WARNING!
WARNING! YOUR HARD DRIVE

DARK REIGN 2

Face real-to-life warfare with true line-of-sight, realistic scale and accurate physics.

SOLDIER OF FORTUNE

Play from the traditional full 3-D RTS view or zoom into the action for sharper detail.

Track and kill through a variety of first-person shooter indoor/outdoor combat situations.

Blow your cover as a modern-day mercenary and become a living, breathing, human target.

ACTIVISION

PANDAIC

ACTIVISION

The Mesquites is a trademark of Activision, Inc. © 1997 Activision, Inc. Pandemic is a trademark of West Interactive, Inc., a Triada company. All rights reserved. Licensed by Activision. Soldier of Fortune © 1998 Activision, Inc. Developed by Raven Software Corporation. Published as Activision. All rights reserved. All other trademarks and logos are the properties of their respective owners.
VAMPIRE: THE MASQUERADE
REDEMPTION

Live the unlife of a vampire and determine his destiny over 800 years in a thrilling RPG.

Survive a stunning 3-D world from medieval Prague to modern New York.

BATTLEZONE II

Command an extensive range of vehicles, buildings and units in the explosive sequel.

Annihilate enemies, organize troops, manage resources, and snipe other soldiers.

Coming Soon to SoftwareForPCs.com
QUAKE III ARENA™
1999

Level by level, the all-new single-player experience delivers the intensity of a live deathmatch.

Fear goes state-of-the-art with smothering fog, flickering shadows and retina-searing effects.

Experience multiplayer Internet Deathmatches with bristling response times and controls.
Finally, a starship naval combat game worthy of the name Star Trek®

Using data from the best-selling strategy board game, Star Fleet Battles, Starfleet Command puts you in the captain's chair for the most amazing real-time space combat experience ever created.


Experience a 30 year campaign that takes you from Lieutenant Commander of a Frigate to a Rear Admiral in control of a task force including Destroyers, Heavy Cruisers, and Dreadnoughts.

Every good tactician knows there's a fine balance between speed and raw power. Choose from four classes of ships and over 50 3-D rendered hull designs.
Star Trek: Starfleet Command

Command over 50 unique campaign missions generated by the Dynaverse engine, and reenact classic scenarios from the original series.

Pledge allegiance in the Klingon Empire, the United Federation of Planets, the Romulan Star Empire, the Hydran Kingdoms, or the Lyran Star Empire.

Multiple tutorials and technicals will introduce the controls necessary for you to take command.

Numerous multi-player options include 'Pass the Tribble' and cooperative Starbase Assault with up to 6 players. Or go head-to-head via modem or serial cable.

www.interplay.com/sfcommand.html
Strap yourself into the ultimate hot seat

"A choice blend of impressive technology and original gameplay..."
NextGeneration

"Flying and dealing death from Arokh's back is an undeniable blast"
Online Games Review
This is DRAKAN Order of the Flame. A fantasy world replete with ever-present danger and the dark remnants of an ancient war. Bonded by an age-old alliance are Rynn, a quick-witted skillful warrior and Arokh, her powerful draconian steed. Together they embark on a treacherous journey to defeat a dark plot to destroy the world of DRAKAN.

Experience the thrill of flying through vast, breathtaking 3D worlds. Master 50 different hand-to-hand combat weapons, employ up to five magical items and rule the skies with five different dragon attacks. Multiplayer support for up to eight players lets you reign supreme over Internet or LAN.

"DRAKAN has 'play me' written all over it."  
PC Gamer

"DRAKAN has pure visual elegance."  
Adrenaline Vault

www.dranak-game.com
IT'S A BEAUTIFUL DAY
IN THE NEIGHBORHOOD...
EXCEPT FOR THREE DOMINATE SPECIES
TRYING TO ANNIHILATE EACH OTHER.

Playing as 3 unique species, Giants: Citizen Kabuto will take you to surreal worlds combining 3D arcade action, blow-your-mind graphics, a dash of strategy and a few dodgy laughs. All of which make a perfect canvas for sheer brute savagery in a single or multiplayer ass whuppin' experience.

So, shut all the doors, turn off the lights, and wheel Grandma into the garden —

Giants: Citizen Kabuto™
IS COMING!

The Species -

KABUTO
A giant, ferocious beast, ten times the height of any opponent. He has no sensitive side—everyone who comes near him is an opponent, who'd look better dead.

MECCARYN
A high-tech and crafty race who rule the sky with ingenious military formations and awesome fire power.
SEa Reapers

A species of lovely, ethereal females who can decimate enemies with the cast of a spell and still retain their vixen charm.
They want you dead.

Use the Heads-Up-Display and View Points Monitor to track the war around you.

You choose the target. Destroy entire buildings and rain rubble down on unsuspecting enemies!

Command your Lancemates to ward-off the enemy while Mobile Field Bases repair your 'Mech.

35 weapons and a new targeting system let you pick away at enemy 'Mechs.
WHAT DO YOU WANT?

MECHWARRIOR 3

In the 31st Century, there is no mercy. Join the Inner Sphere’s strike team as they prepare the annihilation of the deadly Smoke Jaguar Clan. You’ll have over 20 missions, 18 fully customizable ‘Mechs’ to climb into, and enough weapons to flatten a mountain range. Not only is this the most immersive MechWarrior experience to date, but there’s also an all-new target acquisition system, and more battle environments than ever before. But watch your back! This fight is for survival.

www.mechwarrior3.com

DO or DIE!

In Stores Now!
The push to bring multiplayer gaming to the masses is on, with **Quake III: Arena, Team Fortress 2,** and **Unreal Tournament** hoping to capture the trigger fingers and wallets of John Q. Gamer. After exclusive playtesting of these hellaciously hot titles, we tell you which shooter packs the most deathmatch punch and which will capture the team player flag, and we make our fearless prediction as to how this battle of the titans will wind up.

**Cover Story**

**Blood Feud**

Double your pleasure, double your fun: Assail your victims in realtime over the Internet with these cool new headsets. If you’re looking to improve your gaming experience with voice support, our technical gurus will set you straight on which audio solution is best for you.

**Internet Audio for Gamers**

In a lull between big games? Take some time to tune up your system. From defragging your hard drive to adjusting your swap file and disk cache settings, there are several things Loyd Case recommends for getting more from your system.

**Speed Up Your PC for Free!**
PREVIEWS

MiG Alley
Big fast jets fighting other big fast jets in Korea. Who could ask for more? .......... 62

Desert Fighters
Hunt some Desert Fox in the latest WWII sim from the guys who brought you ACES OF THE PACIFIC. ......... 66

Flash Point
Interactive Magic's gritty World War III combat game jumps aboard the action/strategy bandwagon. .......... 71

Need for Speed: High Stakes
Fender-bending, gear-grinding, tire-shredding racing mayhem the way God intended it. .......... 73

Battlezone II
The sequel to CGW's Action Game of the Year leaves the solar system for more alien-busting, hovertank warfare. .......... 58

Drakan
Lara Croft may pack an Uzi, but DRAKAN'S Rynn has an enormous, fire-breathing dragon between her legs. Will third-person action gaming ever be the same? .......... 60

READ.ME

- SCOOP! HALF-LIFE: OPPOSING FORCE revealed.

- I-Magic's WARBIRDS team resigns.

- Denny Atkin's Gadgets for Gamers.

- Interview with COMMAND & CONQUER's "Kane."

GAMER'S EDGE

Civilization: Call to Power
Whether you're a peacenik shooting for the stars or a warlord looking to grind your enemies under the heel of your boot, Terry Coleman and Johnny Wilson have the info you'll need to put your society on top.

Heroes of Might & Magic III
Elliott Chin shares the strategies on towns, heroes, and combat that have made him a beastmaster to be feared.

CG Tips
X-WING ALLIANCE, MADDEN 99, EVERQUEST, ARMY MEN 2, and more!

DEPARTMENTS

Johnny Wilson Violence, games, CGW, and ratings .................................................. 21
Denny Atkin Are flight sims dead? ........................................................................ 26
Letters Email missives and submissives .................................................................... 31
On the CG-ROM Demos, tools, and goodies on CD ..................................................... 41
Reviews Introduction .................................................................................................. 119
Top 100 Readers rate the top games ........................................................................ 188
Greenspeak 50,000 years of gaming goodness ........................................................ 190
Advancing the Front Lines...

BATTLE

Battlezone Critical Acclaim:

Action Game of the Year
CGW and PC Games

PC Gamer's Choice Award
PC Gamer

93% Editor's Choice Award
CGW

Action Game of the Year Runner-Up
Strategy Game of the Year Runner-Up

Coming Soon To
SoftwareForPCs.com

Activision is a registered trademark of Activision, Inc. © 1998, 1999 Activision, Inc. Battlezone is a trademark of Atari Interactive Inc., a Hasbro company. All rights reserved. All other trademarks and trade names are the properties of their respective owners.
Advanced Action
Command an extensive range of vehicles in specialized missions including night, sniper, infiltration and paratroop combat, plus fast-paced out-of-tank warfare.

Advanced Strategy
Be prepared to alter your plan of attack as intelligent A.I. learns as it racks up kills. Risk it all in highly-evolved Instant Action and Instant Strategy modes.

Advanced Graphics
Coordinate full-scale attacks as morphing 3-D units, destructible terrain, and incredible explosion and weapon effects intensify the killer gameplay.
Sequel to the
Highly Acclaimed Award Winning Baseball Game.

· 1998 Game of the Year, from "Gamersvoice/Perfect Game" Web site
· 1998 Baseball Game of the Year, WarZone.Com
· 1998 Best AI in a Sports game, WarZone.Com
· 1998 Best Hands-On Gameplay in a Sports Game, WarZone.Com
· 1998 Top 10 Sports Games, Sports Gaming Network (only baseball game in Top 10)
· 1998 Top 10 Sports Games, PC Sports Games

"Top-notch arcade play; the best baseball game AI." - PC Gamer
· TruPlay™ AI guarantees true-to-life base running, fielding, and managing
· Motion-captured polygonal players in a 3D environment ensures authentic Major League™ gameplay
· Broadcast-style camera angles and VCR features allow you to replay the action from any angle*

"...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch." - Family PC
· Blazing fast gameplay and all the action of a highlight real
· Pro-style interface that brings you into the game
· Head-to-Head Multi-player action via LAN, modem, or Internet*

"This game feels like baseball...great gameplay, and super AI. No other game does these things." - PC Sports Games
· New Major League Baseball® team rosters, 1999 MLBPA player rosters and 1998 season stats
· Career Mode includes a realistic aging curve, player retirement, and new rookie prospects*
· Make blockbuster deals with Multi-player trades and Manage-only mode to control key aspects of gameplay*

*PC version only

"This is the best baseball game, satisfaction guaranteed." *
- Trip Hawkins, President, 3DO
“...the single most realistic and exciting baseball game on the market.”

-Sports Gaming Network

www.majorleaguebaseball.com
GET READY TO COMMAND THE FUTURE!

EXCITING NEW STRATEGIES AND UNITS
Jump Jet Infantry, Hover Tanks, Tunneling APC’s, Hunter Seekers, Laser Fences, Mechanized Battle Units, Firestorm Defense and many more!

FIGHT ON DYNAMIC BATTLEFIELDS
Where nature itself provides tactical opportunities – destroyable and deformable terrain, forest fires, treacherous ice fields, flying shrapnel, shock waves and crashing debris!

NEW INTERNET TECHNOLOGY AND MULTIPLAYER SUPPORT
Play for free* on the definitive Internet battleground – Westwood Online, where connectivity is now blended into the game so online action is just a few clicks away!
COMMAND & CONQUER
TIBERIAN SUN

"THE CHAMPION IS BACK."
Computer Gaming World

COMING SUMMER '99

Westwood STUDIO
www.westwood.com

ORIGINAL COMMAND & CONQUER
the heat is on...
Key features

- Includes all 22 cars, 16 circuits and official data from the 1998 Formula One World Championship Season.

- Fantastic graphics and speed. Plus 3D card and Force Feedback support.

- Accurate simulation and fun-to-play arcade modes.

- 20+ camera angles and ability to create your own new camera positions.

- Multiplayer support for up to 12 players.

- Informative helicopter fly-over of each circuit.

OFFICIAL FORMULA 1 RACING

Survival of the fastest. Out Now.

www.eidos.com
Go to #193 @ www.computergaming.com/infolink
The German supply train approaches. You've secured the charges... Your team is ready, concealed amongst the trees on the other side of the river. Perfect... But only if you detonate the charges at the right second... A few moments hesitation and your team will be torn to pieces by the heavy machineguns on the guard wagon!

*Up to 40 different characters to choose from
* Motion Captured 3D Characters
* First & Third person perspective
* Unique and simple control of up to four soldiers
* State of the art "Insanity" engine produces unrivalled terrain & full 3D accelerator support
* Over 20 missions across the graphically varied terrain of Norway, Germany, & Italy

Hidden & Dangerous
S. A. S.

In Stores August '99!

Execute missions at night in the fog and rain!
Violence and Gaming
Is Our Hobby Prone to Self-Inflicted Wounds?

I’ve always believed that there is a healthy, cathartic side to violent games. I’ve always hoped that they would stave off violence in real life rather than contribute to it. I still believe that, in general, they help rather than hurt. But I have to admit feeling a little shaken by the horrors of late April. I’ve been feeling grief for both the victims and the survivors of Columbine High School, that listlessness and numbness that keeps you from being able to concentrate as you should. The grief was exacerbated when I received my subscriber copy of Computer Gaming World. I had forgotten that we had shown Max Payne firing down a corridor. It was a subway corridor, and Max is an undercover DEA agent firing at perpetrators, as opposed to innocent students, but the scene looked shockingly familiar. As the subscribers began to receive their copies, many began to suspect that we had cynically created the cover to gain notoriety or shock value from the horrors that the people in Colorado had experienced. Several subscribers admitted being fans of first-person shooters, but felt shocked and disturbed by the image.

If the cover made you feel uncomfortable because it seemed related to the shooting, I apologize. It was simply a bizarre coincidence. We would have never designed a cover based on such a tragedy. Those covers were printed and in the mail prior to the shooting in Colorado. Of course, that isn’t the real issue.

The real issue is why a national publication would depict a violent act on the cover when, as the analysts have suggested in the wake of the tragedy, computer and video games may be a large part of the problem. The simple answer is that we don’t believe that computer and video games are a large part of the problem. We believe that there is a positive, cathartic effect in simulated violence. Violence in computer games is not intended to encourage the slaughter of unarmed innocents. Video games are a temporary escape from real life, not tutorials for a tragic end to life. We in no way condone the actions of disturbed minds unable to make such a distinction.

Violence is used in story-telling media to reflect those dangerous, heroic situations where someone we care about manages to restore order out of chaos, redress wrong, and give us a sense of hope. In film, books, comics, and music, violence is used as graphic hyperbole to raise the stakes and make us pay attention. Violence tends to work in media because it is something we don’t all experience, something far enough out of the ordinary that we can suspend our disbelief.

This does not mean that we whitewash the fact that violent media is a part of the problem. Along with thousands of other causes (parental abdication of responsibility, easy access to weapons, social stigma, lack of unifying moral frameworks, high student-teacher ratio, lack of school security, and so on), violent media can play a role in such tragedies. Merely because some of us can suspend our disbelief and recognize the unreal nature of computer game violence doesn’t mean that everyone is capable of making that distinction between reality and imagination. Young minds and disturbed minds are sometimes not capable of filtering the exaggeration from the reality. For this reason, Computer Gaming World has advocated content labeling (clear, specific, and highly visible on the front of the box) for all games since 1990. We recognize the responsibility of publishers and creators to inform their customers about the contents of their products. We believe this protects freedom of speech and expression in the long run. It also gives parents a chance to monitor what their impressionable children are playing, but does not guarantee that they will do so.

Some readers will rightly point out that the games are rated. Yet, I believe that the current ratings are inadequate. Age-related terms like “Teen” and “Mature” do not inform consumers about what is in the box that makes these games suitable for older kids or adults. Descriptions on the back of the box do little to describe the extent of the violence or adult language. Even with the RSAC rating system’s thermometer representing the degrees of violence and language, the descriptions are often printed in miniscule type. Parents need to be able to tell at a glance what is in the products.

Let’s change the ratings system. It’s time for everyone in our industry to come together and agree on one universal set of icons and descriptions. Let’s help people make informed decisions, and let’s take responsibility as an industry rather than having lawmakers and reactive citizens impose restrictions on us.

I’ll be waiting with great curiosity, and not a little consternation, as events unfold.
FIND THE TRUTH.

In the remote French village of Rennes-le-Château centuries of questions culminate in one frightening moment in time.

NOW.

MARCH 12, 1295. CAMPAGNE-SUR-AUDE
The Knights Templar build a lookout post at the summit of Bezu. For years, these elite soldiers of God stand guard over an unknown treasure.

JUNE 20, 1972. POUSSIN'S TOMB
An actual tomb—identical to the one in Poussin's 1641 Les Bergers d'Arcadie—is discovered near Arques. The crypt is said to have held the mysteries of God.

TODAY. RENNES-LE-CHÂTEAU
Gabriel and Grace follow a stolen child to this small French village. The riddles and mysteries they will encounter guard the most tightly held secret of all time.

blood of the sacred
GABRIELKNIGHT3
blood of the damned

A 3D MYSTERY ADVENTURE

www.sierrastudios.com

© 1999 Sierra On-Line, Inc. All Rights Reserved. Sierra, Sierra Studios, Gabriel Knight, and Blood of the Sacred, Blood of the Damned, are trademarks of Sierra On-Line, Inc.
MARCH 17, 1244. MONTSEGUR
A mysterious treasure is smuggled out of the Cathar fortress of Montsegur. Two days later the remaining “heretics” are slaughtered by the crusaders of Pope Innocent III.

AUGUST 2, 1940. PAS DU LOUP
Adolf Hitler dispatches a small division of soldiers and archaeologists to search for a “treasure of immense wealth” said to be hidden within the valley. The project is soon abandoned.

JUNE 1, 1885. ST. MARY MAGDALENE’S
The ancient village receives a new parish priest, Bérenger Saunière. While renovating the abbey, he makes an unsettling discovery in a hollow column. Soon after, Saunière has wealth enough to refurbish the entire village.

JANUARY 22, 1922. VILLA BETHANIA
After hearing his final confession, a neighboring priest rushes from Saunière’s deathbed, refusing to administer last rites. Never sharing what transpired, he was said to have lived the rest of his life in torment.

Solve a true, historical mystery within a surreal, captivating story line.
Control your point of view using unlimited camera movement.
Navigate stunning, real-time rendered 3D environments.
TO SAVE THE WORLD, SOMETIMES AN ANGEL NEEDS

MESSIAH IS COMING.

Bob is a working-class angel who gets asked by the Big Man to "Bringeth himself to mop up some crap going down on earth." He's given the power of possession and uses sinners to slay sinners. He can enter over 50 characters and exploit them to mutilate, sneak, impale, charm and creatively decimate other scum but it takes strategy to decide which characters to possess...

For the sake of good, you get to become the scum of the earth, with 60 sin-filled choices.

Cops, dwellers, behemoths, priests, bouncers, waitresses, prostitutes, sub-girls, bondage dancers, digolds, demons, chots, high priests, welders, nuclear workers, medics, technocrats, bartenders, gun commanders, dwarfs, pimfs, lickers, riot cops, monsters and animals.

www.messiah.com
THE POWER OF A DEVIL.

Technology

RT-DAT technology creates the most detailed characters your machine can handle. Models are created with over 100,000 polygons and scaled in real time to suit your machine.

Advanced Neural Net AI pushes the limits of character intelligence. Squad mentality and group dynamics are constantly changing, creating unlimited replayability.

14 huge worlds feature portal technology, specular real-time volumetric lighting, streaming video and audio, and morphing environments!

Support for all major 3D accelerators (though not required) as well as 3D sound support.

Pinpoint firing accuracy and realistic damage. Enemies can be impaled against walls, decapitated or simply wounded.

Characters

As Bob you can possess and control any of over 50 characters in the game. From prostitutes to hurling seraphs, the characters you possess determine your strategy.

Use a cop to blow away your enemies, grab the scientist to sneak into the labs or use a hooker to lure the guards away from their posts.

All characters have real skin covering their bones resulting in skin that wiggles and stretches in all the right places.

Blended motion capture data with hand animation make everyone in Messiah look and move realistically.

Weapons

With over 20 different weapons at your disposal, as well as your enemies - this mini-apocalypse is sure to get messy. Rocket propelled harpoons, needle guns, rocket launchers, flame throwers, grenades and mines are just some of what you'll find in your arsenal!

Weapons do real, permanent damage to the environments and dead bodies stay where they fall. None of that 'fade to nothingness' crap.

MESSIAH

INTENDED FOR MATURE AUDIENCES ONLY

Shiny Entertainment, Inc. All rights reserved. Messiah is a trademark of Interplay Productions. All rights reserved. All other trademarks and copyrights are property of their respective owners.

Go to #166 @ www.computer gaming.com/index.html
Sims Are Dead
But Worry Not, Fearless Readers—
It's Just a Product Cycle

You have a great idea for a flight sim, one set to be the most realistic and entertaining air combat experience in years. You've scripted an adventure game with twists and turns that bring readers in as deep as a Stephen King novel, and dialogue rivaling that of John Irving. They're efforts that would get great reviews and make the most jaded gamers happy. The only problem is, you'll never get the funding to make them. The big publishers aren't interested.

At least, that's what discussions with numerous developers at the 1999 Game Developers Conference indicate. Game publishing has turned into a buyer's market, thanks to all the consolidation in the entertainment software market. There are so few companies with the resources to get a product onto today's crowded shelves that they can dictate strict terms and tight budgets to today's game developers. They want to produce—far more so than the typical wargame. Add the cost of getting a product to store shelves, and you have genres that not many startups can afford to risk supporting.

Good Times, Bad Times
A shift away from sims and adventure games is already evident. EA's Jane's line will be down from three teams to a single internal development group after A-10 WARTOGH ships. Dynamic has shelved the ambitious ACES OF THE PACIFIC 2 in the closet and cancelled X-FIGHTERS, choosing instead to do the more incremental DESERT FIGHTERS title. Activision, bitten by FIGHTER SQUADRON hitting a market already saturated with WWII sims, isn't likely to revisit the genre. And if you heard buzz on the Internet about a huge company developing a hot new sim using a breakdown team from SI-27 FLANKER, stop anticipating. That project has been cancelled.

It's hard to do the flight-sim equivalent of an indie film when they require Independence Day budgets.

Is it time to get depressed and start honing your 3D shooter skills? Nope. The industry has always been cyclical. Every company is sure its shooter or sports title will be the next half-million seller. But for every HALF-LIFE, there are a dozen TREASURES. And as the "mainstreaming" trend widens, the potential for failure of these genres will increase, as the shelves fill with "me too" products.

You won't see many flight sims or adventure games in the year 2000. But once dozens of other kinds of products fail, companies will look for new ways to get back on top. They'll dig out some sim designs and adventure stories and we'll be back in business. In the meantime, there'll be plenty of HALF-LIFE and ALPHA CENTAURi knockoffs to play.

You can help. Write the companies (on paper, not via email) and tell them what kinds of games you want. Get your friends to do the same. A few thousand requests for a good Pacific air war sim will get noticed.

Denny really wrote this column to get everyone in a sour mood so they'd stop laughing at Jeff Green's inane ramblings. Chide him at denney_atkin@zcd.com.
Racers, start your mayhem. Grab hold of one of 10 wild vehicles and race through the windy streets of Chicago, where you'll have to deal with tough opponents, alleyways, drawbridges, newspaper racks, tunnels, and the police. Throw in five race modes and over 50 city landmarks, and there are plenty of sights to see. Just don't drive like a tourist.

0-60 (off a skyscraper)? Yes.

See more action at www.microsoft.com/games/midtown
THE EARTH IS MOVING AT 66,705 MPH. FOR SOME, THAT'S JUST NOT FAST ENOUGH.

"A very true-to-life physics model and all of the elements you would find in an AMA event."
- PC Gamer

"A total focus on realism... race fans had better keep their eyes on this."
- Next Generation Online
High-performance Racing Simulation

State-Of-The-Art
Realistic Physics Model

Exclusively Licensed by the
American Motorcyclist Association

Officially Licensed AMA Tracks

Officially Licensed
Superbike Manufacturers

Worldwide Multiplayer Internet
Racing via Motorsims Racing Network™

Race Against up to 30
Computer-Generated Riders
with Stand-Alone PC Play

AMA
AMERICAN MOTORCYCLIST ASSOCIATION
SUPERBIKE

Take your adrenal glands headlong into the white-knuckle world of competitive racing. Get personal with the asphalt at over 160 mph. Experience a day of AMA Superbike racing down to the smallest detail. The physics are real. The chassis tuning and engine setup are real. The feedback from your bike is real. The skills you need to win are real.

This is AMA Superbike. This is as real as it gets.

"Aims to take the superbike racing scene to a new level."
- Games.net
Legends of treasures lost and monsters to be defeated abound in the region. Almost all have at least some basis in truth. Are you up to the task? Will you return with even more fame than you accumulated in your previous travels? Or will you journey off; never to be heard from again—the source of your own legend, in turn...?

Continue your adventures with the character you created in the original game.

Join up with new friends or meet old enemies.

More powerful spells, talkative NPCs, and additional enchanted items to be found.

Multiplier support - up to 6 players via modem, LAN, or Internet.

www.interplay.com/bgtales
Computer Gaming and Real Violence

The June cover is a very unfortunate coincidence. With the Littleton, Colorado, tragedy very fresh in all of our minds, the image of a ruthless gunman in a black coat in what appears to be a public hallway can only serve to be an unpleasant and painful reminder to many, including myself. The caption, "Playing G.O.D.," only makes it harder to look at. I know what G.O.D. means and you know what it means (Gathering of Developers), but non-game players probably will not, nor will they care. I respect and admire your editorial staff, and enjoy your publication very much. I feel that you show respect for your audience, and demonstrate consistently good editorial judgment.

While I know that magazine preparation times are long, and this issue went to press many weeks, if not months, before the events of last week, it may be time for the gaming industry as a whole to look pretty hard in the mirror of public opinion and, at the very least, leave these types of images to the inside of products (be they magazines or box art; many of the ads, over which you have no control, are as unpleasant). In no way do I condemn you, other magazines, game developers and publishers, or the gaming public. The games did not cause this tragedy, any more than the guns killed those people. Twisted minds did. If the gaming industry wants to avoid increased scrutiny, regulation, and censorship, however, a little self-restraint may be in order. The time, in my opinion, is now.

Brian Fitzpatrick
Via the Internet

In the wake of the Littleton, Colorado tragedy that claimed the lives of 15 people, including the two gunmen, it is eerie that your magazine's cover depicts the upcoming game from G.O.D. with a young-looking character firing off rounds towards the reader. Now I know that neither your magazine nor the G.O.D. developers could've possibly foreseen the tragedy at Littleton, but what I would like to make a point about is the renewed attack on our hobby by those who think the games we play push kids to violence. It is no secret that some of these games are brutal, with shooting, blood, and gore as the order of the day. I am 31 years old, and I admit to being a first-person-shooter addict, but somewhere along the line in my upbringing, my parents taught me the difference between right and wrong. I fear that this is sorely lacking in today's society. We play these games as a matter of escape from reality, to perhaps relieve stress or take on the persona of someone we know we'll never end up being. As parents, friends, and peers, we must continue to remind our children and each other that these, after all, are just games...and not blueprints to test the boundaries of reality.

Rick Perry
Via the Internet

I have been reading your magazine for several years now, and it is with a very heavy heart that I ask you to cancel my subscription. The latest issue of your magazine offended me and my family greatly. My seven-year-old son asked me: "What does this mean... 'Playing G.O.D.'?... Why are you reading a magazine that makes fun of God?" Also, when I flipped through the pages of this issue, it amazed me how graphic the violent images have gotten. I wonder if the boys in Colorado read your magazine and played the horrible games that the computer industry is now publishing. It amazed me when one of your reviewers a couple of issues back said that he was giving a game a lower rating because it was not graphic enough in its portrayal of violence (not enough gibs! I believe he was the way he put it). A few pages into your latest issue, an ad read... "Why not kill your friends for $50,000? You can always buy new ones." It is this type of insensitivity that will lead many kids to copy the acts of the ones in Colorado. I hope that someone in your industry will help do something to address the violence issue before more kids suffer the same fate as those in Littleton.

John Dyer
Via the Internet

We received many letters about our June cover in light of the tragedy in Colorado. Needless to say, we were shocked and horrified, like the rest of the world, by those events, and sincerely apologize to anyone who perceived a resemblance between our cover and that tragedy. For what it's worth, readers should know that the image depicts a federal agent, firing a gun in a New York City subway. The cover was created and sent to our printer weeks before the events in Littleton, and it was mailed to subscribers on April 19—one day before the shooting. Despite that, we apologize to anyone who was offended by the image. Please see Johnny Wilson's editorial this month for more on the issue of violence in computer gaming.

HEROES III Missing Page Debacle

I just got the June issue of CGW. After digesting the late news from Todd Case, I headed for the Strategy/RPGs review section and found a page missing. The HEROES OF MIGHT & MAGIC III review starts on page 170, according to the index, but page 170 has an ad for GameSpot on it... It would be fair to say that this is a collector's edition of your magazine.

Gregory Wells
Via the Internet

Yes! It was the special Collector's Edition, worth lots and lots of money! Tell your friends. Actually, this was a mistake made by the people who print our magazine. You can imagine how thrilled we were. In any event, the full review appears in this issue. We apologize for the inconvenience, and we can assure you that this mistake of happen again never will.
Multiplayer Tip #1
Don't deplete your afterburners cruising around. You'll need them when someone locks on a homer, or when you're trying to catch that guy in front of you. Keep it at 50% or more for that burst when you REALLY need it.

Multiplayer Tip #2
Use napalm to herd players into traps. Players have a tendency to back off from napalm bursts (with good reason). Herd them into a wall or corner and launch a frag missile into the wall next to them. The result is quick death for your opponent.

Actual Automap - Polaris
The Largest Descent™ 3 Tournament and LAN Fest in Gaming History...

You are invited!

Caesar's Palace™ Las Vegas, Nevada.

Over $100,000 in cash and prizes.
Spot in history. Register now to win the largest Descent™ 3 party ever. Mark your calendars for an out-of-this-world event at Caesars Palace. Join the LAN party and the developers for an unprecedented gaming experience.

On July 29, 1999, gamers from around the world will converge at Caesars Palace to play the latest in gaming history. Cash prizes of up to $50,000 will be awarded to the top players.

Register now to secure your spot in gaming history. The first 500 people to sign-in at the championship will receive a free gift.

Pre-Register Now At:
WWW.INTERPLAY.COM/DESCENT3/TOURNAMENT

When: SUMMER 1999
Where: LAS VEGAS, NEVADA
What: $50,000 CHAMPIONSHIP
Who: ALL GAMERS WELCOME
DESIGN 3
$50,000 CHAMPIONSHIP

Back in 1995, Descent set the standard for multiplayer gaming. It was the first game of its kind to allow more than 4 players to battle online in 360° 3D deathmatches. Continuing the tradition, Descent 3's multiplayer action takes the experience to a new level. For the launch of Descent 3, we are looking for the world's best Descent pilot. With a grand prize of $50,000 cash and the Ultimate Gaming PC from Gateway!

Do You Think You Have What It Takes?

For more detailed information and to register, visit www.interplay.com/descent3/ftour.html

With its new flying power, the all-in-one system turns into a mobile head-up display. Descent 3 unleashes swarming suicidal enemies in 360° 3D deathmatches.

In the tunnel, Cohun Ace lands a frag behind an unsuspecting Kestor. Not even full shields can save him now.

Multiplayer Tip #3

Use Vaans as much as possible in outdoor battles so you can keep a good distance from your opponent. Use Napalm indoors whenever possible and use super lasers against opponents in small tunnels since the lasers are harder to avoid.

SO WHAT IF YOU KILL YOUR FRIENDS

With $50,000, you can buy some new ones.

To find out how you can win $50,000, DESCEND NOW TO www.interplay.com/descent3/ftour.html

Descent 3 © 1999 Outrage Entertainment, Inc. All rights reserved. Outrage, the Outrage logo and Fusion are trademarks of Outrage Entertainment, Inc. Descent, Interplay, the Interplay logo, Tentrum, the Tentrum logo, "By Gamers, For Gamers" are trademarks of Interplay Productions. All other copyrights and trademarks are the property of their respective owners.

Go to #067 @ www.computergaming.com/infolink
Backed Up With Excitement
I just can’t wait any longer for the Flushor Gaming Scout! I saw the ad in your April issue and seconds later I was purchasing that baby via the Internet. Now I’m waiting for it to arrive. It’ll be my throne. Something disturbs my rest, though. I’ve been wondering...what if...you know... when the Flushor is full of...you know... etc...what happens if then you jump into the water in Quake 2?? Is there any sump valve or something? Please ask Mr. Loyd Case for an answer to this technical question. We all know he’s the hardware guru—he’ll be the right guy for it. Thank you.

Loyd Case replies: We just learned of some exciting new accessories for the Flushor! Check these out:

DirectIV—Now you don't need to eat, either. Just have the IV refilled periodically and you can keep on playing. Contains all the nutrients needed, plus the added boost of a steady dose of caffeine.

Flushor Eyeball Mystery—Do your eyes get tired or dry from looking at your computer all day? The Flushor Eyeball Mystery (FEM) will periodically spray your eyes with a neutral saline solution.

Smart Pants of the Month
I just read the "Good, the Bad, and the Ugly" section of the June 99 issue, where you said that the Star Wars Episode II release was a great "way to end the millennium." Technically, the millennium is not ending this year. The modern calendar begins with the year 1 A.D. There's no year 0 A.D. Hence the next millennium starts with the year 2001, not 2000. So technically, we still have one more year of the present millennium to go. I have way too much time on my hands. Bite me.

Hans Gunawan

Actually, Hans, we put that mistake in on purpose, as a science lesson to our readers. Congratulations on finding it. For your efforts you win a free subscription beginning at the turn of the millennium. Way to go, smart guy.

Jeff Green or Stock Reports: Which Is More Boring?
The flame letter that Jeff Green received in your June issue was totally absurd. I want to read about company stock performance about as much as I want to play the new DEER IN THE...
A Jedi Knight must remain focused. Mastery of the Force requires that all unnecessary activities be purged from daily life.
Prepare to immerse yourself in the epic adventure that is The Phantom Menace.
As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.

www.lucasarts.com/products/phantommenace
www.starwars.com

© Lucasfilm Ltd & TM. All rights reserved. Used under authorization. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. 3D accelerator hardware required for PC version.
Dragons, Robots, and X-Wings

DRAKAN
GENRE: Action/adventure
EXECUTABLE: \drakan
Explore the first level of this exciting third-person adventure by dragon and on foot.

ON THE CG-ROM

Additional July CD Titles

MECHWARRIOR 3
GENRE: Action/space sim
EXECUTABLE: \mech3
Choose from four different mechs, and let loose in some instant action missions.

KINGPIN
GENRE: Action
EXECUTABLE: \kingpin
Try out the first level of this controversial first-person shooter with an attitude.

X-WING ALLIANCE
GENRE: Action
EXECUTABLE: \xwing
Fly a cousin of the Millenium Falcon in a sample mission.

STARSIEGE
GENRE: Action/space sim
EXECUTABLE: \starsiege
Get your feet wet with a couple of single-player missions from the human campaign.

ROLLER COASTER TYCOON
GENRE: Strategy
EXECUTABLE: \rct
Take over the management of one of four different amusement parks.

RE-VOLT
GENRE: RC Racing
EXECUTABLE: \rvcgw
Race one of three remote-control cars on the streets and sidewalks of the suburbs.

MAGIC & MAYHEM
GENRE: Real-time strategy
EXECUTABLE: \magic
Try a single-player level or limited multiplayer games in this light-hearted RTS.

APACHE HAVOC
GENRE: Helicopter sim
EXECUTABLE: \apachehavoc
Fly either the U.S. Apache or the Soviet Havoc in a battle over Cuba.

BEAT DOWN
GENRE: Strategy
EXECUTABLE: \beatdown
Command your own street gang in a ghetto turf war.

Video Clips
- Battlezone II
  (named: main.avi in the root directory)
- Starfleet Command

Toolbox
- Half-Life:
  Team Fortress Classic

www.computergaming.com
AGE OF EMPIRES II
THE AGE OF KINGS

Knights.

Castles.

Joan of Arc.

Oh my.

www.microsoft.com/games/age2
Half-Life: Opposing Force

Experience Half-Life Through the Eyes of the "Evil Empire"

Half-Life not only garnered a batch of awards last year but also delivered a message that scientists can kick marine butt when forced to. But it did have the military guys doing some cool tricks—like rappelling from skylights—that the scientist protagonist, Gordon Freeman, couldn't do. Now, thanks to Gearbox Software, you'll be able to experience the game from the other side of the battle—as a marine—in the upcoming HALF-LIFE expansion pack, Opposing Force.

Fresh from the cancellation of Prax War, the Gearbox team was ready to handle another military-theme game, and Half-Life developers Valve Software gave them their blessing to do the expansion pack. Since the expansion game's time frame is the same as that of the original Half-Life, Gearbox's Randy Pitchford (lead designer) has been meeting with key Valve personnel like Marc Laidlaw (writer) and Harry Teasley (design and mod guru) to make sure that Opposing Force fits in with the original game.

The expansion will bring in seven new weapons and a whole new race of aliens taking part in the invasion of Xen. Gordon Freeman's trusty crowbar has been replaced by a pipe wrench capable of shattering the large, unbreakable crates from the previous game. Also, much like the original game's snarks, there will be another alien-turned-weapon: those pesky barnacles that waited up in the ceiling to pull you or your friend up into their mouths with their tentacles. Now you can carry one around and use it as a biological grappling hook on both people and walls. As for new enemies, you will discover another race of aliens, dubbed Race X, who become involved in the whole Xen/Border Worlds conflict.

The design team is adding such new features as two-way radios for marines; they're also allowing marines to cut down doors that are in their way and letting players rappel down from heights. While the Gearbox crew isn't promising new multiplayer modes, they've tapped their contacts in the 3D industry and come up with choice designers to prepare some multiplayer maps. A Half-Life deathmatch level made by levelord? We can't confirm it, but it's not a stretch.

