td>47223</td>
<td>Dark Tunnels</td>
<td>PC &amp; MAC</td>
<td>$11</td>
</tr>
<tr>
<td>35130</td>
<td>Deep Threat Girls 3</td>
<td>PC &amp; MAC</td>
<td>$15</td>
</tr>
<tr>
<td>44912</td>
<td>Deep Threat Girls 4</td>
<td>PC &amp; MAC</td>
<td>$16</td>
</tr>
<tr>
<td>43778</td>
<td>Vagilaboo</td>
<td>PC &amp; MAC</td>
<td>$16</td>
</tr>
<tr>
<td>47660</td>
<td>Asian Parasite</td>
<td>PC &amp; MAC</td>
<td>$23</td>
</tr>
<tr>
<td>44843</td>
<td>Hooter Hunt</td>
<td>PC &amp; MAC</td>
<td>$13</td>
</tr>
<tr>
<td>47734</td>
<td>Exchanging's Six</td>
<td>PC &amp; MAC</td>
<td>$16</td>
</tr>
<tr>
<td>30990</td>
<td>Legends of Porn II</td>
<td>PC &amp; MAC</td>
<td>$13</td>
</tr>
<tr>
<td>39954</td>
<td>Nightwatch</td>
<td>PC &amp; MAC</td>
<td>$27</td>
</tr>
<tr>
<td>30977</td>
<td>House of Dreams</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>34887</td>
<td>Suspilers of Porn</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>40360</td>
<td>Girls Doin' Girls 2</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>43511</td>
<td>More than a Handful 5</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>43511</td>
<td>Deep Threat Girls 2</td>
<td>PC &amp; MAC</td>
<td>$27</td>
</tr>
<tr>
<td>40792</td>
<td>Homegirls</td>
<td>PC &amp; MAC</td>
<td>$22</td>
</tr>
<tr>
<td>40990</td>
<td>Bobbith Uncut</td>
<td>PC &amp; MAC</td>
<td>$27</td>
</tr>
<tr>
<td>43614</td>
<td>Tempted</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>40429</td>
<td>Choral Blonde</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>46263</td>
<td>Tokyo Nymphics</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>46262</td>
<td>Sunshi to Go</td>
<td>PC &amp; MAC</td>
<td>$13</td>
</tr>
<tr>
<td>35869</td>
<td>Baby's Got But</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>44995</td>
<td>Reel World</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>68332</td>
<td>Seduction of Sukil</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>35754</td>
<td>Big Bust Babies</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>39994</td>
<td>Penetration</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>39981</td>
<td>New Wave Hookers</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>40144</td>
<td>Suite 18</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>45917</td>
<td>New Wave of All Nations</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>45018</td>
<td>Pink Barreness</td>
<td>PC &amp; MAC</td>
<td>$12</td>
</tr>
</tbody>
</table>

**STILLS**

<table>
<thead>
<tr>
<th>ITEM</th>
<th>PRODUCT NAME</th>
<th>FORMAT</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>43744</td>
<td>Busy Babes 4</td>
<td>PC &amp; MAC</td>
<td>$21</td>
</tr>
<tr>
<td>40410</td>
<td>Shaved Pink</td>
<td>PC &amp; MAC</td>
<td>$10</td>
</tr>
<tr>
<td>39715</td>
<td>Elite European Models 2</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>44520</td>
<td>Superstars Japanese Porn</td>
<td>PC &amp; MAC</td>
<td>$23</td>
</tr>
<tr>
<td>39716</td>
<td>Elite American Models 1</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>44515</td>
<td>All American</td>
<td>PC &amp; MAC</td>
<td>$11</td>
</tr>
<tr>
<td>39717</td>
<td>Elite American Models 2</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>47244</td>
<td>Nasty Neighbor Girls</td>
<td>PC &amp; MAC</td>
<td>$11</td>
</tr>
<tr>
<td>39714</td>
<td>Elite European Models 1</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>45453</td>
<td>Visions of Erotica Vol 1</td>
<td>PC &amp; MAC</td>
<td>$23</td>
</tr>
<tr>
<td>47498</td>
<td>European Style</td>
<td>PC &amp; MAC</td>
<td>$13</td>
</tr>
<tr>
<td>47298</td>
<td>Sex Attraction</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>39251</td>
<td>101 Sex Positions Pt 1</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>39461</td>
<td>Award Winning XXX Photo</td>
<td>PC &amp; MAC</td>
<td>$22</td>
</tr>
<tr>
<td>44300</td>
<td>Get Your Swaggy Booty</td>
<td>PC &amp; MAC</td>
<td>$10</td>
</tr>
<tr>
<td>44301</td>
<td>Helton Man</td>
<td>PC &amp; MAC</td>
<td>$10</td>
</tr>
<tr>
<td>44310</td>
<td>Hot Love</td>
<td>PC &amp; MAC</td>
<td>$11</td>
</tr>
<tr>
<td>48357</td>
<td>Water Babies 3 Tho Wotter</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>39233</td>
<td>Locker Series Dirt Lick</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>43304</td>
<td>Hunter and Fucker</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>48353</td>
<td>Water Babies 1 Wet &amp; Wild</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>44591</td>
<td>Books of a Poppin'</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>48197</td>
<td>Girls Before They Come</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>38606</td>
<td>Centerfolds &amp; Covergirls</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>44502</td>
<td>Aged to Perfection</td>
<td>PC &amp; MAC</td>
<td>$17</td>
</tr>
<tr>
<td>46549</td>
<td>Boys of Summer</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
<tr>
<td>46541</td>
<td>Hard &amp; Handsome</td>
<td>PC &amp; MAC</td>
<td>$14</td>
</tr>
</tbody>
</table>

