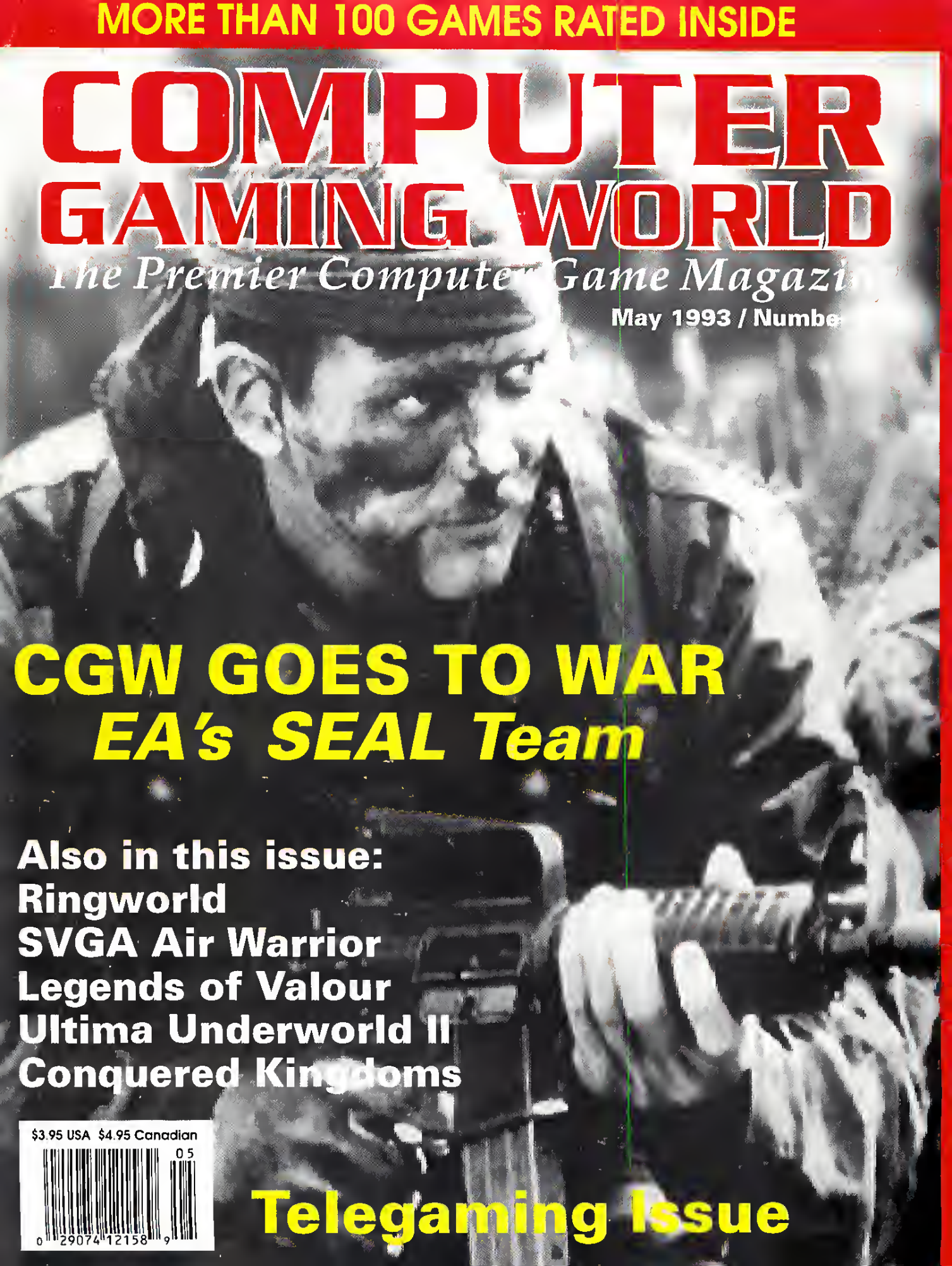
MORE THAN 100 GAMES RATED INSIDE

COMPUTER GAMING WORLD

The Premier Computer Game Magazine

May 1993 / Number



CGW GOES TO WAR
EA's SEAL Team

Also in this issue:
Ringworld
SVGA Air Warrior
Legends of Valour
Ultima Underworld II
Conquered Kingdoms

$3.95 USA $4.95 Canadian
05
0 29074 12158 9

Telegaming Issue

Spear of Destiny

A Wolfenstein 3D Graphic Adventure

Virtual Reality!

Spear of Destiny brings virtual reality to the PC, hurling you into an intense battle between good and evil in which only *you* can save the world! A breathtaking musical soundtrack sets the mood, while amazing ``first person'' visual perspective and spectacular digital stereo sound effects give an experience like no other game you've ever played!

Features!

- spectacular VGA virtual reality system
- breathtaking musical soundtrack for Adlib, Sound Blaster
- digitized stereo sound effects for Sound Blaster, Sound Source
- over 20 complete floors to cover
- 4 levels of play difficulty
- special extra challenges for advanced game players
- saves multiple games in process

What the Reviewers Say!

- ``the player is `there' like no game I've ever played...''
- ``the sound and the visual action, is frighteningly realistic...''
- ``I can't remember a game making such effective use of perspective and sound and thereby evoking such intense physiological responses from its players.''

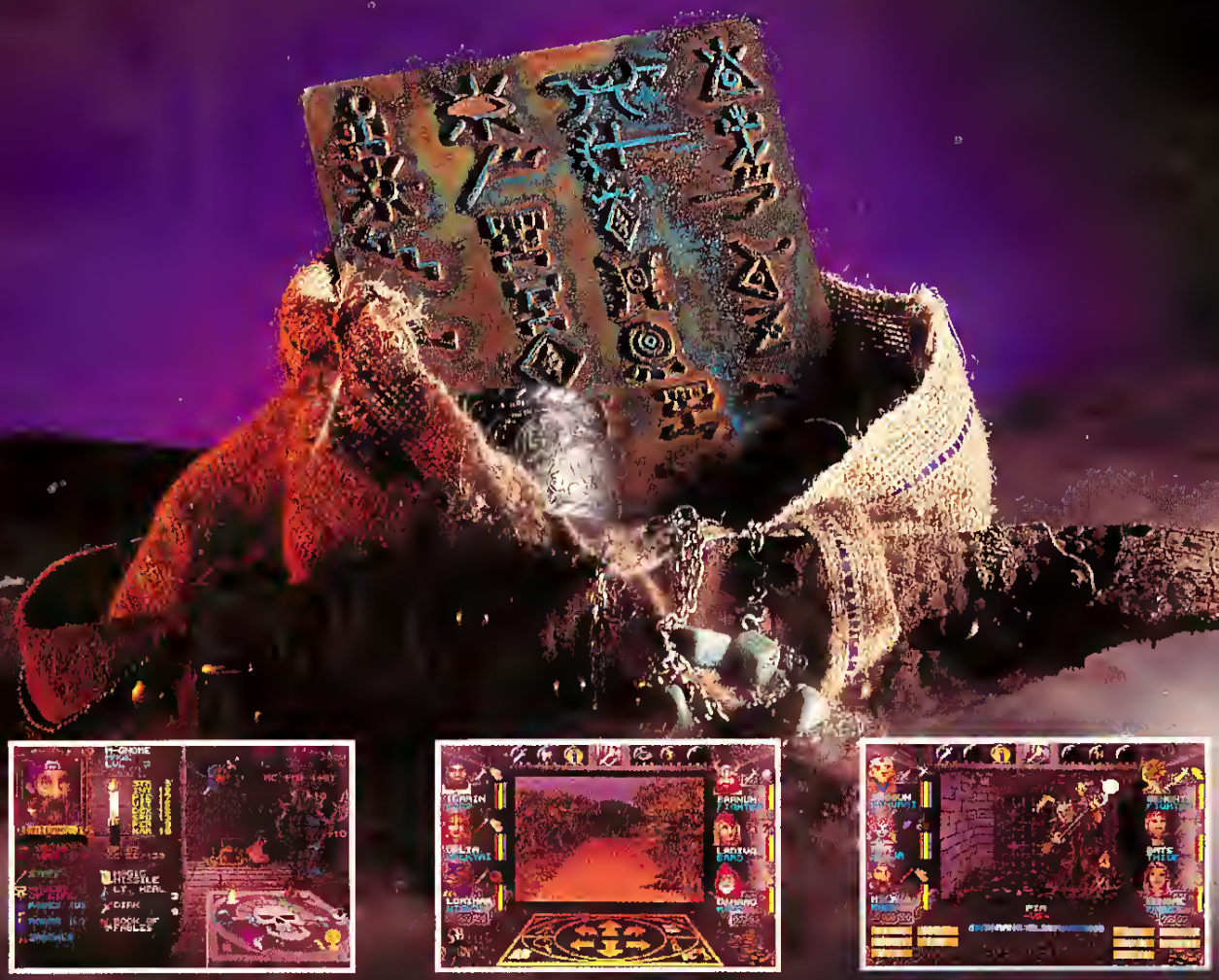
Game by id Software. Published by FormGen Corporation, Box 279, North Andover, MA, USA, 01845-0279 (800)263-2390 (416)857-4141 Fax: (416)857-4531

Circle Reader Service #58

Wizardry!