We'll take a closer look at the title at the E3 show, but we're already plenty excited about playing Half-Life's bad guy. — Thierry Nguyen
CGW Updates 3D GameGauge

For a long time, 3D graphics performance testing was a black art in this industry. There were no established testing procedures that could accurately measure 3D performance with actual games and yield reliable data. In 1997 CGW introduced 3D GameGauge, a collection of Direct3D and OpenGL games to be used for application-based testing. 3D GameGauge measures the frame-rates a graphics card generates in six different 3D games and reports a number for each one; we used the total number to compare one card’s performance against another. You’ve seen 3D GameGauge numbers reported in CGW whenever we review 3D cards and systems, and we’ve received a lot of reader mail praising 3D GameGauge and offering some great ideas for improving it. Well, a good thing just got better.

So it is with much pomp and circumstance that we’re proud to announce 3D GameGauge 2.0, the 1999 version of 3D GameGauge. It has some pretty cool stuff, including an increased test resolution of 1024x768x16 and a much better genre spread, including shooters, sports, flight and space sims, and driving titles. New games in 3D GameGauge 2.0 include Valve’s HALF-LIFE, Interplay’s DESCENT 3, JANE’S WWII FIGHTERS, PORTSIDE, Epic Games’ UNREAL, EA Sports’ MADDEN 99, and Rage’s EXPENDABLE. And because many readers requested it, this year’s final 3D GameGauge score will be an average of the games’ frame-rates rather than a sum. That way, the final score looks more like a typical frame-rate you’d see in a game, and makes more sense.

Look for 3D GameGauge 2.0 to make its print debut next month in our 3D card roundup featuring new hardware from nVidia, Matrox, 3dfx, and IBM. And as if that’s not enough, look for even more information about 3D GameGauge at its new online home at www.3dgamegauge.com.

— Dave Salvador

Recent Developments in the Computer Gaming World

Violent Computer Games Under Attack

Computer gaming is under attack once again as lawmakers, psychologists, and others debate the relationship between violent games and real acts of violence among teens. In April, the parents of three slain Kentucky teenagers filed a $130 million lawsuit against a group of game companies and other media outlets, blaming the influence of media violence for inspiring the December 1, 1997, incident in Paducah, Kentucky, in which a 14-year-old boy brought six guns to his high school and opened fire. The boy’s computer, seized by police, contained a number of games, such as DOOM and QUAKE. Named in the suit were Acclaim, Activision, Apogee, Atari, Capcom, Eidos, GT Interactive, id, Interplay, Midway, Nintendo, Sega, Sony, and Segasoft.

As we went to press, the horrific massacre at Columbine High School in Colorado prompted Pennsylvania state senator Jack Wagner to introduce legislation making it an offense to sell or rent violent video games (as determined by the Entertainment Software Ratings Board) to minors under age 18. Similar proposed legislation is also on the table in Arkansas, Washington, and Minnesota. Computer Gaming World hopes to cover both the news and viewpoints surrounding this deeply complex story in upcoming issues.

WARBIRDS Developers Fly the Coop

On Friday, April 23, a resignation was tendered by the entire Grapevine, Texas-based I-Magic Online development group. A team member told CGW that although sited to relocate to Interactive Magic’s North Carolina headquarters, they decided instead to stay in Texas to form their own game design company, Playnet. A source close to I-Magic told us that the parting is amicable, and that the Grapevine group was working with I-Magic and former MPO-Net staffers to ease the transition of development to the North Carolina offices. Still,

5, 10, and 15 Years Ago in CGW

What We Were Writing About While You Were in Diapers

15 Years Ago

Johnny Wilson reviewed the surprisingly fun PRESIDENT ELECT in our August issue (there was no July issue that year). Try as he might, he couldn’t stop the Gipper from rolling over the demos and landing a second term of office. “It wasn’t a great deal of fun to run Mondale against Reagan under historical conditions,” Wilson wrote. Apparently Jesse Jackson didn’t fare so well either. Fifteen years later, we were rooting around for an update that would allow us to run Johnny Wilson against Dan Quayle in 2000.

10 Years Ago

Our July 1989 issue featured an ad for a game called OMNICRON CONSPIRACY, which painted a pretty picture: “You’ll be tempted with cheap booze, wild sex and mind-altering drugs. You’ll be chased across six planets by crazed religious cultists, vicious droid assassins and horny women. You’ll have the time of your life.” Promises, promises. That’s what they told us when we moved to San Francisco, too.

5 Years Ago

Back in ‘94, before QUAKE was even a twinkle in his eye, we had started to see the light and were practicing to be Romero’s bitch.” He didn’t have a “Testosterone” yet like his boss, pimp-daddy Carmack, but we were blowing smoke up his rear end anyway for being a top-notch level designer and “Deathmatch Dirty.” When he actually starts making games again, we promise to stop making fun of him...as long as they don’t suck.
ONLY A SELECT FEW IN THE GALAXY
HAVE FLOWN THE MILLENNIUM FALCON.

AND UNLESS YOU REACH THE FINAL
BATTLE, IT WILL STAY THAT WAY.

A rival family imposes peril on the
future of your livelihood. The evil
Empire's presence is looming.
Your only hope for survival is to
join the Rebel Alliance™ in epic
Star Wars conflicts. As full-scale galactic battles begin, you will
be called upon to command Rebel starfighters, including X-wings
and other new spacecraft. You and up to seven other Rebel
players will clash with Imperial fighters in spectacular 3D
missions. Finally, if you're worthy, you will find yourself in the
cockpit of the legendary Millennium Falcon, flying against
the massive Imperial fleet in the climactic
Battle of Endor. Ultimately, it will be your
agility, resolve and combat skills in these
maneuvers that will determine your destiny.
Not to mention, the fate of the entire galaxy.
Microsoft Buys Access Software

One of the last major independents gaming companies is independent no longer. In April, Microsoft acquired Access Software, the Salt Lake City-based maker of the long-running, award-winning LINKS golf series and Tex Murphy adventure games. The move was welcomed by Access, who now has Microsoft’s publishing and distribution clout.

DAVE'S PICK

http://www.ioskene.com/singalongkirk.html

The Captain James T. Kirk Singalong Site. As the site says: “If you have never had the opportunity to hear Mr. Shatner sing, well, now you do. That is if you call it singing.”

DENNY’S PICK

www.voodoextreme.com

Despite the 3dx-centric name, Voodoo Extreme is actually a top-notch source of information on all things 3D. We like the irreverent attitude, but their fascination with Ron Jeremy is a bit disturbing.

GEORGE’S PICK

www.mp3play.com

Streaming audio that doesn’t sound like AM radio.

JEFF’S PICK

www.planetalllife.com/community/walter/

“Walter’s World,” the surreal, ridiculous musings of one Walter Bennett, “a biochemist at the Black Mesa Research Facility,” is a continuing minor masterpiece of a HALF-LIFE column by someone with way too much time on his hands.

JOHNNY’S PICK

www.trainorders.com

This site is a must for rail fans and tycoons who can’t get enough of ART I: THE SECOND CENTURY.

ROBERT’S PICK

www.highheatbaseball.com

An unofficial fan site, this site has good discussion boards, downloadable game files, and other information for HIGH HEAT BASEBALL 2000.

TOM’S PICK

www.games4mac.com/
CGW Gets Jiggy With COMMAND & CONQUER'S Kane

1. Name, rank, and serial number, and tell us about your theatrical background.
I'm Joseph Kucan, the Producing Director of Dramatic Assets at Westwood Studios. I direct all of the dramatic assets for Westwood products, including voice-over, film, and video, texture models, and motion capture. I've been an actor since childhood. I spent four years on the staff of directors for IceFire Performance Group, a touring theater company, and 10 years as the educational director for the Rainbow Company, a repertory theater company here in Vegas. I also spent a lot of years freelancing as a stage combat director, having trained to obtain proficiency in a number of period weapons and styles. When women ask me what I do for a living, I tell them I'm a rodeo clown.

2. Has being Kane been a fun experience for you?
Oh, you know, indoor work, no heavy lifting. Actually, it's pretty cool. The fans are the best—enthusiastic and loyal. And us video game characters make up a pretty exclusive club—Duke Nukem and I go out drinking every once in a while, and I've been dating Lara Croft for a couple of months.

3. Gotta ask about the hair. Tiberium poisoning?
No, NOD haircuts. You tell them "a little off the top" and this is what you get. But that's NOD—always with the overkill.

4. Who's tougher? Kane or the Las Vegas casino bouncers?
Kane, but only because he has more tasks. Caesar's Palace is putting in an obelisk next month, but somehow they've programmed it to work only on Californians.

5. You were the lead in Westwood's MONOPOLY. Why didn't you play Rich Uncle Pennybags? Three reasons: (1) The top hat would hide my beautiful balditude. (2) I wouldn't get to carry a gun. (3) Kane gets more chicks.

6. When can we expect a Kane action figure? Just as soon as our testers finish painting the goatees on all those leftover Jean-Luc Picard dolls. —Mark Asher

News Blurb (continued)

distribution muscle to move their titles. According to Access president and CEO Bruce Carver, the company will retain its Salt Lake City headquarters and development teams to "keep the magic, and keep in touch with our loyal users, especially for LINKS." Founded in 1982, Access goes back with Microsoft, having produced many of the MICROSOFT GOLF titles using LINKS code. Microsoft Games Group general manager Ed Fries said that the current plan is to retain the Access and LINKS names, and to keep MICROSOFT GOLF around at a low ($19.95) price point for more casual golf fans. And Tex Murphy? "He's in a holding pattern for now," according to Carver.

Infogrames Buys Accolade

Also in the acquisitions department, French game publisher Infogrames Entertainment has announced this April their purchase of San Jose–based Accolade, the company behind the HARDBALL and TEST DRIVE franchises as well as the upcoming, highly anticipated SLAVE ZERO. Like Havas Interactive, another French gaming company, Infogrames is serious about expanding its base in the United States, so the appeal of Accolade is obvious. Accolade, meanwhile, is in desperate need of a hit with SLAVE ZERO, as its most high-profile franchises have fallen on hard times in the last couple of years, following a series of mediocre releases.

Site dedicated to petitioning game publishers to offer Mac versions of popular titles like GRIM PANDANGO and BALDUR'S GATE.

Gadgets for Gamers
by Denny Atkin

MPMan F20 Eiger Labs' MPMan doesn't have the slick controls of Diamond's Rio, but it does have a nice bass boost feature as well as a slick leather belt clip. Nothing that's competition on the MP3 player front, we'll likely see lower prices. These paper-sized digital music players are addictive, and there are thousands of legitimate songs available on the Web, or you can create your own MP3 files from your CD collection.

MPMan F20, $199.95 (under $150 street price), www.eigerlabs.com

Coolness Factor: 4 — Digital tunes wherever you go.

Geek Factor: 1 — Most people won't even notice it.

EARTHMATE It may look like a cigarette case for scuba divers, but DeLorme's Earthmate is actually a compact Global Positioning System (GPS) receiver. Attach it to your PC's serial port or (with an adapter) to your Palm Pilot and you'll never be lost again. Load up the included Street Atlas USA 6.0 and the system will even give you spoken directions as you drive. Earthmate, $199.95, www.deLorme.com

Coolness Factor: 4 — Never get lost again.

Geek Factor: 4 — It's bright yellow, and hard to sparsely rationalize if you're not a hiker, boater, or pilot.

Gamespot

For all of your gaming news, delivered with up-to-the-minute speed and accuracy, check in daily to www.gamespot.com.

Tchotchke of the Month

Tchotchke (choch'keh): slang, from Yiddish; a cheap, showy trinket
—American Heritage College Dictionary, Third Edition

It's a fish. It's a pen. Ladies and gentlemen...the fish pen.

Yes, the fish pen, submitted by Sierra Sports to plug their new TROPHY BASS 3D, is definitive proof that a tchotchke doesn't have to necessarily be big, flashy, or even remotely cool, to win CGW's prestigious Tchotchke of the Month award. The fish pen receives the honor not just because the idea that a gaming editor might actually want to write with this is a remarkably odd one, even for gaming marketing woeasels, but also because it quite poignantely symbolizes what has become of the sporting giant that Sierra once was. From FRONT PAGE SPORTS to the fish pen; like the 1999 Chicago Bulls, this is one hard fall. Oh well, at least we have the bull riding game to look forward to.

www.computergamingworld.com
EVERY MOVE IS PATTERNED AFTER REAL HUMAN BEINGS...
EXCEPT THE RETURNING-FROM-THE-DEAD PART.

INTRODUCING LOCKE — an ancient warrior whose moves are so lifelike, it’s hard to believe he’s been dead for 10,000 years. Resurrected for the noble purpose of saving the daughter of a warlord, Locke goes about his business in an anything but noble fashion — hacking, slashing and otherwise mutilating a field of enemies that don’t go down easy. Which is precisely why Locke has such an intricate fighting system that features real-time attacks, combinations, and fatalities as well as stealth mode for slitting throats, projectile weapons to kill from afar, and 30 magic spells. Of course, if 25 types of enemies aren’t enough for you, try the multi-player mode that invites up to 4 people in deathmatch and dungeon fare. Revenant is a living, breathing, and often horrifying world filled with caves, dungeons, ruins and many more customizable levels to explore. But no matter where you go with Locke, we think you’ll agree: Life is better the second time around.

CINEMATIX

Enter the Revenant World at www.eidosinteractive.com

CINEMATIX STUDIOS is a trademark of Cinematix Studios, Inc. REVENANT is a trademark of Eidos, PLC. © 1999 Eidos, PLC. Eidos Interactive is a registered trademark of Eidos, PLC. © 1999 Eidos, PLC. © 1999 3dfx Interactive, Inc. The 3dfx Interactive logo is a trademark of 3dfx Interactive, Inc. in the USA and in other select countries. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.
REVENANT
One lifetime isn't enough.

EIDOS
INTERACTIVE

Go to #151 @ www.computergaming.com/infolink
DESTROYING YOUR ENEMIES
ISN'T ENOUGH...

"The elaborate architecture within these 3D environments is some of the best Next Generation has seen on the PlayStation."
—Next Generation

As Raziel, stalk the shadows of Nosgoth hunting your vampire brethren. Impale them with spears. Incinerate them with torches. Drown them in water. No matter how you destroy them, you must feed on their souls to sustain your quest—the ruin of your creator, Kain.

* Shift real-time between the material and spectral planes
* Dark gothic story

"...the completely revamped sequel to Legacy of Kain promises high immersion factor."
—Spin

[Game art images showing gameplay moments and character designs]
...You must devour their souls.

Legacy of Kain: Soul Reaver
LET FREEDOM REIGN

Follow in the footsteps of Scottish hero, William Wallace, as you unite clans, overcome the might of the English army and guarantee freedom for all future generations of Scots.

Based on the award-winning motion picture starring Mel Gibson, Braveheart combines a free-flow, real-time strategy engine with an expansive global management system.

In this historically accurate epic, there are no consolation prizes in the battle for freedom.

- Allows individual control of on-screen warriors going far beyond the traditional limits of unit management.
- Historically accurate 3D battlefields, using satellite data to 50 square meters, tests tactical and strategic skills.
- Seamlessly combines real-time gameplay within a turn-based, build an empire world.
- Choose among 16 historically accurate clans in your battle to restore freedom to Scotland.
- Multiplayer scenarios for up to 8 players on LAN or internet in both co-op or competitive modes.
BRAVEHEART

Go get a taste of clan war at www.eidosinteractive.com
Go For The Gold!

Lara's adventures aren't over yet. Join her in a continuation of Tomb Raider II in the Golden Mask levels. Explore abandoned mine shafts in Alaska and discover a strange and hidden world of adventure. Many more secrets await you as Lara uncovers the secret of the Golden Mask.

- 4 Never Before Seen Levels
- New Enemies
- Strange New Worlds
- Win REAL GOLD!

Find out how you can win REAL GOLD in the Tomb Raider II Gold contest and get a sneak peek of the game by downloading one of the new levels at www.tombraider.com

EIDOS and TOMB RAIDER are registered trademarks of Eidos Interactive, Inc. and Core Design Ltd. CORE and LARA CROFT are trademarks of Core Design Ltd. Copyright 1999 Core Design Ltd. All rights reserved.

Go to #290 @ www.computergaming.com/info link
Everybody Must Get Zoned

Battlezone II

Sequel to Cult Hit Has Big Shoes to Fill

By Tom Price

There's a quote by some quasi-famous rock critic about the Velvet Underground that goes something like, "Not that many people heard them, but everyone who did went out and started a band of their own." I won't suggest that everyone who has ever played BATTLEZONE is going to go out and start developing games, but you never know. The point is, the fact that something isn't hugely popular doesn't mean it sucks (and being the winner of CGW's 1998 Action Game of the Year award is definitely somewhere north of sucks).

Adding to the unique action/strategy gameplay of the original in nearly every way, the exclusive pre-alpha build of BATTLEZONE II (BZII) that CGW editors have been playing over the last couple of weeks not only doesn't suck, it may even be our first valid candidate for 1999 Action Game of the Year. The gameplay is deeper, the vehicles sexier, the worlds more exotic, the AI more I, the graphics more beautiful than in the original.

E.T. Go Home

The story for BZII picks up a few years after the end of BATTLEZONE. The "real" cold war is over and the NSA and CCA have settled their differences and are now united as the ISDF (Inter-Stellar Defense Force), dedicated to bravely going where no battle tank has gone before. Opposing the Earth's quest for bio-metal and plans for planetary expansion are the Scion, a mysterious alien race. Symbolically beginning at an ISDF outpost on Pluto, the action quickly moves (thanks to the neighbor-
They are also working on some anti-cheat measures to prevent online players from flooding their own ranks with, say, mortar bikes, to give themselves an advantage.

Developers at Pandemic have put a lot more effort into making the AI more human. Aside from enhancing the realism of single-player gameplay, the new AI will make it much more difficult to distinguish between human and bot opponents in multiplayer. Formerly, some online gamers were able to tell whether hover-tanks in their sights were driven by human opponents or AI wingmen simply by looking for tanks that strafe or that occasionally run away—a dead giveaway that your nemesis is driving and is therefore your primary target. Now, all computer-driven craft will try to behave more like live gamers.

In a move that is sure to please hard-core fans of the title, a map editor will be included in BATTLEZONE II. You'll be allowed to edit terrain, change textures, and add buildings and wildlife. The Pandemic team is making a smart move in giving gamers more developing power; the more user mods created, the longer a game gets played—and the greater the chance for people to discover it.

Pandemic, wisely, followed the adage “If it ain’t broke, don’t fix it” in developing this sequel. BATTLEZONE was a sublime title that developed a small yet fervent following of serious gamers. Those fans can be hard to please, but the significant improvements that appear to be in store for BATTLEZONE II suggest that these people won’t be disappointed. And if there is any justice in the world, BATTLEZONE II will attract new fans and be the hit that B2T should have been.

SKETCHY DETAILS
These concept sketches show how much attention was paid to improving the unit design.
Anne McCaffrey had the right idea when she decided to write books about riding dragons as opposed to merely slaying them. Dragons have traditionally been presented in fantasy works as powerful enemies that you had to kill. But most people I know would rather have control over a dragon than vanquish it. Now DRAKAN: ORDER OF THE FLAME, the first game from Surreal Software, gives gamers a chance to experience the rush of riding and controlling a dragon.

DRAKAN began life at Surreal as a technology demo of an underwater scuba diving game. Then, perhaps as a result of playing too much DUNGEON KEEPER, the developers came up with the idea of a game in which you could be a flying dragon, their underwater-game engine seemed perfect for it.

But an engine, however sexy, does not by itself make for a compelling game. So DRAKAN spins a story in which you play Rynn, a beautiful warrior girl who ends up on a fantastic and dangerous quest to find her destiny and her family. One evening, Rynn and her little brother, Dylan, are walking home to their village when suddenly they are ambushed by a group of fierce, growing Wartoks. Drawing swords, Rynn and Dylan slay a few Wartoks, only to have the match end when the few remaining beasts charge and knock Rynn to the ground, leaving her for dead.

When Rynn awakens, her brother is nowhere to be found. Returning to her village, she discovers it has been attacked and the villagers have been carried off. A dying village elder tells Rynn of a book that can summon Arokh, the last surviving dragon of the Order. Eventually, Rynn and Arokh go through a bonding ritual to become dragon and rider, and they set off on a quest to destroy the fate...

It's a Matter of Scale in Psygnosis' Gorgeous Dragon Sim

Drakan: Order of the Flame

by Kenneth Johnson

The six distinct environments that make up the worlds of DRAKAN are stunningly beautiful. Large amounts of detail in the picturesque landscapes make them extremely realistic. The lovely night skies blend effortlessly with the ambient sounds of the forest: chirping crickets, the cries of birds, running water. Everything works together to convey a magical fairy-tale experience.

After bonding with Arokh, Rynn follows the trail of her brother's captors, journeying through a series of winding canyons to discover the Grimstone mines where the villagers have been taken. Emerging on the other side of the mountains, she encounters a lost tropical sea and journeys among its mysterious islands. Eventually, she comes to the legendary city of Alvarren, built within the lava tubes of an ancient volcano. Each level seems to provide around two to three hours of play, and more if you really explore them. As you move further into the game, the landscapes become wilder and more fantastical. When you move from one to another there is a short pause as the new level loads, but then the action picks right back up. The feeling that you have been pulled into this magical world is never disturbed by static loading screens; even the in-game engine manages to seamlessly convey all the story-line cut-scenes.

According to lead programmer Stewart Denman, one of the most interesting aspects of developing the game was the creation of the integrated ground and aerial combat system. Every attempt was made to make it easy to learn but also to allow its depth to be revealed as players progress. There is a bond between Rynn and Arokh, and this symbiotic relationship is reinforced by the game's controls.

Playing DRAKAN should make action gamers feel right at home. There is a mouse look feature that is a welcome carryover, as demonstrated by HERETIC II, from the first-person genre. Hard-core QUAKE players know that effective use of mouse look is critical for success in combat. DRAKAN is DirectInput-friendly, and the game offers a great deal of flexibility in configuring controls.

Killing With Dragons, Not Killing Dragons

Playing Rynn is lots of fun—she's not so much an acrobat, but she's quite the fighter. Not that she can't jump (she can), but DRAKAN's style of gameplay is more oriented toward combat, which can be tough without a few handy weapons. There are various magical weapons hidden within DRAKAN's worlds. Some of them are quite nifty, and each has a special effect.

FASHION SENSE While Rynn is probably as top-heavy as Lara Croft, at least she has the sense to wear pants and some protective armor.

Drakan

GENRE: Action
RELEASE DATE: Q3 '99
DEVELOPER: Psygnosis
PUBLISHER: Surreal Software
Arokh called the War Giant; one step, and squish. The War Giant will pick up and throw anything it can get its hands on, including you. Rynn must sneak past this creature. The AI fires a beam of light from the eyes of the giant, and he can spot Rynn if she moves into his line-of-sight.

DRAKAN delivers fast action, a wondrously deep storyline, and some of the most immersive and beautiful 3D environments yet to appear in a game. With a few exceptions, most adventure or action games that use a third-person perspective have been disappointing for one reason or another. Either gameplay is cliched or camera control is awkward; often there are nightmare levels of repetitive platform jumping. DRAKAN, which at the time of this writing is just about to begin beta testing, could well change all that. We can't wait to see if this is the game that breathes new life into the third-person genre, upping the ante for what we'll come to expect from such games in the future.
Can Empire's Korean War Sim Challenge FALCON 4.0?

MiG Alley

It was the pinnacle of the dogfight. The Korean War was the last of the pre-missile aerial conflicts, where getting a kill required the talent to get behind your enemy and stay there long enough to pump his airplane full of deadly lead. Unlike previous conflicts, much of the fighting involved jets on both sides, with chases at times pushing the sound barrier. Despite the unique and exciting nature of the conflict, however, it's rarely been visited in computer games.

Now Empire and FLYING CORPS developer Rowan Software are giving the Korean conflict the attention it deserves with MiG Alley, a sim that looks set to challenge FALCON 4.0 in depth and CHUCK YEAGER'S AIR COMBAT in excitement.

Aces Over the Yalu

Covering the entire course of the Korean War, MiG Alley lets you fly for either side. On the United States side, you'll be able to take the controls of the F-51D Mustang, F-80 Shooting Star, F-84 Thunderjet, and the F-86A, F-86E, and F-86F Sabres. Other Allied aircraft, such as F9F Panthers, A-1 Skyraiders, B-29 Superfortresses, and Gloster Meteors, will also make appearances, but they aren't player-playable. If you choose to fly for the forces of Communism, you'll be able to support your comrades flying the MiG-15 and the improved MiG-15bis.

The sim's flight models have a good feel; accelerated stalls, spins, and energy bleed are well replicated, for example. But what's particularly impressive is the subtlety of the modeling. Early jet engines were slow to spool up to power a characteristic that killed more than a few experienced pilots. That's modeled here, as are aircraft-specific characteristics such as the MiG-15's deadly double-spiral spin. For even deeper "feel," MiG Alley supports force-feedback joysticks.

The early alpha version didn't yet have simplified flight models, but in the final release you'll be able to tune individual aspects of the model to best suit your flying prowess and experience. For example, if you're a beginner, you'll be able to not only disable departures from controlled flight but also activate an autotrottle that will help you stay behind your target. Other options include flame-outs, wind effects, spins, airframe stress, external store drag and weight, torque/spooling, and spoiler-up time.

The sim features virtual, 3D cockpits, rather than fixed bitmaps, that are replete with detail. Canopy reflections (which, although they've been appropriated by other sims, first appeared in an early MiG Alley screen shot) are particularly impressive, and they help you stay oriented when using podlock view. A full complement of scrolling and snap views helps maintain situational awareness. You'll be able to adjust target size to make up for the limited detail of the computer screen if you so choose, and toggle realistically restricted views; peripheral vision cues, and automatic podlocking.

Sightseeing

Aircraft models are sharp, with detailed textures, moving control surfaces, and intricately modeled landing gear and speed brakes. Damage textures will indicate bullet hits on your jet and the enemy's.

The graphics engine has seen a complete rewrite since FLYING CORPS. With rolling hills and a wide variety of textures, it loses the "photo on a tabletop" feel of the earlier sim. Details abound, including roadways, bridges, buildings, and nicely textured runways. Terrain is based on actual aerial photography from the era as well as on later satellite imagery.

In addition to a wide variety of aerial targets, you'll find a ground war going on as well. Tanks and other vehicles are there now, and the developers promise that you'll be able to see individual soldiers scattering across the battlefield. Although special effects were still preliminary in the version I flew, Rowan promises impressive effects in the final version, including rocket smoke, tracers, and napalm explosions.

One very welcome feature that was able to test in the alpha version was a flight recorder, which will let you replay your combat missions. Particularly intriguing is an gun-camera option, which will activate the camera when you press the trigger and leave it on.
long enough for weapons (air and ground) to hit home.

**Battle Hardened**

*MIG ALLEY* will feature instantaneous combat, as well as single missions that will help you earn your wings. The real meat, though, comes in the dynamic campaign. You can play out the entire war as a campaign, or choose one of five sections of the war, such as the Chinese Intervention or the Spring Offensive.

The Campaign Planner window is extremely powerful, yet quite accessible. The interface sports a decked row of buttons at the top of the screen and a scalable map of Korea below. Pop-up windows let you adjust mission parameters and view detailed information on weather, base status, mission plans and other campaign-related matters.

How much control you choose to take over the campaign is partly up to you. You can take on the role of a single pilot and just fly individual missions generated by the campaign engine, or you can micromanage strikes by up to 96 aircraft per mission session. Most players will probably go for a happy medium, adjusting the waypoints and target objectives of their own flight and related support flights.

The Directives window gives you some influence over the campaign without forcing you to manage the details of every flight. You can divvy up your fighters and strike aircraft among air superiority, close, supply, airfield, rail, land, and army interdiction missions, and the computer will generate the individual missions. The missions may actually consist of a number of flights. For instance, a sortie to take out a bridge may have B-26 bombers tasked with taking out the bridge, F-80 Shooting Stars taking out AAA sites, and F-84 Thunderjets providing air cover.

**On to the Parallel**

Multiplayer fans will be happy to know that in addition to playing deathmatch and team melee missions you'll also be able to fly cooperatively and antagonistically in single missions and in the campaign. You'll even have the option of customizing the nose art of your plane in multiplayer missions.

Looking at the alpha version, it's easy to see how this title has been delayed—its campaign looks nearly as ambitious as FALCON 4.0's. Empire says the sim will be ready for release in July, but from the completion level at press time it seems a little optimistic. Still, it appears *MIG ALLEY* will be well worth the wait.

**INSTRUMENTS OF DESTRUCTION**

Cockpits feature authentic, detailed 3D instrument panels.

**PRIME DIRECTIVE**

You can control the general tone of the campaign—rather than having to micromanage missions—by setting target directives for combat flights.

**ON TARGET**

The dynamic campaign engine will generate missions for you, but you can modify any aspect of a mission or create new ones from scratch.
YOU'VE CRUSHED ENTIRE CIVILIZATIONS.
YOU'VE CONQUERED THE WORLD.
WHEN ARE YOU GONNA SHOW SOME AMBITION?
THREE MOMENTOUS GAMES, EACH WITH LINKED, MULTI-LAYERED WORLDS. LET THE CONQUEST BEGIN.

THE ORIGINAL CIVILIZATION II
You’ll get the classic Civilization II, with updated graphics and extended gameplay into an unknown star system with dangers you’ve never seen. Plus there are more units, advances, and terrain than any other Civilization title.

UNIVERSE OF LALANDE 21185
The Sci-Fi game transforms your reality when you crash land and colonize a terran planet. From inhabiting deserted space stations to the deadly gas giant, fantastic alien civilizations stand between you and victory.

WORLD OF MIDGARD
The Fantasy game may start you high in the clouds, beneath the sea, or deep within the bowels of the earth to engage in battles of magical and military might with the races who rule there.

With all this plus multi-play for up to seven people, this is a Civilization where only the most ambitious will prevail.

The next chapter of the greatest strategy game ever.

CIVILIZATION II
TEST OF TIME

In stores August 1999
Your Chance to Kick Rommel's Nazi Butt out of North Africa

by Denny Atkin

S and choked the engines, rendering expensive machines of war useless hunks of metal. Soldiers fought in the desolate expanses of desert, hundreds of miles from supplies of ammo and water. North Africa during WWII was an unforgiving, inhospitable battlefield. Now Dynamix is giving you the opportunity to battle over this theater in Desert Fighters.

Battle of Supplies

It certainly doesn't sound glamorous, but the North African "Battle of Supplies" lends itself to a very strategic campaign, one where the sim's designers can cause individual pilots' actions to have a realistic effect on the progress of the war. In most circumstances a single mission having dramatic effects on the outcome of a campaign is pretty unrealistic, unless you happen to shoot down Yamamoto or Goering. But linking out a supply convoy or shooting down a couple of loaded transport planes can cripple a force that's pushing its lines through the harsh desert, cutting off vital fuel, ammo, parts, and rations.

Desert Fighters features a dynamic campaign that tracks the progress of the war based on this supplyline theory. The types of missions generated and units encountered are based on the current supply levels on each side. Whine out a series of enemy convoys and you'll likely face reduced opposition. But if your own supply lines start to get stretched out, expect to see fewer aircraft fielded on your own side.

You can enter the campaign at four points in the war, depending on which you choose, you'll fly 50 to 200 missions. When you're ready to fly, you'll be presented with an assortment of available campaign missions. Sorties include sweep, offensive and defensive patrols, combat air patrol, scramble, and close support. You'll be tasked with escorting light and heavy bomber raids, recon craft, mine-laying planes, and close-support aircraft. At times, you'll be tasked with interdicting supplies, communications, or infrastructure targets. There's no mission editing here—the sim puts you in the role of a pilot without planning responsibilities.

Look for a variety of ground targets, including rail and vehicle bridges, mechanized columns, warship convoys, tanks, railroad stations and marshalling yards, radar sites, infantry, and seaplane launches. And while most of the existing WWII sims feature missions in which the only enemies you encounter are associated with your mission, here you'll be able to look forward to plenty of random encounters. While flying, you may run into enemy fighters engaged with allied bombers, friendly aircraft attacking ground targets, or even vulnerable enemy subs resupplying on the surface next to a tender ship.

Of course, if you're learning the sim and not ready to commit to a 50-mission tour, you can fly single missions as well. These are generated by the campaign engine (you'll be able to adjust many settings, such as the types of missions and planes in the air, as in the Aces games), so you'll find lots of replayability here.

Coordinated Attacks

Desert Fighters is slated to feature a robust set of multiplayer options. Melee and Team Melee games give players points for shooting down other players and destroying ground targets. King of the Hill is basically a game of tag. The "king" can score points for shooting down other aircraft. Other players become king (there will be one king for every eight flares) by shooting down the current king.

In the Courier game, one player on one team is given the task of being the courier, and will be told to fly to a specific airfield to land. After landing, the pilot can rearm and refuel, and then he'll be given a new target to fly to. Each successful landing scores points for your team. Nobody else, friend or enemy, knows who the courier is, so he can choose to tell his buddies and have them fly escort or go it alone and let the others distract the enemy.

Finally, there's War, which is similar to Team Melee, but adds territory capture, target persistence, and aircraft repair to the equation. Airfields and strategic...
landmarks will have antitank and antiaircraft guns around them. Columns of tanks will head towards those targets, and if all the antitank guns have been knocked out around a target, it's captured.

These multiplayer modes will all support up to 64 players via the Internet. If RED BARON 3D is any indication, performance should be pretty smooth even with that heavy a load. Dynamix developers also addressed those times when you have buddies over and you want to fly competitively, but you have only a single computer. In Hotseat Swap mode, you'll fly a mission and then receive a score. Then your friends can fly the exact same.

Flight models will be adjustable, with the most realistic modes featuring stalls, spins, differing roll rates at various altitudes and airspeeds, and even compressibility buffeting. Characteristics of specific planes, such as the P-51's Dutch Roll problems, will also be modeled. Damage will affect how your plane handles. A damaged wing will have more drag than an undamaged one; damaged controls will reduce your control authority.

Ray:

Fearless warrior.
Powerful, chiseled, god-like physique.
Experienced forester.
Strikes fear into the heart of the most hardened villain.
Sleeps with one eye open.
Wit and intelligence charm townspeople and defeat enemies.
Willing to give life in the fight against the dragon. Raw animal magnetism makes him quite popular with the wenches.
HUSTLIN' MUGGIN' AND KICKIN' BUTT!

welcome to the 'hood...

Lead a gang, control turf, build a power base and destroy your rivals on the mean streets of BeatDown. Real-time, mission-based urban action takes you where no game has gone. Compete head-to-head with up to four players via Internet or LAN.
HURRICANE PUNCH
A breakdown of the Hawker Hurricane; expect aircraft to lose parts and major structures as they're damaged.

Although the AI was still in flight school in the version I looked at, it has noteworthy aspirations. Computer pilots will look at the tactical situation and use boom-and-zoom or turning tactics, as appropriate. You should see planes executing real maneuvers, such as high yo-yos while attacking targets. Skill, experience, and fatigue will figure into AI pilot performance.

Visuals were already impressive in the early version, with sand texture giving a good sense of speed at low altitude. Expect to see some impressive damage effects, but perhaps not to the "Hollywood" extent of WW2 FIGHTERS. Although the graphic engine is based on that of STARGAZE TRIBES, the amount of fogging has been significantly reduced, and you should have no problems viewing the horizon at a distance. Both 3dfx Glide and OpenGL will be supported. There should be plenty of aural stimulation, with lots of detail in the sound effects department. Expect different sounds, for instance, depending on what kind of shell is hitting your plane, and whether it's hitting solid metal or stressed skin.

With a solid foundation from its predecessors and an admirable attention to detail, DESERT FIGHTERS looks promising. The unique fleet of aircraft alone has us anxious to join up.

INSTANT GRATIFICATION
Along with the dynamic campaign, the sim will also generate missions of various types on the fly.

FRAME JOB
The 109's cockpit under construction in 3D Studio; all the planes will have full virtual cockpits.

Philip:
Devoted monk.
Servant of the light.
Walks through the valley of death with a broadsword.
Charismatic faith healer whose personal charm wields enormous power.
Sought out for his wisdom and loving kindness. Held in reverence by all who cross his path.
Dogmatic about saving souls from the dragon and the devil.
Greatest triumph: releasing an entire village from an evil spell.
Once slayed 30 lizardmen. And it was good.
Vow of celibacy tested daily due to the effect his otherworldly sex appeal has on the womenfolk.
It's only a water drop but it's going to cause a tidal wave among PC gamers.

See the first splash at www.outcast-game.com

Real Virtuality™
Premiering Spring '99
All of a sudden, hybrid games are the Next Big Thing, as publishers try to break out of the genre niches for which they’ve become famous (or infamous). In this case, Interactive Magic’s FLASH POINT seems designed to reach the fast-growing action-strategy market.

The premise is that World War III has become a reality. In the aftermath of nuclear attacks by both sides in the war, the planet has been reduced to a wasteland, except for a series of islands named Abel, Coin, and Eden. Now, the two sides have agreed to fight a nice, traditional war on these islands, and whoever wins the battle wins the primo living space.

You’ll be fighting in one of two dynamic campaigns in which the missions type vary based on your performance rather than follow a pre-scripted plan. You might begin with a simple reconnaissance mission; once it is complete, your orders will be updated. In some missions you hold a piece of land; in others, you storm in and capture a fuel dump or vital road junction. Since the missions take place all over an island, there’s a time-compression option for traveling, in case you don’t want to sit down in a jeep and go through the entire ride in real-time.

You start off as a lowly grunt taking orders. As you progress in rank, your power increases in a couple of ways. One is that you’ll be able to pilot or drive some of the many vehicles employed by the side you’re fighting for. I didn’t get to see a real flight model when I sampled the A-10 in the alpha build, but when it’s added it should be a bonus feature for anyone who plays both sim and action-strategy games.