**TWO FREE SOFTWARE with each purchase!**

<table>
<thead>
<tr>
<th>Game</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frankenstein</td>
<td>$46</td>
</tr>
<tr>
<td>Rebel Assault</td>
<td>$43</td>
</tr>
<tr>
<td>Navy Strike</td>
<td>$35</td>
</tr>
<tr>
<td>SPYCRAFT</td>
<td>$49</td>
</tr>
<tr>
<td>Entombed</td>
<td>$31</td>
</tr>
<tr>
<td>The Riddle of Master Lu</td>
<td>$31</td>
</tr>
<tr>
<td>Star Ranger</td>
<td>$37</td>
</tr>
<tr>
<td>DIG</td>
<td>$37</td>
</tr>
<tr>
<td>Wet Lands</td>
<td>$32</td>
</tr>
<tr>
<td>Silent Steel</td>
<td>$49</td>
</tr>
<tr>
<td>11th Hour</td>
<td>$47</td>
</tr>
<tr>
<td>1st Degree</td>
<td>$46</td>
</tr>
<tr>
<td>3D Pinball</td>
<td>$46</td>
</tr>
<tr>
<td>A10: Silent Hunter</td>
<td>$44</td>
</tr>
<tr>
<td>Areas of Deep</td>
<td>$42</td>
</tr>
<tr>
<td>Across the Rhine</td>
<td>$41</td>
</tr>
<tr>
<td>Advanced Civilization</td>
<td>$33</td>
</tr>
<tr>
<td>Apache</td>
<td>$43</td>
</tr>
<tr>
<td>Battlecruiser 3000</td>
<td>$42</td>
</tr>
<tr>
<td>Battlezone: Gettysburg</td>
<td>$39</td>
</tr>
<tr>
<td>Beavis &amp; Butthead</td>
<td>$43</td>
</tr>
<tr>
<td>Burn Cycle</td>
<td>$34</td>
</tr>
<tr>
<td>Caesar2</td>
<td>$39</td>
</tr>
<tr>
<td>Capitalism</td>
<td>$37</td>
</tr>
<tr>
<td>Command &amp; Conquer</td>
<td>$41</td>
</tr>
<tr>
<td>Crusader</td>
<td>$45</td>
</tr>
<tr>
<td>Cyberia2</td>
<td>$37</td>
</tr>
<tr>
<td>Daggerfall: Arena 2</td>
<td>$47</td>
</tr>
<tr>
<td>Dark Eye</td>
<td>$39</td>
</tr>
<tr>
<td>Dark Force</td>
<td>$43</td>
</tr>
<tr>
<td>Dawn Patrol 2</td>
<td>$40</td>
</tr>
<tr>
<td>Docont 2</td>
<td>$43</td>
</tr>
<tr>
<td>Diggers</td>
<td>$30</td>
</tr>
<tr>
<td>Doom2</td>
<td>$45</td>
</tr>
<tr>
<td>Druid</td>
<td>$32</td>
</tr>
<tr>
<td>Duke Nukem 3D</td>
<td>$34</td>
</tr>
<tr>
<td>Dungeon Master 2</td>
<td>$37</td>
</tr>
<tr>
<td>Earth Worm Jim</td>
<td>$42</td>
</tr>
<tr>
<td>Earthshock 2</td>
<td>$45</td>
</tr>
<tr>
<td>Empire Pinball</td>
<td>$35</td>
</tr>
<tr>
<td>Exploration</td>
<td>$37</td>
</tr>
<tr>
<td>Fade to Black</td>
<td>$46</td>
</tr>
<tr>
<td>FIFA Soccer</td>
<td>$39</td>
</tr>
<tr>
<td>Full Throttle</td>
<td>$41</td>
</tr>
<tr>
<td>Gabriel Knight 2</td>
<td>$47</td>
</tr>
<tr>
<td>Gadget</td>
<td>$36</td>
</tr>
<tr>
<td>Hardball 5</td>
<td>$39</td>
</tr>
<tr>
<td>Hive</td>
<td>$43</td>
</tr>
<tr>
<td>Jagged Alliance</td>
<td>$34</td>
</tr>
<tr>
<td>Johnny Mnemonic</td>
<td>$38</td>
</tr>
<tr>
<td>King Quest 7</td>
<td>$35</td>
</tr>
<tr>
<td>Last Dynasty</td>
<td>$45</td>
</tr>
<tr>
<td>Lion</td>
<td>$34</td>
</tr>
<tr>
<td>Magic Carpet 2</td>
<td>$41</td>
</tr>
<tr>
<td>Master Lu</td>
<td>$31</td>
</tr>
<tr>
<td>Mechwarrior 2</td>
<td>$35</td>
</tr>
<tr>
<td>NBA Live 96</td>
<td>$36</td>
</tr>
<tr>
<td>NHL Hockey 96</td>
<td>$33</td>
</tr>
<tr>
<td>Panic in the Park</td>
<td>$31</td>
</tr>
<tr>
<td>Phantasmagoria</td>
<td>$47</td>
</tr>
<tr>
<td>Pit Fall</td>
<td>$32</td>
</tr>
<tr>
<td>Primal Rage</td>
<td>$39</td>
</tr>
<tr>
<td>Red Ghost</td>
<td>$33</td>
</tr>
<tr>
<td>S.W.A.T.</td>
<td>$39</td>
</tr>
<tr>
<td>Shanghai</td>
<td>$39</td>
</tr>
<tr>
<td>Sim Tower</td>
<td>$27</td>
</tr>
<tr>
<td>Star Trek: Judgement Fits</td>
<td>$49</td>
</tr>
<tr>
<td>Steel Panther</td>
<td>$38</td>
</tr>
<tr>
<td>Su-27 WIN 96</td>
<td>$42</td>
</tr>
<tr>
<td>Terra Nova</td>
<td>$39</td>
</tr>
<tr>
<td>TFX2000</td>
<td>$39</td>
</tr>
<tr>
<td>Tie Fighter</td>
<td>$36</td>
</tr>
<tr>
<td>Top Gun</td>
<td>$39</td>
</tr>
<tr>
<td>Total Distortion</td>
<td>$49</td>
</tr>
<tr>
<td>Trophy Bass</td>
<td>$41</td>
</tr>
<tr>
<td>Under a Killing Moon</td>
<td>$41</td>
</tr>
<tr>
<td>Virtual Pool</td>
<td>$37</td>
</tr>
<tr>
<td>War Craft 2</td>
<td>$44</td>
</tr>
<tr>
<td>Wing Commander 4</td>
<td>$51</td>
</tr>
<tr>
<td>Witchcraft</td>
<td>$39</td>
</tr>
<tr>
<td>Zeddaz</td>
<td>$34</td>
</tr>
</tbody>
</table>

1-800-552-7835
http://www.mwcd.com

No surcharges on credit card orders. All C.O.D. add $3.00 extra. Returns require authorization and are subject to 15% restocking fee. Shipping charges are applied. We are not responsible for any typographic errors. All price are subject to change without notice.
WHAT'S THE POINT OF FLYING A
STATE-OF-THE-ART JET FIGHTER
AT SPEEDS THAT RIVAL A '73 PINTO?

“What's even better than the outright speed is the thoughtfulness of the design. This is probably the perfect PC for games.”
- Computer Games Strategy Plus

The Falcon MACH V 133 MHz Pentium™ - $2,995

Standard Features as of 1/1/96:
- Intel Pentium® 133 MHz Processor: 100% Compatibility with all PC Software
- Falcon Dual Voltage PCI Bus Motherboard: Accepts 73-200 MHz CPU's!
- 256K of 8 Nanosecond Synchronous Burst Cache - NEW!
- 64 Bit PCI Graphics Accelerator with 1 Megabyte 1080 megabyte MODE-4 10 ns Enhanced IDE Hard Drive - NEW!
- 8 megabytes of 60 ns EDO RAM expandable to 128 - NEW!
- 140 ms 8 Speed Caddyless CD-ROM Drive - NEW!
- Creative Labs Soundblaster 16™ & Shielded Multimedia Speakers
- CH Products Flightstick PRO™ & High-Speed Dual Gamepads
- 14” SVGA Non-Interlaced Monitor, 288p, Full-Screen
- 101 Key Ergonomic Keyboard with Wrist Rest
- 3 Button Serial Mouse with Mousepad
- Windows 95® on CD
- Microsoft DIRECT X drivers for Serious Windows 95® Gaming Included!
- One Year Parts & Labor Warranty Including One Year On-Site Service
- 16500 UARTS, Customized BIOS®, Temperature Sensitive Fans and many other unique Features!