A Fantasy Role-Playing Simulation by D.W. Bradley

CRUSADERS *of the* DARK SAVANT



Welcome to the sequel to Bane of the Cosmic Forge and the only game that could possibly follow its lead. It's everything Bane was...and more.

256 Colors • Outdoor Campaigns • Full Musical Score & Sound Effects • Auto Mapping
True Point & Click Mouse Interface • Unprecedented depth of story

SIR-TECH

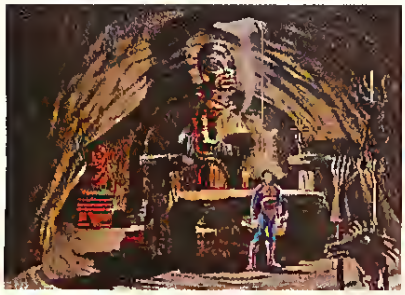
Ogdensburg Business Center, Suite 2E Ogdensburg, New York 13669
To order or for a dealer nearest you call

1-800-447-1230

Circle Reader Service #97

COMPUTER GAMING WORLD

SEAL Team pg. 8



Ringworld pg. 54

The Shadow of Yserbius pg. 78

Special Forces pg. 122

FEATURES

8 **_SEAL Team_: It's About Time**
Johnny L. Wilson takes the point on this gritty 3-D infantry combat simulation

14 **_Willy B._ (CD) Good**
Charles Ardai hears voices in his head as he reviews the Adventures of Willy Beamish-CD

18 **Not Gambling with Chips**
Intel's super *Pentium*™ microchip raises the gaming stakes
by Johnny "Cache 22" Wilson

20 **Where Were You in _Populous 2_?**
For good or evil, Allen L. Greenberg plays the god of pixel people in this divine review

30 **It Slices! It Dices! It's _Bill's Tomato Game_**
The incredible writing machine, Chuck Miller, takes a saucy look at this puzzle game marinara

34 **Ultimo Underworld II: The Guardian's Styx & Stones**
Douglas Seacat takes a 3-D scroll through **Origin**'s latest offering

42 **_Legends of Valour_ Arrives from Overseas**
The legendary Chuck Miller tells the tale of **SSI's** new import

54 **Completing the Circle on _Ringworld_**
When **Tsunami** closes in on a Larry Niven universe, adventure gamers will want to be 'round
by Charles Ardai

59 **Telecommuting to the Cyburbs**
A special section connecting our readers to the worlds of on-line gaming

60 **'Mech War ond Kick 'Bots**
GEnie's latest rock 'em, sock 'em romp is a monster 'Mech mash supreme
by David "Heat Seeker" Wilson

64 **A Gomer's Guide to Private BBS Games**
A trip through the dark world of private BBSs as compiled by William J. Shefski

69 **Getting More MPGs from On-Line Role-Playing**
Drakkar adds interactive human players to the computer fantasy role-playing genre
by Jasper Sylvester

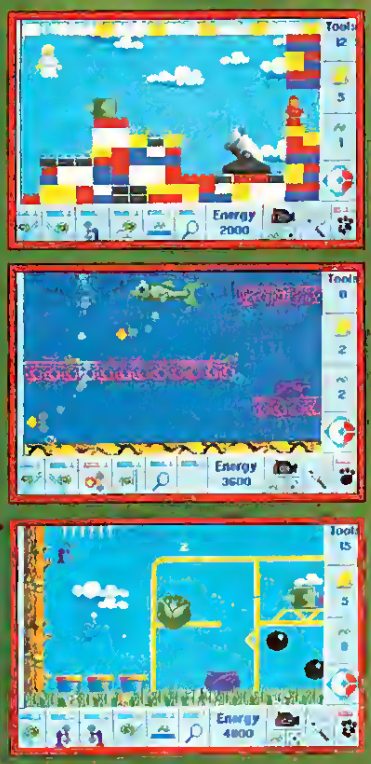
74 **Educoting Gomers on the Internet**
A survey of fun and games on the world's largest computer network
by John J. Brassil

78 **Shining Light Upon The Shadow of Yserbius**
Samuel "The Barbarian" Baker travels to **TSN**'s Medievaland and joins a real role-playing party

84 **The Net Results**
A survey of on-line entertainment

90 **Polishing the Gemstone**
Behind the scenes of GEnie's interactive fantasy role-playing classic
by Jay Kee

Creepers™



The Creepers are on the move. It's the annual trek to the Butterfly Bowls. But, with over 70 levels of factories, caverns, and forests to cross and with the worst sense of direction in the entire animal kingdom, getting them all there is going to take some doing!

Creepers Features:

- Over 70 puzzle levels.
- 256 colors (PC).
- Crazy Creeper animations.
- Difficulty rating from easy to brutal.
- Full soundcard support with 16 funky soundtracks.
- The Creeper-cam with multiple playfield views.

The mean green creeping machine

Look for Creepers crawling in your favorite software store, or call: (800) 438-7794

Psygnosis
29 Saint Mary's Court, Brookline, MA 02146
(617) 731-3553

Circle Reader Service #82

COMPUTER GAMING WORLD

Publisher
Russell Sipe

Editor
Johnny Wilson

On-Line Editor
Alan Emrich

Managing Editor
Ken Brown

Assistant Editor
Chris Lombardi

Art Director
Susan Zurawik

Graphic Artist
Jack Rodrigues

Marketing Manager
Diane Miller

M.I.S. Manager
Gene Allen

Assistant M.I.S. Manager
Mike Weksler

Ad Manager
Jim Messing

Circulation
Kathy Garcia

Contributing Editor
(Adventure Games)
Scorpia

Contributing Editor
(Wargames)
Evan Brooks

Ad Director
Jay Eisenberg

Computer Gaming World (ISSN 0744-6667) is published monthly by **Golden Empire Publications, Inc.** 130 Chaparral Ct. Suite 260, Anaheim Hills, CA 92808. Second-class Postage paid at Erlanger, KY 41011 and additional mailing offices. Permit #672-910

Contents are copyrighted by Golden Empire Publications, 1993.

Postmaster: Send address changes to Computer Gaming World, P.O. Box 601, Mt. Morris, IL 61054-8052

The subscription rate for twelve issues (one year) is $28.00. Canadian and foreign surface subscriptions add $11.00. Foreign air subscriptions are $78.00 per year. All payments must be in U.S. dollars, made by check drawn upon a U.S. bank, Visa, MasterCard, or money order.

Printed in the U.S.A.

Psalms 9:1-2

CompuServe (76703,622)

America On-Line: CGW

Prodigy: EXPT40B

GEnie: CGW

Subscription Dept.: 1 (800) 827-4450

Telephone: (714) 283-3000

Fax: (714) 283-3444

Foreign Subscribers: (815) 734-1113

For advertising information only, call:

JE Publishers' Representative Company
3415 S. Sepulveda Blvd., Suite 520
Los Angeles, CA 90034
(310) 572-7272

For newsstand circulation, call:

Kemco Publishers Services
(603) 924-0224

Computer Wargaming World

94 **An Inter-Network Wargame Rivalry**
Strategists from Prodigy and CompuServe clash over **Microplay**'s *Command HQ*

96 **Another Page in the Hundred Years War**
A refresher course on the history of GEnie's on-line diplomatic/military game
by David "Papal Assassin" Wilson

98 **Air Warrior — Konami Connects!**
Adding SVGA graphics and a stand alone version really flies with this **GEnie** on-line classic
by Douglas Fick

102 **Mastering the Padlock View**
Tom Basham offers a new perspective on Falcon 3.0

106 **I Came, I Saw, I *Conquered Kingdoms***
Strategy tips from Master Randall Black, The "Black" Prince of *Conquered Kingdoms*

108 **Game for Hire: Tegel's Mercenaries**
Mindcraft "breaches" on the waters of tactical sci-fi combat
by Paul "Shoot'em Up" Schuytema

112 **Mental Meditations Over Dune II**
A warrior's guide to **Virgin**'s world of Arrakis: *Dune II*
by Jeff "Harkonnen Unto Me" James

114 **Getting Vertical with AV8B Harrier**
Paul Rigby proves that he can land on the **Domark** from this cockpit review

118 **A Miniatures-Like Feel Makes Gaod Impressions**
A philosophy lesson from Impressions' Ed Grabowski on animating figures on the battlefield

122 **What's So Special About Special Forces?**
Jeff James offers a briefing to *CGW* readers

124 ***Reach for the Skies***
Paul "Bomber" Rigby explains in this review what happens when your *Reach* exceeds your grasp

130 **PBEM Computer *EastFront***
A replay that puts new chips on some old blocks
by Michael "Stalin' for Time" Peck

Departments

10 CGW Stock Watch (**Intel** Intelligence)
26 Scorpia's Tale *(Eric the Unready)*
32 Scorpia's View *(Magic Candle III)*
46 The Best of the Rest (Shareware)
50 Over There: European Software Report
120 Ad Index
132 Taking a Peek
141 CGW Hall of Fame
142 CGW Poll: Top 100 Games
144 What's Hot!
145 The Patch File
146 Editorial — Steam Rising from the SPA

THE MOST HIGHLY RATED GAME IN FOOTBALL.