The most important factor in rank is that as the campaign progresses you’ll have the opportunity to command other squad mates. The interface for squad command is quite straightforward—just click on the icons representing the soldiers you want to control, then select a command from the dropdown menu, and finally click on either a target or a destination. FLASH POINT looks like a unique game that will pull off the “footsoldier who can hop into vehicles and drive” trick as well as add something new to the action-strategy genre overall. As one editor put it, FLASH POINT seems a little like “Saving Private Ryan: The Game.” Let’s hope that it gets the development care it needs to justify that lofty comparison.

---

**Flash Point**

**WWII—Up Close and Personal**

by Thierry Nguyen

---

**Wagner's Favorite Ride**

When you reach the appropriate rank, you can pilot the game's various vehicles.

---

Ravishing sorceress.
36-22-34.
Intuitive, intelligent, and deadly.
Perfect physical specimen.
Legs inspire lust in knights, rogues, and warriors.
Uses powers for good, not evil.
Rebukes all suitors.
Harnesses magic energy through communion.
Will morph into a werewolf if provoked.
Interests include decoding secret messages and experimenting with arcane spells.
Meditation promotes luminous complexion.
Maintains girlish figure with daily swordplay.

---

www.goldgames.com
© 2000 Gathering of Developers

---

Go to #123 @ www.computergaming.com/info/link
"Sanctum cards don't need physical form to convey their magic"  
♦ NY TIMES

"Simply excellent... a truly addictive game. Rating 9/10"  
♦ GAMESTATS

"...best of the online trading card games."  
♦ THE DUELIST

"What strategy gamers are looking for... definitely worth the download."  
♦ GAMEPRO

Online
Game of the Year  
♦ Game industry News

84 NEW CARDS.  
TIMELESS RIVALRIES

Play Free
www.oppositions.com
Need for Speed: High Stakes

Damage Feature Adds Spice to EA Series

by Thierry Nguyen

One of the best adrenaline highs comes from the feeling of danger.Developers at EA are well aware of that, judging from a feature they're introducing in the next NEED FOR SPEED game. Sure, it's pretty thrilling to be chased by cops while driving a Lamborghini Diablo, but what if you weren't invincible? What if what you had something on the line besides a record? That's the promise behind NEED FOR SPEED: HIGH STAKES (NFS: HS).

There are two significant additions in NFS: HS: the damage model and the Career Play mode. Remember the times when you'd let yourself bounce off a wall and keep on driving? Well, you might want to start avoiding that, because now you can seriously bang up your car. Not only will your car be visibly damaged, but the damage will affect your performance. Of course, for gamers who crave shear speed without consequences, there's the option of turning the damage model off.

The Career Play mode is EA's attempt to personalize the game by requiring that players earn the money needed for their cars. Want that nice McLaren F1? Good luck in saving enough cash and winning enough races to afford it. EA hopes that players become more attached to their cars when they know that they had to earn it and have the ability to modify it after buying it. They even put the player's name on the license plate.

In addition to the damage model and Career Play, NFS: HS adds a bunch of other enhancements and tweaks. For one thing, there's now a 3D virtual dashboard, to more completely immerse the player in the racing experience. Also, when playing as a cop in Hot Pursuit mode, you can now shift control to another cop car, so if a fellow AI cop gets closer to the suspect, you can take over for him for the finishing touch.

Of course, there will also be a new set of cars. Old favorites like Ferrari and Lamborghini will be there, along with new faces like Mercedes and BMW. Like its predecessor, NFS: HS will have some bonus cars that we don't yet know about, and after release, EA will offer new cars for download.

All in all, EA wasn't content with just tossing in new cars and tracks for their next game; they went the extra mile and added a whole new gameplay mode and damage model. We're glad of that, and we look forward to driving our new wheels when the game hits the streets this July.

Bid farewell to your former self.

Enter the world of Darkstone and leave your identity at the door. Surviving this medieval world, living under the shadow of a notorious dragon, will require nothing less than a complete transformation. As a knight, monk, thief, or sorcerer, you will creep through dungeons, explore towns and wilderness, and slay armies of nasty enemies on your quest to collect the seven orbs that can defeat your firebreathing nemesis. Look deep inside yourself. Is there a dragon slayer within?
Welcome to Sigil, the "City of Doors," a place with gates that lead anywhere in existence, provided you have the proper key. It is a neutral ground and watering hole for races across the multiverse, all under the watchful shadow of the Lady of Pain, the enigmatic ruler of the city. It is a place where the word is mightier than the sword, where thought defines reality, where belief has the power to reshape worlds and change the laws of physics.

Character creation is just the beginning - throughout the game your character adapts to fit your own personal gaming style.

The Planescape universe is a setting you've NEVER experienced before, filled with sharp-edged visuals, bizarre adversaries, and strange magics.

Encounter inventory items with personalities. Manage an unpredictable party of the strangest allies to walk the faces of alternate planes.

You can regenerate, speak with the dead, and have magical immunities. You're a power to be RECKONED with. Unfortunately, so is everyone else.

www.planescape-tortment.com
It's a No-Holds-Barred Deathmatch, With Three Bloodthirsty Contenders Trapped in the Ring. We Played the Hottest Upcoming Multiplayer Shooters to See Who's Got the Stones to Survive the Carnage.
Quake III: Arena

Can the Once and Future King of DeathMatch Hold Its Throne of Blood?

QUAKE games, the undisputed masters of the first-person shooter and the DeathMatch, have always stood hip-deep in the gory offal of their competitors. Repeatedly setting the standard for brutally enthralling action, the demented geniuses of id Software have spawned a rabid community of gamers who revel in the virtual fragging of both friends and strangers across LANs and the Internet. But in the wake of new stars like Valve's HALF-LIFE and id's own surprising decision to focus gameplay strictly on the multiplayer side of the equation, QUAKE III: ARENA (Q3A) is the first id release to engender an outpouring of questions. "Will it be worth it?"

The short answer? You bet your ass.

The Big Picture

"After the multiplayer experience in QUAKE III nobody will need to play any other multiplayer game. We have created the most perfect DeathMatch game." From anyone other than Tim Willits, lead level designer for Q3A, it would be easy to dismiss such a strong statement as little more than careless braggadocio, but given id's track record, such a statement practically borders on prophecy.

While forgoing the traditional, story-driven single-player game may seem an incredibly risky move, let's face facts: The plots of the QUAKE games weren't going to win any Pulitzer prizes. In fact, as challenging as the single-player component was, many gamers played the games solely against other people, eschewing the solo experience entirely. Recognizing that group carnage was what it does best, id has simply narrowed its focus to make the definitive DeathMatch game.

Part of that focus is on facilitating connectivity. According to Todd Hollenshead, id's CEO, when Q3A ships, gamers should be able to connect to an Internet game "in no more than three clicks" with the ability to log on to a Quakeworld server through their browser. This will let id use banner information for game updates and will allow gamers to bookmark their favorite servers.

Once connectivity is dealt with, the challenge is to keep frustration, specifically game-sourcing lag time, at bay. By id's own admission, Q3A will use pretty much all the bandwidth of a 56K modem while utilizing a completely new networking structure to milk bandwidth for all it's worth. The good news is that the look of the game won't suffer at the expense of speed. Kenneth Scott and Paul Steed have created character models that are the epitome of the brutish nightmares gamers have come to expect of id. Each of the
Team Fortress 2
Valve Goes to War in the Follow-Up to HALF-LIFE

"Someones going to do it right. Someone's going to get it right. And when they do, its going to be huge." Gabe Newell, managing director of Valve, is certain that rampant online multiplayer gaming is about to sweep not only the gaming community but the nation as well. With the prices on Internet-ready PCs dropping faster than Allys McBeals weight, Newell and the rest of Valve believe the time is ripe for a multiplayer game to enjoy a level of popularity commensurate with that of television.

TEAM FORTRESS 2, Valve's first release following the ground-breaking HALF-LIFE, could just be that game.

The Big Picture
The chief goal of TF2 is to get players to run with, to work with, and to rely on their teammates. By providing the uniquely compelling social experience that true teamplay inspires, and by designing a game that will allow even casual players to succeed, the people at Valve are hoping to launch TF2 to the top of the multiplayer heap.

Getting gamers immediately into the action is paramount, and to that end TF2 sports a WWII feel instantly recognizable to anyone who's ever seen a war movie. A large part of that comes courtesy of maps that really play up the feel of small European towns and villages, with cobblestone streets, narrow roads, snaking alleyways, and a plethora of prime sniping spots. Gamers will choose from a variety of unique classes, including field medics, rocket infantrymen, snipers, spies, and remote commanders who aren't even on the battlefield, to wage war together against teams of other warriors.

TF2s gritty and realistic models utilize Intel's Multi-Resolution Mesh (MRM) technology to create the most lifelike avatars we've seen. These MRMs dynamically scale back a model's polygon count at distances with no discernible loss of quality. By scaling a 1,500-poly model to as little as 400, MRM gives the artists the opportunity to create highly detailed models—complete with swinging gun straps and true 3D gear—without putting a drag on frame-rate. The MRMs will also allow gamers with less-robust machines to run the

Quake III: Arena (continued)

13 models has an 800-, 500-, and 300-polygon version, letting the game save bandwidth by swapping in lower-polygon models when figures are at a distance. And hard-core 3D graphics aficionados will be happy to know id has opted for a three-point animation scheme that may not be as flashy as the trendy skeletal animation of other games but blesses players with the most efficient vertex deformation for online play.

Finally, id plans for Q3A to standardize the rules for DeathMatch and other games used for tournament play. It's a pretty crafty goal on their part: By becoming the definitive authority on the rules of play, they set Q3A up as the definitive mode of play.

The Single-Player Experience
The primary goal of Q3As single-player game is to lessen the intimidation factor of online DeathMatching for newcomers (while the game will ship with Capture the Flag and perhaps some other mods, they won't be available in single-player mode). To that end, the...
game has scalable skill levels to ensure that even the clumsiest keyboard player will be able to succeed. But what's truly revolutionary is the way the game handles the escalating challenges of its 40 or so levels.

While the bots that solo fraggers will face will increase in difficulty, they are not locked in at a preset difficulty level and will actually adjust dynamically to your skills. Beat a level and the bots on the next one will be tougher. Get stuck long enough on one map and the bots will very gradually dull their skills until they reach a point where you can beat them, while still being challenged. Incentive to finish the game comes in the form of rankings and awards that might be carried over to players' online stats. And while there are no bosses per se, the single-player game will include six or seven bots with voices and definite characters that will taunt you mercilessly — yet another motivator for players to finish the game.

**GUERRILLAS IN THE MIST** Volumetric fog will give some maps a tense, claustrophobic feel as gamers are concealed from each other until they're at point-blank range.

**OPEN WIDE** How organic can true curved surfaces make a level appear? How about this doorway, with its giant lolting tongue leading to the fanged maw within?

**HALF-LIFE 2**

After the incredible experience of **HALF-LIFE**, gamers are understandably hungry for a sequel. While Valve isn't saying much right now, *we have it on good authority that* a small team of about five has already started preliminary work on what may be the most hotly anticipated sequel since **WARCRAFT II**. While the scripted events and story interaction were integral parts of **HALF-LIFE**'s success, we're told that those were little more than trial balloons for the ambitious game elements **HALF-LIFE 2** will use to startle, scare, and cultural gamers. **We can't wait.**
Quake III: Arena (continued)

the map and build data structures that allow them to "think" of a map's rooms and how to get between them; thus bots are able to find paths rather than simply follow them.

When we squared off against the bots, we were impressed. Even in their early state, the bots were tricky, using cover and flanking to give one of our best players a real run for the money, even though they were having a few problems dealing with doors and buttons. But with more attention from Cash and additional input from John Carmack to improve the bot tactics, Q3A's bots should be among the best yet.

Wielding the Weapons

In keeping with Q3A's focus on refining gameplay, there's nothing all that revolutionary happening on the weaponry front. The DOOM chainsaw is back, perfect for those up-close-and-personal humiliation fraggs, while a machine gun will serve as your default weapon after a restart. The firing rate and attendant kickback of the grenade and rocket launchers have been increased, while the reload on the railgun is now a little slower. A slightly changed QUAKE-style lightning gun makes an appearance, the hyperblaster has been revamped as a plasma gun with explosive charges, and the BFG is back and nasty as ever. The most tantalizing possibility centers around the potential inclusion of a flamethrower. We can only hope that this baby makes it in.

One option we expect gamers to embrace is the ability to customize the color of their railgun and (possibly) rocket trails. While this won't give gamers the opportunity to express themselves as fully as HALF-LIFE's tags, the option of immediately letting your victims know who's reducing their skull to gooey pulp can only be a good thing.

The Playing Field

With every new game engine, id has delivered even more impressive levels, and Q3A will be no exception. In fact, with the game's single-minded multiplayer focus the level designers seem to have really cut loose in creating their maps. Sure, they're all dressed up with specular lighting, volumetric fog, and more polygons, but it's the actual design of the arenas that will wow gamers.

Free from the event-driven, linear constraints of standard single-player level design, it is pulling out the stops with levels that run the gamut, including towering multileveled structures, wide-open arenas, and levels with different physics. Circular and repetitive in nature, the maps encourage the kind of frantic running and constant conflict that make for intense DeathMatches.

Lava pools and bottomless pits present environmental hazards, but the acceleration ramps and bouncing pads have the greatest impact on gameplay as gamers launch themselves across chasms and over enemies.

In addition to ammo, armor, and health power-ups, levels will hold haste and invisibility power-ups, medkits that can be carried for later use, and, of course, the quad damage power-up. Use of these power-ups will be broadcast to all players via an in-game "announcer" to help ratchet up the tension and action. But if you're the type of player prone to maxing out your armor and health, be warned: Once either of these attributes exceeds 100, it starts ticking back down immediately. Keeping players from becoming virtually invulnerable makes everyone a ready target and keeps the action moving.

So How Does It Play?

Dizzingly fast, wickedly brutal, and just flat-out gorgeous, QUAKE III: ARENA is a better game in a beta state than many games sitting on store shelves. The game plays at a scorching speed more akin to QUAKE than QUAKE II, and the wildly imaginative level design only enhances the sense of mayhem.
mист, hunting me, and probably lugging around a rocket launcher to boot.

But it was a larger level designed for four to eight players that really showed off the promise of this game. It featured a large platform suspended in space, with a multi-faced bouncing pad at its center. On each side of this square platform was another floating surface, far away and far above it. Each of these peripheral platforms had acceleration pads that would fling you just far enough to reach the center again. Never have I experienced such swirling, exhilarating action in a shooter, rocketing through the air at neck-snapping speeds, colliding violently with other players hurtling in the other way, or tumbling through space, trying to get a bead on the guy firing at me from below as I plummeted wildly toward his platform. It's a perfect example of the kind of brain-squeezing, pulse-pounding level design that hard-core gamers live for.

So is Tim Willits right? Has id created "the most perfect DeathMatch game?" Judging from our hands-on play-testing, Mr. Willits may just be on to something. [CGW]

Feel the Love

Here at CGW a deathmatch is just not as enjoyable without the empty boasts of gearhead Dave Salvator or the helpless, girlish squeals of chronically fragged wargame editor Terry Coleman. But how do you recreate that feeling in a single-player game? Mimicking the multiplayer experience? To that end both QUAKE III: ARENA and UNREAL TOURNAMENT are implementing audio to both reward and ridicule players. Q3A will provide sporadic play by play of the action with a throaty "Impressive!" congratulating a great shot or a cruel "Denied!" to note less happy accomplishments. UT has a similar mechanism, announcing players (and bots) as being on a "rampage" or a "killing spree" after racking up a series of kills. But it goes beyond Q3A with bots that sneer, "I slaughtered that guy!" "Is that your liver over there?" and other unpleasantries after cutting you in half. UT's couple of dozen taunts will be available to human players as well, with just a couple of mouse clicks allowing gamers to bathe both friends and bots.

to offer a continuous stream of direction and even lead the active player through the map.

The Single-Player Experience

While it won't provide a single-player game per se, TF2 will feature boot-camp-style training missions for every character class, introducing more complicated game elements gradually. For example, a training mission for a spy might require the player to disguise himself, infiltrate on enemy base, then shoot a specific enemy in the back using the spy's silenced pistol. Interface issues will be explained as well, eventually even teaching players how to bind macros to hot-keys.

For gamers hungry for more practice or who lack modems, TF2 can be played with bots. For most maps, players can practice taking orders from an AI commander or, alternatively, lead a squad of bots to victory.

Battling the Bots

Steve Bond, the AI guru behind the vicious enemies in HALF-LIFE, will be working on bot AI for TF2.

HEAD CASE TEAM

FORTRESS 2's MRM technology lets them reduce character polygons on the fly to maintain high frame-rates. The shot above shows a highly detailed, 1,500-poly model, while the shot at right shows a 400-poly model that will be used at long range, though it looks as good as the best models in other games. In the final shot you can see the character in the game environment and how the high detail complements the game's gritty, realistic feel.
Flying can be a spiritual experience.
Especially with your life flashing before your eyes.
Realistic Weather Patterns. Real-time storm systems with ever-changing factors, such as fog, lightning, and icing.

Unparalleled Geographic Detail. With panoramic vistas and detailed landmarks, 3D graphics have the highest resolution of any flight sim ever.

It's dusk. Approaching runway 2-left, a dangerous storm system is dead ahead. Three planes circle, with a 737 on your right wing and a 777 just behind you. A flash of lightning. Thunder. A jolt. A downdraft. Your ATC signals you're off course. Do you bank left? Or continue your approach? Experience the true feel of piloting your own aircraft as you take the controls in the most realistic flight sim ever. You'll learn all the skills of flying through pulse-quickening challenges. While soaring over awesome terrain, attempt daring rescues, mountaintop landings—and of course, takeoffs and landings in every possible condition. Flight Unlimited III. A real-seat-of-your-pants flying experience. Where the next decision could be your last. To learn more about taking off with Flight Unlimited III, visit www.flight3.com

Interactive Air Traffic Control. Real-world operation provides continuous interaction with the ground and other aircraft nearby.

THE DIRECTOR’S CUT OF THE HIGHLY CONTROVERSIAL GRAND THEFT AUTO IS NOW ON SALE. SHOPLIFTERS WILL BE PROSECUTED.

“A deep, addictive, naughty game play experience.”
- Next Generation

“Best game soundtrack.”
- PC Gamer

“Stomach-turningly perverse.”
- PC Format

“Beneath contempt.”
- UK Police Federation

“Controversial, hip and louder than a Spice Girl in a blender.”
- GamesMansion.com

This is the original, uncut, full version of Grand Theft Auto, fully tricked out with the all-new GTA London: 1969 Mission Pack. It’s more fast cars, more dangerous streets, and more cops to outrun and outwit than ever before. Now you can tear through three of America’s toughest cities, plus the mean streets of London, leaving a trail of mowed-down mercenaries, hired killers, and rival gang members in your outlaw wake. All of the wild car chase action of the original is here, times two. Please, while it may be tempting, just don’t steal this game.
Unreal Tournament
Can the World’s Prettiest Shooter Frag With the Big Boys?

Yes, UNREAL was jaw-droppingly gorgeous. But the only eye-candy that die-hard deathmatch devotees care about is the sight of an opponent’s blood greasing the floor. With its poor network performance and a multiplayer experience that never quite satisfied, UNREAL deathmatching was skewed by critics. Gamers simply stuck with the solo game, UNREAL’s multiplayer failing to capture their hearts and trigger fingers even on those rare occasions when they could get an online game to run more than five minutes. Saddled with such a lackluster legacy, you’ve got to hand it to Epic Games’ developers for taking on the challenge of making the UNREAL line a contender in the multiplayer world.

The Big Picture
UNREAL TOURNAMENT hopes to blow away gamers’ lingering reservations with fast, thunderous gameplay—a style of play lacking in the original. The game can be played at a default speed that is fairly swift, but the truly ambitious will have the option to play at a much faster “hardcore” setting as well as the dizzyingly fast “turbo” rate. In addition to upgrading the speed, players can adjust settings to increase the effectiveness and damage capability of bots in practice matches.

The violence quotient has been ratcheted up as well, with every successful hit accompanied by copious sprays of blood. Slain enemies go limp, then delicately spin and flutter to the floor, but we suspect that gamers will be more entranced by the special death animations, which are like nothing else in gaming. Score a killing blow to an opponent’s head and you might rip 20 pounds of needless flesh from your victim, leaving a twitching, neck-bleeding corpse that will linger on its lifeless legs before crumbling to the ground. Unload a fish cannon in an enemy’s midsection and you could be treated to the happy sight of your foe torn into two gut-splewing pieces. A wide variety of death rattles and tortured cries further enhance the bot-slaughtering experience.

The Single-Player Experience
While UNREAL TOURNAMENT forsakes the traditional, story-based single-player game, it does have a sort of...
Tom Clancy’s Rainbow Six
ROGUE SPEAR

MISSED ME?

Team Rainbow is back in full force. Rogue Spear, the sequel to PC Gamer’s 1998 Action Game of the Year, immerses you even deeper in the explosive action of an elite multinational strike force.

Rogue Spear feels so real, you’ll be yelling ‘Tango down!’ in your sleep for weeks. And the multiplayer action is to die for. Remember, when stalking the enemy: Walk softly but strike like a thunderbolt. You only have one shot to save the world.

- NEW REPLAY FEATURE
- NEW MISSION EDITOR
- FULL SNIPER SUPPORT
- EIGHTEEN NEW MISSIONS
- JOYSTICK SUPPORT
- TERRORISTS MORE REALISTIC AND LETAL THAN EVER

Go to #121 @ www.computergaming.com/infolink
mimic real-world arms in order to create intuitive play, they aren't by-the-letter recreations—this would yield bazookas that would kill practically everyone on the map. Still, the weapon modeling is more realistic than that found in a game like UNREAL TOURNAMENT: Bazookas shoot out dangerous backlash, and every gun has an optimum firing rate and distance.

Finally, in another teamwork-boosting feature, squad leaders will exert an effect on their squad members within a certain area. Squaddies will enjoy an improved firing rate and accuracy when they stick close to their leaders.

The Playing Field

The 20-odd goal-oriented maps to be included in TF2 are worlds beyond anything in TEAM FORTRESS CLASSIC. While the enhanced level of detail and volumetric smoke add all the eye candy gamers could want, it's the goals and play structure that will make these some of the most insanely addictive battlefields ever.

Yes, TF2 will support Capture the Flag play, but it's in the other map types that load designer Robin Walker thinks the game will shine the most. In Hunted, one gamer is the highly vulnerable Leader, trying to run to safety while a squad of bodyguards protects him from a team of assassins. A variation of this game takes place in a Middle Eastern palace where both teams struggle to kidnap the Leader.

The liberal use of vehicles: such as tanks and attack jets adds texture to the battlefields, but gamers won't be able to actually operate them. Instead, some maps will allow commanders to call for these support troops.

A few of the new maps almost make you feel like you're also responsible for a real-time strategy game. In Conquest, opposing armies fight over resources such as oil drums, converting retrieved resources into items to support the war effort. Commanders have to choose what they need to win. Should they build armor facilities to generate heavy infantry, or a factory to produce missiles for air strikes? Should they build defen-

It's Not the Bullet That Kills You, It's the Hole

While each of these games is at its heart a first-person shooter, different play philosophies are reflected in their assortments of weapons. Q&A's more up-close-and-personal feel is perhaps best indicated by the reintroduction of the chainsaw, allowing gamers to impale their victims and watch them burn on a spinning tread of flesh-chewing metal. Straightforward and brutal, Q&A's railguns, super shotguns, and machine guns are all about shredding meat and moving on.

The biggest challenge UT faced was overcoming the unimpressive weaponry in UNREAL. To that end, the game designers tossed out a fair number of the weapons in favor of new guns that pack some serious punch. Weapon noises are much louder than in UNREAL, and weapon effects have been beefed up as well. The UT leaf doesn't fall far from the UNREAL tree, however: The signature eye candy of the original title is present, especially in the white-bang alternative-fire attacks of the weapons.

TEAM FORTRESS 2's stated goal of recreating the look and feel of an epic war movie has led the designer to arm the game's characters with immediately recognizable, instantly understandable firearms. By removing any doubt about the weapons' abilities, the designers at Valve hope to diminish the learning curve so that gamers will be able to dive right into the action. Actually, deciding on TF2's arsenal has more to do with play balancing than anything else—each class's limited weapon set has particular strengths and weaknesses, requiring gamers to take on different roles and strongly encouraging teamwork.

UT. Without exception, every UT weapon (each with an alternate attack) is bigger, badder, and louder.

It starts with the default weapon, the impact hammer. A portable jackhammer on steroids, the impact hammer is as vicious a melee weapon as you'll ever find, pounding a victim's head to jelly with one shot. The ultimate weapon in the game is the Redeemer, a devastating, kill-'em-all missile launcher that can be guided around corners, through corridors, and up stairs in its alternate mode. Weapons carried over from UNREAL have been beefed up as well. The Razorback is back as the even more sinister, blade-splitting Ripper (firing explosive slates in its alternate-fire mode), and the Eightball reappears as a more straightforward Rocket Launcher.

PEEKABOO No, it's not a clipping problem. Some of UT's levels feature hidden rooms, perfect for sniping and ambushes—not that this shielded minigun-bearing killer needs the help.

www.computergaming.com
His camo-painted truck and "Kiss My Bass" bumper sticker are the only endorsements you'll ever need.

Last year, 1.5 million real-life bass assassins like Mr. Buddy Jackson of Tupelo, Mississippi got dragged right out of their boats by Trophy Bass™.

So just wait till you see the new FIELD & STREAM® Trophy Bass™ 3D.

It gives you first- and third-person fishing in a full 360° on 15 pro tournament lakes. More than 50 tail-thrashing species, including walleye, muskie and trout.

Eye-popping 3D action. A new underwater LureCam™. And, you can hook up for wild Internet tournaments.

Need more bait? Visit your software retailer.

call (800) 757-7707, or jump online.

WWW.TROPHYBASS3D.COM. This is for real.
Team Fortress 2 (continued)

sive walls, or a satellite tracking system to monitor the enemy?

But the best part promises to be the
campaigns. Made up of a series of three to four maps that can be
played through in about an hour, campaigns put teams on opposite
sides of an epic, ongoing conflict.

For example, the invasion campaign
begins with an Omaha Beach sce-
nario, as an invading team struggles
to reach a safety zone behind
enemy lines. The defenders gain
attacks to keep the offen-
sive team from the safety zone.

Invasions score by getting
men to the safety zone and destroy-
ing bunkers along the way. In the
next scenario, the invaders work
their way across a countryside,
destroying bridges, railroads, and
power lines that the defending
force tries to protect. In the final
map, the sides are switched; the
invaders have seized a small,
European-style village and are pro-
tecting a vital bridge. The new
defenders are given a minute to
position themselves in the twisting
streets and small buildings of the
town before the liberators arrive.

With no single chokepoint, the two
sides will engage in brutal, WWII-
style house-to-house warfare before
the inevitable showdown at the
bridge.

Finally, a wargame for action fans.

So How Does It Play?

God, we wish we could tell you.

Despite our pathetic pleading,
Valve didn’t have a playable ver-
tion of TF2 available during our
visit. But countless hours spent on
TEAM FORTRESS CLASSIC have us
drooling over TF2. The
experience of playing the
Hunted, with a swarm of
angry red sniper lasers
swirling about the
Leader’s head, is unbeliev-
ably intense. And the
heinous triumph of a team
victory is somehow signifi-
cantly more rewarding
than a straightforward
deadmatch.

With months of play-
testing and balancing a
head of it, TF2 can only be
better.

Unreal Tournament (continued)

and direction of fire give away their
position. The sound dampener is an aural
designing tool that allows you to move
silently.

The coolest of all the special items
is the translocator, a personal teleportation
unit that is a default item in both flag
games. The translocator is a two-part
device, one a marker, the other a trigger.

Drop the marker wherever you want, then
use the trigger later to instantly teleport
to the marker. While the translocator has
obvious value as a virtual escape hatch
for a firefight gone bad, its greatest value
is in games like Domination—simply tag a
Domination point and use it to recapture
the objective immediately after it’s taken
by an opponent. The translocator can also
be used to instantly reach towering
processes. When fired into the unsuspect-

The Playing Field

It shouldn’t be a surprise that the levels
in UT are uniformly gorgeous. Dazzling
light effects and complex architecture
retain the surreal Unreal flavor while
serving up lots of wide-open areas perfect
for frenzied free-for-alls and providing
plenty of sniping positions. The locations
of the maps are wonderfully diverse:
towering castles floating in space, mining
facilities, and one Assault
map that takes place on a
moving, high-speed train.

But the hands-
down, undis-
pputed coolest
map is one of the zero-gravity levels
that takes place inside and on top of
a Millennium Falcon-type spaceship
hurling through space.

So How Does It Play?

Is it better than Unreal multiplay?

Undoubtedly, and this in a beta stage.
The action is fast and furious at the normal
setting, but a few of the CGW staff found
the hardcore play to be too fast. Turbo
mode is impressive from a tech stand-
point, but virtually unplayable. Speed
on the higher settings can get annoying
on the many maps that feature lots of
bottomless space—it was almost impos-
ible not to throw yourself off the catwalks
into space on the castle map.

The weapon mix was fun, if not particu-
larly intuitive. Over the course of the
game’s development we’ve been
impressed with the improvements in
weapon effects and balancing. Where
before some of the heavier weapons
seemed to come out on the losing end of
a firefight, at this stage the combat feels
just about there. All the weapons pack a
satisfying punch, blading opponents
backward and hurling them high in the
air. And taking off someone’s head with
the sniper rifle is just a moment of tran-
scendental bliss, surpassing similar single-shot
sniping weapons in Take 2’s Tribes and
Half-Life.

The bot AI at this early stage is pretty

strong, with the mouse-driven order
menus effective at directing your virtual
squad in the team games. While there is
still some tweaking to be done, the bots
are already relentless and certain to
give you a run for your money. If Unreal
Tournament can shed the somewhat
negative baggage of its precursor, it
should be well set to go toe-to-toe with
the other multiplayer titles releasing this
year.

The Final Word

So who will likely win this game ship later this year? We give the edge
to QUAKE III: ARMA and TEAM FORTRESS 2, with TF2 likely to have greater appeal. The
dia-hard QUAKE community makes O3A’s success a no-brainer, and by focusing on just one
style of game and doing it as well as it can be done, O3A seems poised to corner the death-
mach market. That same uniformity of focus could work slightly against it, though, as it will
offer gamers a fairly limited playing experience. TF2’s cooperative play, robust voice support,
and game design that allows gamers who generally don’t excel at shooters to succeed (not to
mention the game’s association with Valve and Half-Life) should give it a very broad appeal.

Epic is doing a ton of things right with Unreal Tournament, and the game’s catch-all phi-
losophy is commendable, but it’s going to be awfully hard to topple the QUAKE dynasty or to com-
pete with the gamer lovedest Valve currently enjoys. Without the gritty feel or play balance of
TF2, its team games may likely be perceived as little more than glorified deathmatches. With
an earlier launch than its competitors, UT will have to hope it captures enough gamers early
to make the other games seem irrelevant.
Online Gaming Gets Personal With Voice-Over Internet

“Check your six! Check your six!”

You hear the voice of your wingman screaming at you in the headset. You yank the stick just in time to see a stream of tracers cascade past your cockpit. You check your speed, pull the stick up, and do a high yo-yo, which puts you right on the tail of the Me-109 that tried to perforate your Spitfire. The eight .303 Brownings make short work of the enemy plane.

This may have sounded like any AI wingman speaking to you, but it was in fact another human. That’s the kind of difference voice communication software can make.

Now Hear This

by Loyd Case and Dave Salvato
Playing games over the Internet has put a premium on typing skill—people who type faster can more quickly communicate with human opponents or teammates. But with the upcoming generation of voice communication software, typing skill becomes superfluous, and a whole new social element is layered on top of multiplayer gaming.

During testing, we wound up on a TEAM FORTRESS CLASSIC (HALF-LIFE) server where we found ourselves outgunned by our anonymous opponents on the Canalzone2 map. Yet we managed to hold our own pretty well—because we could work as a team, and talk to each other.

None of the packages reviewed here work perfectly, but even with their flaws, the increase in efficiency of teamwork was astonishing. We took a look at two shipping voice-comm packages—Shadowfactor’s BattleCom and ThrustMaster’s Talk n’ Play—and Roger Wilco, which was still in beta.

Of the two shipping products, BattleCom worked much better for gaming. It’s a sophisticated voice-comm package that’s also well suited for conferencing. ThrustMaster’s Talk n’ Play seems more exclusively geared for conferencing. Roger Wilco looks—er, sounds—very promising. But as with any product that requires bandwidth over the Net, your mileage will vary.

**Shadowfactor BattleCom**

**PROS:** Compression settings can be easily tweaked; voice quality good.

**CONS:** Breaks up in some games; setting compression ratios can be confusing.

**REQUIREMENTS:** Pentium 200Mhz or better

**Price:** $34.95

**Manufacturer:** Shadowfactor

**Website:** www.shadowfactor.com

BattleCom started life as Battlefield Communicator, but the new name is an easier mouthful. BattleCom’s strength and weakness is its tweakability. There are numerous voice compression settings, not to mention arcane settings like “Record Guardian Enable.” The downside of this fine level of control is that it’s often confusing if your sound card and microphone setup don’t quite match up with the defaults. If you have a fairly standard PCI audio card, you should be okay. The HTML help file is fairly complete, though I would have preferred a real Windows help file so I could more easily search for problems. There’s still good, hyperlinked information, and the troubleshooting section will be useful.

And you’ll be troubleshooting if you haven’t had any experience in voice communication. One thing most newcomers do is uncheck the microphone playback box in the Windows mixer so they can hear the sound of their voices. It sounds cool, but you don’t want this turned on. One very useful tool built into BattleCom is the test tool, which simulates an Internet voice session using just your audio setup.

Once you’re up and running, you can either connect to a BattleCom server or host a session yourself. The latest version of BattleCom allows the client software to host a session on its own; prior versions required access to a system running BattleCom server software. For most casual gaming use, the peer-to-peer sessions possible with the BattleCom client software work well. BattleCom will also work over a LAN using the IPX networking protocol; further, it has a feature that allows you to invoke it from within ICQ, a popular Internet connection monitor and conferencing application.

Once up and running, BattleCom does what it’s supposed to, providing there’s enough bandwidth. To avoid hours of frustration, it’s very important that you correctly answer the questions in the wizard when you’re installing BattleCom. Voice quality does drop with higher compression rates, since there’s only so much you can squeeze through a thin data pipe. We had varying degrees of success, depending on the game. Turn-based and even real-time strategy games worked well (on a Pentium 11450), but in HALF-LIFE sessions we experienced dropouts severe enough to require a “say again” pretty often. Then again, HALF-LIFE is a very network-intensive game at times.

EVERQUEST, a massively multiplayer game, yielded varying results—more positive than negative. AIR WARRIOR worked very well, but AIR WARRIOR’s been tuned over the years to work with slow modems, so it leaves some bandwidth for voice comms on a 56-Kbps modem. Note that if you’re hosting a session, you do need to feed your IP address to the other users.

**ThrustMaster Talk n’ Play**

**PROS:** Good headset included with package; large-built-in community; good audio quality.

**CONS:** Poor game compatibility; clumsy UI on PeopleLink application.

**REQUIREMENTS:** Pentium 133MHz CPU

**Price:** $199.99

**Manufacturer:** ThrustMaster

**Website:** www.talknplay.com

ThrustMaster isn’t exactly a household name when it comes to audio. But they’ve put together an interesting package called Talk n’ Play (TNP), which is billed primarily as a way to jabber on the Net. ThrustMaster has a tie-in to PeopleLink, a huge online community, and this connection provides a large built-in initial play group you can connect to.

TNP is based on Intel’s Multi-Point Audio technology, and it allows up to four people to connect at once. It’s different from the other voice-comm packages in that much of its interface for starting a conference is Web browser-based, although using the PeopleLink application you can add your gaming buddy to your list and start a session with them if they’re connected. We found that TNP works quite well for online chatter, with very good sound quality, but the PeopleLink application proved to be awkward at times, kind of like a poor man’s ICQ. We also found that TNP laded the worst of the three
packages for game compatibility. TNP can access your sound card using either Wave or DirectSound mode; we tested first using the latter mode, figuring it would enable TNP to more easily share sound card resources. It turned out that neither mode allowed TNP to function alongside all our test games. TNP connected fine in all instances before getting into any of the test games, but in HALF-LIFE, for example, once the game started we lost the TNP connection. The test game where the connection remained was FIGHTER SQUADRON, where TNP performed adequately. Another minor downside to TNP is that it requires an Internet connection in order to function, since the initial connection must be made either via the TNP Web site or through the PeopleLink server, so LAN play is not an option.

Thruthblaster may have figured that since Intel's Multi Point Audio could access the sound card via DirectSound, TNP would naturally work well with DirectSound games. But it appears that they didn't do much play-testing with audio-intensive games before shipping the product. The result is substandard game compatibility, which, coupled with TNP's somewhat clumsy user interface, keeps Talk'n' Play out of the winner's circle.

**Preview of Roger Wilco**

**PROS:**
- Very simple to install, very clean user interface.
- Convenience: Premium MIDI/MIX or better.
- Reliability: High
- Manufacturer: Recording Technology

**CONS:**
- Stiffbeta.

**REQUIREMENTS:**
- Windows 95/98.
- Sound card: EAC(AAC/BBE), SoundBlaster compatible.
- MIDI input device.

Roger Wilco was still in beta at the time of our testing, so we didn't rate it. It's simpler to install and setup than the other two packages here, but some of the complexity is merely hidden. For example, some games require you to edit a configuration file called GAMES.TXT, whereas BattleCom provides a point-and-click interface integrated into the software for the same function. Wilco has no compression settings—the program either works with a simple form of compression or auto-adjusts to your link.

Roger Wilco also doesn't require a server, but if you host a session, you need to supply your IP address. One feature lacking in the beta we tested was the loopback test that's part of BattleCom—with Roger Wilco there's no real way of knowing whether your connection is working until you try to make a real connection.

Game performance was something of a mixed bag. HALF-LIFE once again demonstrated that it's bandwidth hungry game, and Voice communication broke down in heavy sessions.