“Perfection!
This system is well worth the money...”
- Computer Game Review, 100% Rating

GET FAST
OR GET OUT OF THE WAY

“if you want to go all out for games, the Falcon is the best bet for your money.”
- Computer Gaming World

FALCON NORTHWEST
COMPUTER SYSTEMS
2833 South Bayside Drive, Gulf Bsh, OR 97440
Ph. (541) 269-0771 Fax. (541) 269-0775
WWW.FALCON.COM

To Order Call:
1-800-258-6778
VISA, MasterCard & Discover Accepted.

Trademarks are the property of their respective owners. Optional equipment pictured.
enter

INTRODUCTION

IQ INTERACTIVE QUARTERLY

INTERACTIVE ENTERTAINMENT FOR MEN

You're smart if you enter our contest and subscribe to Interactive Quarterly™, the hot new magazine that gives you the inside track on Adult CD-ROM software.

IQ features stories on the incredible lifestyles and creative breakthroughs of the stars and star-makers of Adult CD-ROMs plus product reviews to guide you in your search for interactive pleasure and perfection.

subscribe.

A one-year subscription includes your choice of a FREE Adult CD-ROM sampler, all for only $17.95! And all new subscribers are automatically entered in our contest...

YOU MAY WIN ONE OF THESE FANTASTIC PRIZES:

1 First Prize: A Vacation For Two at a Luxury Resort in Cancun*
50 Second Prizes: IQ T-shirts
100 Third Prizes: IQ Mouse Pads
* Airfare not included.

OFFICIAL CONTEST RULES: Every subscription purchased by March 31, 1996 is automatically entered into the contest. You may also enter by sending in a postcard the words "Interactive Quarterly" along with your name, age, date of birth, and address, and mail to: IQ Contest CGW0396, 551 Valley Road, Montclair, NJ 07043, postmarked by March 31, 1996. Only one entry per household. No mechanical reproductions. You must be 21 years of age or older to enter this contest. Winners will be selected in random drawings and notified by mail. A list of the prize winners may be obtained by sending a self-addressed, stamped envelope to the above address. Odds of winning depend on the number of entries received. Void where prohibited by law.
Welcome to the Cooperstown of Computer Games. Here, raised upon pedestals, you’ll find the games that broke the records, established the benchmarks, and held gamers in delighted trances for hours untold.

**INDUCTION CEREMONY**

**DAY OF THE TENTACLE**
**LUCASARTS 1993**

When the zany team of Dave Grossman and Tim Schafer created the script for *Day of the Tentacle*, they had one goal in mind—to create the interactive equivalent of a Chuck Jones cartoon. They succeeded so well in their mixture of crazy dialogue and off-beat sight gags that by the time they showed *Day of the Tentacle* to their idol (Jones is arguably the king of the classic Warner Brothers cartoon directors unless you talk to equally devoted Robert Clampett and Fritz Freling aficionados), he was impressed enough to try to hire artists Peter Chan and Larry Ahern out from under the project. Fortunately, the artists stayed aboard; the animation team created smooth flowing sequences like some game designers had always said could not be done; Richard Saunders (WKRP in Cincinnati’s Les Nesman) led the voice actors in a series of clever performances; and the script from Grossman and Schafer kept gamers full of both challenge and laughter from start to finish. *Day of the Tentacle* was supposed to be a sequel to *Maniac Mansion*. *Maniac Mansion* was Lucasfilm Games’ first game as publisher instead of developer; the game which developed the basic toolset for their successful series of graphic adventures (the SCUMM game engine is an acronym for Story Creation Utility for Maniac Mansion), and the inspiration for a cable television series of the same name. Today, *Day of the Tentacle* is better known and better loved than the game that spawned LucasArts’ successful string of graphic adventure games.

**FRONT PAGE SPORTS FOOTBALL PRO**
**SIERRA/DYNAMIX 1993**

From its inception, *Front Page Sports Football Pro* (FPSFP) has offered the best computer football game graphics possible with 3-D perspectives, a rich color palette and flashy replay features. Project leader Patrick Cook had discovered the value of crisp, vibrant graphics in his earlier tenure with Cinemaware’s TV Sports series of games, and he used that to give FPSFP the right look and feel to capture the loyalty of thousands of computer football fans. With the first FPSFP edition, he founded a dynasty where those same fans plunk down their hard-earned cash for virtual season tickets year after year, as updates of the great system come along. In addition to the appeal of great graphics, FPSFP brought authentic player/team statistics to the table, allowing gamers to play as general manager and handle personnel management decisions from drafts through trades, lineups and injuries. FPSFP also offered the ability to design custom plays/playbooks and provide for league play with custom coaching profiles for AI coaches. Some computer football games offer better stat models and some console football games offer better action, but when most gamers think of computer football, they automatically think of *Front Page Sports Football Pro*.

**Inductees Prior To 1989**

**BATTLE CHESS** (Interplay Productions, 1988)
**Chessmaster** (The Software Toolworks, 1986)
**Earl Wehr’s Baseball** (Electronic Arts, 1986)
**Empire** (Interact, 1978)
**F-19 Stealth Fighter** (MicroProse, 1988)
**Gettysburg: The Turning Point** (SSI, 1986)
**Kampfgruppe** (Strategic Simulations, 1985)
**Mech Brigade** (Strategic Simulations, 1985)
**Might & Magic** (New World Computing, 1986)
**M.U.L.E.** (Electronic Arts, 1983)
**Pirates** (MicroProse, 1987)
**SimCity** (Maxis, 1987)
**Starflight** (Electronic Arts, 1986)
**The Bard’s Tale** (Electronic Arts, 1985)
**Ultima III** (Origin Systems, 1983)
**Ultima IV** (Origin Systems, 1985)
**War in Russia** (Strategic Simulations, 1984)
**Wasteland** (Interplay Productions, 1986)
**Wizardry** (SirTech Software, 1981)
**Zork** (Infocom, 1981)

**FALCON 3.0**
(Spectrum HoloByte, 1991)
**GUNSHIP**
(MicroProse, 1989)
**HARPOON**
(Three-Sixty Pacific, 1989)
**KING’S QUEST V**
(Sierra On-Line, 1990)
**LEMMINGS**
(Psygnosis, 1991)
**LINKS 386 PRO**
(Access Software, 1992)
**M-1 TANK PLATOON**
(MicroProse, 1989)
**RAILROAD TYCOON**
(MicroProse, 1990)
**RED BARON**
(Dynamix, 1990)
**SID MEIER’S CIVILIZATION**
(MicroProse, 1991)
**THERI’S FINEST HOUR**
(LucasArts, 1989)
**THE SECRET OF MONKEY ISLAND**
(LucasArts, 1990)
**ULTIMA VI**
(Origin Systems, 1990)
**ULTIMA UNDERWORLD**
(Origin Systems, 1992)
**WING COMMANDER I & II**
(Origin Systems, 1990-91)
**WOLFENSTEIN 3-D**
(id Software, 1992)
Computer game programs have grown so massive and the number of hardware configurations has become so huge that incompatibilities and glitches are frustratingly common.