For John Madden, "Football's a game of ratings and matchups." That's why John Madden Football™ II captures all the subtle nuances, all the personality of the game itself. You'd expect that with up to 8 ratings per player, 35 players per team, 28 pro caliber teams, plus an All-Madden squad.

Strategy is the name of the game. If you dominate the one on one matchups, you'll have a future in this league

What you might not expect is how far inside football you get. Design your own plays. Or choose from Madden's new playbook packed with over 80 offensive and 100 defensive plays. Your game plan has to take into account every facet of the game: injuries, penalties, and, of course, the plan of the guy pacing the far sideline.

EASN delivers every dimension of football 3-D field view and 256 color VGA support

The challenge to tackle is making the right call, the right one-on-one matchups. Every down. On both sides of the ball. Kind of like chess with shoulder pads.

Of course, the action's brought to you by the highest rated sports network: EASN.™ Providing stunning 3-D field perspectives. Instant replays. Stats at any time. And play-by-play analysis and help from Madden himself.

Madden dissects the action like a surgeon with in depth analysis on every play

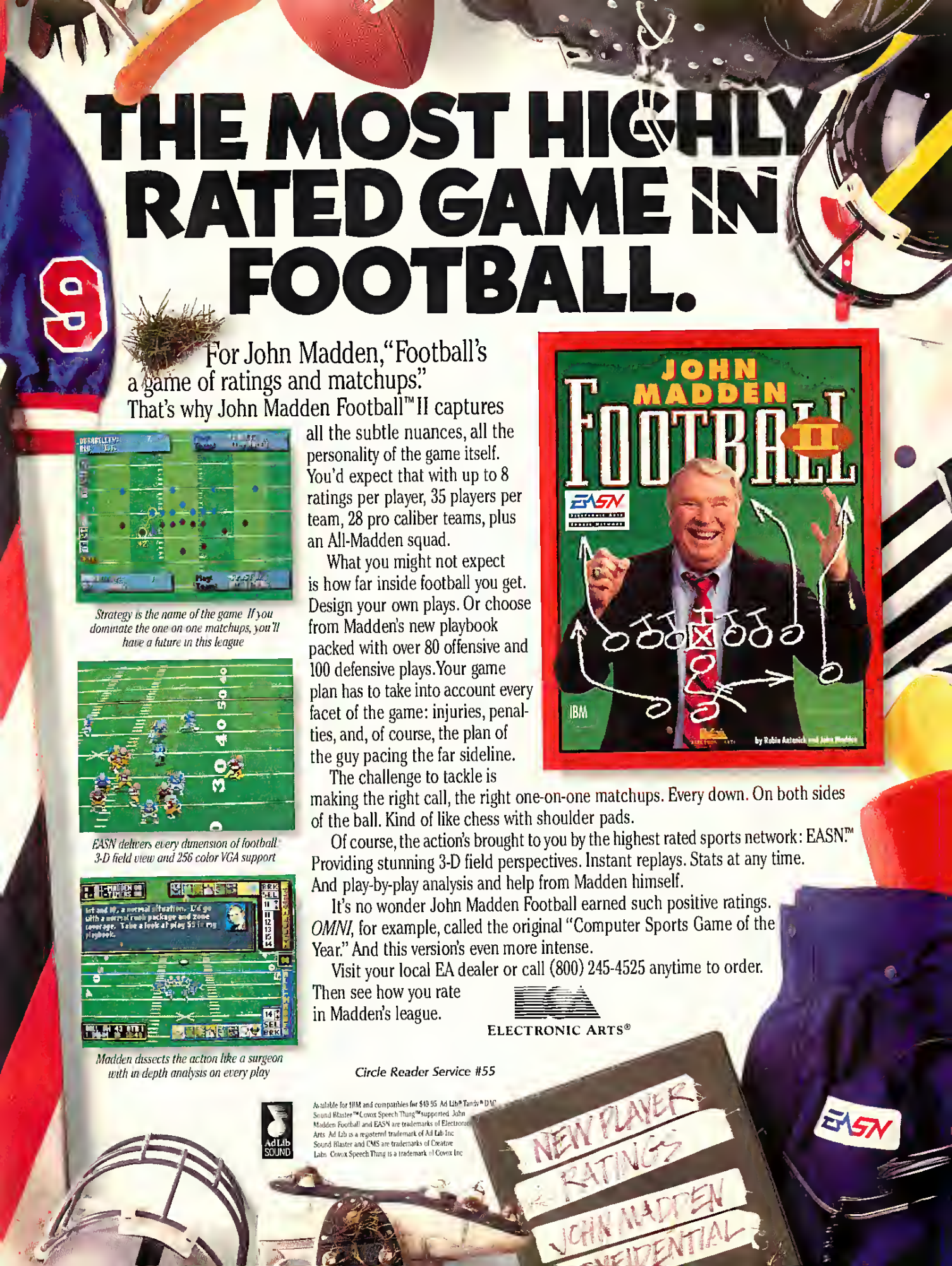
It's no wonder John Madden Football earned such positive ratings. *OMNI*, for example, called the original "Computer Sports Game of the Year." And this version's even more intense.

Visit your local EA dealer or call (800) 245-4525 anytime to order. Then see how you rate in Madden's league.

ELECTRONIC ARTS®

Circle Reader Service #55

Available for IBM and compatibles for $49.95. Ad Lib® Tandy® D.M.C. Sound Blaster™ Covox Speech Thing™ supported. John Madden Football and EASN are trademarks of Electronic Arts. Ad Lib is a registered trademark of Ad Lib Inc. Sound Blaster and CMS are trademarks of Creative Labs. Covox Speech Thing is a trademark of Covox Inc.



Dancing with SEALs

Simulation Therapy With Electronic Arts' *SEAL Team*

by Johnny L. Wilson

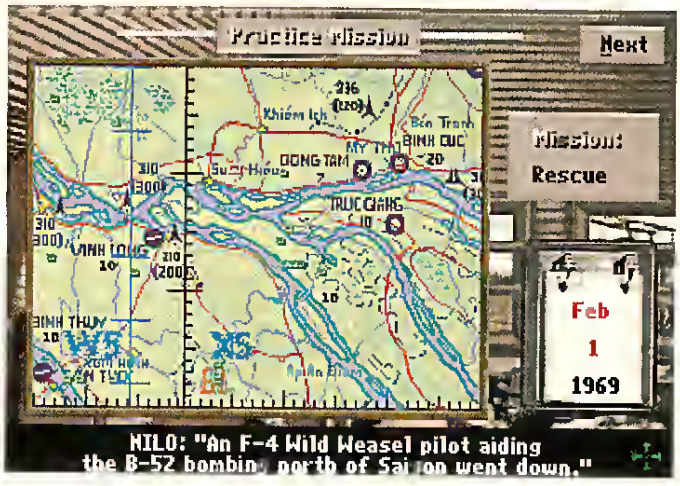
Sneak Previews are not designed to be reviews. They are feature articles based on "works in progress" that CGW's editors have deemed worthy of early coverage. These articles are not intended to provide the final word on a product, since we expect to publish appropriate review coverage when the game is finished.

An acquaintance of mine has a son who happens to be the same age as my daughter. Both offspting are in their last yeat of high school. That makes me sensitive to any stories about adolescents who are venturing into adulthood. What got my attention, though, was the fact that my ftiend, a Vietnam veteran, had a son who desperately wanted to enlist in the service (special forces, in particular) and get involved in a "hot one."

I told this gentleman that my daughter was a "peacenik" like her father, and I had hoped that all of her generation had learned the painful lessons of wat. I had hoped that their generation would be, as corny as it sounds, spared the casualties that our generation had faced. He responded that he couldn't get through to his son. His son's favorite film is *The Green Berets* (starring John Wayne) and the young man watches it regularly, firmly believing that the glory depicted in the film is the glory of war. My friend tried to get his son to watch more realistic ptesentations of the Vietnam Conflict, citing *Apocalypse Now* and *Platoon* in particular. The upshot is that I am exttemely proud of my daughter's direction in life. My friend is rather disappointed in his son.