**How We Tested**

Testing these packages involved many arduous hours of multiplayer gameplay... or, testing. We used multiple games with each package. We tested using HALF-LIFE, FIGHTER SQUADRON, EVERQUEST, AIR WARRIOR, and AGE OF EMPIRES. We also looked at each package's ability to function over a local area network (LAN) and took a look at its ability to support multiple protocols (all support TCP/IP and BattleCom supports IPX). We then tested over 33.6-Kbps modem connections to force the apps to function in a narrow data pipe to see how they fare. Next, we took a look at how easy it was to configure the audio settings, as well as how easy or difficult it was to get a session going. And finally, the hard part: play-testing during multiplayer games to see how well the packages cooperated with our test games.

**Getting Blather-Ready**

Setting up voice communication requires some understanding of the Windows mixer. When you first open up the mixer, you normally see the playback mixer. You want the microphone muted in the playback mixer, otherwise, you hear yourself talking through your headphones or speakers, which can cause annoying feedback. Bring up the recording mixer (see screen below). You do this by pulling down the Properties menu on the Mixer menu. You'll get a window that looks very similar to the playback mixer. Make sure the microphone record volume is turned up at least halfway.

Once you've got the mixer properly set up, you need to configure the voice-comm software. BattleCom has a more detailed and somewhat confusing setup wizard.

Wilco's interface is simpler, but you don't have the ability to force any configurations. All the products go through a microphone test phase—make sure this test completes successfully.

If you're the host, you'll need to let the other participants know your IP address. If you're using a dial-up account, your IP address will change every time you log on to the Internet. You can get your IP address by clicking on the Start menu, selecting Run, and typing WINIPCFG. Then you can download the IP address or transmit it another way, such as via ICQ.—Lloyd Case
F-22 LIGHTNING 3
featuring
TACTICAL NUCLEAR WEAPONS*

*Hazard suit not included

Also featuring Voice-Over-Net™ - Talk with over 120 other pilots during intense NovaWorld online multiplayer combat.

NOVALOGIC® www.novalogic.com 800.858.1322
In a world of floating continents, rotating around a living computer core, the prophecy has come.

Meet Maya, a junk scavenger from the second shell, surviving on the discarded remnants of the Chosen, inhabitants of the shell above. When ships of war loom over Maya’s homeland, she must face her destiny and overcome more than man and machine. She must overcome her own fear.

Septerra Core: An adventure of epic proportions. Coming this Fall to your PC.
DOUG JUST DECLARED EVERYTHING NORTH OF YOUR COUCH A "NO-FLY ZONE"
Yet Another Laptop With the Gamer in Mind

Micron Takes Gaming Mobile

You’re a road dog. You live in 737s, making puddle-jumps on business so often you could probably land the damn plane if called upon. And despite your hectic schedule, you still find yourself with thumb-twiddling time while en route to your next stop. If only that laptop could play 3D games... Sound familiar?

Mobile PC gamers have been locked out of the 3D gaming party until recently. But thanks to a few new laptops, 3D gaming has finally arrived for the mobile set. Micron, with their TransPort NX, is the latest to join this club, coupling good 3D gaming performance from ATI’s Rage LT mobile chipset (based on the Rage Turbo Pro) with 4MB of video memory, a 366MHz Pentium II, a DVD player, 128MB of RAM, and 14GB of hard-drive space, all for about $3,700.

ATI’s Rage LT—the chipset that finally made 3D gaming really possible on laptops—also shows up in mobile offerings from Dell and Compaq.

We took a beta unit of Micron’s new NX for a spin, and were encouraged by what we saw. Graphics drivers were still a bit shaky, which resulted in some crashes, but hey, that’s why they call it beta. Running QUAKE 2 at 640x480, the NX was very smooth, and gameplay flowed well.

But almost as cool as competent 3D is the ability to watch DVD movies. How many times have you boarded a five-hour flight, only to find out the in-flight movie was going to be something toothless like My Giant? With the onboard DVD, you can watch whatever movie you want to. Eat it, Billy...

Micron was in the latter part of their beta testing of the NX at press time, but stay tuned and as soon as it goes final, we’ll bang on it with 3D GameGauge 2.0 and see how it fares versus the big boys on the desktop.—Dave Salvator

When Tchotchkes Go Bad

Take a silly tchotchke (the gas mask from FALLOUT 2), an even sillier product (the UR Gear Helmet), and hold an intern at gunpoint, and this is what you wind up with. And what Jesse doesn’t realize is that this setup, in addition to warding off Jehovah’s Witnesses, makes a great contraceptive. Go get ‘em, Jesse.

INSIDE HARDWARE

| Killer Rigs                      | 108 |
| 3dfx Voodoo²                    | 111 |
| AMD K6-3 CPU                    | 114 |
| Interact FX Driving Controller  | 116 |
| ThrustMaster Fusion USB Gamepad | 116 |
| Game Commander                  | 116 |

www.computergaming.com
Let's face it: PCs are more complex than ever. This is especially true if you're a hard-core gamer, since you've most likely got a big hard drive, perhaps Voodoo's SLI, a fast primary graphics card, a 3D positional audio accelerator, and an Internet connection. Keeping the whole thing well tuned is enough to make you want to become a Trappist monk.

So it's time to revisit performance tuning. I'm going to take you down some side streets and examine some free—or nearly free—ways of maximizing your performance. I'll try to cover each area individually, then look at the whole enchilada.

**Graphic Images**

When's the last time you updated your drivers? What? Okay, march to your computer, log on to the Web, and download the latest set of drivers for your graphics hardware. It's amazing how much of a difference this can make. This is especially true if you have a recently released card. (There's a syndrome called *driver du jour* that happens every time new graphics or audio technology is released.) Before you install those spanking new drivers, though, make sure you set up your system for VGA, then reboot. Otherwise, all the old driver files may not be replaced.

If you want a fairly cheap and easy way to play around with your graphics card settings, check out PowerStrip. You can download a shareware version from www.entech-taiwan.com. It enables you to play around with a plethora of settings, and even allows you to alter the clock rate of your graphics chip (but do take great care in doing this—you could render your system unbootable with the wrong setting). One nice feature is the ability to set refresh rates for all resolutions without having to actually switch resolutions.

It's also a good idea to turn off the screen saver. Be aware that there's actually more than one screen saver in Windows 98. There's the normal screen saver that displays weird animations, and then there's the power management saver that shuts off your monitor. Both can interfere with gameplay. There's nothing more disconcerting than having your monitor shut down just as you're trying to repel a Zerg assault in *StarCraft*.
Sophisticated Performance.

Engineered inside and out, this ultimate performance vehicle is equally at home on the test track as it is on Tatooine. Optimized for speed, all weight in the form of needless safety features has been thoughtfully removed. This stylish no-door deftly combines drop-dead good looks with a set of modified Radon-Ulzer 620c racing engines, virtually guaranteed to shatter your neighbors' windows.

The Modified Radon-Ulzer 620C:

From Watto's rubbish pile comes the horsepower that could save the galaxy. Reworked and rewired by Anakin Skywalker himself, you'll soon discover that even from an early age Darth Vader had a truly sinister sense of design.
### Specifications

**Engine**
- Radon-Ulzer 620C
- Engine Length: 7 meters
- Fuel: Tradium power fluid
- Repulsorlift altitude: 105m

**Performance**
- Max. speed: 947 kph (588 mph)
- Braking:
  - Triple Scoop Air Brakes
- Quarter Mile: 1.53 seconds

### Game Specs

**Game Type**
- Top Speeds of 600 mph
- PC
- 1-8 players
- 3-D Hardware Acceleration

**Features**
- Number of Podracers: 21+
- Worlds: 8
- Number of Tracks: 22
- Upgradable Parts

**Hazards**
- Scorching Lava Tunnels
- Meteor Showers
- Tusken Raiders

### Tech Specs

**Contacts**
- www.starwarsracer.com

---

**You've Seen The Movie:** You've seen the movie umpteen times. Now fire up the Podracer. In 8 worlds, on 22 tracks, there is no other racing experience like it out there.

---

**Telemetry computer** calculates pressure and temperature algorithms while sustaining stresses many, many times those of your typical laptop.

---

**Air scoops**
Sure, they look cool. And, unlike most vehicles, they actually do something.

**Throttle levers**
Caution: Do not use these to brace yourself. You'll only go faster.

**Control Linkage**
= chariot racing at 600 mph.
To discover for yourself how LucasArts has thoroughly redefined the driving experience, visit your local LucasArts dealer. Or reward yourself with an exhilarating test drive at www.starwarsracer.com
The Sound and the Fury

Like graphics accelerators, the new generation of 3D audio accelerators is much more sophisticated than past sound cards. The result has been something of a driver-du-jour phenomenon there, too, though not quite as drastic. Still, check to see if your drivers have been updated. For example, I've seen a steady drop in the CPU utilization of the Diamond Monster Sound MX300 over several driver releases. Creative Labs is steadily introducing new features in their driver updates, so those are worth a download, too.

![Image of audio control panel]

If you have an MX300, bring up the MX300 control panel. Click on the MIDI tab. See how it's set for 320 voices? Change that to 64 voices. The Vortex2 audio accelerator on the MX300 only supports 64 hardware voices—other 256 are software only. In reality, it's the rare game that supports MIDI these days, but you never know. If some of those software voices ever kick in, it's a performance hit.

Platter Chatter...

Before you read any further, go to your PC, turn it on, and defrag your hard drive. You can use the Windows 98 defrag utility. If you happen to have Norton Utilities, and you use Norton SpeedDisk, you can set it up to move your files around for optimal startup. But the important thing is to simply defrag once a month or so.

If you've been using Windows 98 for a while, you may notice that your disk drive will start thrashing like a freshly caught catfish at seemingly random intervals. It's disconcerting to say the least, and a serious performance dragnet at times. There are actually several potential causes for this.

First, if you have Microsoft Office 95 or 97 installed, make sure you remove the Fast Find utility from the startup folder. Fast Find periodically indexes the hard drive so it can search for files faster. Unfortunately, I've seen Fast Find do this at really inconvenient times.

Another possible cause of disk thrashing is that Windows 98 will occasionally grow or shrink the swap file (virtual memory file) according to some mysterious algorithm that seems to depend on the alignment of the planets. You can stop this from happening by setting the maximum and minimum swap file sizes to the same number. A conservative rule of thumb is to set it to 2.5x your installed memory—though if you have more than 128MB, 1.5 to 2x is more than enough. This will create a permanent swap file that won't grow or shrink. After you've done this, and then rebooted, you'll want to defrag one more time. Note that if you have two physical hard drives, putting the swap file on the second (non-boot) hard drive can also speed up access to virtual memory. Do not do this if you have a single physical drive with two partitions.

Finally, one other culprit is Windows 98's disk cache. In the old days, you had SMART-DRV, but that's long since been replaced by VCACHE. VCACHE is a program that caches hard-drive data in system memory. Occasionally, VCACHE can get pretty big. This can have two simultaneous adverse effects. First, you have less memory for your programs. Second, the disk will begin to thrash as VCACHE gets big and programs are forced to swap to virtual memory. One solution is to limit the size of VCACHE. You do this by editing the file \windows\system.ini. Search for VCACHE—you'll probably find it as a header with no entries underneath. Ideally, you'd like VCACHE to be about one-fourth of your system RAM up to 64MB. If you have more than 64MB, leave it at 16MB. The key is to make it a fixed number for minimum and maximum. Add the following two items underneath the VCACHE heading:

MinFileCache=16384
MaxFileCache=16384

Do this only if you have more than 16MB of system RAM.

You may want to play around with this setting a bit over time—but remember that any memory that VCACHE uses isn't available for your programs. On the other hand, if VCACHE is too small, you'll notice more disk activity every time you load your system. If you're curious, you can monitor your VCACHE behavior with a cool tool called VCMon, which you can download from www.sysinternals.com/vcmmon.htm.
CONGRATULATIONS!
IT'S A GAMER!

DEAR HEAVENS, NO.
# Hardcore Systems for Hardcore Gamers

Award-Winning Micron Millennium Systems. Now available with the New Intel Pentium III Processor 550MHz.

<table>
<thead>
<tr>
<th>Model Name</th>
<th>Millennium MAX 450</th>
<th>Millennium MAX 500</th>
<th>Millennium MAX 550</th>
<th>The Critics Rave</th>
</tr>
</thead>
<tbody>
<tr>
<td>Processor</td>
<td>Intel Pentium III processor 550MHz</td>
<td>Intel Pentium III processor 550MHz</td>
<td>Intel Pentium III processor 550MHz</td>
<td>New!</td>
</tr>
<tr>
<td>Cache</td>
<td>512KB Internal L2 cache</td>
<td>512KB Internal L2 cache</td>
<td>512KB Internal L2 cache</td>
<td>New!</td>
</tr>
<tr>
<td>RAM</td>
<td>64MB 100MHz SDRAM</td>
<td>64MB 100MHz SDRAM</td>
<td>128MB 200MHz SDRAM</td>
<td>New!</td>
</tr>
<tr>
<td>Hard Drive</td>
<td>8.4GB Ultra ATA 66 hard drive*</td>
<td>8.4GB Ultra ATA 66 hard drive*</td>
<td>160GB 7200 RPM Ultra ATA 66 hard drive*</td>
<td>New!</td>
</tr>
<tr>
<td>DVD/CD-ROM</td>
<td>4X/16X DVD-ROM drive</td>
<td>4X/16X DVD-ROM drive</td>
<td>8X/24X DVD-ROM drive</td>
<td>New!</td>
</tr>
<tr>
<td>Modem</td>
<td>56k V.90 Modem</td>
<td>56k V.90 Modem</td>
<td>56k V.90 Modem</td>
<td>New!</td>
</tr>
<tr>
<td>Graphics</td>
<td>16MB Video graphics</td>
<td>16MB Video graphics</td>
<td>16MB Video graphics</td>
<td>New!</td>
</tr>
<tr>
<td>Sound System</td>
<td>PCI 128-bit VxD sound</td>
<td>PCI 128-bit VxD sound</td>
<td>Sound Blaster Live! 16-bit audio card</td>
<td>New!</td>
</tr>
<tr>
<td>Speakers</td>
<td>Adlib/AV090 speakers</td>
<td>Adlib/AV090 speakers</td>
<td>Adlib/AV090 speakers</td>
<td>New!</td>
</tr>
<tr>
<td>Warranty</td>
<td>5-year/3-year Micron Power Limited warranty</td>
<td>5-year/3-year Micron Power Limited warranty</td>
<td>5-year/3-year Micron Power Limited warranty</td>
<td>New!</td>
</tr>
<tr>
<td>Micron CD</td>
<td>1-year free* training &amp; Micron CD online</td>
<td>1-year free* training &amp; Micron CD online</td>
<td>1-year free* training &amp; Micron CD online</td>
<td>New!</td>
</tr>
<tr>
<td>Software Included</td>
<td>Microsoft Windows 95</td>
<td>Microsoft Works Suite 95</td>
<td>Microsoft Works Suite 95</td>
<td>New!</td>
</tr>
<tr>
<td>Also Includes</td>
<td>WinFax Pro</td>
<td>WinFax Pro</td>
<td>WinFax Pro</td>
<td>New!</td>
</tr>
<tr>
<td>Factory Direct Price without monitor</td>
<td>$1,349 '99/mo.</td>
<td>$1,599 '99/mo.</td>
<td>$2,098 '99/mo.</td>
<td>New!</td>
</tr>
<tr>
<td>Upgrade to:</td>
<td>Upgrade to:</td>
<td>Upgrade to:</td>
<td>Upgrade to:</td>
<td>New!</td>
</tr>
<tr>
<td>128MB 100MHz SDRAM</td>
<td>320GB Ultra ATA 66 hard drive*</td>
<td>320GB Ultra ATA 66 hard drive*</td>
<td>320GB Ultra ATA 66 hard drive*</td>
<td>New!</td>
</tr>
<tr>
<td>Factory Direct Price with monitor</td>
<td>$1,749 '99/mo.</td>
<td>$2,049 '99/mo.</td>
<td>$2,499 '99/mo.</td>
<td>New!</td>
</tr>
</tbody>
</table>

### Breakthrough Prices on Powerful Millennium Desktops.

If you live for gaming you owe it to yourself to play on the greatest PC out there - the Micron Millennium. Everything about these speedsters is designed to maximize power, minimize cost, and give you the competitive edge. The Millennium offers Intel's latest Pentium III processor and is designed with Micron's new computer chassis - making the Millennium not only a gaming powerhouse, but also one of the most expandable PCs you can buy today.

And, you get a one-year free* subscription to Micron University, an incredible new online training tool, and 1 year of unlimited EarthLink Sprint Internet access** paid for by Micron. When you choose Micron, you're getting more than a powerful system - you're joining the gaming elite. So if you want to play hard, play on a Micron.


Configure exactly what you want and order direct at www.micronpc.com or call 1-888-669-0969
**Talking to the Big Pool**

The best thing you can do to improve your performance when connected to the Internet is to make sure your ISP (Internet service provider) has a fat pipe to the Internet. A provider with redundant T3 lines, for example, will yield much better performance than an ISP with a single T1 line. Sometimes it takes a little research to find out what your ISP uses, but it’s time well spent.

You connect to the Internet using the TCP/IP protocol. If you’re still running Windows 95, one of the key issues in the way Windows 95 handles dial-up TCP/IP connections is an arcane parameter known as MaxTLMU. Changing this involves editing the <sudder> registry. Alternatively, you can download the cool shareware utility TweakDUN (Tweak Dial-Up Networking) from www.pattersondesigns.com/tweakdun. It is shareware, though, so if you find it useful, make sure you pony up the 15 bucks—it’s a small price for this useful tool.

Another piece of freeware that fills the same role is PPP Boost, which can be found at www.hotfiles.com.

---

**Other Tuning Tips**

There are a few other things you can do to help system performance. One is to remove all the files that are created in the temporary folders. I once found 9MB of data in \windows\temp and 10MB in \temp. That’s a lot of disk space for files that have only been used once.

While we’re on the topic of disk space, also check the space reserved for Internet temporary files. You can do this from the Internet control panel. The temporary file property sheet is one of the first listings you see.

For best gaming performance, however, you never want to have anything running in the background. Unfortunately, Windows 98 sets up a lot of programs to AutoStart when you boot the system. Virus checkers, in particular, tend to interact badly with games. If you have a virus checker, you may want to deactivate it during gameplay, then turn it back on when you’re done. Another problem—child background app can be monitors, like those loaded by Norton Utilities or Nuts and Bolts. Take special care to deactivate crash-protection software while playing games. They work pretty well with standard Windows applications, but a game is a different beast altogether.

Finally, if your system has bogged down incredibly and nothing you do can perk it up again, you may be at the point where you’ll need to do a clean reinstall of Windows. I don’t have the space to cover it in detail here, though. Note that you don’t need to reformat your hard drive, but you do need to boot to the DOS prompt and remove the Windows directory. But before you do that, back up any email files—especially if you use Outlook 98. Also back up your “favorites” folder (if you’re an Internet Explorer user), your dial-up networking settings, and your password (.pwd) files. Then make absolutely sure you have all your latest drivers and applications install CDs, because you’ll need to reinstall everything from scratch. You can save some effort by copying win95 or win98 (depending on your operating system of choice) from the CD to the hard drive. That way, you can run setup right from the hard drive. It may be useful to do a refresh install first. That is, run Windows setup from within Windows. Sometimes that will do the trick, especially with Windows 98.

---

**Another space hog is the good old recycle bin.**

If you right-click on the recycle bin, you can change the setting for the amount of disk space reserved for the recycle bin. If you have a big drive, set this to 2 or 3 percent.

At this point, you’ve had a taste of the things you can do to improve your rig’s performance. There’s a lot more information available on the net and in other Ziff-Davis computer publications. I’ve found these Web sites to be useful:

- **Graphics:**
  - www.tweak3d.net (3D graphics cards and other great tweaks)

- **Networking:**
  - ouworld.compuserve.com/homepages/j_helmig/faq.htm (Windows 95 networking FAQ)

- **General Information:**
  - www.koan.com/-dwh/perform.html
  - www.anoncences.org/win98/

And finally, a little shameless self-promotion:

- www.gamespot.com/features/pcworkshop/
DEMONSTRATION #2:

1. Tear out your old sound card.
2. Smash into pieces.
3. Toss over your shoulder.

The sound those pieces make when they hit the ground all around you is you is the power of A3D from Aureal, the only audio that works the way your ears do.

That’s why leading sound card vendors, such as Diamond, TerraTec, Turtle Beach, and Xitel, are using Vortex audio technology from Aureal, the only 3D audio accelerator that supports industry leading A3D positional audio technology.

You can also find A3D positional audio on computer models from the industry’s leading PC manufacturers.

Audio based on Aureal technology is awesome. But don’t take our word for it. Believe Your Ears. Check out A3D at your local retailer.

Visit us at www.A3D.com

©1999 Aureal Semiconductor, Inc. A3D and Aureal are trademarks of Aureal Semiconductor Inc. Other trademarks are properties of their respective owners.
# KILLER RIGS

YOUR TWO RECIPES FOR THE ULTIMATE GAMING MACHINE

## POWER RIG

<table>
<thead>
<tr>
<th>COMPONENT</th>
<th>PRODUCT</th>
<th>PRICE</th>
<th>THE SKINNY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Motherboard</td>
<td>ASUS P2B-F</td>
<td>$140</td>
<td>Back to the future.</td>
</tr>
<tr>
<td>CPU</td>
<td>Pentium II 300</td>
<td>$99</td>
<td>The current fastest in the West.</td>
</tr>
<tr>
<td>Memory</td>
<td>256MB of CAS2 Corsair PC100 SDRAM</td>
<td>$59</td>
<td>Just think, a quarter-gigabyte.</td>
</tr>
<tr>
<td>Disk Controller</td>
<td>Adaptec 29100e2</td>
<td>$399</td>
<td>80MB per second.</td>
</tr>
<tr>
<td>Primary Graphics</td>
<td>Hercules Dynamite TNT</td>
<td>$130</td>
<td>Stability, speed, and cooling.</td>
</tr>
<tr>
<td>Secondary Graphics</td>
<td>Quantum3D Obsidian X24</td>
<td>$349</td>
<td>The ultimate, single-slot Voodoo² card.</td>
</tr>
<tr>
<td>Floppy Drive</td>
<td>Teac</td>
<td>$20</td>
<td>You still have to have one.</td>
</tr>
<tr>
<td>Hard Drive</td>
<td>Seagate Cheetah 110</td>
<td>$95</td>
<td>It's big, it's fast; it's loud...two out of three ain't bad.</td>
</tr>
<tr>
<td>Backup</td>
<td>Iomega IZe 2</td>
<td>$90</td>
<td>2GB of backup.</td>
</tr>
<tr>
<td>Hard-Drive Cooler</td>
<td>APS Technologies drive cooler</td>
<td>$40</td>
<td>Cool it, baby.</td>
</tr>
<tr>
<td>CD-ROM/DVD</td>
<td>Pioneer 6x SCSI DVD</td>
<td>$249</td>
<td>Near Pioneer slot-drive DVD.</td>
</tr>
<tr>
<td>Monitor</td>
<td>Sony F500</td>
<td>$1,600</td>
<td>Perfectly flat. Just perfect.</td>
</tr>
<tr>
<td>Primary Audio</td>
<td>Diamond Monster Sound MX300</td>
<td>$99</td>
<td>For four-speaker DirectSound, 3D, and CAX.</td>
</tr>
<tr>
<td>Speakers</td>
<td>JBL JR-93</td>
<td>$500</td>
<td>Beautiful imaging, clean sound.</td>
</tr>
<tr>
<td>Rear Channel Speakers</td>
<td>Jamsa CS-5</td>
<td>$500</td>
<td>Ultimate rear channel powered speakers.</td>
</tr>
<tr>
<td>Modem</td>
<td>Copper Rocket DSL modem</td>
<td>$400</td>
<td>DSL at last.</td>
</tr>
<tr>
<td>Networking</td>
<td>3COM Etherlink 10/100 PCI</td>
<td>$70</td>
<td>For dragging my buddies.</td>
</tr>
<tr>
<td>Case</td>
<td>In Win Q500 full tower ATX</td>
<td>$115</td>
<td>New improved model.</td>
</tr>
<tr>
<td>Power Supply</td>
<td>Turboxx 300</td>
<td>$129</td>
<td>More power,Scarify!</td>
</tr>
<tr>
<td>Keyboard</td>
<td>Logitech Newton</td>
<td>$55</td>
<td>In with the Newton, out with the Natural.</td>
</tr>
<tr>
<td>Mouse/Pointing Device</td>
<td>Logitech Cordless Wheel Mouse</td>
<td>$59</td>
<td>No tether!</td>
</tr>
<tr>
<td>Action Game Controller</td>
<td>ThrustMaster Fusion Digital</td>
<td>$25</td>
<td>Comfortable controller with USB.</td>
</tr>
<tr>
<td>Flight Joystick</td>
<td>ThrustMaster F22 Pro</td>
<td>$129</td>
<td>It just feels right.</td>
</tr>
<tr>
<td>ThrustMaster TOS</td>
<td></td>
<td>$115</td>
<td>More control than anyone needs.</td>
</tr>
<tr>
<td>Rudder Pedals</td>
<td>ThrustMaster Elite RCS</td>
<td>$79</td>
<td>Nearly perfect foot placement.</td>
</tr>
<tr>
<td>Driving Controls</td>
<td>ECC3600</td>
<td>$1,129</td>
<td>For the serious sim driver.</td>
</tr>
</tbody>
</table>

**TOTAL:** **$8,619**

## LEAN & MEAN

<table>
<thead>
<tr>
<th>COMPONENT</th>
<th>PRODUCT</th>
<th>PRICE</th>
<th>THE SKINNY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Motherboard</td>
<td>Abit RIS rev 2.0</td>
<td>$140</td>
<td>Five PCI slots, Software: AmigaOS-ready for Pentium III.</td>
</tr>
<tr>
<td>CPU</td>
<td>Celeron 433</td>
<td>$175</td>
<td>Effectively the same as a PII-600.</td>
</tr>
<tr>
<td>Memory</td>
<td>128MB Corsair PC100 SDRAM</td>
<td>$202</td>
<td>128MB at last.</td>
</tr>
<tr>
<td>Disk Controller</td>
<td>Built-in UDMA/33</td>
<td>$0</td>
<td></td>
</tr>
<tr>
<td>Primary Graphics</td>
<td>Hercules Dynamite TNT</td>
<td>$130</td>
<td>Stability, speed, and cooling.</td>
</tr>
<tr>
<td>Floppy Drive</td>
<td>Teac</td>
<td>$20</td>
<td>Still gotta have it.</td>
</tr>
<tr>
<td>Hard Drive</td>
<td>Western Digital Expert 9.1</td>
<td>$229</td>
<td>7200rpm from Western Digital.</td>
</tr>
<tr>
<td>CD-ROM/DVD</td>
<td>Pioneer DVR-704</td>
<td>$69</td>
<td>Yeah, it's got a tray. But it's fast.</td>
</tr>
<tr>
<td>Monitor</td>
<td>Optiquest V55</td>
<td>$445</td>
<td>Solid 19-inch monitor at a budget price.</td>
</tr>
<tr>
<td>Primary Audio</td>
<td>Diamond Monster Sound MX300</td>
<td>$82</td>
<td>A3D and clean audio for under a $100.</td>
</tr>
<tr>
<td>Speakers</td>
<td>Boston Acoustics BA-635</td>
<td>$99</td>
<td>Went back to my favorites.</td>
</tr>
<tr>
<td>Modem</td>
<td>Diamond Supra 36i</td>
<td>$106</td>
<td>Solid performance, good price.</td>
</tr>
<tr>
<td>Networking</td>
<td>N/A</td>
<td>$0</td>
<td></td>
</tr>
<tr>
<td>Case</td>
<td>Elan Vital 110-AB</td>
<td>$82</td>
<td>The case for upgraders.</td>
</tr>
<tr>
<td>Power Supply</td>
<td>Built-in, 225W</td>
<td>$0</td>
<td></td>
</tr>
<tr>
<td>Keyboard</td>
<td>Logitech Newton</td>
<td>$45</td>
<td>In with the new, out with the Natural.</td>
</tr>
<tr>
<td>Mouse/Pointing Device</td>
<td>Logitech PS2 Wheel Mouse</td>
<td>$118</td>
<td>Better than its &quot;gaming&quot; mouse.</td>
</tr>
<tr>
<td>Joystick</td>
<td>CH Gamesick 3D</td>
<td>$55</td>
<td>Still the best-balanced flight stick around.</td>
</tr>
</tbody>
</table>

**TOTAL:** **$1,996**

The Fine Print: All recommendations based on actual evaluations. Prices listed are average low quotes from Web price search engines like www.computershopper.com or www.pricewatch.com. Lists compiled by Dave Salvator and Lloyd Case.
ATTENTION ALL INTERNET USERS:

Start talkin’

Talk n' Play is the best way to speak with up to four people over the internet. Combine that with 25 Internet games from World Opponent Network and a sweet headset and you've got internet gaming, baby!

So now you can connect with your family and friends and challenge them to a game of Poker, Golf or Red Baron, even if they live thousands of miles away! Start Playing!

25 Internet Games • 4 Person Internet Phone • Headset / Microphone

www.talknplay.com

Go to #111 @ www.computergaming.com/infolink
What Should You Bring To The Ultimate Deathmatch?

How About The Ultimate Weapon.

The essential Quake III Arena weapon is here. Tweaked for the ultimate gaming experience, the Viper V770 is loaded with the blazing new NVIDIA RIVA TNT2 Ultra, AGP 4X power, 32-bit rendering with 32-bit Z/stencil buffer and 32MB of memory. So while you’re throwing everything you’ve got at the enemy, the Viper V770 is hurling nearly 9 million triangles at the screen every second. It fuses speed and visual quality to power the most intense graphics of today’s online gaming experiences. So no matter where you battle, bring along the latest artillery.

DIAMOND MULTIMEDIA

www.diamondmm.com
Vooodoo³: Fightin' the Good Fight
A Bit Feature-Limited Maybe, But Slow It Ain't

by Loyd Case

There's something to be said for mature technology, and 3dfx is saying it loud and clear. The company's $20 million ad campaign, which touts its new Vooodoo³ chipset (and targets general consumers rather than game geeks), is getting a lot of attention. All the noise does distract a little from the realization that Vooodoo³ is probably the final chapter in the book that was Voodoo graphics. 3dfx's next architecture will entail a pretty serious redesign.

Vooodoo³ is, in essence, a Voodoo Banshee board with two rendering pipelines running at 143MHz or better. We looked at the 3000 model, which clocks in at 166MHz. (We'll take a look at the Voodoo³ 3500, which runs at 183MHz, in next month's roundup.) All Vooodoo³ boards—models 2000, 3000, and 3500—ship with 16MB of RAM. Model 2000 lacks TV out.

The dual rendering pipelines behave the same way as a pair of Voodoo² boards in SLI mode. In addition, the high clock speed makes for some serious 3D performance—as 3D GameGauge numbers show, Vooodoo³ is no slouch in this department. So in a single AGP slot, you have Vooodoo² SLI performance, pretty decent standard 2D (Windows) performance, and the ability to run Glide games very, very fast. OpenGL and Direct3D games also perform well with Vooodoo³.

When you open up the package, the first thing you see is the heat sink, which looks to be roughly the size of Manhattan, and covers more real estate than just the chip. The software bundle is quite good, too: full versions of Unreal and Need for Speed III, a coupon for Unreal Tournament, and an extended demo version of Descent II. Finally, there's 3dfx Tools, which puts a lot of control into the hands of users (and has a slick user interface).

But there are limitations. There's no option for 32-bit rendering and there's no memory configuration larger than 16MB. In addition, Vooodoo³ can't do AGP texturing. This was apparent in the 3D WinBench 99 test, in which Vooodoo³ couldn't run at a resolution of 1600x1200x16. The Hercules Dynamite TNT, also with 16MB of RAM, could run at that resolution—albeit slowly. It's possible that the 3000 could have run 3D WinBench at 1600x1200 if it had 32MB of RAM, but it doesn't.

So Vooodoo³ is fast, but the competition, in the form of nVidia's TNT2 and Matrox's G400 Max, among others, will give Vooodoo³ a run for its money. 3dfx has no real alternative to the feature sets of its competitors; all it currently has is Vooodoo³—it's version of a stripped-down Dodge Charger with a 440-cubic-inch engine. Still, the technology, though older than the competition, gives up nothing in raw performance.

Thirty-two-bit rendering won't start to become a big deal until Quake 3: Arena ships later this year, and that game will likely be followed by other titles that need 32-bit rendering capability. But 16-bit output still looks good in current games, and for those games Vooodoo³ definitely delivers.

---

**Performance Benchmarks**

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>Vooodoo³ 3000 (166MHz)</th>
<th>Hercules Dynamite TNT</th>
</tr>
</thead>
<tbody>
<tr>
<td>WinBench 99 Business Graphics WinMark (1024x768x32)</td>
<td>180</td>
<td>177</td>
</tr>
<tr>
<td>3D WinBench 99 (1024x768x16)</td>
<td>936</td>
<td>756</td>
</tr>
<tr>
<td>3D GameGauge at 800x600</td>
<td>196.1</td>
<td>142.3</td>
</tr>
<tr>
<td>Vooodoo³ 3000 (166MHz)</td>
<td>104.5</td>
<td>86.0</td>
</tr>
<tr>
<td>Hercules Dynamite TNT</td>
<td>92.6</td>
<td>82.9</td>
</tr>
<tr>
<td>Motorhead (1280x1024x16)</td>
<td>82.0</td>
<td>46.8</td>
</tr>
<tr>
<td>Vooodoo³ 3000 (166MHz)</td>
<td>109.8</td>
<td>138.4</td>
</tr>
<tr>
<td>Hercules Dynamite TNT</td>
<td>134.4</td>
<td>49.7</td>
</tr>
<tr>
<td>Motorhead (1280x1024x16)</td>
<td>134.4</td>
<td>49.7</td>
</tr>
</tbody>
</table>

---

**The Fine Print:** Tests were conducted on a Pentium III 500MHz system with an Intel SE440BX motherboard, 128MB SDRAM, a Varius3 sound card, and IDE storage components.
Konoko's only future is to avenge her past.
Bungie Software, the company that rewrote the rules for strategy games with Myth and Myth II, introduces Oni, an action game that will redefine the genre. As Konoko, you’ll fight through huge futuristic 3D environments using a ground-breaking combination of gunplay and hand-to-hand combat to defeat hundreds of devious opponents. From your first bullet to your last kick, surviving Oni’s high-tech world of crime and deception will take everything you’ve got.

Coming this Fall for Windows® and Mac® OS.
For screen shots and additional information visit oni.bungie.com

Oni is a trademark of Bungie Software Products Corporation. All other trademarks are the property of their respective owners. © 2000 Bungie Software Products Corporation. All rights reserved.
Aiming High
K6-III Guns for Pentium III, but Offers No Price Advantage Over Intel

by Dave Salvator

Playing second fiddle is just no damn fun. But having to watch the number-one guy repeatedly get all the glory (and the girls) can be a powerful motivator. Such has been AMD's plight in the CPU business. But 1998 saw some very important gains for AMD, the only X86 maker really willing to take on big Kahuna Intel in all ranges of performance. One advantage AMD's K6-2 has held is that it's been a solid performer that could be had inexpensively, and it's delivered good, though not market-leading, performance for games. But AMD lost nearly $104 million last year, and it needs to reverse its fortunes; as a result, street prices at press time for the new K6-III's were about the same as for the Pentium III at the same clock speed.

But given that K6-III doesn't clearly outperform Pentium III, and that there's no longer a price advantage, it seems AMD doesn't have a very compelling case to make with gamers.

So what's new in the K6-III? Basically, this part has its Level 2 (L2) cache integrated into the chip core, which allows the cache to run at full processor clock speed. Perhaps more importantly, the L2 cache now runs on a backside bus, so it no longer has to share bandwidth with system memory, as in previous AMD parts. However, despite this improvement, K6-III's floating-point unit remains unchanged from K6-2, and so AMD is still dogged by a traditional weakness in relation to Intel: floating-point performance, which is key to making 3D games pump.

Number Crunch
When looking at CPU performance, there are three areas to examine.

**Performance Benchmarks**

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>AMD K6-III 450</th>
<th>Pentium III 450</th>
</tr>
</thead>
<tbody>
<tr>
<td>WinBench 99 CPUMark99</td>
<td>37.5</td>
<td>34.4</td>
</tr>
<tr>
<td>WinBench 99 FPUMark</td>
<td>1520</td>
<td>2280</td>
</tr>
<tr>
<td>3DWB99 Transform</td>
<td>76</td>
<td>72.9</td>
</tr>
<tr>
<td>3DWB99 Transform and Lighting</td>
<td>39.9</td>
<td>51.9</td>
</tr>
<tr>
<td>3D GameGauge @ 640x480</td>
<td>508.8</td>
<td>462.2</td>
</tr>
<tr>
<td>Quake II Time Demo</td>
<td>23.4</td>
<td>38.9</td>
</tr>
<tr>
<td>Quake II Crusher Demo</td>
<td>21.2</td>
<td>27</td>
</tr>
<tr>
<td>Half-Life</td>
<td>38</td>
<td>51</td>
</tr>
</tbody>
</table>

**Pros:**
- Solid integer performance; good performance boost with 3DNow

**Cons:**
- No real price advantage over Pentium III floating-point performance still trails

**Requirements:**
K6-III-compatible motherboard

Price: $400 (street, for 450MHz)
Manufacturer: AMD

www.amd.com

and when many games begin taking advantage of it, which may happen later this year.

In our testing, AMD outscores Intel on integer performance, probably due to K6-III's onboard L2 cache. But on traditional floating-point performance, Intel still clearly outpaces AMD, which means on games with ever-growing triangle counts that don't use SSE or 3DNow, Pentium III will get you more frames per second. Lastly, on SIMD floating-point performance, the results tend to favor AMD, whose score on 3D WinBench 99's Transform test was well ahead of Pentium III's. This test measures how fast triangles get transformed (moved from frame to frame of animation) in Direct3D's Transform and Lighting (T/L) engine. Next, the T/L test measures how fast triangles can be transformed and lit using D3D's T/L engine. Here the result was too close to call.