Software fixes, or "patches," for buggy programs have become a necessary evil until we reach the golden age of standardized platforms and bug-free programs. Red indicates new files.

**Advanced Civilization V1.01 Update**: Fixes many small problems and the Windows 95 city construction problem. 11/29/95

**Apache Update**: Addresses problems with the preferences screen and with Invincible mode. This patch does not address the modern problems. 10/24/95

**Buried in Time Update**: Includes new 16-bit Windows executables, fixes the exploding wall problem in Chateau Gaillard and the Alien Hallway lockup; portions have also been enhanced for better performance. 10/11/95

**CivNet Update**: Fixes several reported problems. 12/8/95

**Command & Conquer V1.18P Patch**: Includes fixes for all known bugs to date and some game balance changes. 11/27/95

**Crusader: No Remorse V1.21 Update**: Includes several new features and fixes. 12/22/95

**Dungeon Master 2 Sound Fix**: Patches both the demo and the retail version. 7/29/95

**First Encounters V1.06 Update (English CD Version)**: Fixes reported bugs. 12/6/95

**Flight Commander 2 V1.04 Update**: Fixes some reported errors. 10/11/95

**Flight Unlimited V2.0**: Contains two physics fixes, two video fixes, fixes a couple of controller bugs, a mouse driver problem, and adds total energy compensation to the Grob's variometer. 8/30/95

**Hardball 5 v5.12 Update**: Fixes errant force-outs; problems preventing customized stat selections. 12/5/95

**Heroes of Might and Magic V1.2 Update**: Fixes some problems with connecting via modem and some random crash problems. 10/24/95

**Hive Update**: Makes the game easier. 12/4/95

**MechWarrior 2 DOS Version V1.1 Update**: Fixes several things, including the right side taking more damage on mechs, increased joystick support and Windows 95 crash problems. 11/20/95

**NHL 96 Update**: Fixes a variety of technical problems, including playoff lock-ups or problems with saving playoff games to hard disk. 12/2/95

**PBA Bowling for Windows V1.10**: Incorporates several fixes and improvements. 12/27/95

**Road From Summer to Appomattox Update**: Corrects retreat rule problems, allows Confederate recruiting in Kentucky and Missouri. 12/8/95

**Rebel Assault for Macintosh Update**: Helps correct random lockups; also provides native support for Power Macs. 11/24/95

**Riddle of Master Lu Update**: Removes the 100 room limitation which causes the "Fatal Error" and others near the end of the game. This patch will work with your current saved games. 10/27/95

**Steel Panthers V1.1 Update**: Corrects several reported bugs. 10/23/95

**Stonekeep V1.1 Update**: Fixes reported bugs. 12/23/95

**Su-27 New and Revised Missions**: Contains revisions to several of the training missions, and additional six "Airmanship" missions. 12/21/95

**Tigers on the Prowl V1.26**: Fixes all known problems and improves some AI functions; may be used to upgrade any previous version of TOP. 10/19/95

**Ultimate Football '95 CD Update**: Corrects the "CD not found" problem. 10/19/95

**Virtual Pool IRQ Update**: Allows any version of Virtual Pool to use IRQ 10 and above. 11/1/95

**Warlords II Deluxe V2.2.4**: Fixes multiple problems. 11/10/95

---

**Publisher BBS Numbers**

Many of these patches are available directly from the publishers' bulletin board systems. Call with your modem party settings at N-9.1.

- **Accolade** (408) 296-8800
- **Apogee** (505) 368-7036
- **Bethesda** (301) 990-7552
- **Blizzard** (714) 556-4602
- **Broderbund** (415) 883-5889
- **Capstone** (305) 374-6872
- **Creative Labs** (405) 742-6660
- **Id Software** (508) 368-4137
- **Impressions** (617) 225-2042
- **InterPlay** (714) 252-2822
- **LucasArts** (415) 257-3070
- **Maxis** (510) 254-3869
- **MicroProse** (410) 785-1841
- **Microsoft** (206) 936-6735
- **NovaLogic** (818) 774-9528
- **Origin** (512) 328-8402
- **Papyrus** (617) 576-7472
- **Sierra Online** (206) 644-0112
- **Spectrum HoloByte** (510) 522-8909
- **SSI** (408) 739-6137 or (408) 739-6623
- **Virgin Interactive** (714) 833-3305
THE COMPUTER GAMING POLL • A MONTHLY SURVEY OF THE READERS OF COMPUTER GAMING

You've read our take on the latest games, now here's a chance to see what your fellow gamers think. The CG Top 100 is a monthly tally of game ratings provided by our readers via the CG Poll ballot found in each issue. Approximately 50 games are rated each month, and the results are added to the aggregate results from past months. This historical database serves as a terrific reference for what you, the gamers, feel are the best plays in gaming.

### TOP ACTION GAMES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Company</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DOOM</td>
<td>id Software</td>
<td>10.24</td>
</tr>
<tr>
<td>2</td>
<td>Crusader: No Remorse</td>
<td>Origin</td>
<td>10.01</td>
</tr>
<tr>
<td>3</td>
<td>DOOM II</td>
<td>id Software</td>
<td>9.77</td>
</tr>
<tr>
<td>4</td>
<td>Dark Forces</td>
<td>LucasArts</td>
<td>9.70</td>
</tr>
<tr>
<td>5</td>
<td>Virtual Pool</td>
<td>Interplay</td>
<td>9.62</td>
</tr>
<tr>
<td>6</td>
<td>Magic Carpet</td>
<td>Electronic Arts</td>
<td>9.48</td>
</tr>
<tr>
<td>7</td>
<td>System Shock</td>
<td>Origin</td>
<td>9.19</td>
</tr>
<tr>
<td>8</td>
<td>The Need For Speed</td>
<td>Electronic Arts</td>
<td>9.12</td>
</tr>
<tr>
<td>9</td>
<td>Heretic</td>
<td>id Software</td>
<td>9.08</td>
</tr>
<tr>
<td>10</td>
<td>Mortal Kombat 3</td>
<td>GT Interactive</td>
<td>8.89</td>
</tr>
</tbody>
</table>

### TOP ADVENTURE GAMES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Company</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Full Throttle</td>
<td>LucasArts</td>
<td>9.44</td>
</tr>
<tr>
<td>2</td>
<td>Gabriel Knight</td>
<td>Sierra</td>
<td>9.42</td>
</tr>
<tr>
<td>3</td>
<td>Sam &amp; Max Hit The Road</td>
<td>LucasArts</td>
<td>9.33</td>
</tr>
<tr>
<td>4</td>
<td>Woodruff &amp; Schnibble</td>
<td>Sierra</td>
<td>9.26</td>
</tr>
<tr>
<td>5</td>
<td>Relentless</td>
<td>Electronic Arts</td>
<td>9.12</td>
</tr>
<tr>
<td>6</td>
<td>Ecstatica</td>
<td>Psygnosis</td>
<td>9.09</td>
</tr>
<tr>
<td>7</td>
<td>Under A Killing Moon</td>
<td>Access</td>
<td>9.04</td>
</tr>
<tr>
<td>8</td>
<td>Legend of Kyrandia 3</td>
<td>Virgin</td>
<td>8.94</td>
</tr>
<tr>
<td>9</td>
<td>Phantasmagoria</td>
<td>Sierra</td>
<td>8.91</td>
</tr>
<tr>
<td>10</td>
<td>Riddle of Master Lu</td>
<td>Sanctuary Woods</td>
<td>8.88</td>
</tr>
</tbody>
</table>