I wonder what the teaction of this young man would be to Electronic Arts' *SEAL Team*. Would he be affected at all by the moving cinematic sequences at the end of each mission where the team returns and the program only shows the survivors getting off the boat or out of the helicoptet? Would there be glory or revulsion as he adjusted his weapon to full automatic and fired, just as a black pajama-clad VC started standing and raising his hands in surrender? Would he nervously peer at the screen, occasionally jumping, as a white butterfly crossed the screen or a blue bird flew out of the bushes or would those feints of nature be brushed aside as an annoyance, a waste of programming energy? I think they are a great touch.

Would he pay any attention to the elaborate insertion and extraction scenes where the SEAL team must wade out into the water to teach theit objective or be picked up by their support boat? Would he realize that the on-screen bull session that precedes each mission was talking about just such bodies of water when one of these stalwart commandoes spoke of weating pantyhose in ordet to be able to remove leeches easier? Would he realize that his air-conditioned house was nothing like the hot, humid jungles being depicted in beautifully-rendered terrain on the screen? Would he be affected by the sight of fallen polygon-filled comrades behind him and other team members tushing medical aid to said comrade? Would he recognize that the simulation makes it easy for gamers to distinguish between the black pajamas of "Charlie" and the blue pajamas of civilians? Would he place any importance upon the fact that VC guerrillas always surrender (in my playing experience) *legitimately* to the playet's team rather than pulling any diabolical tricks like being prewired with explosives?

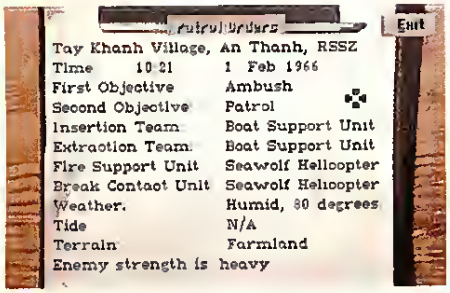


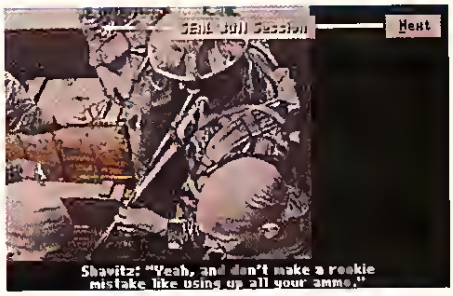
How Realistic Is It?

Electronic Arts' *SEAL Team* is a fitst-person simulation of small unit action in the jungles of Vietnam. It is graphically impressive in that it presents a more detailed environment than many games which use polygon-filled graphics, and because it uses cinematic techniques to enhance the mission briefing and debriefing, as well as the insertion of the team into and extraction of the team ftom the action. The polygon-filled figures seem more realistic than those in *Wolfenstein 3-D* and the action feels smooth and convincing.

The interface is fascinating because it uses the mouse in a fascinating analog of movement. When one wishes the team to move forward, the mouse must be pushed forward in deliberate steps. When one wishes to go faster, more such mouse steps are required. To slow, one reverses the procedure by simulating mouse steps backward. To stop, one continues pulling the mouse back. To back up, one continues the reverse mouse steps. To turn left, one clicks the left mouse button. To turn right, one clicks the right mouse button.

Such an interface adds to the verisimilitude of the experience, particularly when combined with the





capacity to move upright, lumber in a crouch, or crawl in a prone position (performed with a press of the 1, 2 and 3 keys respectively) and the graphic views to support such perspectives.

In many ways, *SEAL Team* is exttemely realistic. The missions follow a logical progression, and the team has adequate resources to accomplish them (in contrast to the chaos faced by the grunts in the jungle). Some missions only require intelligence gathering and return, while others require the playet to use demolition skills ot set up an ambush. The weapons have accurate rates of fire and ranges, the role of the suppott boats and aircraft seems reasonable, and the objectives are based on actual mission data from the Vietnam era.

Verisimilitude breaks down somewhat (as in most simulations) when one considers how much damage the gamer's character can take before being killed. On one mission, my unit was shelled by a mortar attack as soon as we stepped out of the river. Although one of the team members was wounded, this had very little impact on our ability to carry out our mission. After another ambush, one of the team members was forced to carry the othet member and this did slow us somewhat. Yet, I think we would all have been wasted in a teal ambush. Of course, being *too* realistic can kill a game.

Further, although the game has extremely attractive graphics, current machine speeds do not allow programmers the ability to really make the jungle as dense as it truly is, and travelling through the underbrush and swampy rice paddies seemed significantly easier than I would have expected it to be in real life. Again, a simulation should not be so tealistic that it is no longet interesting to play, but I would have liked to see some game featute that indicated something more of the unfriendly terrain. In many ways, the simulation is too pretty. Many gamers, however, will prefer the less inhibited movement system chosen by the designers than the sluggish restrictions I might have imposed on the sim.

Finally, though the simulation accurately conveys *some* of the problem of civilian casualties which was faced by personnel during the Vietnam Conflict, the gamer certainly has it significantly easier than the veterans did. The program not only color-codes civilians (blue) and VC (black), but the targeting diamond designates (at least in the pre-release version we examined) whether that potential target is a civilian or Charlie. As anyone who has studied the history of the Vietnam Conflict is aware, it wasn't always easy to tell the "good guys" from the "bad guys." One thing is certain, I am glad that the design team took the time to put non-combatants in the game. I really hate games whete one can shoot everyone and everything with impunity. Fortunately, *SEAL Team* has more charactet than such games.

Mission Accomplished

Whatever my quibbles about verisimilitude, I must confess that *SEAL Team* has the potential to be a phenomenal game. I was against the war in Vietnam and avoided it with all my resources, yet I found myself drawn into the humanity of the game. For me, the goal of the game was to survive. I selected my player character from a selection of files describing each recruit who had graduated from SEAL training and carefully nurtured him through the campaign. In my initial campaign, he won a lot of purple hearts and was often extracted from unsuccessful missions by the skin of his teeth.

Yet, every time my character returned to base, I felt a sense of accomplishment — even if we botched the mission. Somehow, it was a more personal issue than when I brought planes and submarines home in other simulations. Somehow, it was more impottant to me than winning medals, even though there are plenty of medals to be won in *SEAL Team.*

I also think that the skill-based nature of the character selection adds something to this personalization, as do the atmosphere-setting conversations between team members priot to each mission. The deaths of my brother SEAL members on various missions and the cinematic segues between an extraction and the mission debriefing certainly brought the message home.

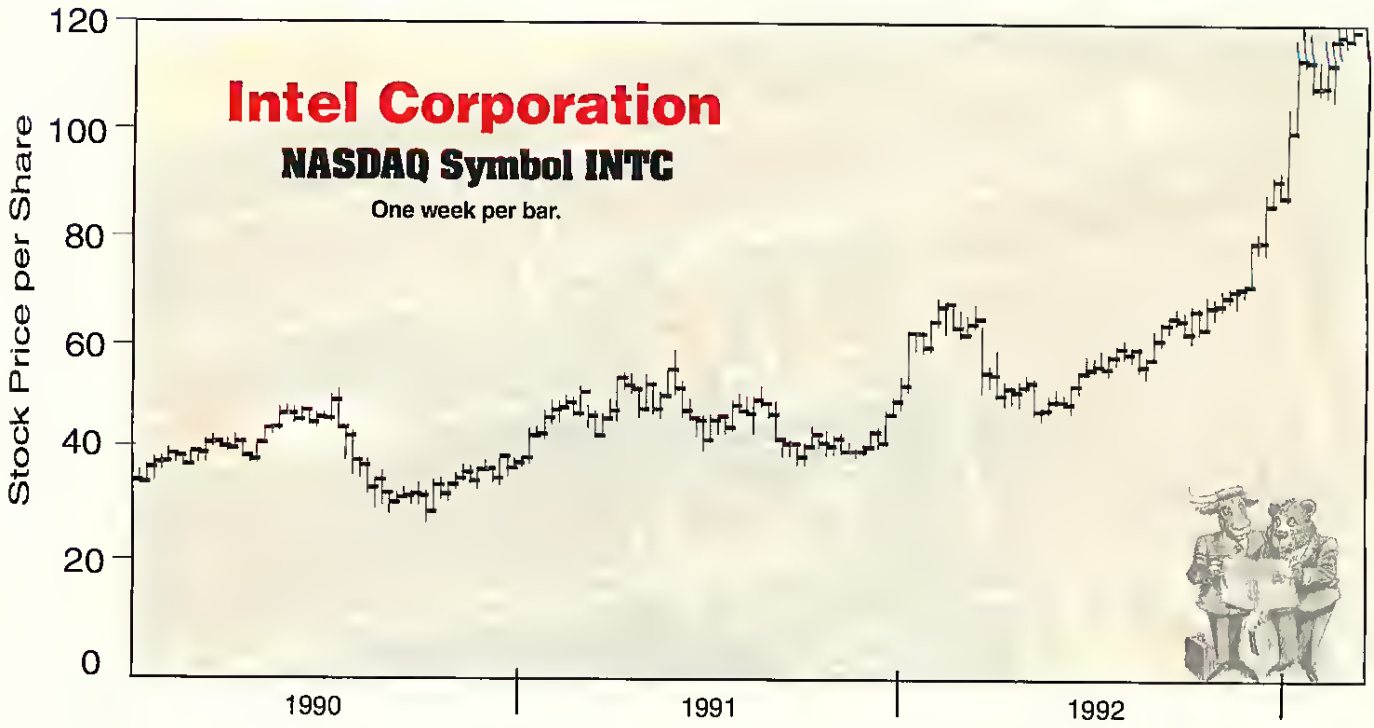
Further, I will never forget the time I switched my weapon from semi-automatic to automatic fire and pulled the trigger (by hitting the ENTER key), only to watch a VC stand to surrender just before my burst sliced through him. Im sure it wouldn't dissuade my friend's son from enlisting in special forces, but it sure might open his eyes to what's in store.