This is where things get a little weird. Given Intel's faster floating-point performance, we expected Intel to outperform AMD in game tests, and yet K6-III outpaced Pentium III running 3D GameGauge 1.0, which left us scratching our heads. But then we noticed that on Quake II (which has the highest triangle count), Intel bested AMD. So we fired up several newer test games with higher triangle counts, and here AMD's floating-point unit ran out of gas versus Intel. So while K6-III can hold its own on older games, Intel still wins running newer games with higher triangle counts.

Yeah Well, Wait Till Next Time...

AMD does respectfully versus Intel in this round, but their second-class performance on traditional floating-point tests still keeps the crown out of reach. AMD's upcoming K7 will have a re-architected floating-point unit that could well put AMD over the top. For now, K6-III is a competitor, though given its lack of price advantage, Pentium III is still the better choice for about the same money.
IF YOU WANT TO FRAG IN 16.7 MILLION COLORS TURN ON THE POWER

"ATI totally proved 3Dfx wrong by showing 32-bit rendering can be done without a performance hit..."

- Why play with only 64,000 colors when incredible 32-bit color rendering delivers 16.7 million colors without compromising 3D frame rate performance.
- Packing either 16MB or 32MB of memory, RAGE FURY has the fastest 128-bit 3D graphics available for an incredible 3D visual experience.
- Featuring hardware DVD video acceleration and TV-out for big screen gaming (optional feature).
- Supports ATI-TV WONDER, the TV tuner add-on board.
- Check out www.atitech.com for history-making news on RAGE FURY and the latest 32-bit true color 3D games.

QUAKE II FRAME RATES

<table>
<thead>
<tr>
<th>32-bit Color</th>
<th>4-bit 6-plane</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 fps</td>
<td>46 fps</td>
</tr>
</tbody>
</table>

Fastest 32-bit color performance

http://www.atitech.com/ad/cgw
DRIVES ME CRAZY

The Force Feedback FX Racing Wheel is a "wheel" only in the loosest sense. Rather than employing the typical wheel-with-pedals arrangement, the Force FX is actually a hand-held device modeled after remote controls used for miniature race cars.

Installation was easy using the supplied driver CD, but one major downer is that the FX needs a pair of AA batteries for its force-feedback effects.

When playing NEED FOR SPEED III (NFS3) with the FX, I found that the knob's short throw and high resistance to movement left me facing the sides of the track more often than not. The device worked much better with MONSTER TRUCK MADNESS 2. One good aspect of the FX is the force feedback, which was decently rendered in NFS3.

The packaging boasts that the FX is "perfect for those long, grueling days of racing," but reality tells a different tale. My left hand became seriously fatigued after just four laps in NFS3. And given that I'm ambidextrous and a southpaw mouser, this was especially surprising.

As it turns out, using the FX is an acquired taste—and it's a taste I'd rather not acquire. —Samuel B. Baker II

REVIEW • THRUSTMASTER FUSION DIGITAL

BEAUTY AND THE BUS

It's official. I'm now a USB game controller convert. And with gigs of new USB gamepads on the market these days, it's pretty much all I'm using. ThrustMaster's new Fusion Digital, an updated version of their Rage3D gamepad, proved to be a solid USB performer, though it wasn't flawless.

Installation is pretty straightforward, although you still have to connect the controller midway through the installation process. After connecting the Fusion to the joystick port of a Turtle Beach Montego II (Vortex2-based) PCI sound card, it showed up as "Not Connected."

I took the Fusion for a spin through HIGH HEAT 2000, and it performed like a champ. Its "lizard-eye" D-pad design is still one of the most comfortable I've ever used, and it helps to reduce the "game-claw" feeling you get in your left hand after a long session. Problems with the traditional joystick port are disappointing, but if you have USB ports on your system (you do, don't you?), you'll probably want to use one of those ports anyway. This way, you can keep both a regular joystick (connected to your joystick port) and a gamepad attached to your system without swapping. —Dave Salvador

REVIEW • GAME COMMANDER

LISTEN UP!

Speech recognition for games isn't new, but the Game Commander software package seems to really work. It's a relatively simple system with a fairly clean user interface.

You use the included microphone headset to give verbal commands, which are either preset for a handful of "built-in" games or added by you for other games.

Unlike more complex packages, like IBM's ViaVoice, Game Commander requires no training for built-in game commands and minimal training for games you add.

The current version 1.0 doesn't support multiple-keystroke commands, but there's a beta up on www.gamecmdr.com that adds this important capability—with a few bugs, however.

Still, Game Commander is amazing to use. I checked out the built-in presets for the games BATTLEZONE and MECHWARRIOR: MERCENARIES. These worked well, so I created a template for EUROPEAN AIR WAR. Within about a half hour, I was up and flying, telling the computer, "Check six" and "Wing-engage bandits." After the battle I could say "Vector home" and get the heading for home base. It was a real eye-opener.

There is a momentary delay while the command is executed, and in multiplayer games, a split-second could mean instant death. But sim jockeys may have finally found something better than keyboard templates and even more complex HOTAS controllers. Check it out. —Loyd Case
Crank Up Your Computer!

80 brain-frying watts of power. Bone-thumping bass from our Advanced Active Servo Technology. 2-way satellites with piercing highs and aggressive mids. Welcome to the new breed of Yamaha multimedia speakers. The new Yamaha YST-MS50 and YST-MS55D (with USB) are the best speakers for games and music on your computer. They'll even blow away your stereo. Get them for as low as $129* at your favorite computer and electronics stores.
This game says hello like the business end of a Louisville Slugger.

—Dave Salvator, reviewing High Heat 2000

Looking Past the Hype

Everquest

The antithesis of Ultima Online.

Roller Coaster Tycoon

In some ways, better than Theme Park.

Heroes of Might and Magic III

Back by popular demand! Now including the highly anticipated first page.

July Reviews

CG Editors' Choice Games in Red

<table>
<thead>
<tr>
<th>GAME</th>
<th>RATING</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battleground: Chickamauga</td>
<td>★★★★★</td>
<td>162</td>
</tr>
<tr>
<td>Civilization: Call to Power</td>
<td>★★★★★</td>
<td>145</td>
</tr>
<tr>
<td>Darts</td>
<td>★★★★☆</td>
<td>166</td>
</tr>
<tr>
<td>Email Battleship</td>
<td>★★★★☆</td>
<td>166</td>
</tr>
<tr>
<td>Email Scrabble</td>
<td>★★★★☆</td>
<td>166</td>
</tr>
<tr>
<td>EverQuest</td>
<td>★★★★☆</td>
<td>130</td>
</tr>
<tr>
<td>Fighter Squadron</td>
<td>★★★★☆</td>
<td>137</td>
</tr>
<tr>
<td>Fleet Command</td>
<td>★★★★☆</td>
<td>152</td>
</tr>
<tr>
<td>Heroes of Might &amp; Magic III</td>
<td>★★★★☆</td>
<td>148</td>
</tr>
<tr>
<td>High Heat 2000</td>
<td>★★★★☆</td>
<td>140</td>
</tr>
<tr>
<td>Lands of Lore III</td>
<td>★★★★☆</td>
<td>133</td>
</tr>
<tr>
<td>Machines</td>
<td>★★★★☆</td>
<td>165</td>
</tr>
<tr>
<td>Redline</td>
<td>★★★★☆</td>
<td>123</td>
</tr>
<tr>
<td>Requiem</td>
<td>★★★★☆</td>
<td>127</td>
</tr>
<tr>
<td>Roller Coaster Tycoon</td>
<td>★★★★☆</td>
<td>159</td>
</tr>
<tr>
<td>Smolensk to Moscow</td>
<td>★★★★☆</td>
<td>165</td>
</tr>
<tr>
<td>Triple Play 2000</td>
<td>★★★★☆</td>
<td>141</td>
</tr>
<tr>
<td>Warzone 2100</td>
<td>★★★★☆</td>
<td>162</td>
</tr>
<tr>
<td>X-Wing Alliance</td>
<td>★★★★☆</td>
<td>134</td>
</tr>
</tbody>
</table>

We review only finished products—no betas, no patches.
Choose unit types, fleet formations and flight tactics to create the best combat group for each tactical situation.

An advanced research tree lets you construct 34 ships between two distinct races: from lightly armed fighter class interceptors to gigantic carriers that can build and transport up to 250 ships into battle.

Detailed weapon systems— including mass drivers, guided missiles, ion cannons and mines— operate automatically to track multiple or single targets.

Find detailed gameplay and ship specifications at www.homeworld.net.
LOCATION: The Great Wasteland
DESTINATION: Galactic Core.

WARNING:
Enemy Taidan strike force sighted.
Mothership under attack.
Taidan Carrier with Missile Destroyer and Assault Frigate Fleet nearing striking distance.
Dispatching Kushan Scout squadron in Delta Formation.
Time to intercept....

Winner of UGO's Best Real-Time Strategy Game of E3

Command the smallest scout ship or your entire armada in an unrestricted 3D world for pinpoint control.

Explore super-detailed galactic regions, from asteroid fields to nebulae to dust clouds.

Lead your Armada through 36 single-player missions or play against seven opponents over the Internet or LAN in multi-player scenarios. A robust mission editor lets you create your own maps for online campaigns.

Sierra Studios
3D Real-Time Strategy

HOMEWORLD

Sierra Studios

Relic Entertainment
The Bloody Red Line
REDLINE Delivers Postapocalyptic Carnage

by Mark Clarkson

Things have been tough since the apocalypse. Gangs roam the cities and highways in lethally armed cars, killing and sometimes eating their fills. Unleaded gas is up to $12.75 a gallon—don't even ask about nitro. Fortunately, you're not out to save the world—it's far too late for that. You just want to save your ass.

Blood on the Highway

Set in a grim future of warring gangs and greedy companies, REDLINE is particularly bloody, even for a first-person shooter. Characters don't just die; they explode like an M-80 going off in a baggie full of liver, leaving headless bodies and severed legs stumbling and dancing around. You deal death roughly half of the time on foot and the other half in various vehicles, from motorcycles and dune buggies to tanks and turrets.

The eye candy includes the detonator particle and lighting effects, wall damage, and huge explosions. Cars blow up with a ferocious bang that throws big chunks of scrap metal into the air, where they explode again.

And when something really big lets go, the ground shakes and rolls, the screen flashes white, and shock waves race outward. Plenty of items in the levels are destructible—boxes, rusting hulks, street lamps, you name it—and you can blast your way through the occasional crumbling wall or cracked door.

REDLINE's hand-held weapons are mostly standard fare: buzzsaw, rocket, machine gun, and grenades. Some new toys include flash grenades, available only in multiplayer, which blind your opponents, and the EMP gun, which temporarily disables a vehicle and forcibly ejects the driver. My personal fave? The sniper rifle with a 4X scope and explosive slugs.

Vehicles also come equipped with an assortment of guns, cannons, rifles, and rockets (both guided and unguided). Most even have guns that shoot sideways—nice to have when you're fending off a horde of mutant cannibals. Sounds vary from great (the machine gun) to so-so (the cars' engines), and the voice acting is pretty solid, particularly in the case of the gruff but lovable commander, Liddy, who guides you through the missions. Interstitial movie segments and briefings are rendered directly in the game engine; unfortunately, this forced me to restart once when a guy got stuck behind a parked car and couldn't continue the thread sequence.

Mixed Bag o' Carnage

REDLINE has 12 single-player missions, ranging from car-versus-car battles and stalking aliens on foot in a crashed spaceship to racing full-out across the blasted wasteland in an attempt to reach a garage with the "jaws of life" before the bomb that's wired under your car goes off.

Still, the main goal of gameplay is pretty straightforward: Kill everything in sight. There a few hidden areas scattered around, and there's the occasional simple puzzle, but they're so rare I hardly ever thought to look for them until I found myself stymied. Multiplayer action—deathmatch and capture the flag—tends to be almost prohibitively fast and fierce.

Unfortunately, level design is too often of the "let's create a big room with 32,000 monsters in it" variety. In the very last segment, you defend your base against seemingly endless waves of cars that keep coming for more than an hour (not counting any time you might spend dying and restarting the game).

While other games have tried to mix vehicular and on-foot combat and done it badly (think NECRODOME), REDLINE does a better job of blending the two into a flashy, fast-paced package. If you can tolerate the somewhat derivative gameplay structure and the endless waves of enemies, you'll enjoy a spin behind the wheel of this deathmobile.

www.accolade.com
YOU'RE GONNA

FEATURING THE MUSIC OF CYPRUS HILL
FROM THE RELEASE "CYPRUS HILL IV"
cypressonline.com

BUILT ON THE REVOLUTIONARY QUAKE II ENGINE, KINGPIN: LIFE OF CRIME™ INCLUDES MULTIPLAYER GANG BANG DEATH MATCH FOR UP TO 16 THUGS!

HOP A TRAIN TO GET AROUND TOWN.

TARGET SPECIFIC BODY PARTS AND ACTUALLY SEE THE DAMAGE DONE — INCLUDING EXIT WOUNDS.

TALK TO PEOPLE THE WAY YOU WANT... FROM SNEAKY TO COOL.

KINGPIN: Life of Crime. ©1993 Xatrix Entertainment, Inc. All rights reserved. This product contains software technology licensed from Id Software, Inc. ("Id Technology"). Id Technology ©1996, 1997, 1998 Id Software, Inc. All Rights Reserved. Kingpin, Kingpin: Life of Crime, Interplay, the Interplay logo, and "By Gamers For Gamers." are trademarks of Interplay Productions. Xatrix and the Xatrix logo are trademarks of Xatrix Entertainment, Inc. All rights reserved.
DIE

Actual Game Screen (really!)

Kingpin
Life of Crime

Even the odds by recruiting the gang members you want on your side.

For more info go to www.interplay.com/ka-loc.html.
Go to #239 @ www.computergaming.com/infolink
MORTYR

ONE DOWN...
AN ARMY TO GO.

“Wolfenstein 3D with all the latest advances in game play and graphics.”
—PC GAMER
REQUIEM: AVENGING ANGEL • REVIEW

Torned by an Angel
Angel With an Attitude Hits Lucifer Hard in 3DO's Action-Thriller

by Gordon Goble

Set against a pulsating, almost liquid backdrop of blood-red textures pulled from Hell itself lies a mélange of death, a landscape dotted with the writhing, partially gutted bodies and torsos of those unfortunate enough to be on the front lines of a maniacal rampage. This is Chaos, where Satan's demons have their way with us humans, and you'll find yourself wading through it within the first five minutes of REQUIEM: AVENGING ANGEL. Yet this graphic introduction is less a visual indicator of upcoming gameplay than an impetus for you, as God's chosen angel Malachi, to fight for what is right and ensure that such carnage does not spread to Earth.

On a Mission From God

Frightening on a grand scale, with creatures, weapons, and sinister environments that rival those of any game, REQUIEM is somewhat less sophisticated than the reigning shooter king, HALFLIFE. The manual and online tips try hard to convince you it's not a blatant rip-off, but the game is far more earnest than thinker. Still, you must kill selectively, since killing the innocent has dire consequences; use the art of conversation to extract important information from NPCs; and locate and utilize various items to help you along your way.

It's a good thing, then, that Malachi is one capable spirit, with an array of both magical and secular powers at his disposal. As God's smiling hand, you'll have command over an assortment of offensive and defensive spells, each garnered after completing certain tasks or entering key areas. Spells are cast in much the same way you'd fire a traditional weapon.

And man, do some of these spells pack a wallop. For example, Apocalypse destroys everything in the vicinity amid a blinding flash of light, while To Salt reduces animated bodies to crumbling piles of dust. All, however, pale in comparison to Bloodboil, where your target percolates and spews blood before ejecting limbs and head and ultimately exploding.

Malachi can also Heal, Deflect attacks, shine Holy Light in dark tunnels, take momentary Flight, or just simply mosey about unarmed to avoid suspicion. You may even want to Warp Time and slow things down—great when surrounded by monsters.

Holy Hand Grenade

Alternately, if mystical powers leave you feeling cold, more conventional worldly weapons run all the way from your basic handgun to grenade launchers, zooming sniper rifles, and missile launchers. Each shot is accompanied with believable audio bursts and slick visual indicators, the most spectacular being the tremendous firesparks and thick smoke screens from the powerful long-range missiles.

The fast-paced and mostly Earth-bound REQUIEM world, meanwhile, is simply beautiful. It's peppered with dizzying ups and downs, water to swim through, breakable windows, moving subway cars, open-air rooftops, elevators, and murky caverns. Each thoroughly convincing outdoor and indoor backdrop is draped with superb lighting and color.

It's worth noting that, particularly at the middle and upper difficulty levels, the progress of Malachi will be stalled intermittently by maze-like noks and cran-nies, puzzling mobility tests, and that tired old unlock-the-door recipe. With all this and a legion of evildoers to boot, saving religiously is strongly recommended.

Adding to the game's appeal, bad guys come in virtually any form you can imagine, from humans, human-mechanical hybrids, and pure machines to demon dogs and bizarre flying beasts with diaphanous wings. At the completion of each of the trio of acts a particularly vicious brute that taunts and taints you, and perform an incredible circus of stunts and a great light show before killing you. While enemies generally act sensibly as they pursue you and coordinate assaults, they are also capable of acting like complete idiots, sometimes circling in front of you as if you weren't there. Other drawbacks include monsters' propensity for appearing out of nowhere and for simply standing in one place, waiting for you to cross a trigger point before they notice and attack you.

REQUIEM follows the HALFLIFE recipe of mini-chapters as opposed to time-consuming full-level loads, and in this way it's wonderfully fluid. Voice acting, so vital in a game with this much verbal interaction, is strong throughout, and ambient sound effects are appropriately frightening. Heavy-duty lag time bedeviled online play on Mplayer, but hopefully 3DO will fix that.

Still, with its thundering gameplay, frightening sound and graphics, and innovative use of holy powers, REQUIEM: AVENGING ANGEL is a hot-as-Hell little number.
IN 1982, HE TERRORIZED A GENERATION OF ARCADE PLAYERS AND BECAME A CULT FIGURE.
HE'S BACK.

RUN, COWARD, RUN.
Online Bashfest

Despite Technical Problems and Simplistic Premise, EVERQUEST Is Actually Fun

by Thierry Nguyen

EVERQUEST is the DIABLO of 1999. An odd comparison, you say? Well, here's how they're alike: They both offer a very simple premise ("go forth and swatch many creatures to gain levels and loot"), and despite this simple premise (or maybe because of it), they're both damn addictive and fun. While many details keep EVERQUEST from being perfect, it's ultimately a great way to eat up your time online.

Elven Rangers Away!

For an online-only game, EVERQUEST is very much a traditional RPG. It begins, like most RPGs, with character generation. First, you need to choose a server (they are all located in southern California, so you just need to select one based on how many people are on it). Then you choose your race, class, face, and name, and distribute attribute points. Due to the time investment this game requires, and the reality of deadlines, I did most of my gaming with a traditional RPG class (Half-Elf Ranger), and dabbling with some other characters and servers to get a feel for the game. Leveling is like AD&D, in that it takes a long, long time to gain levels depending on what you do. Realistically, most people will only have time to develop two, maybe three characters at most.

Character development in EVERQUEST is skills-based. Each character starts with a certain set of skills, and you improve these skills by using them. Your skills will drop out after a while, however, and you'll need to gain another level to develop them further. The way to increase levels is either through lots of combat or finishing quests for your guild or other NPCs. Finally, every time you gain a level, you get five "practice points" that you can use with your guild trainer to immediately increase a skill's level. This is useful for skills that take a while to rise, as you can give them a slight boost right on the spot.

Combat is real-time, but it's not a frantic mouse-clicking festival. Each weapon has a specific speed, so clicking your mouse as fast as you can won't work—you have to wait for your weapon to be available again. Even easier, you can just target your foe and press A to initiate auto-combat; all you have to worry about is keeping the enemy in view.

A Hunting We Will Go...

EVERQUEST is an extremely social game. Several aspects of its design are geared to support teamwork. For one thing, to ease concerns about rampant killing and looting, there is a player-versus-player (PvP) flag. Non-PvP players cannot be harmed by PvP players, and can't be looted by them either. In life or in death. You have a choice of whether or not to be PvP. You can either activate PvP mode yourself or start on a server where everyone is PvP.

After that, you'll realize that once you hit a certain level, it's usually pretty hard to take on monsters by yourself. It's then time to find some other players around your level (up to five others), and band together. That fearsome Orc legionnaire won't seem so bad once you have a Mage, Cleric, and fellow Warrior taking it on. However, if you are three or more levels apart from each other, the lower-level person won't get any XP. This is to deter newcomers from tagging along with their buddies for free XP.

Finally, there is a thriving player-driven economy. While people still buy from NPC shops, a lot of gamers develop their trade skills, and you're guaranteed to see someone auctioning off some odd item every couple of minutes. With NPCs charging outrageous prices for a...
Newbie's Guide to Norrath

The game's manual is abysmal, but fortunately there are quite a few online sites that give you great information on the game. News sites like www.eqvault.com or eq.stratics.com are good places to start. The best site for newbies is Allakhazam's guide (everquest.games-tats.com), which offers good tips for character generation, plus links to the main EVERQUEST sites. Also, be sure to check out GameSpot's excellent GameGuide at www.gameguides.com/guides/everquest/index.html.

prices (armor that costs as much as my San Francisco apartment), players turn to each other for commerce.

When playing on an unofficial "role-play" server (like Fennin Ro), you really see people taking the game seriously. There, I've seen people debating the true nature of a Paladin, or snobbish High Elves making disparaging comments about both Dark Elves and Wood Elves in conversation. Okay, it is a bit geeky, but it's better than seeing guys named h@x0r000 talk about their latest warez trade.

Clockwork Machinery in the Fair Land

Technology-wise, EVERQUEST is outstanding. It uses a 3D engine comparable to those of action games. Spell effects earn a lot of "wow, pretty" reactions, as do the changing weather and the overall look of the characters and the towns. There are still some rough-looking areas, but overall, the engine puts EVERQUEST light years ahead of other RPGs. The gameworld is huge (not travel between the three continents takes about 45 minutes in realtime), and there's a variety of environments, from the peaks of Everfrost to the dingy underground caverns of Al'Armon.

Log is handled extremely well. Client prediction is built in, and what sometimes happens is that an enemy stands still and then "warp" forward, but that's nothing big. When the log does hit, however, it hits hard. A couple of times, I got severe packet loss, and just dropped out of the game altogether.

What's wrong with EVERQUEST? Well, the manual is horrid. An ugly table listing all the skills would have helped greatly, instead of a woefully vague description of about five skills. Also, the quests, as they stand, offer too little for too much. I find an Orc with an axe, and all I get is a bit of XP and the equivalent of four cents! So, until the quests become more motivating, you have to gain XP through lots of combat, which may be too simplistic for some gamers. Finally, the loading times between the various zones of the world can take a few minutes.

Then the inevitable question: EVERQUEST or ULTIMA ONLINE (UO)? I have to take the "apples and oranges" argument here, because that is what it boils down to—even if that sounds like a cop-out. UO is a world simulation, EVERQUEST is a social hack-and-slash. UO has more freedom built into it, and you can actually make a living off of trade skills. EVERQUEST is more about sheer adventure and combat, and the trade skills are useful, but you can't be a tailor or a baker. Those wanting a deep world sim should go to UO, while those who like hack-and-slash gaming should go to EVERQUEST.

Is it worth the $9.89 per month? That depends on three things: (1) you don't mind the pure hack-and-slash gameplay, (2) you can find some like-minded adventurers to quest with, and (3) you're willing to put up with the minor annoyances that pop up every now and then. If you meet these criteria, you'll find EVERQUEST a very fun and rewarding online RPG.
“A great game for those who like well-crafted plots, interesting and well-acted characters, and healthy doses of murder, intrigue and mystery.”
—Sci-Fi Universe

“Best Adventure Game of the Year.”
—Just Adventure

“Plot and puzzle are evenly balanced to propel you forward you’ll be too embroiled to give up”
—PC Games

“a Star Wars meets Indiana Jones meets Sherlock Holmes interactive adventure”
—Unsealed Entertainment Webzine

“An absolutely outstanding gaming experience”
—Antagonist Games Network

“98 Editor’s Choice Award”
—WarZone Gaming Site

“Combines a rich visual experience...with a detailed story and hours of gameplay.”
—Next Generation

“A great story and engaging puzzles.”
—Computer Games Strategy Plus

DELUXE EDITION
Includes DVD-ROM, 6 CD-ROMs and Strategy Guide

YOU FOUND YOURSELF
ON THE DARK SIDE OF THE MOON?

A sci-fi adventure that will immerse you in 360° of completely seamless, incredibly realistic, motion picture-quality gaming.

www.southpeak.com
Strike Three
LANDS OF LORE III Continues the Franchise’s Steep Decline

by P. Stefan "Desslock" Janicki

When LANDS OF LORE: GUARDIANS OF DESTINY was released in 1997, many role-playing game fans were disappointed that the beloved sequel cast players in the role of a single, preset character and bore little resemblance to its predecessor, THRONE OF CHAOS. By minimizing RPG elements and crafting an adventure/RPG/action hybrid, developers at Westwood hoped the second LORE game would have broader appeal. With RPGs enjoying a renaissance, LANDS OF LORE III has been released with the enticing prospect of enhanced RPG elements. Unfortunately, simplistic gameplay, barren environments, and horrible AI collectively make playing LANDS OF LORE III an unsatisfying gaming experience.

Soul Purpose

Players are given the guise of Copper LeGre, who, after witnessing the dismemberment of his father and nasty stepbrothers courtesy of dimension-hopping hounds, realizes that he's both become the heir to the throne of Gladstone and lost his soul.

Copper has to travel through portals to five strange "worlds" in order to conveniently both save the realm and recover his soul. Thanks to the court mystic, lacking a soul hamper Copper less than losing a wristwatch and bears no impact on gameplay whatsoever, other than giving you additional motivation in case "saving the realm" wasn't sufficient encouragement.

Unfortunately, gameplay is substantially similar, and uniformly simplistic, in each dimension. The realms lack scope and, with the notable exception of the Fire World's dragon city, any sense of scale. There's only a handful of creatures in each realm and less than a dozen characters who have more than two lines of speech. Exploring a world largely consists of traveling down barren, linear, claustrophobia-inducing paths. A capable 3D card will produce some nifty, if overused, colored lighting effects and impressive backgrounds, but the quality of the graphics varies greatly: the voxels and sprites used to depict characters and items involve into pixelated blots up close. Certain areas (Underworld, Shattered Desert) overcome the limits of the game's engine, producing a few memorable moments. Others, such as the forest, with its canopied roof, pixelated bushes, and solid walls of textured trees, look completely artificial.

Familiar Play

You can customize your character by joining one or more guilds and by selecting a familiar (a guide). There are four guilds (fighter, mage, cleric, and thief), but there's little incentive not to enroll in all of them. Copper gains levels faster with fewer memberships, but levels are relatively unimportant, since there's readily available equipment that'll enable neophyte characters to dish out formidable damage. Gaining levels is ludicrously easy in any event, as you can rack up experience stumping pitiful training opponents. Each guild offers only a couple of quests once you've completed its initiation, and later quests primarily require a tedious return trip to an explored world to grab a previously inaccessible item.

Voice acting is generally painful and often occurs at inappropriate times. During frantic moments, your familiar will invariably announce an intention to look for trinkets while Copper retorts that he's "hungry enough to eat a horse." "Huh? Get in the game, Copper. Play to win.

Alt is atrocious, as the mute lower-Gladstone citizens smash against walls and the pathfinding of the three dozen enemy types makes combat almost always a joke, winnable by strafing left and right and bouncing arrow after arrow off the heads of your hapless, uncoordinated foes. Since opponents are rare, the environments themselves challenge you with jumping and "thrilling" box-stacking puzzles that are apt to cause more character deaths than the game's battles. It's hard to understand Copper's constant need to inhale food, or the gameplay benefit which that touch of "realism" provides, in a light-hearted game that features fireball-hurling chickens.

Concluding LORE

The game isn't all bad. Music and sound effects are varied and appropriately reflect Copper's immediate surroundings. Some elements from past games make welcome reappearances. The interface provides convenient access to available items, spells, and weapons and the comprehensive journal automates your travels and records NPC conversations and other useful information.

But the few noteworthy features are overwhelmed by the game's flaws. The initial release is unstable, frequently crashing on startup with some video cards, and it's intolerable of certain virtual memory cache settings and 3D sound cards. Clipping errors and missing textures are frequent enough that I suspected bits of being graphical errors. Ultimately, however, it's the simplistic and repetitive gameplay that makes LANDS OF LORE III more of a chore than a pleasure to play.

Editor's Note: A longer version of Desslock's review can be found at www.gamespot.com.

MIXED BAG The graphics in LANDS OF LORE III are not very impressive—but some effects, like these flames, are cool.
Death Star Duel
Numerous Glitches Weaken Lucasarts’ Epic New Star Wars Sim

by Thierry Nguyen

A shady figure plays with a deactivated lightsaber. "I understand. You found paradise in the Empire, had a good trade, made a good living. The storm troopers protected you, and there were courts of law. And you didn't need friendship from me. But now you come to me and you say, 'Don Azzameen, give me justice.' But you don't ask with respect. You don't offer friendship. You don't even think to call me Jedi Master. Instead, you come into my house on the day the new Death Star goes online, and you ask me to do murder, for money."

Okay, perhaps X-WING ALLIANCE isn't quite that close to The Godfather, but there are definite similarities. Remember the shady conflict between the Corleone and Sollozzo families, where one family stuck to their traditional values while the other family ventured off into dark, corrupt territory? Now imagine that scenario, but within the Star Wars universe. That's the heart of X-WING ALLIANCE, where the honest Azzameen family is pulled into a familiar war with the Viraxo family, who have embraced both the Galactic Empire and the Black Sun syndicate. The final entry in Larry Holland's line of STAR WARS space sims, X-WING ALLIANCE is a lot like Return of the Jedi. It looks great and ends with a bang, but has several flaws that keep it from being the best of the three. (At least there aren't Ewoks everywhere.)

Family Business
Listening to the flood of complaints about the lack of single-player in X-WING VS. TIE FIGHTER, developer Totally Games went back to its traditional formula of a scripted single-player campaign. While previous games had you playing a nondescript pilot for either the Rebel Alliance or the Galactic Empire, this installment has a more personal feel to it.

You take the role of Ace Azzameen, the youngest son in the Azzameen family. At first, you're just hauling containers for your father's trading business, but soon enough, the Rebel Alliance recruits you. During the 53-mission Rebel campaign, you'll be flying normal military missions, mixed in with the occasional family business-themed mission. Ace's story is told through a series of emails, mission briefings, and a large amount of plot-related radio chatter during missions.

Because the campaign is linear, with pre-scripted missions, you'll have to replay failed missions until you succeed. You can "sit out" up to three of the Rebel campaign missions, but you'll have to fly all the family business missions to success.

Although the scripted cam-

FEEL THE FORCE The updated flight engine allows for some truly epic fleet battles.

LIKE SHOOTING WOMP RATS If you're looking for a little variety, let your droid fly the ship and hop into one of your ship's turrets.
campaign means there won't be any surprises when you replay, it does allow for some genuinely interesting missions. One mission is something of a "practice Death Star run," as it entails entering an Imperial Research Facility and destroying its reactor. Others start as routine missions and end up with surprises like a visit from the Super Star Destroyer Executor, or an attack by a swarm of Zero-G Stormtroopers.

Doing the Kessel Run in Three Parsecs
The missions have a more epic feel here, as the paltry 32-ship maximum of earlier games in the series has been bumped up to 96. One mission redefines the term "furball," as you scramble to defend your capital ship from an immense horde of incoming Tie Fighters. And in missions that take place in neutral territories, you'll actual-prophecy even Independence War, but it does look markedly better than previous releases. Colored lighting indicates shield damage, and doing damage to installations and capital ships rewards you with explosions, sparks, and gases venting from various spots. The sim also supports DirectSound 3D audio, providing a slick Doppler effect when Tie Fighters fly past.

Your Jedi Training Is Incomplete
Unfortunately, X-Wing Alliance scores another first for LucasArts: The game is riddled with minor bugs and technical flaws. The scripting system has a flaw. The email system would send me email about plot revelations before FEAR AND FLOATING Look for plenty of twists in the missions, such as encountering a platoon of Zero-G Stormtroopers.

BIG MAMA This time, the capital ships are Big. With a capital B. such revelations occurred, alerting me to plot twists before they happened. Also, if I didn't follow the script exactly, I was rewarded with a host of weird errors, such as critical ships exploding for no apparent reason, critical ships dumbly flying into enemy opposition and hence getting shredded, and ships sitting there doing nothing, leaving me twiddling my thumbs in the cockpit.

BUZZING IN THE ZONE The padlock view locks your eyes on your current target.
AVAILABLE NOW
PC CD-ROM
WINDOWS® 95 & 98

TWO GREAT GUNSHIPS
ONE GREAT GAME

The Ultimate Power Struggle:
The Ultimate Fighting Machines.

Look Out Longbow!
-PC Games-
Boom and Zoom

In FIGHTER SQUADRON, it's all about the dogfight

by Robin G. Kim

FIGHTER SQUADRON: THE SCREAMIN' DEMONS OVER EUROPE (SDOE) doesn't just stand out for having the longest name. Where its competitors concentrate on broad historical campaigns, SDOE has a smaller scope, carving out a niche for itself with quick-to-fly sorties and good dogfighting action.

SDOE lacks any sort of campaign mode, limiting gameplay options to instant action, multiplayer dogfights, and a mix of canned missions playable in any order. The sim provides 30 missions, but because each can be flown from several viewpoints, the number of scenario combinations runs into the hundreds. For example, a mission piloting a flight of B-17s with P-51 and Spitfire escorts against two groups of German interceptors can be played from five different perspectives. You can even switch between aircraft in-flight. And you can create additional missions to play or share with friends using the sim's mission editor. To maintain continuity between missions, the sim keeps pilot records that track cumulative scores, kills, and decorations.

ON A WING AND A HALF Damage effects feed into the flight model, but the results are rather forgiving. This FW190 actually landed safely, albeit after some unintended snap rolls on its final approach.

Stay Within the Lines

Missions take place in three theatres: North Africa, Rhineland, and the Strait of Dover. Each area is drastically scaled down into a square patch with invisible barriers that prevent you from venturing outside. While realism obviously suffers here, impatient players will appreciate the shorter flight times. Cursory mission briefings and nonexistent mission planning also help speed you into the action.

Unfortunately, lengthy loading times when you switch theatres can cause delays if the game isn't allocated 160MB (beyond the minimum install) for terrain caching. Or worse, you may be totally roadblocked by a copy protection bug (already fixed in a patch) that prevents some PCs from even starting the game.

SCREAMIN' DEMONS OVER EUROPE has only 10 plane types, all of which are flyable. You could conceivably create more using the game's "Open Plane" interface, but the effort and expertise required for the task are daunting. The default set consists of assorted German, British, and American fighters and bombers.

Lay it & Play it!

Your Gaming Experience Will Never Be The Same!

- Dramatically lower your learning curve
- Eliminates the frustration associated with remembering numerous keyboard functions
- Switch between games, fast, easily and without confusion
- Adapts to any PC compatible rectangular keyboard
- No installation or configuration required. No error messages.
- Acts as a permanent reminder of all game features
- Adds a sense of realism to the total gaming experience!

Check out our website or call 1.800.322.8866
www.cockpitcollection.com

Pros:
- Good flight-model feel
- Fast 3D graphics
- Fun in-air combat
- Excellent damage and physics modeling

Cons:
- No campaign; small maps; unexpected flight-model simplifications; limited plane selection; deficient manual
- Difficulty: Beginner
- Requirements: Pentium 86/266, 32MB RAM, 120MB hard disk space
- 3D support: 3dfx Glide, Direct3D
- Multiplayer support: Modem, LAN, Internet (2-4 player); 1 CD per player (backord patch eliminates CD requirement)
- Price: $45.95
- Publisher: Activision

Worldwide

www.computergaming.com
In 2015 war is declared.

YOU ARE THE U.S.
- Intelligence reports a Chinese ground unit.
- Switch to tactical mode. Ready helicopters.
- Command fight over a Chinese tank platoon.
- Destroy two tanks. Helicopters are damaged.
- Move to strategic mode and set way points on the map.
- Engage artillery to the North. Launch an air strike to the East.
- Switch to platoon commander of an electronic warfare unit.

VICTORY IS IMMINENT.

FORCE 21
A real-time 3-D TACTICAL WARGAME as intense as RAINBOW SIX and war itself.

YOU ARE CHINA
- Mobilize armored unit into Kazakhstan.
- Lay minefields in tactical mode.
- Move to maps. Conduct reconnaissance.
- Mobilize antiaircraft weaponry. Launch air offensive to the North.
- Two tanks are destroyed by U.S. helicopters.
- Return to maps. View U.S. artillery entrench minefield.
- Switch to helicopter platoon commander. Head East.

VICTORY IS IMMINENT.

www.redstorm.com
PAINFUL PHYSICS The bent-back propeller blades and collapsed landing gear of this P-51 Mustang testify to the sim's top-notch physics modeling.

Regrettably, oversimplified bombsights and an intractable autopilot make flying the bombers virtually pointless.

The combat engagements are typically small, with fewer than a dozen planes and a few ground units present in an entire theatre, but the sim's outstanding AI, flexible view systems, and detailed damage modeling make for some great dogfights. This holds true for Internet play as well, which is exceptionally smooth and stable.

Carefree Flying
Flight modeling in SDOE feels very realistic out to the edge of the envelope, though not beyond, where you should stall or spin but do not. For most players, these simplifications won't detract much from the fun, but why mix them with advanced features like torque effects and snap rolls? The skimpy game manual is of little help in learning such characteristics—or even some of the basic game functions.

The 3D-accelerated graphics give good frame-rates at high resolutions even with the stunning cloud effects enabled. And though the terrain looks nice, rendering distances are so short you sometimes have to look down to see the horizon.

Overall, SDOE doesn't stand out in enough areas to have truly broad appeal. Despite this, its quick action, fun dogfighting, and excellent Internet play still offer a compelling combination for sim fans who prefer to cut to the chase.