### TOP CLASSIC/PUZZLE GAMES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Company</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Incredible Teens</td>
<td>Dynamix</td>
<td>8.86</td>
</tr>
<tr>
<td>2</td>
<td>Incredible Machine 2</td>
<td>Sierra</td>
<td>8.85</td>
</tr>
<tr>
<td>3</td>
<td>Zig Zag</td>
<td>QQP</td>
<td>8.29</td>
</tr>
<tr>
<td>4</td>
<td>Clockwork</td>
<td>Spectrum Holobyte</td>
<td>8.25</td>
</tr>
<tr>
<td>5</td>
<td>Houdi n' Poudj</td>
<td>Virgin</td>
<td>8.16</td>
</tr>
<tr>
<td>6</td>
<td>Power Poker</td>
<td>Electronic Arts</td>
<td>7.63</td>
</tr>
<tr>
<td>7</td>
<td>Shanghai-Great Moments</td>
<td>Activision</td>
<td>7.53</td>
</tr>
<tr>
<td>8</td>
<td>Lemmings Chronicles</td>
<td>Psygnosis</td>
<td>7.47</td>
</tr>
<tr>
<td>9</td>
<td>Multimedia Celebrity Poker</td>
<td>New World Computing</td>
<td>7.28</td>
</tr>
<tr>
<td>10</td>
<td>Bridge Olympiad</td>
<td>QQP</td>
<td>7.28</td>
</tr>
</tbody>
</table>

### TOP SIMULATION/SPACE COMBAT GAMES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Company</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wing Commander 3</td>
<td>Origin</td>
<td>10.57</td>
</tr>
<tr>
<td>2</td>
<td>TIE Fighter</td>
<td>LucasArts</td>
<td>10.26</td>
</tr>
<tr>
<td>3</td>
<td>MechWarrior 2</td>
<td>Activision</td>
<td>10.10</td>
</tr>
<tr>
<td>4</td>
<td>NASCAR Racing</td>
<td>Papyrus</td>
<td>10.01</td>
</tr>
<tr>
<td>5</td>
<td>U.S. Marine Fighters</td>
<td>Electronic Arts</td>
<td>9.86</td>
</tr>
<tr>
<td>6</td>
<td>U.S. Navy Fighters</td>
<td>Electronic Arts</td>
<td>9.60</td>
</tr>
<tr>
<td>7</td>
<td>Wings of Glory</td>
<td>Origin</td>
<td>9.59</td>
</tr>
<tr>
<td>8</td>
<td>Flight Unlimited</td>
<td>Looking Glass</td>
<td>9.51</td>
</tr>
<tr>
<td>9</td>
<td>Indy Car Racing</td>
<td>Papyrus</td>
<td>9.43</td>
</tr>
<tr>
<td>10</td>
<td>Aces of the Deep</td>
<td>Dynamix</td>
<td>9.38</td>
</tr>
</tbody>
</table>

### TOP SPORTS GAMES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Company</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>NBA Live '95</td>
<td>Electronic Arts</td>
<td>9.86</td>
</tr>
<tr>
<td>2</td>
<td>NHL Hockey</td>
<td>EA</td>
<td>9.86</td>
</tr>
<tr>
<td>3</td>
<td>Front Page Sports Football 95</td>
<td>Sierra</td>
<td>9.64</td>
</tr>
<tr>
<td>4</td>
<td>PGA Tour Golf 466</td>
<td>Electronic Arts</td>
<td>8.93</td>
</tr>
<tr>
<td>5</td>
<td>Front Page Sports Baseball</td>
<td>Dynamix</td>
<td>8.76</td>
</tr>
<tr>
<td>6</td>
<td>Hardball 5</td>
<td>Accolade</td>
<td>8.72</td>
</tr>
<tr>
<td>7</td>
<td>Hardball IV</td>
<td>Accolade</td>
<td>8.70</td>
</tr>
<tr>
<td>8</td>
<td>Tony LaRussa 3</td>
<td>SSI</td>
<td>8.12</td>
</tr>
<tr>
<td>9</td>
<td>Rugby World Cup 1995</td>
<td>Electronic Arts</td>
<td>7.91</td>
</tr>
<tr>
<td>10</td>
<td>Ultimate Football '95</td>
<td>MicroProse</td>
<td>7.75</td>
</tr>
</tbody>
</table>

### TOP STRATEGY GAMES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Company</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Warcraft II</td>
<td>Blizzard</td>
<td>10.60</td>
</tr>
<tr>
<td>2</td>
<td>X-COM</td>
<td>MicroProse</td>
<td>10.57</td>
</tr>
<tr>
<td>3</td>
<td>Command &amp; Conquer</td>
<td>Virgin</td>
<td>10.01</td>
</tr>
<tr>
<td>4</td>
<td>Heroes of Might &amp; Magic</td>
<td>New World Computing</td>
<td>9.65</td>
</tr>
<tr>
<td>5</td>
<td>Jagged Alliance</td>
<td>Sir-Tech</td>
<td>9.61</td>
</tr>
<tr>
<td>6</td>
<td>Warlords II Deluxe</td>
<td>SSG</td>
<td>9.79</td>
</tr>
<tr>
<td>7</td>
<td>Master of Magic</td>
<td>MicroProse</td>
<td>9.66</td>
</tr>
<tr>
<td>8</td>
<td>Warcraft</td>
<td>Blizzard</td>
<td>9.64</td>
</tr>
<tr>
<td>9</td>
<td>X-COM: Terror from the Deep</td>
<td>MicroProse</td>
<td>9.38</td>
</tr>
<tr>
<td>10</td>
<td>Merchant Prince</td>
<td>QQP</td>
<td>9.08</td>
</tr>
</tbody>
</table>

### TOP ROLE PLAYING GAMES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Company</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Anvil of Dawn</td>
<td>New World Computing</td>
<td>9.15</td>
</tr>
<tr>
<td>2</td>
<td>Might &amp; Magic: Clouds of Xeen</td>
<td>New World Computing</td>
<td>9.07</td>
</tr>
<tr>
<td>3</td>
<td>Ravenloft: Stone Prophet</td>
<td>SSI</td>
<td>8.98</td>
</tr>
<tr>
<td>4</td>
<td>Arena: The Elder Scrolls</td>
<td>Bethesda</td>
<td>8.83</td>
</tr>
<tr>
<td>5</td>
<td>Wolf</td>
<td>Sanctuary Woods</td>
<td>8.64</td>
</tr>
<tr>
<td>6</td>
<td>Stonekeep</td>
<td>Interplay</td>
<td>8.45</td>
</tr>
<tr>
<td>7</td>
<td>Menechmor란간</td>
<td>SSI</td>
<td>8.26</td>
</tr>
<tr>
<td>8</td>
<td>Ravenloft</td>
<td>SSI</td>
<td>8.15</td>
</tr>
<tr>
<td>9</td>
<td>Mordor</td>
<td>ToA</td>
<td>8.00</td>
</tr>
<tr>
<td>10</td>
<td>Dark Sun: Wake of the Ravager</td>
<td>SSI</td>
<td>7.64</td>
</tr>
</tbody>
</table>