Technologically, *SEAL Team* is an outstanding advance. It offers all the bells and whistles of a vehicle simulation with a clever interface and a design that makes gamers really cate about the tesults. It is a showcase product graphically with a tremendous amount of game play. Give the design team a medal. They deserve it. CGW

CGW

STOCK WATCH

A monthly look at the Computer Entertainment Stock Market



Intel Processors Drive Profits And Computers

Apparently, computer gamers aren't the only ones who think processing power is important. There seems to be a real hunger for faster, more powerful processors in the marketplace, and **Intel Corporation** (NASDAQ: INTC) has the earnings to prove it. On February 10, 1993, Intel announced earnings per share of $4.97 for 1992. This was approximately a 27% increase over the earnings of the previous year ($3.92 per share, representing a 23% increase over the previous year). In addition, the company paid its initial quarterly dividend in December of 1992 ($.10 per share).

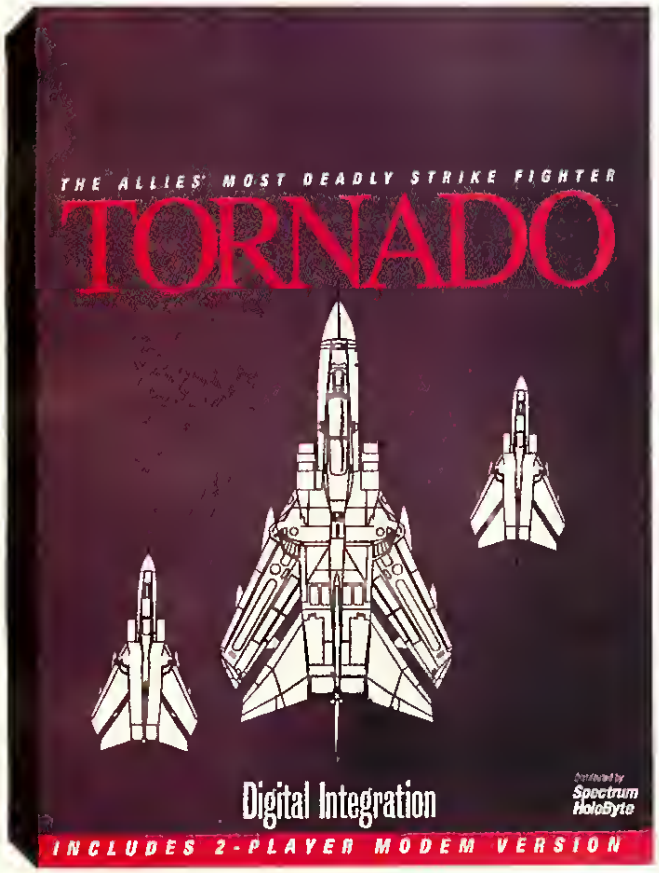
In an interesting move which occurred at press time, the company announced its intent to offer a 2-for-1 stock split on their common stock. As the chart shows, Intel has had a tremendous run over the last year, from around the $46 per share mark to its press time quote of $116. In order to provide more affordable shares for the average investor, the company's directors have elected to offer the split which would, in effect, halve the price per share (while doubling the number of shares held by existing shareholders).

As readers who peruse the story on the *Pentium*™ processor (see the following pages) should realize, Intel is expecting to play a big role in the lives of gamers. At press time, the *Pentium* processor had not been officially announced and **Standard & Poors** (providers of the most followed rankings on Wall Street) had already estimated 1993 income at $6 per share. Whether the new technology will have significant impact on these earnings estimates or not will remain to be seen. In the meantime, cutting-edge technology, strong demand for existing processors, and sound management make Intel a stock to watch over the long haul.

Ironically, Intel's success is a mixed bag for computer gamers. Their continually improving processors make new and improved games possible, but the proliferation of advanced machines creates an accelerating pattern of obsolescence (meaning gamers have to upgrade more often) and provides a temptation for some game developers to try too much (resulting in "buggy" products). In the long run, the introduction of new processors should create a better gaming atmosphere. CGW

ALL FLIGHT SIMS ARE NOT CREATED EQUAL.

Some Are More Real Than Others



Real-world graphics.

Incredibly detailed mission planning.

Fly missions with up to five other Tornados.

You've played the latest flight sim *games,* now brace yourself for the real thing. When it comes to first-class authenticity, down-and-dirty realism, and a target-rich environment, nobody comes close to Tornado.

Pilot the Gulf War's most gutsy strike aircraft at breakneck speeds over three explosive combat areas loaded with real-world details delivered at a high frame rate – buildings, structures, roads, power lines, trees and much, much more. From tanks to TV towers to rivers and railways, Tornado's unsurpassed 3-D world is so authentic, you can see the mesh of fence surrounding a communication tower.

At sea level, there is no faster fighter jet than a Tornado. Hugging the earth at a heart-stopping speed, the Tornado is an extremely difficult target. Meanwhile, it can deliver nearly 10 tons of the latest "smart" and submunition weaponry with pinpoint accuracy in any weather, day or night.

And it's not just you against the enemy. Up to five other Tornados help you corner your adversary in high-speed synchronized attacks that determine the outcome of your missions and the success or failure of the campaign.

Tornado even delivers the most sophisticated mission planning ever seen on a home computer. A satellite overview of the airfield and the surrounding areas lets you set and analyze your flight plan and profile. And the most intricate fighter mission planning system ever devised lets you set the autopilot parameters and check your waypoint flight times and fuel consumption.

Tornado.

Realism that'll blow you away.

Tornado, from the company that brought you the award-winning Falcon® 3.0.

Digital Integration

Distributed by **Spectrum HoloByte**

Spectrum HoloByte, Inc. 2490 Mariner Square Loop, Alameda, CA 94501

For Visa/MasterCard orders call 24 hours a day, 7 days a week.
1-800-695-GAME (Orders Only)
For technical questions call: 1-510-522-1164 (M-F 9am-5pm PST)

Digital Integration is a trademark of Digital Integration Ltd. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc.

CONQUERED KINGDOMS

Become the World's Greatest Conqueror!

Plunge into a medieval world to conquer Cascatia, an untamed land of conquest & glory. Invade castles, fly over mountains, and use the forest to your advantage as you battle across the Cascatian Realm, to become the reigning king. Just about the best strategy and tactics game you will ever play.