HEADS UP FIGHTER SQUADRON: SDOE provides several mechanisms for artificially boosting your situational awareness, including an overlay map, a heads-up display, and plane icons.

From the makers of the award-winning X36 Joystick

Upgrade your stick

Get more power, precision, and performance. Adjust for right and left hand, small grasp or huge grip, and thumb or short: you'll get the perfect fit. Incorporating 3D twist with full programmability and Saitek's Ratio Digital Technology - makes your games play faster.

An exceptional value.

Cyborg Programmable 3D Digital Game Stick
For use with all PC games / Ideal for all 3D games

Look for us in your favorite retail outlets or visit our web site at http://www.saitekus.com
Goin’ to the Show
HIGH HEAT 2000 Blasts One Waaaaay Outta Here

by Dave Salvador

This ain't nuthin' compared to EARL."

After a dozen years, EEARL WEAVER BASEBALL on the Amiga is still the definitive benchmark for baseball games. Last year's crop of underachievers left baseball aficionados sorely wanting for something better. HIGH HEAT 99 was probably the best entry in the otherwise unremarkable class of '99. Well, it seems the second time's the charm for Team .366.

In HIGH HEAT 2000 (HH2K), they've come up with a sharp-looking 3D engine, a plenty-deep statistics model, and great gameplay, all of which combine to knock one out of the park. Even the die-hard EARL heads here at CGW are ready to admit that HH2K is a real winner.

Variety Is the Spice...

One of the most challenging parts of building a good baseball game is appealing to the arcade guys, keeping the stat-fanatics happy, and still making the whole thing fun. The first thing you notice about HH2K is how many different ways you can play it. For the arcade crowd, HH2K is a great-looking game in which you can control nearly every aspect of gameplay, from the pitcher going low-and-away with a slider, to the right fielder scaling the wall to rob a hitter of a home run. What's really cool here is the granularity of control, wherein you have the CPU handle different gameplay elements to taste. This year, HH2K lets you throttle game tempo, so you can find a speed that works for you.

For would-be managers, there's Manager-Only mode, in which you can call plays pitch by pitch, on both offense and defense. Here's where HH2K's stats modeling really shines, since the CPU is essentially playing most of the game. You'll occasionally see 15–3 blowouts, but most games end with very realistic scores. When two strong teams face one another, it more often than not becomes a pitching duel, where the bats go quiet until around the fifth inning, when the hurlers begin to tire. But again, true to baseball, even the best of aces can have days when they just get shellacked. And, better still, the game seems to model first-inning jitters that can make for early runs before pitchers settle into their rhythm.

A Game of Inches

HH2K's most impressive feat is its ball physics, particularly during pitching. Ball movement is very well rendered, as is relative speed. Not only do sliders move side to side, curve balls top to bottom, and knuckle balls every which way, they do it in varying degrees depending on how well the pitcher can throw that pitch. And if Jaret Wright has just come at you with a 95MPH heater, and then comes back with a 70MPH change-up, you'll often find yourself swinging way ahead of the ball. Yet another nice touch is that not only do sidearm pitchers deliver the ball from the side (which takes some getting used to) but their pitches move very differently. There's also a rendered strike zone that you can bring up during play—or in an instant replay if you think the ump's strike zone is a little stingy. And if you've got Random Umpire enabled, he'll occasionally make the wrong call, though usually only on close pitches.

HH2K is well tuned out of the box, and the controls work well for getting the ball around the bags. And while controls are hard-coded, you can use Alternate Throwing Controls, which map each base onto Gravis GamePad Pro's diamond button configuration, making throw-outs a snap.

Grand Slam

Is there anything HH2K hasn't done right? Well, yes. HH2K has a draft this year, and there's minor-league roster management over multiple seasons to develop and bring up young players as they mature. But you can't create your own custom league with a set number of teams, which makes things like office leagues harder to put together.

Still, HH2K has so much going for it that if you're a hard-core baseball fan looking to get in the action, this game says hello like the business end of a Louisville Slugger.
Blammo-Ball
If Baseball Were a Comic Book, This Is What It Would Look Like

by Dave Salvator

S

ibling rivalry is a bitch. When you come from the same house that has given us FIFA, NBA Live, Madden, and NHL, people tend to expect great things. And why shouldn't they? With this august stable of titles, EA Sports reigns supreme for PC sports gaming. But then there's Triple Play. Last year's version was much anticipated, mainly because it was being ported onto a full 3D engine. But the game disappointed, with a lackluster look as well as underwhelming and clumsy gameplay. In Triple Play 2000 (TP2000), EA finds some redemption, and has improved the franchise's stock.

But still, TP2000 isn't a platform-defining game—what the definitive sports game that others aspire to be—like its other EA brethren. Couple that with the arrival of 3DO's fantastic High Heat 2000 and TP2000's mediocrity becomes even more painfully apparent.

TP2000's shortcomings are numerous, ranging from bone-headed base-running AI, to ridicu-

lous hit counts that most teams dream of, to a "color" commentary engine whose color can only be described as pungent plaid. If I never hear Buck Martinez explain the origin of the term "can of corn" again, it'll be too soon....

The Night Has a Thousand Bats

Until you dial up the difficulty, it doesn't matter what the AI pitchers serve up—fastball, curve, slider, whatever—the pitching rightfully earns the nickname "Tee." You'll hit left, you'll hit right, you'll hit down the alley, up the middle, all over hell's half acre. When you really connect with one, you'll hear what sounds like Thor's hammer, indicating that you really taxed the one. And all the while, Tee will just keep serving 'em up. To add insult to injury, we're not talking about pitchers like Chico Escuela of Saturday Night Live—TP2000 would have you believe that you can light up Roger Clemens or Randy Johnson like this, an occurrence rarely found in nature.

Perhaps in an attempt to balance this big wood, TP2000's strike zone seems to include the lower shin. The default batting camera doesn't give you a good look at ball location, but even with the ground-level camera view you'll see pitches that are well off the plate, and some that threaten to break an ankle, that are routinely called strikes. In TP2000 you'll see some ball movement that matches the pitch thrown, but curve balls in particular don't seem to have much vertical movement on them (sliders fare better). Also lacking is much perceived difference in speed, say from a 90MPH heater to a 75MPH change-up.

Timing Is Everything
Another curiosity is outfielders' superhuman ability to throw a ball in from far afield—sans cut-off man—to get a runner out at home. This happened on several occasions, and the ensuing verbal I directed at the machine (which garnered some astonished looks from my wife) would have been more than enough to get me ejected from a game. It's as though they moved the outfield walls in about 100 feet for the purposes of throwing. And speaking of glitches deserving of some choice off-color verbiage, TP2000's base-running AI is another sore spot. With automatic base running turned on, I managed to get caught in several triple plays; sometimes two in a single game. The scenario usually went like this: I'd have two men on, and hit a pop fly. The base runners, rather than holding their bases to await the outcome of the catch (or lack thereof), would run ahead to the next base, and the ball once caught would come back in and catch both runners off their bases.

Bottom of the Ninth
Despite these shortcomings, TP2000 is actually kind of fun to play, even with its doppy gameplay. But the game definitely shows that it has been designed more for the console world than for the PC. Its second-generation 3D engine is improved over last year's inaugural version, but the players still look Blocky, and this engine lacks that X factor found in other EA Sports titles' engines. If you've enjoyed Triple Play over the years, then this latest installment won't disappoint. But if you're looking for something that plays like America's Great Game, this still isn't it.
THIS AIN'T NO SKINS GAME.
Links Extreme

Have you ever put a silent curse on your opponent’s next shot?

On the mystical Mojo Bay Country Club, you can curse your rival’s shot and watch it corkscrew into a shark-infested water hazard.

Have you ever dreamed of giving your golf opponent a serious handicap with an exploding plasma ball? Let’s be honest—we all have.

Live the dream by inviting your fiercest adversary to a game of Death Matchplay on the Dimension X Battlefield!

WWW.LINKSEXTREME.COM

Go to #076 @ www.computargaming.com/info/link
HASN'T IRAQ MADE A MOCKERY
OF US LONG ENOUGH?

FINISH IT. ONCE AND FOR ALL.

GULF WAR
OPERATION DESERT HAMMER

3DO™
www.3do.com
Zero-Sum Game

CIVILIZATION Shoots for the Stars, Ends Up on the Moon

by George Jones

When I was young, my parents took me to what was advertised as "the scariest, dead- liest haunted house in Los Angeles." My brother and I walked in nervously excited, half expecting not to make it out. We walked out disillusioned and disappointed beyond belief. What had gone wrong? First off, the haunted house just wasn't great. Secondly, my expectations were unrealistically high. (I would not recommend this sort of self-analysis without the aid of a licensed psychotherapist.)

Two years and countless hours of therapy later, I find myself wondering if the cold, occasionally angry reaction CIVILIZATION: CALL TO POWER has received from gamers isn't for similar reasons. First, we all had super-high expectations for it. Second, the gameplay, to be perfectly blunt, just doesn't have it. All the cool new features are outweighed by play-balancing issues, gameplay frustrations, and the fact that this version of CIV just doesn't hang together as well as it could.

Not Just Another Pretty Face

Instead of relying solely on the strengths of CIVILIZATION II, CTP's designers decided to spice up the traditional game by not just tweaking but completely changing some aspects of this classic game. The most immediate and prominent differences are the presence of many new units, a new win-game scenario, the ability to play in space, and an evolved interface. Unfortunately, many of these new additions aren't as helpful to the game as they sound.

Take, for example, the game's special stealth units: Clerics who can drain money from enemy cities, Lawyers who can bring city production to a standstill, and so on. Conceptually these units sound great, but they fail to make the game better. The Slayer unit can be the most frustrating, particularly because he can cripple you badly at the beginning of a game. And when he attacks—by stealing your citizens and making them work for his civilization—he can set you back big time by stunting the growth of your early
I KNOW WHAT YOU KNOW In addition to a gorgeous soundtrack, CALL TO POWER’s cut-scenes—shown when you complete Wonders—have a level of humor and thoughtfulness rarely seen in computer games.

Cities. Defending against this stealth unit requires you to build City Walls or a Slaver of your own (who can detect enemy Slavers). The catch is that at the advanced difficulty levels, the more presence of Slavers can restrict your strategy or set you back.

Other special units, such as the Teleevangelist and the Subneural Ad, are more nuisances than major frustrations. While they do add a small bit of strategic depth to the game—particularly because each is attached to a different government type—I spent so much time containing these units’ damage that I found myself wishing the game allowed me to cut them out entirely.

One aspect of CTP that does work is the handling of military endeavors. Instead of forcing individual cities to take the production hit for units, your whole nation does. This means that you can crank units out of certain cities without worrying about accumulating costs. Also nice is the ability to toggle your at-war setting between three different levels. This creates an added element of strategy that fits nicely into the context of CIVILIZATION.

End-Game Woes

CTP’s end game is a great idea that I wish worked better than it does. As you near the end of the game, you research the wormhole advance. When discovered, a wormhole appears somewhere in the second layer of the game map: space. You then need to secure the wormhole, build a Wormhole Probe, and send it in. When it comes back, you can begin the Alien Life Project. The first player to finish the Alien Life Project wins the game.

Again, what sounds cool turns out to be considerably less exciting when you play the game. Space itself, in fact, is simply not an exciting place to be in CTP. I never really used space except to enter the wormhole. Small-map games tend to be conquest-oriented, and on the larger maps, there’s plenty of land to go around, particularly since you can turn swamps into grasslands.

Another reason the newly implemented space layer fails is because of its fuzzy graphics. You’ll have a rough time figuring out where your units and cities are.

I wish the designers had allowed the wormhole to somehow present itself on the main map instead of in space—the game would be much more exciting if you had to track down a wormhole that existed in your enemy’s backyard.

Making matters more discouraging, the Alien Life Project is more or less a rehash of the “build a colony ship and send it to Alpha Centauri” end game of CIVILIZATION and CIV II. You put together the project piece-by-piece and when it’s finished, you win the game.

GUNS VERSUS BUTTER KNIVES The new combat model adds a little more strategy to warfare, but creates an imbalance: You can beat powerful high-tech enemy units with a large number of cheaper, outdated units.

Looks Good, Tastes OK

This seems to be the fate of CALL TO POWER: cool new ideas thwarted at every turn. Even the coolness factor of the game’s new futuristic military units like the War Walker are negated by super-high production costs and the fact that you don’t have to use super-powerful units to win. In one game at the Emperor level, I was dropping way behind on the technological front. With the all-powerful Incans declaring war on me and eating away at my frontier cities, I decided to make a run at conquering the whole map by creating a massive army full of Musketeers and Cannons. It worked so easily I was shocked. (It took a mind-numbingly long time to amass my armies, however.)

Another example of what I’m talking about: The AI plays appropriately at the five different difficulty levels, and can even create a daunting challenge at the higher levels of the game. But I wish the diplomacy model of the game was as intelligent as ALPHA CENTAURI. Maybe it’s just me, but I miss hearing the desperate pleas for mercy that an opposing civilization vocalizes in ALPHA CENTAURI as I whittle down their empire.

Even the niceties in CIVILIZATION: CALL TO POWER’s interface design left me with bittersweet feelings. I love being able to queue up and save build orders for city improvements and units. I love being able to sort out all of my cities by Happiness, Production, or even what units are being built where. But I wish that tile improvements were handled a little better. Now handled by a public works system rather than by Settler units, the end result is pretty much a wash. You can focus your Settlers solely on building new cities now, but you’re still saddled with having to micromanage the land surrounding your cities. I hate to cite ALPHA CENTAURI again, but its ability to automate the improvement process is much more elegant.

At the end of the day, the CIVILIZATION: CALL TO POWER design team should still be applauded for trying to extend one of the classic games of all time. Even though this incarnation doesn’t hang together as tightly as it could, I’m glad Activision didn’t just slap new graphics on CIVILIZATION II and call it a game. Why? Because even though my experience wasn’t overwhelmingly positive, and even though I wish CTP offered more—individual scenarios that focus on different portions of the game would be awesome, as would a better multiplayer experience—I still enjoyed my time discovering this new tale on a past classic. It just won’t be a game I’ll go out of my way to play all the time.
The world will end in a firestorm of destruction. Have fun.

WORMS
ARMAGEDDON

Exploding sheep, mad cows falling from the sky, mole bombs, detonating old ladies — this can only mean one thing. WORMS Armageddon! In the latest chapter of the WORMS series, following WORMS II, PC Gamer’s 1998 Turn-Based Strategy Game of the Year, you’ll get more features and more weapons for more strategy. It’s never the same thing twice, and now you can do battle with up to six teams on one machine, or on-line.

But there’s still only one way to win. Destroy all your enemies!

July ’99
Hail the Conquering Heroes
Expansive Sequel for Hall of Fame Series Is a Resounding Success

by Robert Coffey

I'm ready for my neural implant now. Crack open my skull and stab that little microprocessor deep into my medulla oblongata. I happily embrace my cyborg future. At least as some unholy union of man and machine I'll actually be able to play HEROES OF MIGHT AND MAGIC III every waking hour instead of just thinking about it every second that I'm away from my computer.

For those of you unfamiliar with the series, HEROES OF MIGHT AND MAGIC III (HOMMIII) puts you in the position of commanding armies of dragons, vampires, knights, and the like in a traditional fantasy setting. The turn-based gameplay is divided in thirds: An expansive adventure map, where your heroes traverse the terrain in search of resources and enemies; city maps for each town, where players build structures and purchase units; and a hex-based combat map, where battles play out like elaborate, magic-enhanced chess matches.

In addition to resource management, building, and combat, gamers are charged with managing heroes who lead the armies. Heroes accrue experience with every successful battle, allowing them to gain and enhance a host of abilities that affect their performance. It's a delicately balanced, thoroughly engaging formula that has made the HEROES games a truly stellar series.

Bigger Than Life

HOMMIII expands upon the insanely addictive play of the previous edition, retaining the core gameplay while enhancing almost every facet of the game. This is first apparent in the size of all the maps. The adventure maps are frequently enormous, and several of them feature a new subterranean level that effectively doubles their size. Town maps have ballooned to hold a host of new buildings, and combat maps are about twice the size of their counterparts in the previous game—all the better to accommodate the new armies that can now hold up to seven different unit types.

But that's just the tip of the iceberg. There are now eight different types of towns, each generating a unique set of creatures requiring a specific combat strategy. The devastating hand-to-hand attacks of castle units demand a head-on assault, while the ranged attacks of units from tower towns benefit from a more defensive posture. Every monster in the game has an upgrade available, whereas HEROES II allowed only some of its units to...
Killing Kendal and Capturing Steadwick

You'll need two waves of enormous armies to take out General Kendal, who guards Steadwick. The key to this limited-time scenario is to grab the dragon generator in the lower-right corner of the subterranean level. Load your best hero with units and then seize the generator before the end of the first week. Build up your dungeon town first, initially choosing upgrades aimed at creating black dragons. Above ground, secure resources quickly and don't waste any units in fights with creatures who want to flee. Raise gold any way possible. By the second month, break through the southern magic-inhibiting garrison, flagging the griffin towers and the lone gold mine. Load up your best heroes and then attack, using your first hero to take out Kendal's biggest stack and moping up with your dragon-laden hero.

Heroism 101

To protect your more valuable units, let your weakest creatures attack tough enemies first so they absorb the counterstrike. The AI almost always focuses its attack on the largest group of units, so build up hordes of cheap cannon fodder units to occupy enemies while your stronger armies pound on them. For intense heroes, boil enemies with impo to that magogs can hurl fireballs with out damaging more-expensive units.

Build marketplaces early. Almost every map is scarce in some resource (generally gold), so you'll need to convert resources early and often.

Just because you start a scenario with two towns doesn't mean you need two heroes. Instead, use one town as your central production point while building up only the income-generating aspects of the second town. With one well-equipped hero you'll be able to win crucial early battles for resources that will eventually make additional heroes affordable and effective.

Use your units' special abilities. For example, since cavaliers and champions get 5 percent extra damage for every hex traveled, they should always charge before an attack, even if it means just circling an enemy that's already next to them.

TO OUR READERS

This review was intended to appear last month, but our printer erroneously omitted the first page. We apologize for the inconvenience and hereby reprint the review in its entirety.

www.computergaming.com
"It's all gone 3D, baby! The attention to graphic and animation detail sets a new standard..."

PC Gamer

"The pinnacle of strategy games, nothing else even comes close."

CyberGamer

Build a flourishing economy with over 30 different trades - woodcutters, brewers, fishermen, farmers and many more!

Set sail on merchant ships and trade in gold and iron. Deploy your soldiers to protect your hard earned resources!

With the SETTLERS III LEVEL EDITOR you can create your own landscapes - then load your newly created SETTLERS III world into the game!

Send the maps you've created to friends by e-mail and start a multiplayer game on the dedicated SETTLERS III-Internet Server!

THE SETTLERS' III
Rich 3D Graphics
Extensive on-line game play
150 unique characters
50,000 phases of animation
OUT NOW!

THE SETTLERS' III: QUEST OF THE AMAZONS
Coming Summer 99

THE SETTLERS III MISSION CD
Includes Settlers' III Level Editor
More battles, 8 new missions
10 new multiplayer maps
OUT NOW!
ULTIMATE STRATEGY: ON LAND, ON SEA, ON-LINE!

http://www.settlers3.com

Available at fine computer gaming retailers everywhere.
To order direct call our order hotline: 1-800-933-BYTE
Look for THE SETTLERS III for Mac August 1999.
Ship Shape
A Strategy Game for Real-Time Strategy Fans and Naval Warfare Experts Alike

by Jeff Lackey

FLEET COMMAND is a naval warfare game that should appeal to gamers whose primary understanding of carriers and cruisers comes from CNN. However, FLEET COMMAND also has enough substance to bring some serious wargame fans into the real-time strategy fold. This "HARPOON LITE" game's point-and-click interface, 3D views, and fast-paced campaign missions are clearly targeted at gamers who want to jump in and play without memorizing pages of complex commands, but there's enough substance here to intrigue the gogmagog.

Anchors Away
FLEET COMMAND's user interface is simple, but extremely functional. The lower third of the screen is divided into three windows: a big-picture overview, a 3D view of the action, and a panel of information on the selected unit. The top two-thirds of the screen is a tactical top-down map. The 3D window and the large tactical map can be swapped out to provide a larger view of the action, while another key press will bring up a full-screen 3D view.

Your role, appropriately enough, is that of overall fleet commander. You command forces by clicking on them in the top-down tactical map and giving them orders, such as identify contact, engage, patrol, transit, and rescue. Everything can be accomplished via mouse clicks and pop-up menus: Click to choose a unit, click to select an action, click to choose a location or target.

As one might expect from a Jane's product, a wide assortment of ships, subas, and planes are at the player's disposal: everything from transports to carriers, from fighters to bombers, representing the navies of 16 nations. The world's oceans are your battlefield, with accurate ocean maps provided for the entire globe. The game sports a good variety of interesting single missions, with a diverse range of platforms, force sizes, and objectives demonstrating the versatility of the game system. Also included is a story-driven campaign.

The campaign is one area that may receive mixed reviews from both hard-core naval gamers and more casual players. First, it's composed of only four missions—missions that might more accurately be called scenarios. Each mission is composed of multiple tasks, many of which are revealed only upon completion of earlier objectives. It could easily take hours to successfully complete each mission (and success in a mission is required to progress in the campaign). More importantly, there's significant variability when you start a campaign mission, with the enemy's make-up and location changing with each replay.

However, the pace of the campaign missions will be a little hectic for players who cut their teeth on serious naval simulations. In what may appeal to casual gamers (who would be bored with simulated hours of searching for the enemy), the campaign missions typically start with a hail of enemy missiles in the air. You must rapidly click on your ships and the incoming missiles in an attempt to shoot them down before they sink your forces. At the same time, you'll need to quickly launch your own missiles, launch and direct aircraft, send out anti-submarine warfare (ASW) forces, launch strikes against surface sites, and much more. If you survive the initial onslaughts, the action will slow down long enough for you to catch your breath. Later mission tasks involve more thoughtful objectives such as finding and eliminating lurking submarines.

But Will Mikey Like It?
So, is this a game for real-time strategy fanatics or serious naval wargamers? Often games that
Lead the Powerful Eldar® Warriors in an Epic Struggle for Survival.

In a galaxy dominated by the uncaring Empire of Man, the mystic Eldar® must battle the evil, bio-engineered Tyranids®!

RITES OF WAR™ thrusts you into the electrifying WARHAMMER® 40,000 Universe! Based on the award-winning Panzer General® II game system, this turn-based strategy game is easy to play, but filled with deep strategies that are a challenge to master.

Substantially upgraded from its famous predecessor, units are twice as large and animate when they move, attack and die.

And when it comes to battle, you won’t be alone — cooperative and head-to-head multiplayer support will hone your survival skills!

70 diverse 3-D rendered, animated units from the WARHAMMER® 40,000 universe.

A 24-mission campaign features a tightly crafted storyline, detailed atmosphere and varied victory conditions.

TO ORDER: VISIT YOUR RETAILER OR CALL: 1-800-716-8503 WITH VISA/MC (NORTH AMERICA ONLY).

www.ritesofwar.com

© 2000 The Warhammer Company. All rights reserved. ARTWORK © Warhammer Workshop. ARTWORK © 1997 DreamForge. DreamForge. Artwork © 1997 Warhammer Workshop. All other trademarks are property of their respective holders. Windows® is a registered trademark of Microsoft Corporation.
try to be everything to everybody and up failing to please anyone. FLEET COMMAND, however, has the potential to please a surprisingly broad range of gamers.

The wargaming neophyte can have a great time, patrolling the oceans and kicking the butts of the international bad guys. All of the military platforms that are so prevalent on the news these days are under your control; you can launch cruise missile strikes on terrorist sites, rescue downed pilots, enforce no-fly zones, and generally impose your own military justice on the world. Gamers who don't know the difference between a Flanker and a Tomcat can press a key and have Jane's reference guide pop up more data than you need. The manual is pretty skimpy on explaining some options, but a little experimenting will usually be sufficient to figure these out. The point-and-click interface ensures that novices can jump right in and play—they may not win right away, but intriguing scenarios and fairly constant action should keep them involved.

The trickier question is whether hard-core naval gamers will enjoy FLEET COMMAND. The answer is a qualified yes. Some compromises are required, as many factors normally player-controlled in traditional hardcore games are abstracted or computer-controlled here. For example, you can't set the specific speed, depth, or altitude of weapons platforms. More micromanagement than expected is required in some situations; for example, a helicopter on ASW search will usually not attack a hostile sub it discovers unless you click on it, an aircraft ordered to identify unknown aircraft will not automatically attack if the plane is hostile, and so on.

Generally, if you want a unit to do something, you'll need to specifically give it those orders. However, the serious naval wargamer is given a huge number of platforms and the entire world's oceans in which to conduct operations.

Some results may be a little questionable (it took eight missile hits to sink a small transport, but in extended play most things feel right. Send a loaded Hornet into a close dogfight with a Flanker, and you'll likely be sending a rescue mission after the pilot. While you can send a squadron of strike aircraft to take out a target defended by surface-to-air missiles, you'll lose fewer planes if you also send an EA-6B prowler to jam the SAM site radars. And while the campaign missions may be better suited to the more casual market, the very powerful mission builder (see sidebar) ensures that serious gamers can set up almost any engagement conditions imaginable.

The bottom line is that FLEET COMMAND is a lot of fun. The average gamer will have a great time moving fleets of carriers and destroyers into battle and fighting off storms of enemy missiles. The more serious naval gamers, if willing to accept some abstractions, will savor having the navies of 16 countries and the world's oceans in which to set up historical and hypothetical scenarios.
STRATEGIZE. COLONIZE. DOMINATE. ERADICATE.
THERE'S MORE THAN ONE WAY TO RULE THIS GALAXY.

BUILDING AN EMPIRE TAKES TIME. YOU NEED TO BE DIPLOMATIC, TECHNOLOGICALLY ADVANCED, AND STEALTHY. AND SOMETIMES, WAR IS THE ONLY SOLUTION. YOU CHOOSE FROM ONE OF THE FIVE MAJOR ALLIANCES. YOU'LL GET ALL THEIR STRENGTHS. ALL THEIR WEAKNESSES. AND EVERY DECISION MATTERS.

Allocate technology resources
Engage in 3-D tactical combat
Control covert operations
Oversee empire growth and progress

BIRTH OF THE FEDERATION™
From the company that brought you Civilization™ II and Masters of Orion II™

STAR TREK®
THE NEXT GENERATION™
MICROPROSE
www.microprose.com

Star Trek: The Next Generation ™ & ©1995 Paramount Pictures. All Rights Reserved. Used under license. Star Trek and related marks are trademarks of Paramount Pictures. ©1999 Haako Interactive, Inc. All Rights Reserved. MicroProse, Hasko Interactive, and The Haako Interactive logo are trademarks of Hasko or its subsidiaries. All other trademarks are the property of their respective holders.
"UNREAL TOURNAMENT IS A NEXT-GENERATION GAME IN EVERY SENSE OF THE TERM."

Win $100,000+

Enter the UNREAL Mod Contest in association with MPLayer.

This is a challenge to anyone who ever took a man down in a 3D shooter and liked it.

This is your last chance. This is the Gladiatorial Arena. The future. A single-player trial by fire. A heavyweight deathmatch championship to build a mountain of bodies. For those willing to stake their lives and climb to the top. For those willing to stake their lives in the pursuit of victory... we salute you.

Learn the joy of multiplayer mayhem with voice tutorials.

Get online and frag on the server of your choice, with a couple of clicks.

Unreal Tournament, Unreal, and their respective logos are registered trademarks of GT Interactive Software Corp., Unreal and the Unreal Tournament logo are trademarks of GT Interactive Software Corp. Unreal is trademarked by the U.S. Patent and Trademark Office. This game is not sanctioned or endorsed by the U.S. Military. Copyright © 1999 GT Interactive Software Corp. All rights reserved.

www.unreal.com

"I've played every age of sail wargame that's come out in the past 12 years and this is the best of the lot."
- William Trotter
PC Gamer
Wargame Columnist

"Man of War II finally gives computer Admirals a reason to rejoice!"
"Man of War II is a must buy for fans of classic naval warfare."
- William Abner
www.wargame.com

The order is given. Prepare for battle!

In the explosive tradition of Man of War comes the all new high seas combat of Man of War II. Take command as a Fleet Admiral, Division Commander or Ship's Captain and face the fury of a broadside, the terror of a boarding action and the thrill of a glorious victory in a dramatic real-time first person perspective.

- Real-Time Naval Warfare
- Multiple Levels of Command
- Character Creation & Development

HISTORY REPEATS ITSELF!
Thrills and Spills
ROLLERCOASTER TYCOON Is a Fun, Addictive—and Slightly Bumpy—Joyride

by Jeff Green

Here's a nice milestone for the millennium: a computer game in which you get to clean up vomit. Finally! Fortunately, this is but one of the many tasks awaiting you in ROLLERCOASTER TYCOON, an utterly charming gem of a strategy game from MicroProse—and a welcome change of pace for those tired of conquering galaxies, fighting wars, and building global economies in game after game.

Reminiscent of classic "god games" like SIMCITY, ROLLERCOASTER TYCOON has less serious intentions. Your goal, throughout the 20-plus scenarios, is to design and maintain a successful theme park. Merry-go-rounds, ice-cream stands, water slides, bumper cars—this is what you must command and conquer. It's harder than it sounds, and it's also a lot of fun.

Making Flippy Floppy
ROLLERCOASTER TYCOON's look and feel will be instantly accessible to anyone familiar with SIM CITY-style gameplay. The game uses a standard isometric perspective from which you can rotate your park at 90-degree angles, zooming in and out for different views of your work-in-progress. From a distance, you can work on long-term planning and layout; fully zoomed in, you can check out your park in wondrous detail, complete with excellent visuals and atmospheric sound effects and music.

To succeed at the game's scenarios (unfortunately they're not linked, campaign-style), you must become adept at juggling numerous responsibilities. You must build decent rides that will attract patrons to the park—and you must build a variety of rides to keep people from getting bored. The park must be clean and safe, and you must constantly monitor rides for breakdowns. Your patrons will need places to sit down, eat and drink, buy gifts, and avoid the occasional rainstorm.

Finance plays a crucial role. Prices on admission, rides, food, and gifts must be set low enough to please people, but high enough to keep your revenue flowing. As in real life, money is everything. You need it to pay employees, maintain and landscape the park, advertise your attractions, research and build new rides, and expand the park’s grounds so that people keep coming back. Operate at a loss for too long, and you’ll find yourself with a dirty, broken-down, empty park.

Wild Gravity
The game includes a number of prebuilt rides, but ROLLERCOASTER TYCOON enables you to custom-build your own coasters and attractions—and that's its particular ace-in-the-hole. Game designer Chris Sawyer clearly intended this to be as much of a coaster-building toy as it is a strategy game, and, for the most part, it works. Those creative enough and somewhat mechanically inclined will have a blast designing new rides, setting bands and rolls, intertwining tracks with other rides, and more, all in an attempt to win a high excitement and intensity rating.

For those less mechanically inclined, however, building roller coasters can be an intimidating and difficult experience. The game cries out for an open free-form mode in which gamers can experiment without monetary limitations or a running scenario clock. It's a serious, frustrating omission.

Fortunately, the game's outstanding Web site (www.rollercoaster-tycoon.com) features batches of additional rides for free download, including hundreds of user-made rides. I feel a bit like a humorless bully for picking on such a fun game, but ROLLERCOASTER TYCOON has other annoyances. The tool for raising and lowering land and water is a total pain, and until you get it down, you’ll drain your treasury trying to use it properly (How about an Undo button next time?). Also, there’s just far too much window clutter, with practically every tool and item opening up a new window. Finally, there’s only one game speed, meaning you’ll often find yourself sitting around without much to do while waiting for time to pass—a deadly feeling.

Little Creatures
Still, ROLLERCOASTER TYCOON is so dang eager to please, with so many great touches, it’s impossible not to like. The first time you see the little patrons whooping with glee after exiting a coaster that you’ve built, or applauding you when you win a scenario, you’ll feel it was all worth it. Even watching queasy patrons vomit brings a certain, twisted satisfaction; you feel this world you’ve created is alive. It’s not the most macho strategy game around, but ROLLERCOASTER TYCOON is a great little thrill ride—well worth the price of admission.
“Environments that look as good as any big-budget action film.”
—Next Generation

“Shadow Company is arguably one of the most promising tactical war games in development right now...”
—C/NET’s GameCenter
“One-fourth Commandos, one-fourth Rainbow Six, one-fourth Jagged Alliance, with a dash of Myth 2. The rest is all Shadow Company.”

—The Adrenaline Vault

“The A-Team would be impressed.”

—PC Accelerator

Choose from 16 different mercenaries to execute your mission, then equip them for the dirty deeds at hand.

9 massive campaigns, each with dozens of deadly mission objectives...

Attack the enemy on land or by water — boats, vans, hummers and many more vehicles stand ready for Shadow Company!

Shadow Company: Prima’s Official Strategy Guide

INCLUDES:
Complete mercenary strategy for every campaign
Detailed objectives for each mission
Terrain maps with item locations
Weapons, equipment, and vehicle stats
Prima Strategy Guides available where you buy guides and games.

Shadow Company
Left For Dead
download the demo at
www.shadowcompany.com
Go to #173 @ www.computergaming.com/infolink

Prima Games
THE MOST TRUSTED NAME IN GAMES™
www.primagames.com
Apocalypse and Civil War
Two New Wargames Deliver Very Different Jolts of Excitement

There are times, however, when the AI shows some vulnerability. Occasionally, tanks get sidetracked from reaching the battlefront. Attack formations also seem a problem; they really could have used a combat formation script similar to Myth. Mastering the interface is no easy task, with so many mini-menus to navigate and a bazillion designs to utilize. The game gets increasingly convoluted over time, and the timed scenarios sometimes become more of a nemesis than your enemies.

The game's 3D graphics are a refreshing change from the standard 2D real-time strategy game format. However, the various camera angles and panning and zooming features sometimes impede the process of navigating the map.

In all, WARZONE 2100 offers a unique mixture of building and combat. If you're a technical maven who enjoys customizing your forces, then this game is the one you've been waiting for.

-Raphael Liberatore

Despite its age, the finest Civil War series ever isn't ready for euthanasia, thank you. BATTLEGROUND: CHICKAMAUGA takes you west of the Alleghenies, where, instead of the hint of Victorian romance we always associate with Robert E. Lee, we are treated to the bare-knuckled, savage affairs of Generals Grant, Rosecrans, and Bragg. In addition to the heroics of Longstreet and Thomas at Chickamauga, we also get the Union's hard-fought victory at Murfreesboro, and a "what-if" battle that assumes Bragg failed to guess Rosecrans' movements between Murfreesboro and Chickamauga.

The basic Battlefront system portraying these conflicts hasn't changed drastically. The 32-bit graphics now stylistically resemble those of TalonSoft's West Front more than Charlie Kibler's earlier hand-painted Battlefront maps. You may now deploy skirmishers, and there are a few common-sense changes to morale, fatigue, and defense.

The simulated situations vary in appeal. Though Murfreesboro isn't the most exciting battle, Chickamauga is particularly well balanced for multiplayer.

The new touches are evolutionary, but this game system manages well enough without a lot of innovation. If you're into the American Civil War, you'll enjoy it. For others, you should be warned that there's probably more scholarship than excitement to be found here; this package isn't up to the level of, say, BATTLEGROUND: SHILOH.

-Jim Cobb

CGW
Every man, woman, and child who enjoyed the pleasures of an afternoon well spent with the smash hit Railroad Tycoon II has anticipated the arrival of this ultra-modern expansion pack. Eighteen all-new campaign scenarios divided into three distinct historical eras are sure to delight today's modern PC gamer.

RIDE THE RAILS BACK IN TIME!

In the passage from 1939 through 1950, stop along the way to do your part for the war effort. Deliver troops and supplies to the besieged Allied front. Rebuild the British rail system after its destruction in the Blitz. Protect Mother Russia from the advancing Germans. Only a foolproof rail system can spell victory for the Allies!

MODERN TIMES REQUIRE PROGRESSIVE THINKING!

Next stop, the Modern Era. Solve the transportation problems facing the modern world from 1930 to 2005. Help build a modern Metra passenger system for Seattle. Manage the subarctic Channel system between England and France without drowning in debt. Be the visionary who links two of America's greatest cities, Los Angeles and San Francisco, with a high-speed rail service.

LAST STOP, THE FUTURE!

From 2005 to 2030, worldwide flooding and melting ice caps wreak havoc for the modern railroad tycoon. The United States is a watery wasteland. The Mediterranean is an empty basin with a blossoming Eden. Antarctica is a promising agricultural center. The deadly task of providing rail systems for this strange and exotic new world falls upon your shoulders. No doubt only the most ingenious solutions will do.

ONE OF THE WONDERS OF THE WORLD?
• This fine game boasts new buildings! Weapons plants...
• Army barracks...and a distillery.
• Military Anachronisms...torpedoed United States...docked up Mediterranean...these and other new landscapes abound!

Follow-up to the 1998 strategy game of the year!

• New enemies! The French TGV Bullet...the German DB10...2016 modern steam train...the Russian 4-72...enjoy them all.
• Presenting new cars such as Metra passenger cars...troop transports...and weapons flatcars!
• Over 15 exceptional stand-alone scenarios, most are multiplayer ready! Be the first on your block to try them!

Today's urban dweller calls for efficient and effortless travel. The all-new Metra scenario will challenge you to create a passenger light rail system for the citizens of Seattle.

In the future, the GeoCore power plant taps the Earth's core for energy. You must implement the rail system that supports this unusual industry.

Tomorrow's EXPANSION PACK Today!
Robots 'n' Russkies
Some Games Take the Fog-of-War Too Seriously

The first-person view is the most disappointing. You can jump into the cockpit of any mobile unit and control its directional movement, turret movement, and weapon fire. Sounds great, but once you go to this shooter POV you lose the satellite map, making it impossible to maintain any type of strategic control. Nor can you control multiple units anymore, making your attack a solo performance.