### TOP WARGAMES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Company</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Panzer General</td>
<td>SSI</td>
<td>10.46</td>
</tr>
<tr>
<td>2</td>
<td>Steel Panthers</td>
<td>SSI</td>
<td>10.46</td>
</tr>
<tr>
<td>3</td>
<td>Rise of the West</td>
<td>RAW</td>
<td>9.63</td>
</tr>
<tr>
<td>4</td>
<td>Flight Commander 2 ManBidr</td>
<td>Avalon Hill</td>
<td>9.49</td>
</tr>
<tr>
<td>5</td>
<td>Stalingrad</td>
<td>Avalon Hill</td>
<td>9.38</td>
</tr>
<tr>
<td>6</td>
<td>Operation Crusader</td>
<td>Avalon Hill</td>
<td>9.36</td>
</tr>
<tr>
<td>7</td>
<td>Flight Commander 2</td>
<td>Avalon Hill</td>
<td>9.35</td>
</tr>
<tr>
<td>8</td>
<td>Custer's Last Command</td>
<td>Incredible Simulatiod</td>
<td>9.12</td>
</tr>
<tr>
<td>9</td>
<td>Tanks</td>
<td>SSI</td>
<td>9.00</td>
</tr>
<tr>
<td>10</td>
<td>Tigers on the Prowl</td>
<td>HPS Simulations</td>
<td>8.97</td>
</tr>
<tr>
<td>Game</td>
<td>Company</td>
<td>Type</td>
<td>Score</td>
</tr>
<tr>
<td>------</td>
<td>---------</td>
<td>------</td>
<td>-------</td>
</tr>
<tr>
<td>Warcraft II</td>
<td>Blizzard</td>
<td>ST</td>
<td>10.60</td>
</tr>
<tr>
<td>Wing Commander 3</td>
<td>Origin</td>
<td>SI</td>
<td>10.57</td>
</tr>
<tr>
<td>Steel Panthers</td>
<td>SSI</td>
<td>WG</td>
<td>10.46</td>
</tr>
<tr>
<td>Panzer General</td>
<td>MicroProse</td>
<td>WG</td>
<td>10.46</td>
</tr>
<tr>
<td>X-COM</td>
<td>MicroProse</td>
<td>ST</td>
<td>10.37</td>
</tr>
<tr>
<td>TIE Fighter</td>
<td>LucasArts</td>
<td>SI</td>
<td>10.26</td>
</tr>
<tr>
<td>DOOM</td>
<td>id Software</td>
<td>AC</td>
<td>10.24</td>
</tr>
<tr>
<td>MechWarrior 2</td>
<td>Activision</td>
<td>SI</td>
<td>10.10</td>
</tr>
<tr>
<td>Crusader: No Remorse</td>
<td>Origin</td>
<td>SI</td>
<td>10.01</td>
</tr>
<tr>
<td>Command &amp; Conquer</td>
<td>Virgin</td>
<td>ST</td>
<td>10.01</td>
</tr>
<tr>
<td>NASCAR Racing</td>
<td>Papyrus</td>
<td>SI</td>
<td>10.01</td>
</tr>
<tr>
<td>NHL96</td>
<td>EA</td>
<td>SP</td>
<td>9.85</td>
</tr>
<tr>
<td>U.S. Marine Fighters</td>
<td>Electronic Arts</td>
<td>SI</td>
<td>9.86</td>
</tr>
<tr>
<td>NBA Live '95</td>
<td>Electronic Arts</td>
<td>SP</td>
<td>9.86</td>
</tr>
<tr>
<td>Heroes of Might &amp; Magic</td>
<td>New World Computing</td>
<td>ST</td>
<td>9.85</td>
</tr>
<tr>
<td>Jagged Alliance</td>
<td>Atari Games</td>
<td>ST</td>
<td>9.81</td>
</tr>
<tr>
<td>Warlords II Deluxe</td>
<td>SSG</td>
<td>ST</td>
<td>9.79</td>
</tr>
<tr>
<td>DOOM II</td>
<td>id Software</td>
<td>AC</td>
<td>9.77</td>
</tr>
<tr>
<td>Dark Forces</td>
<td>LucasArts</td>
<td>AC</td>
<td>9.70</td>
</tr>
<tr>
<td>Master of Magic</td>
<td>MicroProse</td>
<td>ST</td>
<td>9.66</td>
</tr>
<tr>
<td>Front Page Sports Football 95</td>
<td>Sierra</td>
<td>SP</td>
<td>9.64</td>
</tr>
<tr>
<td>Warcraft</td>
<td>Blizzard</td>
<td>ST</td>
<td>9.64</td>
</tr>
<tr>
<td>Rise of the West</td>
<td>RAW</td>
<td>WG</td>
<td>9.63</td>
</tr>
<tr>
<td>U.S. Navy Fighters</td>
<td>Electronic Arts</td>
<td>SI</td>
<td>9.60</td>
</tr>
<tr>
<td>Wings of Glory</td>
<td>Origin</td>
<td>SI</td>
<td>9.56</td>
</tr>
<tr>
<td>Virtual Pool</td>
<td>Interplay</td>
<td>AC</td>
<td>9.52</td>
</tr>
<tr>
<td>Flight Unlimited</td>
<td>Looking Glass</td>
<td>SI</td>
<td>9.51</td>
</tr>
<tr>
<td>Flight Commander 2: Mission Bled</td>
<td>Avalon Hill</td>
<td>WG</td>
<td>9.48</td>
</tr>
<tr>
<td>Magic Carpet</td>
<td>Electronic Arts</td>
<td>AC</td>
<td>9.48</td>
</tr>
<tr>
<td>Full Throttle</td>
<td>LucasArts</td>
<td>AD</td>
<td>9.44</td>
</tr>
<tr>
<td>Indy Car Racing</td>
<td>Papyrus</td>
<td>AD</td>
<td>9.43</td>
</tr>
<tr>
<td>Gabriel Knight</td>
<td>Sierra</td>
<td>AD</td>
<td>9.42</td>
</tr>
<tr>
<td>Stalking</td>
<td>Avalon Hill</td>
<td>WG</td>
<td>9.38</td>
</tr>
<tr>
<td>Ace's Brother the Deep</td>
<td>Dynamix</td>
<td>ST</td>
<td>9.38</td>
</tr>
<tr>
<td>Operation Crusaders</td>
<td>Avalon Hill</td>
<td>WG</td>
<td>9.38</td>
</tr>
<tr>
<td>Flight Commander 2</td>
<td>Avalon Hill</td>
<td>WG</td>
<td>9.35</td>
</tr>
<tr>
<td>Sam &amp; Max Hit the Road</td>
<td>LucasArts</td>
<td>AD</td>
<td>9.33</td>
</tr>
<tr>
<td>Woonerf &amp; Schnibble</td>
<td>Sierra</td>
<td>AD</td>
<td>9.28</td>
</tr>
<tr>
<td>Fleet Defender</td>
<td>MicroProse</td>
<td>SI</td>
<td>9.25</td>
</tr>
<tr>
<td>System Shock</td>
<td>Origin</td>
<td>AC</td>
<td>9.19</td>
</tr>
<tr>
<td>Anvil of War</td>
<td>New World Computing</td>
<td>RP</td>
<td>9.15</td>
</tr>
<tr>
<td>Custer's Last Command</td>
<td>Incredible Simulation</td>
<td>WG</td>
<td>9.12</td>
</tr>
<tr>