Circle Reader Service #83

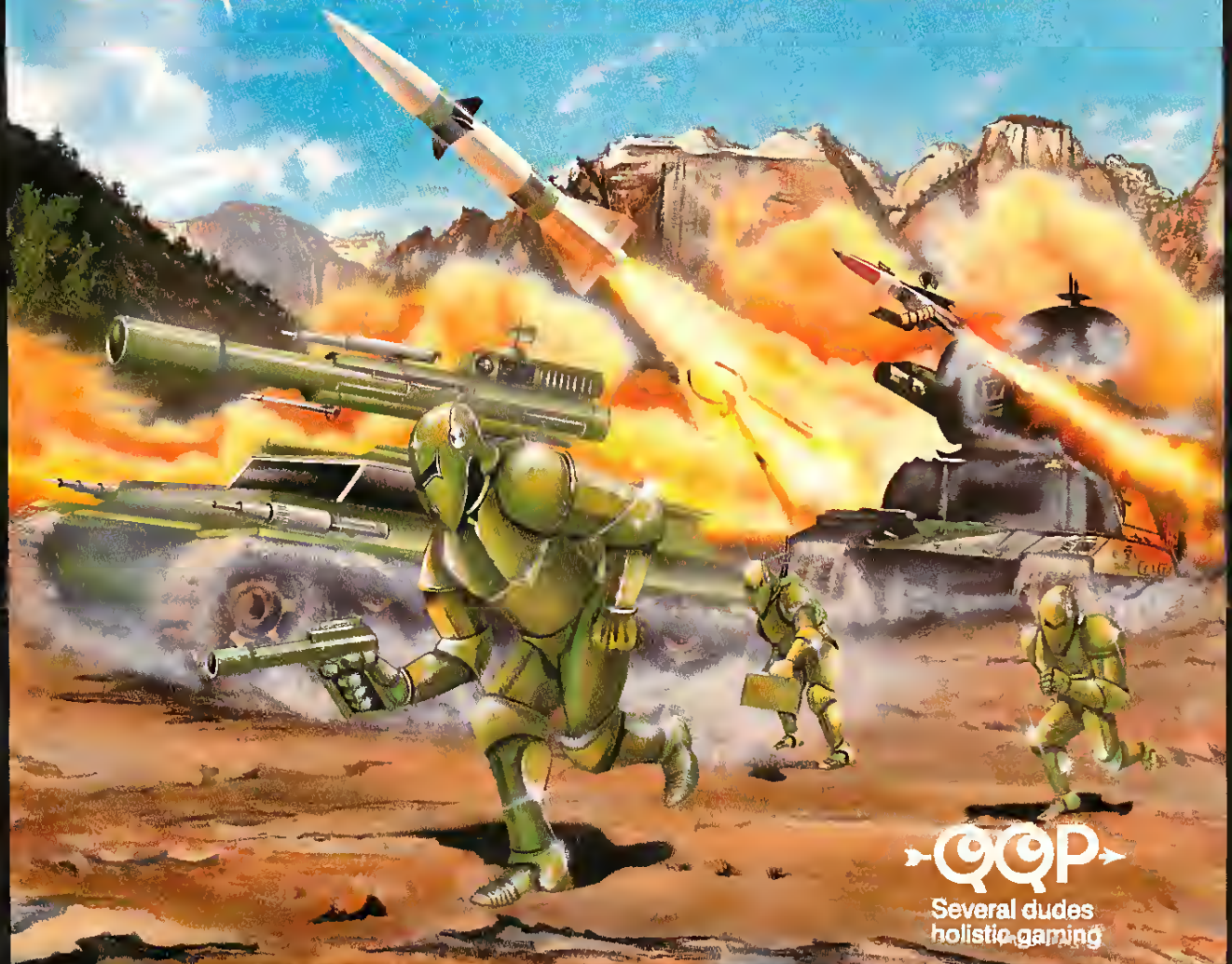
- **NINE BEAUTIFUL SCENARIOS.**
- **A RANDOM MAP GENERATOR.**
- **UTILIZE BASIC HUMAN UNITS, THE FANTASY UNITS OR BOTH.**
- **21 LEVELS OF PLAY (STRONG AI).**
- **MODEM PLAY.**
- **COMPLETE GAME SCORING HISTORY.**
- **RICH IN STRATEGY AND TACTICS.**
- **SEVERAL FULL CAMPAIGN CONQUESTS.**

The "Conquered Kingdoms" computer game is IBM PC and soon to be Amiga compatible. It can be obtained through your favorite retailer or ordered direct by calling:

1-908-788-2799

©1992 Q.Q.P. All rights reserved.
IBM is a tradamark of International Businass Machines.
Amiga is a trademark of Commordore.

BATTLES OF DESTINY



Q.Q.P.
Several dudes holistic gaming

Conquer the world in "Battles of Destiny." Seek out and destroy up to three opponents in this state of the art global conquest simulation. It's simple to play, but only a true master will reign in "Battles of Destiny."

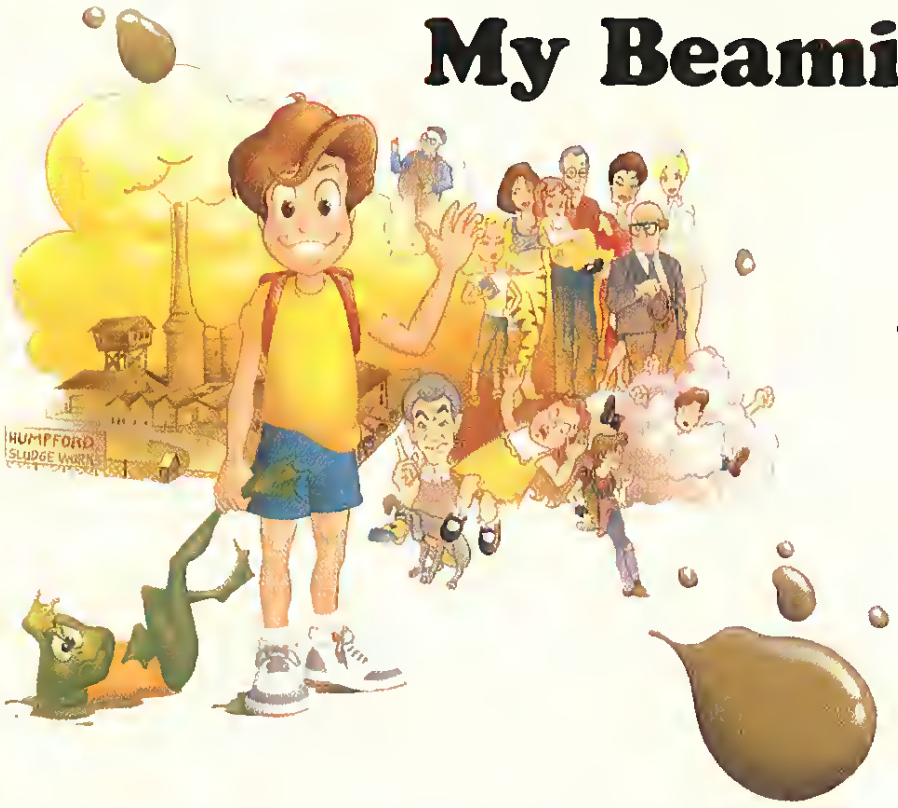
- Challenging Artifical Intelligence (9 levels of difficulty)
- Air, ground and naval combat
- 22 different units to construct
- Modem play
- Over 20 beautiful worlds to conquer
- Complete player history
- Dynamic scoring system
- Campaign play

The "Battles of Destiny" computer game is IBM PC. It can be obtained through your favorite retailer or ordered direct by calling:

1-908-788-2799

© 1992 Q.Q.P. All rights reserved.
IBM is a trademark of International Business Machines.

Become CD-ROM, My Beamish Boy!



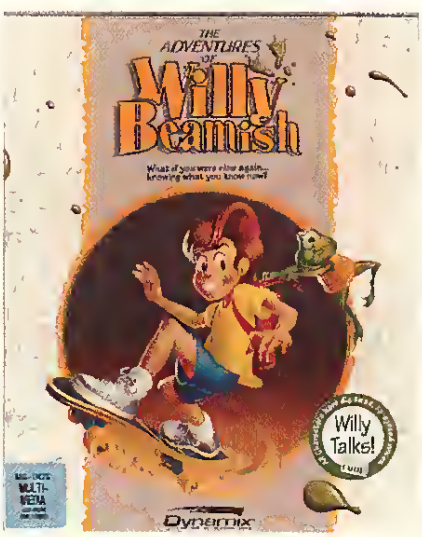
Dynamix' *The Adventures of Willy Beamish*

by Charles Ardai

Having just reviewed Sierra's CD-ROM edition of *Space Quest IV* (issue #105), a first-rate enhancement of a solid original, I am particularly disappointed to see what sister company Dynamix has done to *The Adventures of Willy Beamish*. Well-chosen voices and strong readings made *Space Quest IV* smarter, faster and funnier. *Willy Beamish*, on the other hand, is practically ruined by a cast of voice actors who climb all over each other to give their characters the ugliest voices this side of Saturday Night Live's "Pat." In the process, they trample the storyline, louse up the jokes, and generally make a hash of what started out as a pretty good game.

One wonders how this happened. Did CD Director Scott Wallin deliberately instruct his actors to read their lines as slowly as they do? The performances seem to be paced and pitched at the comprehension level of a four-year old, with lots of strained pauses between words and actors speaking in condescending baby-talk intonations.

Did Voice Casting Director Sher Alltucker (who, in a fit of inspiration, cast herself as both the villain and the heroine of the story) think it was clever to have the singularly untalented Roxy Ragozzino supply the voices for all of Willy's female relatives? In the most ill-advised triplecast since NBC's showing of the Summer Olympics last year, Ragozzino gives readings as Willy's mom, big sister, and little sister that are as subtle as a kick in the pants and as enjoyable to hear as a car alarm at three in the morning. (Mom is a whiny yuppie, Tiffany a whiny valley girl, Brianna a whiny toddler.) Sitting at a dinner table with these three harpies is like dying and waking up in Sartre's *No Exit*.