Buried in all this mess are a couple of gems, though. There are real micro-terrain features: small hills, shallow depressions, ravines, trees, and other obstructions that offer localized cover from enemy fire and provide an opportunity to nullify longer-range weapons and let you "funnel" the enemy into your kill sacks.

This genre combination still holds great promise, but you're better off looking for satisfaction in another title.—Lance A. Larke

German victories of the summer of 1941 and instead portrays the Soviets' stiffening before Moscow, thus examining how the Wehrmacht was worn down, slowed, and stopped during the infamous Russian winter.

An enlightened part of boardgame to computer, STM has the look and feel of SPI and Avalon Hill divisional-level games, but without the tedious paperwork for command control, morale, and supply. This convenience mostly makes up for the somewhat tricky interface and simplistic graphics.

The scenario's nine scenarios cover the period from October to December of 1941, with some fighting in 1942. The gameplay is so straightforward that any board wargame aficionado will be right at home. Optional rules add spice with fog-of-war and advanced combat postures; there's also a scenario editor. The AI is reasonably tough, and STM works very well for email play against another human general.

STM provides a solid, well-researched, and pretty enjoyable game with a lot of replay value. Even so, the DOS clumsiness of its engine is starting to catch up to Schwerpunkt, which should consider a move to Windows 95/98. Otherwise, this little company risks being buried by the avalanche of scenarios found in high-test games like THE OPERATIONAL ART OF WAR.

—Jim Cobb

Machines

Publisher: Acclaim Entertainment
Price: $44.99
www.acclaim.net

I've come across some really ugly genre combinations in the past, but none that I wanted to see succeed as badly as this mixture of RTS and FPS. I can't count the number of times that I've cursed at my tanks in COMMAND AND CONQUER because they turned at the wrong time, and simultaneously thought, "If only I could have been at the helm." Unfortunately, the integration of these very different gaming styles was done so poorly in MACHINES that I found myself wishing that they had stuck to one and done it right.

The premise of the game is that humanity sent out robotic artificial intelligence seeding colonies in advance of the human "generation" ships that were following. The humans never arrived, and a bug in the AI code caused the original robot ships to make colonies of their own. When these empires of colonies bump into each other, the different AI's fight it out.

It's actually a pretty cool story, but instead of developing it into a truly wonderful plot-oriented campaign game, Acclaim stitched a bunch of unrelated and illogical scenarios together, with a few new features acting as glue.

One of the most touted features has been the viewing interface, and this is where the game fails the most. None of the three settings—strategic view, ground view, and first-person view—really does the job well.

The strategic view offers a rotating, over-the-shoulder perspective that is good for selecting multiple units. But the onscreen visibility range is severely limited. You can't pan the view up very far, which severely limits the type of movement that you can effectively order. To make things even worse, you can't really see the terrain's elevation changes.

The ground view is probably the most useful of the three. With it you get to see much further into the distance and detect an enemy advance in time to do something useful; often, I was able to visually spot a unit in this view long before it appeared on the strategic view or satellite map. But coordinating multiple units is difficult.

Smolensk to Moscow

Publisher: Schwerpunkt
Price: $39.95
www.schwerpunkt.com

Schwerpunkt continues its series of little-known World War II battles with SMOLENSK TO MOSCOW (SIM). Once again, we're in the Eastern Front of WWII; fortunately, the designer skips the easy

The computer gaming world - July 1999
Step Into My Parlor
Bit-Mapped Tiles, Darts, and Salvos Bring Back Turn-Based Classics

Email Scrabble
Publisher: Hasbro Interactive
Price: $14.95
www.hasbro.com

Scrabble, the classic word-building game, is ideally suited to the play-by-email format. A fatal bug, however, prevents you from exchanging your tiles. Face it: When you've got X, Z, Q, J, F, N, and D, you really don't have much choice but to chuck it all into the bag and redraw, not being able to do that is a serious drawback.

On the plus side, EMAIL SCRABBLE is simple to install and quite easy to play, whether or not you're familiar with the board game. SCRABBLE clones are rapidly forming over in CGW's sales department, and even jaded editors have become hooked. Heck, some of us are even playing this game with our moms (but don't tell anybody).

While it lacks some of the charm (sexier graphics, more robust dictionary, and so forth) of the bigger-budget SCRABBLE of a year ago, EMAIL SCRABBLE is aggressively priced and quite addictive. This is one email application we really like.—Tom Price

Elite Darts
Publisher: Patch Products
Price: $20.00
www.patchproducts.com

Welcome to CGW's Department of Crow Eating. Having taken an admittedly cheap shot at ELITE DARTS in my Greenspeak column last month—without ever having played the game—I felt it was my cosmic duty to take a higher road this month, be a professional, and actually play the game before reviewing it. And, yeah, for what it is, ELITE DARTS is actually really good.

ELITE DARTS is a surprisingly feature-rich darts simulation made by people who take their darts seriously. It offers three classic games—Cricket, '01, and Baseball—that you can play against up to three computer opponents or in multiplayer mode over a LAN or the Internet. ELITE DARTS smartly includes the games' most common rules variations, allowing you to customize play and scoring to the way you're used to playing in real life. For example, my real-life favorite is "Inverse Cricket," so I was thrilled to see it here.

You can choose from five types of darts and four locations and boards. Computer opponents can be scaled from three levels of difficulty and can be mixed within one match—letting you play a match against two amateurs and one pro, for example.

The dart throwing itself is most akin to a golf simulation. A transparent arm appears on screen; you aim with the mouse and then throw by thwacking the mouse forward. The speed of your mouse movement determines the velocity of the dart. It'll take a couple of games to get the feel down, but once you do, the play is natural and pretty dead-on.

If this appeals to you, then ELITE DARTS is about as faithful and accurate a darts sim as you could ever hope for, minus the drunken morons walking in front of the board as you throw—the game's only serious omission.

—Jeff Green

Email Battleship
Publisher: Hasbro Interactive
Price: $14.95
www.hasbro.com

In the traditional Battleship boardgame, each turn can result in a hit (which is signified by a tiny "ka-boom" sound in the old battery-powered version of the game) or a miss (creating a corresponding "splash" sound effect). Playing the game EMAIL BATTLESHIP by Hasbro conjured a sound in my head—a huge splashing sound. This game misses by a mile.

Which is a shame. First let me say that I have no problem with the game of Battleship itself. I wasted many a prepubescent afternoon on the shag carpet yelling out "You sank my battleship!" at one cousin or another. The game is a good way to waste a half hour. Battleship by email, however, is a sad way to waste a few weeks.

Worse, EMAIL BATTLESHIP can be a bit buggy. Unfortunately, I too often received "application not found" errors while trying to open the email attachment and was forced to detach the attachment and run the program in order to play my move.

It's CGW's policy to finish every game we review, but EMAIL BATTLESHIP is too mind-numbingly tedious that after two weeks and only one sunken ship, I decided to give up. There's not enough strategy or planning inherent to the game to keep it interesting or compelling over that period of time.—Tom Price CGW
Clans

As Legends foretold, evil has returned to the land. A dark tide of death and destruction is now raging over your once-peaceful realm, turning brother against brother, clan against clan. Summon your courage and raise your sword for a fight to the death against a demonic monster who feeds on hatred and despair.

- Battle as one of four unique characters.
- Conquer malicious hordes and mythical beasts through hundreds of miles of dangerous lands.
- Cast spells, unravel puzzles, interact with extraordinary characters.
- Clash with up to 4 players over Internet or LAN.

Coming Soon!

Strategy First
www.strategylirst.com

©1999 Strategy First. All rights reserved. Clans is a trademark of Strategy First. All rights reserved. All other trademarks and copyrights are the properties of their respective owners. ©1999 GT Interactive Software.
Civilization: Call to Power
Excerpts From Brady Publishing’s Civilization: Call to Power—The Official Strategy Guide

Whether you wish to conquer the world in the manner of Alexander the Great or just build a peaceful empire, it’s inevitable that you are going to have to fight a war at some point during CIVILIZATION: CALL TO POWER—and not always at a time and place of your own choosing. Therefore, the first question you should ask yourself is, “What is my strategic goal in this particular game?” The second question, which follows from this, is, “Can I afford to undertake my chosen goal?” What newcomers to CALL TO POWER often fail to ask is, “Can I afford not to undertake my chosen goal?” Worse, still, they have no goal at all.

One thing we can assure you, however: If you simply go along, letting the game play you, instead of you playing the game, your civilization will be left in the dustbin of history. Therefore, whenever you are faced with the possibility of military conflict, ask yourself:

1. Does the potential enemy pose an immediate threat to the well-being of my empire?
2. Will this fight start a long, protracted war?
3. Why am I going to war?
4. How much can I afford to lose?
5. Will this war help me win the game?

At the risk of sounding cynical, we tend to go to war when it is most practical to do so. For the Alexander the Great-style player, this might be 90 percent of the time (yet you still don’t want a war forced on you before you’re ready). Even if you’re a player whose style is better suited to economics and production, you’ll eventually reach a point at which you’re entangled in a “World War” that continues over a long number of turns. In either case, you are going to have to decide whether: (a) crippling your opponents is enough; (b) you should take an opponent entirely out of the game; or (c) you can derive a lasting advantage without expending as much effort.

CONCERNING THE ART OF COMBAT

When you attempt to enter the space of an enemy piece, combat occurs. Combat in open terrain is fairly simple, because you can make a rough estimate of your chances in a given combat by comparing the attack value (of the unit moving into the space) with the defense value (of the unit already in the space). Combat percentages are always figured from the attacker’s point of view, as follows:

Attacker value divided by (Attacker value + Defender value) = Chance of a Hit

If the Attacker makes his Chance to Hit, he scores a single hit on the Defender, who loses one Hit Point. If the Attacker misses his Chance to Hit, he loses a Hit Point. This continues until either the Attacker or the Defender has lost 10 Hit Points and is eliminated.

UNIT COMBAT MODIFIERS

<table>
<thead>
<tr>
<th>Unit Condition</th>
<th>Combat Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>At War status</td>
<td>Normal</td>
</tr>
<tr>
<td>-12 percent</td>
<td></td>
</tr>
<tr>
<td>Standing Down</td>
<td>-25 percent</td>
</tr>
<tr>
<td>Fortified</td>
<td>+50 percent</td>
</tr>
<tr>
<td>Unit has 2/3 of a movement point left</td>
<td>-33 percent</td>
</tr>
<tr>
<td>Unit has 1/3 of a movement point left</td>
<td>-67 percent</td>
</tr>
<tr>
<td>Veteran unit</td>
<td>+50 percent</td>
</tr>
</tbody>
</table>

MULTIPLECTIVITY OF WONDERS

Here are our favorite Wonders of the World for multiplayer games:

<table>
<thead>
<tr>
<th>Wonder</th>
<th>Why to Build It</th>
</tr>
</thead>
<tbody>
<tr>
<td>East India Company</td>
<td>Often better than in a solo game, as there's usually more trade between Humans.</td>
</tr>
<tr>
<td>Eden Project</td>
<td>One of your aggressive buddies will be a polluter nonpareil.</td>
</tr>
<tr>
<td>Edison's Lab</td>
<td>Not as good as the Internet, but still helps your research efforts.</td>
</tr>
<tr>
<td>Forbidden City</td>
<td>Shuts off information to your enemies; drives 'em nuts.</td>
</tr>
<tr>
<td>Hagia Sophia</td>
<td>The multiplayer game without a thriving Theocracy is rare indeed.</td>
</tr>
<tr>
<td>Internet</td>
<td>Almost guaranteed to keep you in a multiplayer game.</td>
</tr>
<tr>
<td>London Stock Exchange</td>
<td>Being more cost-efficient than fellow Humans is a key to winning.</td>
</tr>
<tr>
<td>Philosopher's Stone</td>
<td>It's more important to know what a Human is thinking than an AI.</td>
</tr>
<tr>
<td>Sphinx</td>
<td>As combat-happy as most gamers are, this gives you peace of mind.</td>
</tr>
<tr>
<td>Stonehenge</td>
<td>Grow fast, grow strong, before your neighbor does.</td>
</tr>
</tbody>
</table>

Legion Versus Phalanx

A Phalanx, with a defense strength value of 2, defends in Plains (whether or not the Plains space has a road, it's still considered open terrain). Assume that a Legion, with an assault strength value of 2, attacks the Phalanx. The odds are even, which you'd expect from two units with the same value. But let's go through the process anyway:

The Legion Attack is 2; the Phalanx Defense is 2.
2 [attack value] divided by [2 attack value] + [2 defense value] = Chance for the Attacking Legion to Hit the Defending Phalanx.
2 divided by (4) = 1/2, or a 50 percent Chance to Hit for the Legion against the Phalanx.

At this point, the computer program would generate a random number from 1 to 100, much like rolling a pair of 10-sided percentile dice. If the number in this case came up as, say, 43, then the Legion would have made its Hit Chance and would inflict a hit on the Phalanx. If the random number was anything from 51 to 89, then the Legion would have failed its Hit Chance and would take a hit itself. The process repeats until one of the units loses 10 Hit Points and is eliminated.

Keep in mind that all units on At War status have a full allotment of 10 Hit Points. Units that are Standing Down, however, can have no more than 75 percent of their normal Hit Points, making them brittle in combat.

See the Review
THIS ISSUE ON PAGE 145 • 3.5 STARS

www.computergaming.com
CONCERNING RANGED ATTACKS

Ranged combat is new to the CIVILIZATION series, but it’s not terribly complicated when compared to other strategy games—just different.

1. Basically, all units with a Ranged Attack (Archers, Musketeers, and so forth) are placed in the “back row” of each side, as long as they have normal land combat units (Marines, Phalanxes, and the like) in front of them, in the “front row.”

2. When combat begins, the Attacker’s Ranged Units fire on defending enemy units in the front row, and the defenders do likewise at the attackers in the front row. The combat is resolved similarly to the usual fashion; except that:
   a. Each back row unit attacks with its Ranged Attack value.
   b. Each Ranged Unit attacks, or “fires,” 10 times (with arrows, musket balls, whatever).
   c. Anything that would normally count as a Hit to the Ranged Attacker has no effect (since they are firing from too great a distance for opposing units with nonranged weapons to really hit them).

3. Next, the front-row troops conduct combat as normal.

4. This continues until all front-row troops of one side are eliminated. Then, the Ranged Units of that side must move up to the front row and use their original or non-ranged attack value; now that they are in the front row, they may be fired upon by the enemy units in the second row (using their Ranged Attack).

5. Combat continues until all units of one side are eliminated.

Land Combat Versus Ranged Combat

Two Roman Knights and one Legion attack a group of three Greek Phalanxes and one Archer on a hill.

1. Even though the Greeks are the defenders overall, the Archer still gets to “attack” the Romans by using its Ranged Attack value.

2. The Archer opens fire on one of the two Knight units, firing 10 times (Archer Ranged Attack of 3) divided by (Archer Ranged Attack of 3 + Knight Defense of 3) divided by (3 + 3) divided by (10) = 2/3, or 66.6 percent.

   In this example, the Archer does slightly less than the average damage, scoring 4 hits on the Knight.

3. The fresh Knight (which took no hits) defeats the opposing Phalanx, but loses 8 Hit Points.

4. The other Knight, damaged by the Archer, loses to its opposing Phalanx.

5. The Legion loses a close battle to its opposing Phalanx.

6. Outnumbered, the Knight takes 5 hits from the Archer’s Ranged Combat and is easily dispatched by the Phalanx.

   It should be noted that without the Archer, the Knights would probably have had enough firepower to take out the Phalanxes.

POWER TO THE PEOPLE

In CIVILIZATION: CALL TO POWER, you deal with 12 forms of government. Each have different effects on Growth, Production, Science, Gold, and Military support. In addition, each governmental form has a maximum percentage of Gold that can be spent on Science in any given turn. As a result, each of the following forms of government has an appropriate point at which it can be used most efficiently for your strategy.

Anarchy: This gives you only one-tenth of the amount usually provided for Science and three-quarters of the amount usually garnered in Gold. The most inefficient form, but a necessary evil to make the transition to more advanced governments.

Communism: Assumes that the central planning mechanism of a totalitarian regime can be very efficient in the short run, but forces you to pay for the price in Pollution. By using the 1.75x multiplier for production and 2x multiplier for Science, you can develop your industrial base rather quickly. Of course, your citizens will be chowing on their own snot.

Corporate Republic: A fictional form of government designed for firms. The leader of a Democracy can assign 10 percent more Gold to the advancement of Science (70 percent as opposed to 60 percent), which represents a significant edge over your opponents as you move through the technology tree. On the downside, the possibilities of unrest during wartime make Democracy a poor proposition for gamers who prefer to conquer above all else.

Ecotopia: An ideal government for those who wish to prosecute an efficient war. It is particularly effective when you wish to attack heavy polluters.

Fascism: Is the ideal governmental form for prosecuting a war prior to the advent of Ecotopia. There are no major disadvantages for the conqueror unless you happen to build so many Fascist units that you take a significant force reduction when you change to Ecotopia or a more advanced government later in the game.

Monarchy: The slight bonuses for Science and Production gained by this government during the early portion of the game are far outweighed by those of other forms of government as the midgame approaches. Note also that the larger the empire, the less efficient the Monarchy becomes. As your empire grows, don’t hesitate to change to a new form of government.

Republic: The most efficient form of government for a medium-sized civilization. It offers you across-the-board bonuses to the Science, Gold, and Production modifiers. It also has the least downside of any government until you are able to establish a Democracy.

Technocracy: Though inhuman, this is a useful form of government, since it has the highest Production modifier in CALL TO POWER. It is definitely the form of government to use when you’re falling behind and you need to pump up production in a hurry with no distinct downside.

Theocracy: A relatively efficient form of government, but one that doesn’t pay dividends as big as some of the later governments; still, the Cleric attack could become a big income producer for your government. This is a very nice form in the early portion of the game for someone who prefers to build rather than conquer.

Tyranny: The baseline government for CALL TO POWER, with no advantageous modifiers. When it is possible to move on, we advise you to change governments out of Tyranny as quickly as possible.

Virtual Democracy: A highly idealized futuristic version of pure democracy. It is the best government for making progress in science. If you’re headed for the Wormhole Sensor and Alien Synthesis Project ending, this is the government you’ll need for success.

Continued on Page 178
Heroes of Might & Magic III
Build Strongholds, Augment Spells, and Rule Erathia in No Time

Even given the excellence of the entire series, HEROES OF MIGHT AND MAGIC III still stands out, with eight castle types to choose from, 16 different types of heroes to play, over 100 creatures to command, and a detailed magic system to master. In a game with so many options, it can’t hurt to get a few pointers, especially if you’re facing a bully like CGW Features Editor Denny Atkin, who is just begging to be beaten. With that in mind...

**The ABCs of Combat**

**Need for Speed**
Nothing spells victory like initiative. If you can move first in battle, you can draw first blood and cast the first spells. Being first thus means having a great advantage. Try to ensure that you have at least one stack in your army that has speed 9 or higher. Also, make sure your ranged units are faster than the enemy’s ranged units. If your ranged units aren’t faster, then take the opportunity to cast Haste or Prayer on them to speed them up. It’s important that you attack with your ranged troops before spells or faster ranged units cut down their numbers.

**Morale and Luck**
These two factors are very important to any tactical battle. Good morale allows your troops to attack again while good luck means your unit deals double damage. Conversely, bad morale paralyzes your unit for that round. Never mix more than two types of creatures from a town, because that lowers morale. Try to get the Leadership skill for your heroes; it adds +1 to +3 to your units’ morale. Still, keep in mind that morale can never go higher than +3. Similarly, you should try to acquire the aptly named Luck skill.

**Heroes**
Be mindful of the fact that heroes add their attack and defense to their attendant troops. Thus, although the goblin and the gremlin have very similar statistics, when matched against each other, the goblin will be twice as effective if it’s commanded by a barbarian (+4 attack) and the gremlin is commanded by an alchemist (+0 attack). As in previous HEROES games, you want to create a killer superhero and have him initiate the majority of your offensive strikes.

**It Might Be Magic**

**All magic** in HEROES III falls under four elemental schools: Air, Earth, Fire, and Water. Every hero’s command of magic is dependent on whether he chooses to learn the Air, Earth, Fire, and Water skills. Each skill allows the hero to cast spells in that school at greater effectiveness. In addition, having the matching skill will make all spells in that school cheaper to cast. While you can still cast a spell even if you don’t have the appropriate skill, it would behoove you to learn that skill as quickly as possible for both the increased effect and lowered cost. Here is a rundown of each school’s pros and cons.

**Air:** This school has excellent movement spells for the adventure (strategic) map. Both Fly and Dimension Door are excellent for moving around the map and the latter practically triples your move. If you master Air magic, you can cast Dimension Door four times a day. The Air school has two potent attack spells—Lightning Bolt and Chain Lightning—but few other direct-damage spells. The all-important Haste spell—a must-have for slow troops—is an Air spell.

**Earth:** This school has not only the effective Meteor Swarm spell but also the most powerful offensive spell in the game: Implosion. In addition, the very useful Town Portal spell belongs to this school. If you master Earth magic, you can specify the town to which you want to teleport.

**Fire:** Fire is heavy on offensive magic, with spells such as Fireball, Infarno, and Armageddon. However, this school has neither a spell quite as destructive as Implosion nor one so far-reaching as Chain Lightning. This school does have some interesting augmentation magic, such as Bloodlust (increases attack rating) and Frenzy (adds all defense points to your attack rating). However, Fire is probably the weakest of the game’s schools.

**Water:** The Water school has many powerful augmentation spells, including Bless (maximum damage), Mirth (increase morale), Teleport (move anywhere on the map), and Prayer (increase attack, defense, and speed). This school lacks effective attack magic, but is the best for enhancing your troops in battle.

Otherwise, you teleport to the nearest town without an occupying hero. The undead spells (Animate Dead, Death Ripple, Destroy Undead) all belong to the Earth school.

COMPUTER GAMING WORLD • JULY 1999

www.computergaming.com
One-stop shopping

PC Magazine
Editor's Choice Award

Norton SystemWorks
The smartest way to keep your computer working

Year 2000 Compliant
Microsoft® Office®
2000 Compliant

"Norton SystemWorks combines the best individual utilities with the best integration we've seen yet in a utility suite."

—Windows Magazine, May 1999

www.symantec.com
Symantec is the world leader software for business

**UTILITY SOLUTIONS**

Symantec keeps your computer working around the clock. No viruses, no junk, no crashes, no barriers to accomplishing your goals. *That's exactly the way computing should be.* And with the full Norton line of protection software, it's the way it is. To get started buy one of our award-winning solutions. Norton AntiVirus™ is the #1 anti-virus software in the world. Norton Utilities™ is the #1 problem solving software with over 15 million users.

Norton CrashGuard™ protects against computer crashes with more power to save your work from PC crashes. Norton CleanSweep™ is the #1 choice for hard drive clean-up. Or for maximum protection get all of these award-winning products in one integrated suite, Norton SystemWorks™. Don't forget Norton 2000™ the best way to address year 2000 problems on your PC.
in utility and communication and personal computing.

Symantec also gives you the tools for working at home or on the road. In today’s world, you need to be able to work from virtually anywhere with anybody. That’s why Symantec developed a whole line of remote productivity software that help you stay in touch so you can get your work done—from anywhere at anytime. ACT™ gives you instant access to all your customer information. WinFax PRO™ is the world’s first choice for easy and reliable faxing.

TalkWorks PRO™ helps small businesses have a professional voice by bringing voicemail and telephone capabilities to your desktop. pcTelecommute™ is the first complete solution designed exclusively for telecommuters. pcAnywhere™ gives you the fastest and easiest access to your office PC, from anywhere.

For more information go to www.symantec.com
GET ONE
You’ve got them all.

Buy me now, buy me at
GIGABUY.COM BY DELL
and other leading resellers

Symantec, the Symantec logo, ACT!, Norton AntiVirus, Norton CleanSweep, Norton CrashGuard, Norton Utilities, pcAnywhere and WinFax are U.S. registered trademarks of Symantec Corporation and its subsidiaries. Norton 2000, Norton SystemWorks, Norton Web Services, pcTelecommute, and TalkWorks PRO, are trademarks of Symantec Corporation. Windows and the Windows logo are registered trademarks of Microsoft Corporation in the United States and other countries. Other brands and products are trademarks of their respective holders.
©1999 Symantec Corporation. All rights reserved.

www.symantec.com
CHOOSING YOUR TOWN

If you are going to play one of the more expensive town types—tower, castle, or dungeon—always take the bonus for extra resources. Likewise with the rampart—even though it's cheaper—because you need the extra crystal to build the Pegasus dwelling.

Castle Town
The game's strongest town, the castle has excellent units throughout the tech tree. Upgrade your archers and swordsmen early and you will have arguably the game's best early-level ranged unit and the best mid-level melee attacker, respectively.

Inferno Town
Although the inferno is stronger than the fortress town, all inferno units (except for the seventh-level devil) are pretty slow. In addition, most inferno units lack significant upgrades. Create-wise, this town loses out to most others, and its only saving grace is having powerful magic.

Dungeon Town
The dungeon has average-strength early units, but from levels three to seven it has very powerful creatures (with the exception of the sixth-level manticores). Having two strong ranged attackers in the midgame (levels three and four) gives you incredible firepower and allows you to pick off the slower troops of the tower, rampart, and inferno towns. Add in the fifth-level minotaur, which is as strong as several sixth-level troops, and you have the only midgame army that might be better than the castle's. This town provides excellent magic.

Necropolis
This town is schizophrenic. Its liches, knights, and upgraded vampire lord are extremely powerful, but the second-, third-, and seventh-level creatures are extremely weak. If you do play this town, scramble up the tech tree to get the three good units and bypass the third-level wraith, which you never need to build.

For more on winning HEROES OF MIGHT AND MAGIC III, visit GameSpot's www.gameguides.com and download the nearly 200-page HEROES III game guide.

Tower
The tower is the most expensive town in terms of unit cost and building dependencies. The first two units (gremlin and gar-goyle) are pretty weak, especially when you factor in the physical weakness of this town's heroes. However, the tower is very strong in magic. If you go with the tower, you need magic to bolster your troops, and you must go for the nagas and titans as fast as possible. The town's creatures are all slow, which is yet another disadvantage in combat.

See the Review 180 ISSUE • 4.5 STARS
DANGEROUS CURVES AHEAD. ARE YOU READY TO...

V4 FORCE FEEDBACK

Keep your eyes on the road and both hands on the wheel. For more information, visit www.interact-acc.com.

Experience gaming with next generation technologies from InterAct Accessories – manufacturers of today’s most advanced and dependable controllers, speakers and accessories including Advent® Powered Partners and Jensen® Multimedia Speakers, force feedback racing wheels and GameShark.”
FEEL THE RAW NAKED POWER OF THE ROAD.

For the bare facts of Jensen's new multimedia sound products, visit us at www.jensenpc.com.
BARBARIANS AT THE GATE

Barbarians are the embodiment of chaos theory in CALL TO POWER. Here are a few ways to impose order on the madness:

1. You know those villages that you always sweat over entering, because you don't know whether they hold the promise of shiny new gold, a welcome technological advance, or the threat of a Barbarian hoard? Wait to explore those close to your empire until you've built a city near them: A village within your city limits (the two-space radius) won't spawn a Barbarian.

2. A corollary to this is that the CALL TO POWER program doesn't like to give you the same result within the same turn. So, consider exploring three to four outlying villages on the same turn. While you might get a Barbarian, you are almost certain to get a free advance.

3. Also, keep in mind that there's about a 50-50 chance that the free advance you discover will be the one you are already researching. So, you might take a chance and bump down your science output during this turn, until you see what gifts you get.

4. If a Barbarian should capture one of your cities, consider building a trade route to it before you recapture the city. You'll make money in the short term, and it's a good step toward a monopoly in many cases.

5. If a Barbarian is making progress against another empire, send a Spy or Cyber Ninja to shadow the Barbarian. If the Barbarian gets lucky and captures an enemy city you can Incite Revolution and grab the city without starting a war with the former owner of that city. Your action will cause that nation to drop one happiness level toward you, but this negative effect is well worth it to gain a city. Also, this action does not cause any adverse effect on your reputation vis-à-vis other countries, besides the one on which you pulled this wicked trick.

SOLVING THE HAPPINESS PROBLEM

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Cost</th>
<th>Direct Happiness Effect</th>
<th>Indirect Happiness Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capitol</td>
<td>Stone Working + 405</td>
<td>Slight Increase</td>
<td>Lowers Crime</td>
</tr>
<tr>
<td>Temple</td>
<td>Religion + 270</td>
<td>+2</td>
<td>N/A</td>
</tr>
<tr>
<td>Courthouse</td>
<td>Jurisprudence + 270</td>
<td>N/A</td>
<td>-50% Crime</td>
</tr>
<tr>
<td>Theater</td>
<td>Philosophy + 495</td>
<td>+1</td>
<td>N/A</td>
</tr>
<tr>
<td>Coliseum</td>
<td>Engineering + 1,305</td>
<td>+2</td>
<td>N/A</td>
</tr>
<tr>
<td>Hospital</td>
<td>Medicine + 2,250</td>
<td>N/A</td>
<td>-3 Overcrowding</td>
</tr>
<tr>
<td>Cathedral</td>
<td>Perspective + 2,475</td>
<td>3</td>
<td>N/A</td>
</tr>
<tr>
<td>Movie Palace</td>
<td>Electrification + 1,500</td>
<td>3</td>
<td>N/A</td>
</tr>
<tr>
<td>Drug Store</td>
<td>Pharmaceuticals + 3,000</td>
<td>3</td>
<td>N/A</td>
</tr>
<tr>
<td>Security Monitor</td>
<td>All Surveillance + 4,000</td>
<td>-50% Crime</td>
<td>N/A</td>
</tr>
<tr>
<td>Aqua Filter</td>
<td>Fuel Cells + 8,000</td>
<td>N/A</td>
<td>-5 Overcrowding</td>
</tr>
<tr>
<td>Aracologies</td>
<td>Arcologies + 5,000</td>
<td>N/A</td>
<td>-4 Overcrowding</td>
</tr>
<tr>
<td>House of Freezing</td>
<td>Cryonics + 5,000</td>
<td>0</td>
<td>N/A</td>
</tr>
<tr>
<td>Mind Controller</td>
<td>Mind Control + 10,000</td>
<td>75</td>
<td>Special Defense</td>
</tr>
<tr>
<td>Body Exchange</td>
<td>Life Extension + 10,000</td>
<td>3</td>
<td>N/A</td>
</tr>
</tbody>
</table>

Notes:
1. doubles the effectiveness of Entertainers by providing a permanent venue.
2. -5% in a theocracy because of boost in faith. +1 in communism because religion is the opiate of the masses.
3. +25% production units per turn because increased health means more reliable man hours.
4. -100 percent Pollution and +25 percent Production.
5. +5% happiness in a theocracy because citizens can "die" and have their taste of heaven and then come back to life.
6. Freezes Happiness Quotient at a very safe 75.
7. 50 percent chance to prevent Convert City attack and 100 percent chance to prevent Capture Slaves attack.

WOLFPACK ATTACK

Given that Subs can be seen only by a handful of units (and Cities with Sonar Buoys), they can wreak havoc on your Aircraft Carriers and even your Battleships if left unchecked. The classic method is to seek out them out with Destroyers and sink them with a combination of Destroyers and Aircraft.

So, what do you do when you want your Subs to send your opponent's tonnage to the bottom of the ocean? During World War II, the Germans developed the tactic of sending large groups of Subs, called Wolfpacks, to overwhelm unsuspecting prey. It's a little more difficult to manage this in CALL TO POWER, but the idea is still valid.

The best method we've found is to put together a Wolfpack of four or more Subs and hold them off a couple of spaces. Then, send out one or two other solo Subs to try to break through the "picket line" of Destroyers that's spread out, trying to protect the valuable Carriers and Battleships. If the solo Subs get through, fine—but chances are good that at least one of them will be detected. The computer is not terribly disciplined, and it will often break up its Destroyer picket line to converge on your Sub and kill it. This generally opens up a hole for you to plunge through with your Wolfpack and head straight for the juiciest enemy targets.

- Most units with Ranged Attacks are much more effective in the second row than in the first. So, make sure that you have a balanced force, with plenty of front line troops to protect your Ranged Attack units. A good example of this would be to have only half as many Archers, for example, as you have Legions, Samurai, or Phalanxes combined in a particular force.

- Normally, units controlled by a computer player are less likely to attack when they have less than a movement point remaining (if they have been moving down a road, for example). If you move to where your unit is at the far end of the computer unit's movement range (such as just alongside, but not on, a road) the computer's unit is likely to move next to you, but not attack you at unfavorable odds. This allows you to attack the defending computer unit on your next turn or to reinforce with other units if the odds are unfavorable for you.

- Keep track of your opponent's aircraft: Some of them are almost certainly operating at the farthest range of which they are capable. In such a case, all you have to do is place a row of Air units between them and their refueling base. When the enemy Air units can't get home, they crash—quick, simple, and deadly. Remember, there are no aerial zones of control, so your aerial blockade must consist of a solid line of aircraft, with no holes. When executing this tactic, Terry especially likes using obsolete aircraft.
the secret hides.
the truth consumes.

odi·um
n. def. - hate coupled with disgust

In a time of chaos, in a city on the brink of destruction, only you can discover the truth.

An RPG / Strategy game. Coming this Fall.
WHERE GAMERS GO TO KNOW

Live from the show floor!

GameSpot's E3News.com is the ultimate guide to gaming's ultimate show. E3 1999 promises to be the best ever, and we will be there with more previews, more screen shots, and more insider buzz than ever before.
**Strategic/War**

**Railroad Tycoon II**

Here's a dirty tactic:
Lay a circle of track that crosses a competitor's layout as much as possible, build a dummy station with a roundhouse and water towers, and then run a train with the maximum number of cars. Run two trains, if you like, in order to thoroughly clog the opposition's rail net.

Keep in mind,
especially on longer runs, that if your train's oil level is one notch above empty, the chance for a breakdown doubles.

Never underestimate
the economic power of renewable resources: A well-placed cluster of cattle yards will produce enormous quantities of milk and moolah. — Sam Baker

**Heroes of Might and Magic III**

During play, press Tab and then enter any of the following:

<table>
<thead>
<tr>
<th>Code</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>xmcantich</td>
<td>+100 all resources and +10000 gold</td>
</tr>
<tr>
<td>xmcavertingayreyaes</td>
<td>all siege weapons</td>
</tr>
<tr>
<td>xmccastlebrazas</td>
<td>all structures</td>
</tr>
<tr>
<td>xmcconouts</td>
<td>maximum luck</td>
</tr>
<tr>
<td>xmcgeneraldirection</td>
<td>entire map is revealed</td>
</tr>
<tr>
<td>xmcshrubbery</td>
<td>unlimited movement</td>
</tr>
</tbody>
</table>

**Adventure/RPG**

**EverQuest**

In early-level play, never go into combat without first considering your opponent:
Either select /Com or right-click on the targeted enemy. Opponents that show up as blue are easy targets, but they still give you needed experience.
Opponents with colors below blue on the scale, like black or green, aren't worth your time. While you can try your luck with yellow enemies, you should get another party member to help you.
Finally, never fight an enemy that shows up as either white or red, unless you have an army with you—or you’re feeling suicidal. — Thierry Nguyen

**Action**

**Army Men 2**

Enter message mode by pressing \ and then type \When all else fails... (including the ...) to enable cheat mode. Finally, enter one of the codes below to activate a cheat.

<table>
<thead>
<tr>
<th>Code</th>
<th>Item Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>factor discs</td>
<td>land mines</td>
</tr>
<tr>
<td>florium foil</td>
<td>flak jacket</td>
</tr>
<tr>
<td>ibeautifulnikita</td>
<td>infinite sniper rifle</td>
</tr>
<tr>
<td>fourth of july</td>
<td>M-80 random item, sometimes infinite</td>
</tr>
<tr>
<td>god of gamblers</td>
<td>12 free air strikes</td>
</tr>
<tr>
<td>gnomimin</td>
<td>explosives</td>
</tr>
<tr>
<td>gnomish inventions</td>
<td>infinite hand grenades</td>
</tr>
<tr>
<td>i have a rock</td>
<td>infinite rocket launcher</td>
</tr>
<tr>
<td>fire rocket launcher</td>
<td>paratroopers</td>
</tr>
<tr>
<td>paper dolls</td>
<td>infinite aerosol spray</td>
</tr>
<tr>
<td>beach spray</td>
<td>infinite magnifying glass</td>
</tr>
<tr>
<td>ruby ray</td>
<td>infinite flamethrower</td>
</tr>
<tr>
<td>village people</td>
<td></td>
</tr>
</tbody>
</table>
MAIL ORDER MALL

Save Time and Money Ordering Games by Phone!