<td>The Need for Speed</td>
<td>Electronic Arts</td>
<td>AC</td>
<td>9.12</td>
</tr>
<tr>
<td>Relentless</td>
<td>Electronic Arts</td>
<td>AD</td>
<td>9.12</td>
</tr>
<tr>
<td>Eccentric</td>
<td>Psygnosis</td>
<td>AD</td>
<td>9.12</td>
</tr>
<tr>
<td>Merchant Prince</td>
<td>OOP</td>
<td>ST</td>
<td>9.08</td>
</tr>
<tr>
<td>Heretic</td>
<td>id Software</td>
<td>AC</td>
<td>9.06</td>
</tr>
<tr>
<td>Might &amp; Magic: Clouds of Xeen</td>
<td>New World Computing</td>
<td>RP</td>
<td>9.07</td>
</tr>
<tr>
<td>Under A Killing Moon</td>
<td>Acclaim</td>
<td>AD</td>
<td>9.04</td>
</tr>
<tr>
<td>Caesar II</td>
<td>Sierra</td>
<td>ST</td>
<td>9.00</td>
</tr>
<tr>
<td>Tanks</td>
<td>SSI</td>
<td>WG</td>
<td>9.00</td>
</tr>
<tr>
<td>VGA Games</td>
<td>Tim Wessman</td>
<td>ST</td>
<td>9.00</td>
</tr>
<tr>
<td>Raven: Stone Prophet</td>
<td>SSI</td>
<td>ST</td>
<td>8.95</td>
</tr>
<tr>
<td>Tigers on the Prowl</td>
<td>HPS Simulations</td>
<td>WG</td>
<td>8.95</td>
</tr>
<tr>
<td>The Grandest Fleet</td>
<td>OOP</td>
<td>ST</td>
<td>8.95</td>
</tr>
<tr>
<td>Perfect General II</td>
<td>OOP</td>
<td>WG</td>
<td>8.95</td>
</tr>
<tr>
<td>Legend of Kyrandia</td>
<td>Virgin</td>
<td>AD</td>
<td>8.94</td>
</tr>
<tr>
<td>Transport Tycoon</td>
<td>MicroProse</td>
<td>ST</td>
<td>8.94</td>
</tr>
<tr>
<td>PGA Tour Golf 486</td>
<td>Electronic Arts</td>
<td>SP</td>
<td>8.93</td>
</tr>
<tr>
<td>Phantasmatologia</td>
<td>Sierra</td>
<td>AD</td>
<td>8.91</td>
</tr>
<tr>
<td>Mortal Kombat 3</td>
<td>GT Interactive</td>
<td>AC</td>
<td>8.89</td>
</tr>
<tr>
<td>Riddle of Master Lu</td>
<td>Sanctuary Woods</td>
<td>AD</td>
<td>8.88</td>
</tr>
<tr>
<td>Descent</td>
<td>Interplay</td>
<td>AC</td>
<td>8.86</td>
</tr>
<tr>
<td>Incredible Toons</td>
<td>Dynamix</td>
<td>CP</td>
<td>8.86</td>
</tr>
<tr>
<td>Incredible Machine 2</td>
<td>Sierra</td>
<td>CP</td>
<td>8.85</td>
</tr>
<tr>
<td>Hexen</td>
<td>Raven Software</td>
<td>AC</td>
<td>8.84</td>
</tr>
<tr>
<td>Hornet</td>
<td>Spectrum HoloByte</td>
<td>SI</td>
<td>8.84</td>
</tr>
<tr>
<td>Arena: The Elder Scrolls</td>
<td>Bethesda</td>
<td>RP</td>
<td>8.83</td>
</tr>
<tr>
<td>Carriers at War II</td>
<td>SSG</td>
<td>WG</td>
<td>8.82</td>
</tr>
<tr>
<td>Serf City</td>
<td>SSI</td>
<td>ST</td>
<td>8.80</td>
</tr>
<tr>
<td>Hardwood</td>
<td>Three-Sixty Pacific</td>
<td>WG</td>
<td>8.78</td>
</tr>
<tr>
<td>Front Page Sports Baseball</td>
<td>Dynamix</td>
<td>SP</td>
<td>8.76</td>
</tr>
<tr>
<td>Star Trek: TNG, Final Unity</td>
<td>Spectrum HoloByte</td>
<td>AC</td>
<td>8.75</td>
</tr>
<tr>
<td>Genghis Khan II</td>
<td>Koai</td>
<td>WG</td>
<td>8.75</td>
</tr>
<tr>
<td>Hardball 5</td>
<td>Accolade</td>
<td>SP</td>
<td>8.72</td>
</tr>
<tr>
<td>1830</td>
<td>Avalon Hill</td>
<td>ST</td>
<td>8.72</td>
</tr>
<tr>
<td>Hardball IV</td>
<td>Accolade</td>
<td>SP</td>
<td>8.70</td>
</tr>
<tr>
<td>Buried in Time</td>
<td>Sanctuary Woods</td>
<td>AD</td>
<td>8.65</td>
</tr>
<tr>
<td>Wolf</td>
<td>Sanctuary Woods</td>
<td>RP</td>
<td>8.64</td>
</tr>
<tr>
<td>King's Quest VII</td>
<td>Sierra</td>
<td>AD</td>
<td>8.64</td>
</tr>
<tr>
<td>Superheros of Nubis</td>
<td>Legend</td>
<td>AD</td>
<td>8.62</td>
</tr>
<tr>
<td>1942 Pacific Air War Gold</td>
<td>MicroProse</td>
<td>ST</td>
<td>8.61</td>
</tr>
<tr>
<td>Magic Carpet</td>
<td>EA</td>
<td>AC</td>
<td>8.51</td>
</tr>
<tr>
<td>Apache</td>
<td>Interactive Magic</td>
<td>SI</td>
<td>8.50</td>
</tr>
<tr>
<td>Werewolf vs. Cemani</td>
<td>Novalogic</td>
<td>SI</td>
<td>8.50</td>
</tr>
<tr>
<td>The Horde</td>
<td>Crystal Dynamics</td>
<td>AC, ST</td>
<td>8.50</td>
</tr>
<tr>
<td>Death Gate</td>
<td>Legend</td>
<td>AD</td>
<td>8.50</td>
</tr>
<tr>
<td>Star Trek: Judgment Rites</td>
<td>Interplay</td>
<td>AD</td>
<td>8.49</td>
</tr>
<tr>
<td>FX Fighter</td>
<td>GTE Entertainment</td>
<td>AC</td>
<td>8.46</td>
</tr>
<tr>
<td>1942 Pacific Air War</td>
<td>MicroProse</td>
<td>SI</td>
<td>8.45</td>
</tr>
<tr>
<td>Stonekeep</td>
<td>Interplay</td>
<td>AC</td>
<td>8.43</td>
</tr>
<tr>
<td>Dark Legions</td>
<td>SSI</td>
<td>AC</td>
<td>8.43</td>
</tr>
<tr>
<td>Lords of the Realm</td>
<td>Impressions</td>
<td>ST</td>
<td>8.42</td>
</tr>
<tr>
<td>Sim City CD-ROM</td>
<td>Interplay</td>
<td>ST</td>
<td>8.40</td>
</tr>
<tr>
<td>Cyclemania</td>
<td>Accolade</td>
<td>AC</td>
<td>8.37</td>
</tr>
<tr>
<td>Rebel Assault</td>
<td>LucasArts</td>
<td>AD</td>
<td>8.35</td>
</tr>
<tr>
<td>Hand Of Fate</td>
<td>Westwood Studios</td>
<td>AD</td>
<td>8.35</td>
</tr>
<tr>
<td>Ladderunner</td>
<td>Dynamix</td>
<td>ST</td>
<td>8.31</td>
</tr>
</tbody>
</table>