Did Michael Zibelman, who struggles along bravely in the role of Willy, never ask politely whether the game might not be that much better if he screamed "Yahooey!" a little less often? Did no one play the game before it went out to the stores to see whether anyone could stand to listen to it?

We'll never know. Somehow the game made it to the light of day wearing all its flaws like so much Spring finery. That no one stepped in somewhere along the way with a reality check — "Time out, guys, are we doing this right?" — is remarkable. It seems, nevertheless, to be the case.

Slick Willy

Willy Beamish is an attempt to present a kid's-eye view of being a kid. The game consists of a series of dirty-hands-and-skinned-knees adventures in suburbia starring a precocious (but not geeky), cute (but not cloying), mischievous (but not rotten), tousle-headed, videogame-addicted, chore-avoiding moppet.

TITLE	The Adventures of Willy Beamish CD-ROM
SYSTEM	IBM with CD-ROM
PRICE	$69.95
PROTECTION	None
DESIGNERS	Jeff Tunnell, Meryl & Tony Perutz
PUBLISHER	Sierra/Dynamix Coarsegold, CA (800) 326-6654

Join Electronics Boutique As We Celebrate The MicroProse 10th Anniversary.

...And Don't Forget Your Present.

$10 In Games We Trust! $10

MicroProse 10th Anniversary $10 Rebate Coupon

This coupon is good towards your next purchase of any MicroProse game in stock at any Electronics Boutique (game must be priced $19.99 or over)!

Just present this coupon to your Electronics Boutique salesperson at time of purchase

Coupon valid through 6/30/93

MICROPROSE

$10 $10

Not valid on special orders, price match items or with any other offer. Original coupons only

CGW-593

the electronics boutique

MICROPROSE ENTERTAINMENT • SOFTWARE

© 1993 MicroProse Software, Inc. ALL RIGHTS RESERVED.

Circle Reader Service #71

Willy is a good kid but he's no angel. He lives in a fantasy world out of a 1950's sitcom (everyone seems to be white and upper-middle-class), but his world is not untouched by evil: his father loses his job; the town is at the mercy of a nasty, rich woman named Leona; and the plumbers go on strike, leaving the town faucets full of brown glop. Lots of the comedy is sepia-toned and sweetly nostalgic, but not all — there are also moments of satire that could come out of the pages of *Mad*, *Spy*, or *National Lampoon*.

In short, *Willy Beamish* offers a mix: things that a nine-year-old player will enjoy, things a nineteen-year-old might, and things that only a person even older than that will appreciate, such as an encounter with a street gang that saunters down the street snapping its fingers a la West Side Story. This mix worked fine in the original because the player was free to read the game's text at his or her own pace and to take away from it as much as he or she understood.

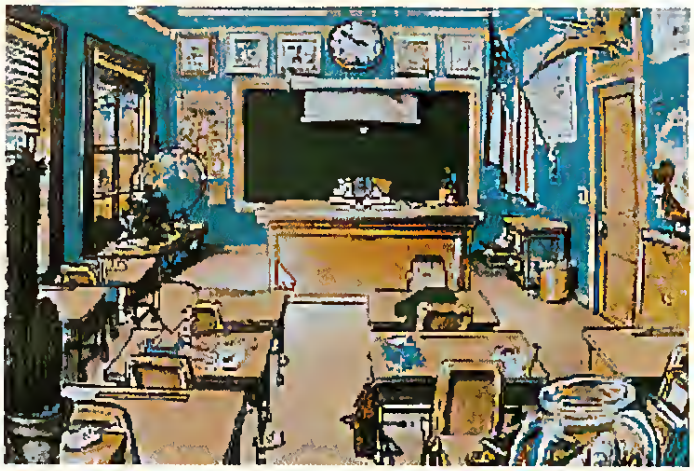
Alas, in deciding on a set of voices to use for the game, Dynamix also had to decide on a single tone for the game to have. They could have chosen subtle, quick, ironic readings, but they were probably concerned about alienating younger gamers. Or they might have done a straightforward, child-oriented reading; while that would have sacrificed a lot of the game's humor it would, at least, have been bearable. Instead, Dynamix went for something in between, and the result comes across as, at once, insulting to children and inconsiderate of adults, whose skin it will make crawl.

There is little in the world more cruel to the ear than the sound of presumably normal adults gurgling in thick-tongued googly-woogly voices. The worst offender here is the Narrator (played by Ed Ragozzino, further proof that in the Ragozzinos Dynamix has turned up a family whose calling ought to be mime). The Narrator manages to put exactly the wrong emphasis on every word he speaks, mis-read jokes so that they are no longer funny, and affect a voice that makes Pee-Wee Herman sound like Sir Ralph Richardson — all at the same time.

Oh, Frabjous Day

Of course, not everything about the CD-ROM edition is terrible. There is the game's story, for instance, which hasn't changed a whit from the original. Willy's main goal is still to help his pet frog, Horny, win a frog jumping contest so that he (Willy) will have enough money to go to the Nintari videogame championships. Along the way he still has to contend with the school bully, boring teachers, a sinister babysitter, his deceased but talkative grandfather, a family of Japanese tourists, and any number of other fun, oddball characters.

Gameplay, too, is the same as before: rather than a complex interface, the player just moves a cursor around the screen, clicking on hotspots to get information about, or to interact with, parts of the environment. Most puzzles demand only simple interactions ("Use item X at spot Y"), but they do require enough thought to be challenging even to older gamers. Sometimes the game doesn't play fair, by having objects show up without warning in places they weren't before (so the fact that a cabinet is empty at one time is no reason to assume that it will be empty at another); but this resembles real life, especially for a child living in his parents' house, so I think it is acceptable.



The game's graphics and animation are neither better nor worse in the CD-ROM version, though there is slightly more of the latter, including a new opening sequence. Willy's features still devolve occasionally into a two-dots-and-a-squiggle smiley face, but none of the other characters suffer from this odd malady, perhaps because they have less screen time. The animation is not breathtaking, but it is funny, abundant and well-executed.

One of the original game's more peculiar quirks that has survived into the new edition is the characters' emphatic sexuality. Between the huge-breasted school nurse, an impossibly well-endowed volleyball player, Willy's tank-topped mom, and teenaged Tiffany who (at one point) leaps out of her bath to towel-whip Willy, a person might wonder whether he is playing a Steve Meretzky game rather than a game intended for young people. This is not a bad thing per se, but it is odd for a game about a pre-adolescent hero to have such an adolescent sensibility.

It's all of a piece, though. The smirking, adolescent sexiness goes hand in hand with the self-indulgent, immature performances of the actors, which are no better than what one might expect from a high school drama club. The only mature performance in the game comes from Andrew DeRycke as Willy's beleaguered dad, and given the company he keeps, it's no wonder that the guy is beleaguered.

Willy Beamish deserved, and Dynamix could have done, much better. This is a game best played with the voices turned off. Given that it is a CD-ROM game, that's saying a mouthful. **CGW**

CACHE ROM C&T 286 IPX DRIVERS UMB 386MAX QUALITAS® BLUEMAX 486SX BUFFERS MODEMS EGA BIOS
MEMORY TSRs MOUSE XMS HIGH DOS EGA INITIALIZE HMA WINDOWS 640K NETWORKS 386SX PAGEFRAME CACHE LIM EMS DPMI CD ROMS UMB 386MAX RAM
BLUEMAX 386 486SX EGA DRIVERS 486 C&T 286 DOS 5.0 HMA WINDOWS VGA MOUSE OPMI BIOS HIGH DOS TSRs NETWORKS XMS INITIALIZE RAM FAX BOARD

It's one thing to be shot down in the middle of a game, but without adequate memory you'll never get off the ground.

To get today's hottest computer games up and running, your computer needs increasingly vast amounts of conventional memory – the first 640K of memory found on nearly every PC compatible system. The same memory your mouse, CD-ROM and other peripherals compete for, as well.

Adding memory chips won't help. And running DOS 5 usually isn't enough.

What you need is 386MAX.® It's the highly advanced memory management software that recovers wasted memory on your system, so it can make more memory available to games and other programs that need it.

The Intelligent Memory Manager™

Best of all, it does it more easily and reliably than any other way. Just type "maximize" and 386MAX does the rest, automatically analyzing your system and configuring it for maximum memory and optimum performance. Which is why we call it The Intelligent Memory Manager.

And why BYTE Magazine said "it's so easy to use and offers such significant benefits that it should be part of every system."

So, if you want to play today's most challenging games, but you don't want to run out of memory, run out and get 386MAX. Or call 1-800-676-0386 to order. At just $99.95, it's by far the best flight insurance money can buy.