Local Stores don’t always have the games you’re looking for or the expert advice you need. Take a few minutes to browse the next few pages and shop with the courteous, experienced salespeople in Computer Gaming World’s Mail Order Mall!
NOW FEATURING TNT2 AND VOOODOO 3
IN THE SAME SYSTEM, AT THE SAME TIME.
USING OUR EXCLUSIVE TECHNOLOGY

PRICE: $899.00

THE HIVE-MIND
Intel Pentium III 500MHz SSE Processor
High-Performance Dual HeatSink/Fan Cooling System
44BX Motherboard with 512K Cache
8MB SDRAM (PC-100)
Topper Drive 1.44MB
4MB Ultra DMA Hard Drive
DFA Voodoo III w/16MB TV-Out 2X AGP
Aural Vortex II Super-Quad Sound Card
Creative Labs SB20 Speaker System
Dex CD-ROM Player
TX Mid-Tower Case w/230W Power Supply
KoolMx Video Cooling System
4MB Enhanced Keyboard
Microsoft Intellimouse PS/2
IBM Robotics V90 56K Fax/Modem
Microsoft SideWinder Precision Pro
Microsoft Windows 98 Operating System
Free installation & configuration of
favorite games & latest drivers
PRICE: $2,199.00

THE AREA 51
Intel Pentium III 500MHz SSE Processor
High-Performance Dual HeatSink/Fan Cooling System
44BX Motherboard with 512K Cache
56MB SDRAM (PC-100)
Topper Drive 1.44MB
8MB Delmar 22GB 220MB (7200 RPM)
Promise Ultra66 IDE Controller
NEW: Nvidia TNT2 Ultra w/32MB TV-Out 4X AGP
DFA Voodoo III w/16MB TV-Out PCI
APU Vortex II Super-Quad Sound Card
Cambridge 6.1 Desktop Theater (Dialog-Digital)
Speaker/Subwoofer System
DVD Player 3rd Generation
NEW: Omega Internal Zip Drive 250MB
TX Full-Tower Case w/300W Power Supply
KoolMx Video Cooling System
4MB Enhanced Keyboard
Microsoft Intellimouse PS/2
IBM Robotics V90 56K Fax/Modem
Microsoft SideWinder Precision Pro
Microsoft SideWinder Gamepad
Microsoft Windows 98 Operating System
Free installation & configuration of
favorite games & latest drivers
PRICE: $3,499.00

MONITORS

7" ViewSonic VX73 266 add:
7" ViewSonic VX73 266 add:
9" ViewSonic VX76 266 add:
9" ViewSonic PS790 266 add:
1" ViewSonic P610 266 add:
1" ViewSonic P165 266 add:

$295.00
$325.00
$455.00
$575.00
$950.00
$1075.00

TOLL FREE: (800) 494-3382

All major credit cards accepted
13398 Southwest 122nd Street Miami, Florida 33186

www.alienware.com
FREE ONLINE GAMING, NEWS, AND REVIEWS AT "THE HIVE"


FLIGHT: Choose from 1 of 5 prop or jet aircraft. Time of day or night. Get to where you’re going. Enjoy a worldwide, wide-screen view of the world’s largest terrain model. Your座 satellite imagery. Realistic cockpit and avionics systems. A flight sim with a focus on realism and affordability. Engage in friendly or competitive flight battles over LAN or Internet.

HEAVY GEAR 2. New 3D hardware engine enables you to experience a new level of texturing, combat, actions, and effects. Enjoy indoor battles, realistic physics, photo-realistic terrains and graphics. Realistic atmospheric effects, sky, clouds, and more. Get ready to fight and compete.

FIGHTER SIMULATION. Includes realistic, accurate weapons and equipment. Experience the thrill of flight and combat.

COMPUTER GAMES: SIMULATION

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLIGHT</td>
<td>$49.99</td>
<td>PC</td>
<td>PSX</td>
<td>$44.99</td>
<td>MS FS 6B Addon</td>
<td>$69.99</td>
</tr>
<tr>
<td>FLIGHT</td>
<td>$49.99</td>
<td>PC</td>
<td>PSX</td>
<td>$44.99</td>
<td>MS FS 6B Addon</td>
<td>$69.99</td>
</tr>
</tbody>
</table>

COMPUTER GAMES: HARDWARE

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLIGHT</td>
<td>$49.99</td>
<td>PC</td>
<td>PSX</td>
<td>$44.99</td>
<td>MS FS 6B Addon</td>
<td>$69.99</td>
</tr>
</tbody>
</table>

COMPUTER GAMES: ACTION

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLIGHT</td>
<td>$49.99</td>
<td>PC</td>
<td>PSX</td>
<td>$44.99</td>
<td>MS FS 6B Addon</td>
<td>$69.99</td>
</tr>
</tbody>
</table>

COMPUTER GAMES: ADVENTURE

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLIGHT</td>
<td>$49.99</td>
<td>PC</td>
<td>PSX</td>
<td>$44.99</td>
<td>MS FS 6B Addon</td>
<td>$69.99</td>
</tr>
</tbody>
</table>

COMPUTER GAMES: SPORTS

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLIGHT</td>
<td>$49.99</td>
<td>PC</td>
<td>PSX</td>
<td>$44.99</td>
<td>MS FS 6B Addon</td>
<td>$69.99</td>
</tr>
</tbody>
</table>

HINT BOOKS

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLIGHT</td>
<td>$49.99</td>
<td>PC</td>
<td>PSX</td>
<td>$44.99</td>
<td>MS FS 6B Addon</td>
<td>$69.99</td>
</tr>
</tbody>
</table>

SONY PLAYSTATION

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLIGHT</td>
<td>$49.99</td>
<td>PC</td>
<td>PSX</td>
<td>$44.99</td>
<td>MS FS 6B Addon</td>
<td>$69.99</td>
</tr>
</tbody>
</table>

NINTENDO 64

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
<th>Price</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLIGHT</td>
<td>$49.99</td>
<td>PC</td>
<td>PSX</td>
<td>$44.99</td>
<td>MS FS 6B Addon</td>
<td>$69.99</td>
</tr>
<tr>
<td>INFO#</td>
<td>COMPANY</td>
<td>PRODUCT</td>
<td>PAGE</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>------</td>
<td>-------------------------------</td>
<td>-----------------------------------</td>
<td>------</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>* 76</td>
<td>Access Software</td>
<td>Links Extreme</td>
<td>142-143</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>210</td>
<td>Game Dealer</td>
<td>Game Dealer</td>
<td>117</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Activation</td>
<td>Battlezone II</td>
<td>12-13</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Activation</td>
<td>Multi-Product Ad</td>
<td>C2-C4, 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>220</td>
<td>Alexander Harris Distrib. Inc.</td>
<td>Alexander Harris Distrib. Inc.</td>
<td>187</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>105</td>
<td>Alienware Systems</td>
<td>Alienware Systems</td>
<td>183</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>America On-Line</td>
<td>CD ROM onset</td>
<td>onset</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>ATI Technologies, Inc.</td>
<td>Rage Fury Board</td>
<td>115</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>161</td>
<td>Aureal Semiconductor</td>
<td>A3D</td>
<td>107</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>280</td>
<td>Blue Byte Software</td>
<td>Settlers III Mission Pack</td>
<td>150-151</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>109</td>
<td>Bungie Software</td>
<td>Oni</td>
<td>112-113</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>160</td>
<td>CD-ROM Access</td>
<td>CD-ROM Access</td>
<td>187</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>68</td>
<td>Chips &amp; Bits</td>
<td><a href="http://www.bitmag.com/chips.html">www.bitmag.com/chips.html</a></td>
<td>184-185</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>75</td>
<td>Cockpit Collection</td>
<td>Keyboard Covers</td>
<td>137</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Dell Computer Corp.</td>
<td>Dell Computer Corp.</td>
<td>C5-C8</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Diamond Multimedia Sys, Inc.</td>
<td>Viper</td>
<td>110</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>169</td>
<td>DICE</td>
<td>DICE</td>
<td>187</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>100</td>
<td>Digital Addiction</td>
<td>Sanctum: Oppositions</td>
<td>72</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>150</td>
<td>Eidos Interactive</td>
<td>Braveheart</td>
<td>54-55</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>153</td>
<td>Eidos Interactive</td>
<td>Formula One</td>
<td>18-19</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>151</td>
<td>Eidos Interactive</td>
<td>Revenant</td>
<td>49-51</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>272</td>
<td>Eidos Interactive</td>
<td>Soulreaver: Legacy of Kain</td>
<td>52-53</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>290</td>
<td>Eidos Interactive</td>
<td>Tomb Raider II Gold</td>
<td>56-57</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Electronic Arts</td>
<td>Flight Unlimited 3</td>
<td>82,83</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>133</td>
<td>Eutronics</td>
<td>Eutronics</td>
<td>187</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>257</td>
<td>Falcon - Northwest</td>
<td>Falcon Northwest</td>
<td>96</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>123</td>
<td>Gathering of Developers</td>
<td>Dark Stone</td>
<td>67,69</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>123</td>
<td>Gathering of Developers</td>
<td>Dark Stone</td>
<td>71,73</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>122</td>
<td>Gathering of Developers</td>
<td>Grand Theft Auto</td>
<td>84</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>124</td>
<td>Gathering of Developers</td>
<td>RailRoad Tycoon II</td>
<td>163</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>GT Interactive</td>
<td>Unreal Tournament</td>
<td>156-157</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Hasbro Interactive</td>
<td>Worms: Armageddon</td>
<td>147</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Hasbro Interactive</td>
<td>Civilization II: The Test of Time</td>
<td>64-65</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Hasbro Interactive</td>
<td>MechWarrior 3</td>
<td>8-9</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Hasbro Interactive</td>
<td>Star Trek: Birth of a Federation</td>
<td>155</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Hot - B</td>
<td>Beat Down</td>
<td>68</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Gamespot</td>
<td>Gamespot</td>
<td>180</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Infogrames</td>
<td>Outcast</td>
<td>70</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Interact Accessories, Inc.</td>
<td>Advent Speakers</td>
<td>176-177</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>163</td>
<td>Interplay</td>
<td>Baliur's Gate: Tales of the Sword Coast</td>
<td>30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>67</td>
<td>Interplay</td>
<td>Descent 3</td>
<td>32,35</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>135</td>
<td>Interplay</td>
<td>Giants</td>
<td>6-7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>299</td>
<td>Interplay</td>
<td>Kingpin</td>
<td>124-125</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>166</td>
<td>Interplay</td>
<td>Messiah</td>
<td>24-25</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>165</td>
<td>Interplay</td>
<td>Star Trek: Star Fleet Command</td>
<td>2-3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>261</td>
<td>Interplay</td>
<td>Torment</td>
<td>74-75</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>LucasArts Entertainment</td>
<td>Racer</td>
<td>99-102</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>LucasArts Entertainment</td>
<td>The Phantom Menace</td>
<td>37-40</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>97</td>
<td>LucasArts Entertainment</td>
<td>X-Wing Alliance</td>
<td>46</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Micron Electronics</td>
<td>Micron Electronics</td>
<td>104-105</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Microsoft</td>
<td>Age of Empires II</td>
<td>42-43</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Microsoft</td>
<td>Midtown Madness</td>
<td>27</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>112</td>
<td>Mindscape</td>
<td>Rites of War</td>
<td>153</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>139</td>
<td>Monolith Productions</td>
<td>Odium</td>
<td>179</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>144</td>
<td>Monolith Productions</td>
<td>Septerra Core</td>
<td>94-95</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>188</td>
<td>Motorsims</td>
<td>Superbike</td>
<td>28-29</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>127</td>
<td>NovoLogic, Inc.</td>
<td>F-22 Lightening 3</td>
<td>93</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Psynopsis</td>
<td>Drakan</td>
<td>4-5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>130</td>
<td>Red Storm Entertainment</td>
<td>Force 21</td>
<td>138</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>121</td>
<td>Red Storm Entertainment</td>
<td>Rogue Spear</td>
<td>86</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Siitk Industries Ltd.</td>
<td>Cyborg 3D Stick</td>
<td>139</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>SegaSoft Networks, Inc.</td>
<td>Heat</td>
<td>63</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>269</td>
<td>Sierra On-Line</td>
<td>Gabriel Knight III</td>
<td>22-23</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>53</td>
<td>Sierra On-Line</td>
<td>Homeworld</td>
<td>120-122</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>180</td>
<td>Sierra On-Line</td>
<td>Trophy Bass 3D</td>
<td>88</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>SouthPeak Interactive</td>
<td>Dark Side of the Moon - Deluxe</td>
<td>132</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>157</td>
<td>Stargate Software</td>
<td>Stargate Software</td>
<td>187</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Strategy First</td>
<td>Clans</td>
<td>167</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Strategy First</td>
<td>Man O'War 2</td>
<td>158</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Symantec</td>
<td>Norton System Works</td>
<td>171-174</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>242</td>
<td>Talonsoft</td>
<td>Hidden and Dangerous</td>
<td>20</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>289</td>
<td>THQ</td>
<td>Sinistar</td>
<td>128-129</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>111</td>
<td>ThrustMaster, Inc.</td>
<td>Talk n Play</td>
<td>109</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Westwood Studios</td>
<td>C&amp;C Tiberian Sun</td>
<td>16,17</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>291</td>
<td>Yamaha Corp. of America</td>
<td>Yamaha Speakers</td>
<td>118</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
"As a contractor, I use dice.com and dice.com only to keep myself employed. I have made over a quarter of a million dollars in the last 18 months, thanks to dice.com!"

high tech jobs www.dice.com
TOP 100
CGW'S MONTHLY READERS' POLL

Each month, 2,000 CGW subscribers are selected at random to rate 100 computer games. The results of that poll are combined with the results of previous months to yield a cumulative average for the best plays in gaming. If you receive a ballot, please return it with your ratings so that other gamers and game publishers can benefit from your feedback.

### TOP ACTION GAMES

<table>
<thead>
<tr>
<th>Game/Company</th>
<th>Score</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Half-Life Sierra</td>
<td>9.24</td>
<td>5</td>
</tr>
<tr>
<td>2. Jedi Knight: Dark Forces II LucasArts</td>
<td>8.44</td>
<td>4.5</td>
</tr>
<tr>
<td>3. Quake II Activision</td>
<td>8.42</td>
<td>4.5</td>
</tr>
<tr>
<td>4. Thief: The Dark Project Eidos</td>
<td>8.40</td>
<td>4.5</td>
</tr>
<tr>
<td>5. Quake Pack 1: Armageddon Id Software/Ritual</td>
<td>8.39</td>
<td>4.5</td>
</tr>
<tr>
<td>6. Quake Pack 2: Dissolution Id Software/Rogue</td>
<td>8.38</td>
<td>4.5</td>
</tr>
<tr>
<td>7. Jedi Knight: Mysteries of the Sith LucasArts</td>
<td>8.23</td>
<td>4</td>
</tr>
<tr>
<td>8. Rainbow Six: Eaglewatch Red Storm</td>
<td>8.15</td>
<td>4.5</td>
</tr>
<tr>
<td>9. Shogun: Mobile Armor Division Monolith</td>
<td>8.14</td>
<td>4</td>
</tr>
<tr>
<td>10. Unreal GT Interactive</td>
<td>8.10</td>
<td>4</td>
</tr>
</tbody>
</table>

### TOP ADVENTURE GAMES

<table>
<thead>
<tr>
<th>Game/Company</th>
<th>Score</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Grim Fandango LucasArts</td>
<td>8.74</td>
<td>4.5</td>
</tr>
<tr>
<td>2. Curse of Monkey Island LucasArts</td>
<td>8.16</td>
<td>4</td>
</tr>
<tr>
<td>3. Sonitumur ASC Games</td>
<td>7.80</td>
<td>4.5</td>
</tr>
<tr>
<td>4. Zork: Grand Inquisitor Activision</td>
<td>7.61</td>
<td>N/R</td>
</tr>
<tr>
<td>5. Twinsten's Odyssey Activision</td>
<td>7.60</td>
<td>5</td>
</tr>
<tr>
<td>7. Last Express Red Orb</td>
<td>7.37</td>
<td>4.5</td>
</tr>
<tr>
<td>8. King's Quest: Mask of Eternity Sierra</td>
<td>7.20</td>
<td>4</td>
</tr>
<tr>
<td>9. Tex Murphy: Overseer Access.</td>
<td>7.15</td>
<td>3</td>
</tr>
<tr>
<td>10. Quest for Glory V Sierra</td>
<td>7.08</td>
<td>2.5</td>
</tr>
</tbody>
</table>

### TOP CLASSIC/PUZZLE GAMES

<table>
<thead>
<tr>
<th>Game/Company</th>
<th>Score</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. You Don't Know Jack 3 Berkeley Systems</td>
<td>7.93</td>
<td>4</td>
</tr>
<tr>
<td>2. Smart Games Challenge 2 Smart Games Inc.</td>
<td>7.90</td>
<td>5</td>
</tr>
<tr>
<td>3. You Don't Know Jack Movies Berkeley Systems</td>
<td>7.88</td>
<td>4.5</td>
</tr>
<tr>
<td>4. Smart Games Challenge 3 Smart Games/Madura</td>
<td>7.84</td>
<td>4.5</td>
</tr>
<tr>
<td>5. Worms 2 MicroProse</td>
<td>7.75</td>
<td>4</td>
</tr>
<tr>
<td>6. You Don't Know Jack TV Berkeley Systems</td>
<td>7.66</td>
<td>2.5</td>
</tr>
<tr>
<td>7. Shanghai Dynasty Activision</td>
<td>7.26</td>
<td>3</td>
</tr>
<tr>
<td>9. Creatures II Mindscape</td>
<td>6.56</td>
<td>2.5</td>
</tr>
<tr>
<td>10. Jeopardy Haedro</td>
<td>6.17</td>
<td>3.5</td>
</tr>
</tbody>
</table>

### TOP SIMULATION/SPACE COMBAT

<table>
<thead>
<tr>
<th>Game/Company</th>
<th>Score</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Wing Commander: Prophecy Gold Origin</td>
<td>8.51</td>
<td>4</td>
</tr>
<tr>
<td>2. Longbow 2 EA/Jane's</td>
<td>8.41</td>
<td>5</td>
</tr>
<tr>
<td>3. Falcon 4.0 MicroProse/Hadros</td>
<td>8.26</td>
<td>4.5</td>
</tr>
<tr>
<td>5. European Air War MicroProse</td>
<td>8.20</td>
<td>4</td>
</tr>
<tr>
<td>6. FF-15 EA/Origin</td>
<td>8.14</td>
<td>4</td>
</tr>
<tr>
<td>7. WWII Fighters EA/Jane's</td>
<td>7.97</td>
<td>4.5</td>
</tr>
<tr>
<td>8. Starglitch Tribes Sierra</td>
<td>7.94</td>
<td>4.5</td>
</tr>
<tr>
<td>9. Freespace: Silent Threat Interplay</td>
<td>7.91</td>
<td>4</td>
</tr>
<tr>
<td>10. Independence War Infogrames/Ocean</td>
<td>7.77</td>
<td>5</td>
</tr>
</tbody>
</table>

### TOP SPORTS/RACING GAMES

<table>
<thead>
<tr>
<th>Game/Company</th>
<th>Score</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. FIFA 99 EA Sports</td>
<td>9.21</td>
<td>4.5</td>
</tr>
<tr>
<td>2. NHL Hockey 99 EA Sports</td>
<td>9.12</td>
<td>5</td>
</tr>
<tr>
<td>4. NHL 98 EA Sports</td>
<td>8.53</td>
<td>4</td>
</tr>
<tr>
<td>5. World Cup 98 EA Sports</td>
<td>8.50</td>
<td>4.5</td>
</tr>
<tr>
<td>6. FIFA Road to World Cup 98 EA Sports</td>
<td>8.35</td>
<td>4.5</td>
</tr>
<tr>
<td>7. Need for Speed III EA</td>
<td>8.34</td>
<td>5</td>
</tr>
<tr>
<td>8. NBA Live 98 EA Sports</td>
<td>8.18</td>
<td>4.5</td>
</tr>
<tr>
<td>9. Motorcross Madness Microsoft</td>
<td>8.05</td>
<td>4.5</td>
</tr>
<tr>
<td>10. NFL Blitz Midway</td>
<td>8.03</td>
<td>4.5</td>
</tr>
</tbody>
</table>

### TOP ROLE-PLAYING GAMES

<table>
<thead>
<tr>
<th>Game/Company</th>
<th>Score</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Baldur's Gate Interplay</td>
<td>8.72</td>
<td>4</td>
</tr>
<tr>
<td>2. Might and Magic VI 3DO/New World</td>
<td>8.71</td>
<td>4.5</td>
</tr>
<tr>
<td>3. Fallout Interplay</td>
<td>8.27</td>
<td>4.5</td>
</tr>
<tr>
<td>4. Fallout 2 Interplay</td>
<td>8.21</td>
<td>4</td>
</tr>
<tr>
<td>5. Final Fantasy VII Eidos/SquareSoft</td>
<td>7.98</td>
<td>4</td>
</tr>
<tr>
<td>6. Hellfire Sierra</td>
<td>7.81</td>
<td>4</td>
</tr>
<tr>
<td>7. Return to Krondor Sierra Studios</td>
<td>7.00</td>
<td>2.5</td>
</tr>
<tr>
<td>8. Dark Earth MicroProse</td>
<td>6.65</td>
<td>3.5</td>
</tr>
<tr>
<td>9. Shadows Over Riva SIR-Tech</td>
<td>6.60</td>
<td>N/R</td>
</tr>
<tr>
<td>10. Lands of Lore II Westwood</td>
<td>8.16</td>
<td>N/R</td>
</tr>
</tbody>
</table>

### TOP STRATEGY GAMES

<table>
<thead>
<tr>
<th>Game/Company</th>
<th>Score</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. StarCraft: Brood War Blizzard</td>
<td>9.29</td>
<td>5</td>
</tr>
<tr>
<td>2. Heroes II: Price of Loyalty 3DO/New World</td>
<td>8.84</td>
<td>5</td>
</tr>
<tr>
<td>3. StarCraft Blizzard</td>
<td>8.76</td>
<td>5</td>
</tr>
<tr>
<td>4. Total Annihilation: Core Contingency Cavedog</td>
<td>8.74</td>
<td>4.5</td>
</tr>
<tr>
<td>5. Total Annihilation: Battle Tactics Cavedog</td>
<td>8.46</td>
<td>4.5</td>
</tr>
<tr>
<td>6. SimCity 3000 Maxis/EA</td>
<td>8.20</td>
<td>4</td>
</tr>
<tr>
<td>7. Total Annihilation GT Interactive</td>
<td>8.19</td>
<td>4.5</td>
</tr>
<tr>
<td>8. Red Alert: Counterstrike Virgin/Westwood</td>
<td>8.09</td>
<td>4.5</td>
</tr>
<tr>
<td>9. Age of Empires: Rise of Rome Microsoft</td>
<td>8.04</td>
<td>4</td>
</tr>
<tr>
<td>10. Railroad Tycoon II Gathering of Developers</td>
<td>8.03</td>
<td>4.5</td>
</tr>
</tbody>
</table>

### TOP WARGAMES

<table>
<thead>
<tr>
<th>Game/Company</th>
<th>Score</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Steel Panthers II Campaign Disk SSL</td>
<td>8.25</td>
<td>4.5</td>
</tr>
<tr>
<td>2. West Front: Waterloo</td>
<td>8.22</td>
<td>4</td>
</tr>
<tr>
<td>3. Panzer General II SSL</td>
<td>8.17</td>
<td>5</td>
</tr>
<tr>
<td>4. The Operational Art of War TalonSoft</td>
<td>8.13</td>
<td>4.5</td>
</tr>
<tr>
<td>5. Sid Meier's Gettysburg EA/Firaxis</td>
<td>7.95</td>
<td>4.5</td>
</tr>
<tr>
<td>6. Battleground: Napoleon in Russia TalonSoft</td>
<td>7.79</td>
<td>4.5</td>
</tr>
<tr>
<td>7. Battleground: Bull Run TalonSoft</td>
<td>7.78</td>
<td>4</td>
</tr>
<tr>
<td>8. People's General SSL</td>
<td>7.60</td>
<td>3</td>
</tr>
<tr>
<td>9. Great Battles of Julius Caesar Interactive Magic</td>
<td>7.79</td>
<td>4</td>
</tr>
<tr>
<td>Rank</td>
<td>Last Name, First Name</td>
<td>Game Title</td>
</tr>
<tr>
<td>------</td>
<td>------------------------</td>
<td>------------</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>StarCraft: Brood War</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>Half-Life</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>FIFA 99 EA Sports</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>NHL Hockey '99</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>Links LS '99 Access Software</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>Heroes II: Price of Loyalty 3DO/New World</td>
</tr>
<tr>
<td>7</td>
<td>7</td>
<td>StarCraft Blizzard</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td>Grim Fandango</td>
</tr>
<tr>
<td>9</td>
<td>9</td>
<td>Total Annihilation: Core Contingency</td>
</tr>
<tr>
<td>10</td>
<td>10</td>
<td>Baldur's Gate Interplay</td>
</tr>
<tr>
<td>11</td>
<td>11</td>
<td>Might and Magic VI 3DO/New World</td>
</tr>
<tr>
<td>12</td>
<td>12</td>
<td>NHL '98 EA Sports</td>
</tr>
<tr>
<td>13</td>
<td>13</td>
<td>Wing Commander: Prophecy Gold Origin</td>
</tr>
<tr>
<td>14</td>
<td>14</td>
<td>World Cup 98 EA Sports</td>
</tr>
<tr>
<td>15</td>
<td>15</td>
<td>Total Annihilation: Battle Tactics</td>
</tr>
<tr>
<td>16</td>
<td>16</td>
<td>Jedi Knight: Dark Forces II</td>
</tr>
<tr>
<td>17</td>
<td>17</td>
<td>Quake II: Activision</td>
</tr>
<tr>
<td>18</td>
<td>18</td>
<td>Longbow 2 EA/Jan's</td>
</tr>
<tr>
<td>19</td>
<td>19</td>
<td>Thief: The Dark Project Eidos</td>
</tr>
<tr>
<td>20</td>
<td>20</td>
<td>Quake Pack 1: Armagon, id Software/Ritual</td>
</tr>
<tr>
<td>21</td>
<td>21</td>
<td>Quake Pack 2: Dissolution id Software/Rogue</td>
</tr>
<tr>
<td>22</td>
<td>22</td>
<td>FIFA Road to World Cup 98 EA Sports</td>
</tr>
<tr>
<td>23</td>
<td>23</td>
<td>Need for Speed III EA</td>
</tr>
<tr>
<td>24</td>
<td>24</td>
<td>Fallout Interplay</td>
</tr>
<tr>
<td>25</td>
<td>25</td>
<td>Falcon 40 MicroProse</td>
</tr>
<tr>
<td>26</td>
<td>26</td>
<td>Steel Panthers II Campaign Disk</td>
</tr>
<tr>
<td>27</td>
<td>27</td>
<td>Wing Commander: Prophecy Origin</td>
</tr>
<tr>
<td>28</td>
<td>28</td>
<td>Jedi Knight: Mysteries of the Sith</td>
</tr>
<tr>
<td>29</td>
<td>29</td>
<td>West Front</td>
</tr>
<tr>
<td>30</td>
<td>30</td>
<td>Fallout 2 Interplay</td>
</tr>
<tr>
<td>31</td>
<td>31</td>
<td>SimCity 3000 Maxis/EA</td>
</tr>
<tr>
<td>32</td>
<td>32</td>
<td>European Air War MicroProse</td>
</tr>
<tr>
<td>33</td>
<td>33</td>
<td>Total Annihilation GT Interactive</td>
</tr>
<tr>
<td>34</td>
<td>34</td>
<td>NBA Live '98 EA Sports</td>
</tr>
<tr>
<td>35</td>
<td>35</td>
<td>Ranzer General II SSI</td>
</tr>
<tr>
<td>36</td>
<td>36</td>
<td>Curse of Monkey Island</td>
</tr>
<tr>
<td>37</td>
<td>37</td>
<td>Rainbow Six: Eaglewatch Red Storm</td>
</tr>
<tr>
<td>38</td>
<td>38</td>
<td>Shego: Mobile Armor Division Monarch</td>
</tr>
<tr>
<td>40</td>
<td>40</td>
<td>The Operational Art of War TalonSoft</td>
</tr>
<tr>
<td>41</td>
<td>41</td>
<td>Unreal GT Interactive</td>
</tr>
<tr>
<td>42</td>
<td>42</td>
<td>Red Alert: Counterstrike Westwood</td>
</tr>
<tr>
<td>43</td>
<td>43</td>
<td>MotoCross Madness Microsoft</td>
</tr>
<tr>
<td>44</td>
<td>44</td>
<td>Age of Empires: Rise of Rome Microsoft</td>
</tr>
<tr>
<td>45</td>
<td>45</td>
<td>Railroad Tycoon II Gathering of Developers</td>
</tr>
<tr>
<td>46</td>
<td>46</td>
<td>NFL Blitz Midway</td>
</tr>
<tr>
<td>47</td>
<td>47</td>
<td>Rogue Squadron LucasArts</td>
</tr>
<tr>
<td>48</td>
<td>48</td>
<td>Quake II Pack 2: Ground Zero Activision</td>
</tr>
<tr>
<td>49</td>
<td>49</td>
<td>Jack Nicklaus V Accolade</td>
</tr>
<tr>
<td>50</td>
<td>50</td>
<td>Final Fantasy VII Eidos/SquareSoft</td>
</tr>
</tbody>
</table>

RANK ** = Top game of the genre. 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.
A Brief History Of PC Gaming

A Handy Clip-and-Save Guide, Compiled With Love

Computer gaming has a long and storied history. Unfortunately, over the years, it has been obfuscated by a steady stream of misleading blather and erroneous hoo-hah. Of course, at times, it was the hoo-hah that was misleading and the blather that was erroneous, but we should not let such technicalities lead us astray. Once we're led astray, the way becomes unclear, and the threads of coherent argument vanish before us, like the proverbial dust in the wind of which the rock band Kansas once spoke so eloquently. I'll start again.

This month, as a public service, Greenspeak presents to you, free of charge, this exclusive Pocket History of Computer Gaming, which you may feel free to clip and save in your wallet, or staple to the back of your brother's head, for easy reference. Many sources contributed to this work, though I must single out one in particular, the revelatory Dutch pictorial How Yanks Mate. Though it did not contribute directly to this piece, it was my constant companion during these exhaustive weeks of research—especially page 37. Without further ado, or anything even slightly resembling ado, let us begin.

70,000 B.C. First recorded incident of human violence. Og, a Neanderthal, bashes Ug, another Neanderthal, over the head with a large bone, in a heated dispute over a mud puddle. A committee is formed, the Group of Outraged Neanderthals (GON), who immediately blame the act on a popular game of the time, BEAT THE STUPID NEANDERTHAL. Gaming takes its first serious public relations hit.

500 B.C. Roman entertainer Jonas Romerius publishes a scroll detailing his plans to create a public spectacle known as "Dakikata." He's later found wandering the streets shouting "Thou shalt be mine, bitch!" to bewildered Roman crowds, who promptly stone him to death.

215 B.C. China builds the Great Wall in an attempt to be the first civilization to build a Wonder and "win the game." Leaders are publicly flogged after it is pointed out to them that Age of Empires won't be released for another 2,000 years.

410 A.D. Visigoths sack Rome. Disgraced Roman leader Terrius Colemanus, in an attempt to explain why he sat idly by while the city was destroyed, claims that he was under the mistaken impression that the war was "turn-based." Bewildered Roman crowds promptly stone him to death.

1337 The Hundred Years' War begins, following an ugly deathmatch in which the King of England calls the King of France a "camping wussy.

1455 First DAIKATANA levels completed, then scrapped, following invention of the printing press, which renders the game obsolete.

1483 Spanish Inquisition begins. WizardWorks' budget-priced HERETIC HUNTER tops the bestseller charts for the next 100 years.

1492 Columbus discovers America. In a now-famous letter to the Queen of Spain he bitterly complains, "I would have discovered it a lot sooner, Your Majesty, if it wasn't for that freaking fog-of-war."

1684 Isaac Newton invents mouse look. "While my earlier success with this whole apple-falling-on-my-head gravity business no doubt assures my place in the history books," he wrote in his journal, "I must say I am even more proud of the mouse look, which is finally going to allow me to kick some serious multiplayer ass."

1792 Women's rights movement begins with the publication of Mary Wollstonecraft's A Vindication of the Rights of Women. "Take heart, girls," she wrote. "In a mere 200 years, we will be the protagonists, the heroes, of the games men play. Our breasts will be huge in these games, and our butts, they will be fabulous. Desperate magazines will feature us half-naked on their covers, in a shameless attempt to boost sales. Even better, girls, we will still make them beg for sex.

1812. The War of 1812. First appearance of hexes on a battlefield.

1859 Charles Darwin publishes the Origin of Species, which expounds his theories on natural selection and the "survival of the fittest." Theory disputed 140 years later after an international gathering of scientists in Geneva is unable to explain the continued success of Billy Crystal.

1660 DAIKATANA team says a beta is "imminent," but outbreak of Civil War puts the game "on temporary hold."

1903 Wright brothers fly first controlled airplane at Kitty Hawk, North Carolina. The following day, posts begin appearing on the flight sim newsgroups ridiculing the plane's "unrealistic flight model."

1980 First professional football league founded. Sierra, in a disastrous public relations move, prematurely releases first football game, neglecting to include stadiums, players, or a football.

1931 William Shatner born. Decline of Western civilization officially begins.

1956 Elvis Presley sweeps the world with his swirling, gyrating hips. Young male scientists, suddenly finding awkward and confused inside, step up their efforts to invent the personal computer.

1973 Embattled U.S. President Richard Nixon delivers famous "I am not a crook" speech. On the same day, DAIKATANA team assures public that the game is right on time, and should ship "within the month."

Our breasts will be huge in these games, and our butts, they will be fabulous.

What Jeff doesn't realize is that the circle strafed evolved from a strange naked mating ritual of the ancient Druids. Send your survival tips, and other email, to Jeff at jiro@x2i.com.
BURN VIRTUAL RUBBER.

DELL® INSPIRON™ 7000 A366LT
PENTIUM® II PROCESSOR AT 366MHz

Desktop Features, Notebook Convenience
- 15" XGA Active Matrix Display
- 96MB SDRAM (384MB Max)\(^1\)
- NEW 10GB Ultra ATA Hard Drive
- Removable Combo 2X CD-ROM and Floppy Drive
- 2X A6P 8MB AT-48 B-E Storage Technology
- 3D Surround Sound with Vavatable
- Lithium Ion Battery
- Internal 56K Capable V.90 Fax Modem with
  Trial Offer ConnectDirect™ Internet Access\(^1\)
- MS® Office 97 SBE (Ask about our FREE MS
  Office 2000 Upgrade Offer)
- MS Windows® 98/Touchpad
- Inspiron Setup Video/Deluxe Nylon Case
- 3-Year Limited Warranty\(^2\)

$3499

$105/Mo., 48-Month Purchase Plan\(^3\)

E-VALUE CODE: 88805-800534

PACKED WITH THE PENTIUM® II PROCESSOR AT 366MHz, 8MB OF VRAM AND A
15-inch display, the Dell® Inspiron™ 7000 A366LT notebook lets you put the
pedal to the metal. After all, you won't find these kinds of numbers on just
any notebook. Because this isn't just any notebook. Just ask the folks at PC
Magazine who designated this Inspiron 7000 A366LT their Editors' Choice
for small business/single user. Call us or visit www.dell.com to build yours today.

800-953-4018

Are you Y2K OK? www.dell.com/y2k

Phone Hours: M-F 7a-11p • Sat-Sun 8a-8p CT
In Canada: call 800-639-0140 • In Mexico: call 01-800-210-7607

\(^1\)48-Month Purchase Plan offered through Dell Financial Services L.P., 14050 Summit Dr., Austin, TX 78728, to
qualified consumers. Only available in the 50 U.S. states and District of Columbia, except AR & MN.
Availability may be limited or offer may vary in some states. Advertised payments are based on sales prices
depicted for 48-mo. term at 18.95% APR, with approved credit. Excludes taxes & shipping charges which
vary (For example, based on sales price of $3499 for a notebook system, the total of sales taxes & shipping
charges via 3- to 5-day ground to Hartford City, IN would be $209.95 (includes sales taxes of $174.95 and
shipping charges of $35.00). Taxes & shipping charges due with 1st payment unless included in the amount
financed, in which case your monthly payment will be higher.
NOW THAT YOU'VE GRADUATED, YOU SHOULD BE SMART ENOUGH TO BUY A DELL.

No matter what path you take, Dell wants to help you make a smart decision when it comes to computers. You can go online or call our helpful sales representatives to get Dell's award-winning systems at low prices. Either way, you can customize a computer to suit your needs. And receive technical support at any hour of the day or night with a call or a click. Add in Dell’s smart payment plans that help you make the most of your purchase, and it’s no wonder smart people are making smart choices with Dell. So give us a call or stop by www.dell.com to order today.
TO SEE KILLER 3D, WHO SAYS YOU NEED 3D GLASSES?

INTRODUCING DELL'S NEW DESKTOP FEATURING THE PENTIUM® III PROCESSOR

NEW DELL® DIMENSION® XPS T550 PENTIUM® III PROCESSOR AT 550MHz

- 128MB 100MHz SDRAM
- 9.1GB 5400rpm Hard Drive
- 17" 1920x1080 CRT Monitor
- 12MB Diamond Viper TNT 3D AGP Graphics Card
- 40X Max Variable CD-ROM Drive
- Turtle Beach Montego II A30 320W Sound Card
- Isotoner/Radem HK-195 Speakers
- Compaq/USRobotics V90 PCI WinModem with modem internal modem Internet Access
- 10MB IDE Zip Built-In Drive with One Disk
- MS® Works Suite 99 with Money 99 Basic
- McAfee VirusScan
- MS Windows® 98/95/98SE/NT 4.0/2k
- Dell QuikKey® Keyboard
- 3-Year Limited Warranty
- 1-Year Next-Business-Day At-home Service
- Power Game Pack

$2199

E-VALUE CODE: 88804-500521

USE THE POWER OF THE E-VALUE CODE. MATCH OUR LATEST TECHNOLOGY WITH OUR LATEST PRICES ENTER THE E-VALUE CODE ONLINE OR GIVE IT TO YOUR SALES REPRESENTATIVE.

WWW.DELL.COM/EVALUE

With the new Intel® Pentium III processor at 550MHz, our new Dell Dimension® XPS T550 represents a new generation of 3D technology. This system is designed to optimize the next wave of power-hungry apps and peripherals, like hyper-realistic gaming and digital cameras. Give us a call or visit our website. And we'll build you a piece of tomorrow, today.

800-953-4018

BE DIRECT™
WWW.DELL.COM

Are you Y2K OK? www.dell.com/y2k
Phone Hours: M-F 7a-11p • Sat-Sun 8a-8p CT • In Canada: call 800-839-0148 • In Mexico: call 01-800-210-7607

30-Mo. Purchase Plan offered through Dell Financial Services L.P., 14050 Summit Dr., Austin, TX 78728, to qualified consumers. Only available in the 50 U.S. states and District of Columbia, except AR & MN. Availability may be limited or offer may vary in some states. Advertised payments are based on sales prices depicted for 48-mo. term at 18.95% APR, with approved credit. Excludes taxes & shipping charges which vary. (For example, based on sales price of $2199 for a laptop system, the total of sales taxes & shipping charges via 3- to 5-day ground to Hartford City, IN would be $204.95 (includes sales taxes of $109.95 and shipping charges of $95.00)). Taxes & shipping charges due with 1st payment unless included in the amount financed, in which case your monthly payment will be higher.