Games on unnumbered lines have scores equal to the line above. ★ = Top game of type. Red = New Game, AD = Adventure, RP = Role Playing, SI = Simulation/Space Combat, ST = Strategy, WG = Wargame, AC = Action, SP = Sports, CP = Classic/Puzzle. Games are retired after two years and become eligible for the Hall of Fame.
What’s the Deal With... Reviewing?

By Martin E. Cirulis

It’s the day after New Year’s as I write this. While the hangover finally fades, and the last of the holiday visits become merely chaotic memories, I have time to ponder a conversation that came up at least a half-dozen times over the past couple of weeks. You all know how the holidays are. You end up at endless little gatherings talking to people you haven’t seen since last Christmas (at least). The usual topics come up: “How are the kids?” “Cold enough for you?” and, inevitably, “How’s your work?” Well, when you write for a living, the work question gets a little complicated, but eventually I mention that one of my gigs is reviewing computer games. Now, if I’m talking to someone familiar with our odd little hobby, their expression is one of uncorked lust and envy, and usually followed by, “Free games...cool! I wish I could get a job like that.”

In the spirit of the holidays, I usually smile back and say something humble and encouraging, instead of cackling madly while I count off the number of copies of MechWarrior 2 I’ve received. But after a few of these exchanges and some of the more gib on-line comments I’ve been reading of late, I’ve begun to wonder if maybe somebody shouldn’t clear up what this whole deal is about and point out that it isn’t a bed of virtual roses.

Now, don’t get me wrong, reviewing isn’t exactly like getting up at 6 a.m. to dig ditches or lug forty-pound boxes of paper around a warehouse. It’s pretty sweet for the most part—but it has tedium and agonies all its own.

I won’t even bother getting into the actual writing: I’ll just leave hopefuls out there with the thought that spending countless hours playing games gives you the background knowledge to do the job. But it helps to have spent countless hours reading, everything from cereal boxes to Ayn Rand to Shakespeare, if you want to be able to write about what you know in a way that will keep somebody awake.

And of course, there is the sheer work of playing a game from beginning to end in just two or three weeks. Yes, I said “work.” Oh, I can hear you snorting out there, but think about it for a moment. The time I spend on a Commander & Conquer is a treat, but imagine, for a moment, having to put the same time into the likes of Total War or the first version of Outpost.

But the highest price to pay for doing this job professionally is that it takes some of the fun out of the whole thing. You eventually lose your ability to play something just for the heck of it without a part of your brain noting the pros and cons. Like a musician who can’t turn off their critical ear for a night of clubbing, you can’t have a simple opinion about a game. “This sucks” is okay when you’re a lucky consumer, but when you have to have a half-dozen reasons for every feeling about a game, just in case some rabid PR rep cries “foul,” it takes the simple pleasure out of things.

Of course, this kind of noble sacrifice of gaming pleasure and hard-earned writing skill feels completely wasted the first time you come across some Net-wit going on and on about how a magazine you’ve written for is pointless to read, because “we all know that the reviews are slanted toward big companies/advertisers.” Apart from how incredibly insulting that sort of twaddle is, it is ironic beyond belief. Not only have I never had the gush of a review tinkered with by any Editor I have worked for (in CGW or others), but the only time I have been tempted to “go easy” on a game is when it is from a small company. I honestly feel bad when I know I am about to do harm to a small software house—a house that probably tried its best, with limited resources—by telling the public that only a demented Yak would enjoy their game. If that’s the truth, then I have no choice but to give you folks the bottom line. Sometimes that doesn’t make it feel any better.

I’m sure most of you are not in tears over the plight of the computer game reviewer, but as you go through the scads of critical, accurate and sometimes even entertaining reviews you find month after month between these pages, spare the odd thought for the writers. Sure it’s cool, but it’s not all just free games.

"Free games...cool! I wish I could get a job like that."
There Once Was A Time When There Were No Interact Flight Controllers. Oh, The Humanity.

You need control up there. Interact's line of high-end controllers are the tools that can help maximize your firepower and make complex aerobatics easier to execute. It's hard to imagine what life was like before controllers this good were available. But it couldn't have been pretty.

**FLIGHT FORCE FIRE CONTROL SYSTEM™**
Combine this powerful, metal-base unit with any joystick to add 36 special programming slots to your weapons arsenal! Includes four-position tension-wheel throttle, LED indicators, and a multi-viewer key!

**PC FLIGHT FORCE PRO™**
This stick’s spring mechanism utilizes revolutionary compression technology to give you top performance and durability! Equipped with four fire buttons, auto-centering, and X and Y-axis trim controls! A metal base provides extra stability, and calibration software allows total customization to your favorite sim!

Circle Reader Service #201

Check out the Interact Web Site at: http://www.interact-acc.com

**PC ProPAD 4™**
Master arcade-style PC games with four fire buttons, two auto-fire modes, and smooth eight-way directional control!

By INTERACT MULTIMEDIA PRODUCTS

Make your own avatar!
WING COMMANDER
THE PRICE OF FREEDOM

The epic sequel to the best selling interactive movie ever!

A civil war threatens the Confederation.

Only you can stop it.

- Shot just like a movie — on film, not video
- A cast of favorites, including Mark Hamill, Malcolm McDowell, John Rhys-Davies and Tom Wilson
- Unsurpassed production quality
- Detailed Hollywood studio sets
- 16-bit color
- 16-bit Dolby surround™ sound
- Full digital music throughout the game
- New ships, HUDs, weapons and targeting system

http://www.ea.com/origin.html
Electronic Arts® Direct Sales 1 800 245-4525

© 1995, ORIGIN Systems, Inc. Origin Interactive Movie and The Price of Freedom are trademarks of ORIGIN Systems, Inc. Origin and Wing Commander are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. Dolby and the double-D symbol are trademarks of Dolby Laboratories Licensing Corporation.

Circle Reader Service #148