RAM PAGEFRAME BIOS MEMORY VGA MOUSE TSRs HIGH DOS EGA INITIALIZE DPMI MODEMS 640K FAX BOARD 386SX

© 1993 Qualitas. Qualitas, 7101 Wisconsin Avenue, Suite 1386, Bethesda, MD 20814 *All company and product names are trademarks or registered trademarks of their respective owners* System Requirements: Any 386, 386SX, 486 or 486SX PC or PS/2, min. 256K of extended memory, DOS 3.0 or higher, and hard disk drive. (386MAX also supports 286 machines with Shadow RAM, or any PC with EMS 4.0 hardware with 256K memory. Feature availability and memory recovery may vary on these systems.)

Gentlemen, Start Your Simulations!

How the Pentium™ Processor Will "Hot Rod" Gamers' Computers

by Johnny L. Wilson

Today's games eat up processor time with the same kind of ravenous zeal for feeding shown by the title character in Spielberg's *Jaws*. At the same time that computer pilots are looking for more sophisticated shading techniques with no degradation of performance, even the efficiency of the fastest 486-based processors is topping out. At a time when new genres are moving to the 3-D environment with increasing speed, the processing power of existing machines is being tested to its limit.

So, it is very likely that gamers are wondering what the next generation of microprocessors will do for them. Will it help them handle memory more efficiently? Will it speed up frame rates? Will it speed up floating point calculations so that sophisticated shading techniques won't cripple the frame rate?

The good news is that the *Pentium* processor will most definitely speed both floating point and integer calculations. Obviously, this means that the calculations required for dynamic 3-D environments can be completed very quickly and the visual effect will be faster.

How did Intel manage to speed up the processing power in this next generation of computer chips? First of all, the secret is to be found in its superscalar structure and use of branch prediction. The superscalar structure means that the CPU has been redesigned to function almost like two Intel 486 processors. It has a true 32-bit CPU and bus, *plus* separate 8K caches for data and code for double access (the former with a 256 bit bus and the latter with a 32 bit bus).

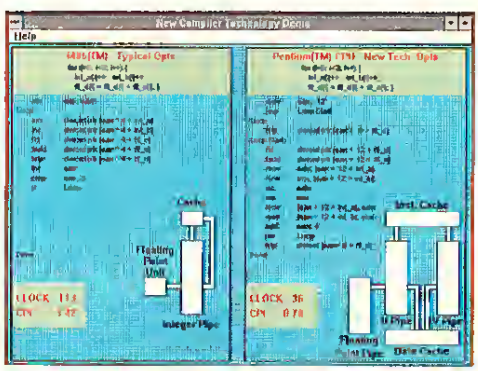
Further, the new design features built-in multiply, add and divide features. Most chips use a proliferation of add functions to multiply such that each addition function requires a clock cycle. With the true multiply function, Pentium-based computers will only use one clock cycle to multiply any two numbers.

Branch prediction means that the computer predicts which direction the program will go next. When it's right, it speeds processing. When it is wrong, the program simply backs up to the last known stage, but neither affects the answer to the calculation nor adds to the processing time over what the non-predicting chip would have used. This feature in itself adds a 25% performance boost over the highest rated 486.

The screen shot provided with this article illustrates the way the *Pentium* processor optimizes its processing. Earlier processors funneled all data, whether required as part of the program instructions or as data for a given calculation, through the same bus. As illustrated on the color-coded screen shot, the *Pentium* uses a bus for both sides of its "brain" and the branch prediction further speeds the process.

How Fast *Is* The *Pentium*™ Processor?

For those who want to know exactly how much faster this new generation of chips is likely to be, consider the following. Not only will the *Pentium*-based computers run at 66 MHz and process 112 MIPS (million instructions per second) compared to 54 MIPS at 50 MHz for 486 DX2 machines, but they will utilize optimization tools which Intel has worked out with compiler publishers. These are software solutions that allow programmers (and hence, gamers) to get more performance out of the chip. Interestingly enough, the optimizers are so useful that code compiled using the new compiler options will run significantly faster, even on a standard 486 (the new code will not affect 386 owners either positively or adversely). This means that the *Pentium* processor runs more than twice as fast as today's fastest PC processor. In addition, the company plans to upgrade their technology in order to surpass the 200 MIPS mark by the mid-1990s.



Consider also how fast the new chip performs in comparison with industry standards. A non-profit organization called the Systems Performance Evaluation Cooperative (SPEC) has developed a standard group of benchmark programs to measure the performance of computing systems with actual applications. *SPECint92* is a numerical rating based on performing the same calculations using six real-world applications in: circuit theory, LISP interpretation, logic design, text compression, spreadsheet calculations and software development. *SPECfp92* is a numerical rating based on 14 real-world

application benchmarks which require floating point calculations.

A *SPECfp92* numbet of "1" would be roughly equivalent to the performance of a standard VAX 780 mainframe performing the same benchmarks. For comparison, consider that an Intel486 processor running at 33 MHz performs at 8.5 SPECfp92 and the new *Pentium* processot performs at 58.6 SPECfp92. Comparative SPEC performances are presented in chart form on these pages. Note, however, that the best perfotmer on the SPECint92 chart runs at 133 MHz compared to the *Pentium* processor's 66 MHz; the *Pentium* pulling less power and creating less heat. Intel's marketing department insists that the *Pentium* processor will be the first chip to provide performance fot under $1.00 per SPEC point.

In a similar fashion, Intel uses a group of benchmarks for internal testing. The goal is to significantly improve performance on these benchmarks over previous processors. Using the same battery of applications, the new processor (at 66 MHz) was 14 times faster than the Intel386SX (at 25 MHz) and almost twice as fast as the Intel486DX-2 (at 66 MHz).

What Won't The *Pentium*™ Processor Do?

Unfortunately, the new chip design won't do anything about memory problems that chain gamers to the 640K barrier. It won't handle those memory management problems that seem to be driving gamers up the wall. Apparently, many of those problems are a result of 16-bit compiler code being written in such a way that part of the program uses DOS and the rest of it uses the processor's protected mode. It is possible that new 32-bit compilers like the one from Watcom and those expected from Microsoft and Borland (among others) will solve much of the problem, but the chip cannot fix this.

Intel's Director of Engineering (for mictoprocessor design), Avtar Saini, explains that designing the architecture so that it ignores the arbitrary 640K low memory limitation would make future chips incompatible with existing chips. The *Pentium* processor's architecture has been designed so that gamers should still be able to use software purchased for older machines (286 up) with *Pentium*-based machines.

I Just Want To Upgrade

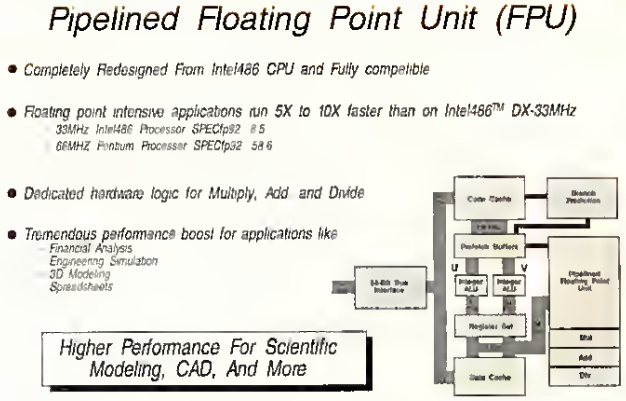
Alert consumers will remember that many Intel486-based computers have spaces for expansion. By next year, there will be an *Overdrive* chip for these upgradeable Intel-based computers that will enable computer owners to gain *something* of the benefits of *Pentium*-based processing. The overtide chip will not make a computer quite as fast as the true *Pentium*-based computers, but it is expected to boost 486 DX2 performance by at least 50 percent. In staying true to the architecture, it's nice to know that Intel hasn't forgotten its loyal customer base.

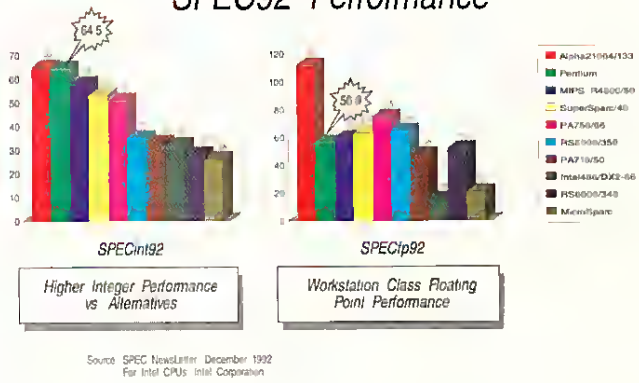
Further, the *Pentium*-based computers will also feature the built-in slot for an *Overdrive* chip that should allow Pentium processor owners to get a *P6* (the next generation of processors) style of performance upgrade.

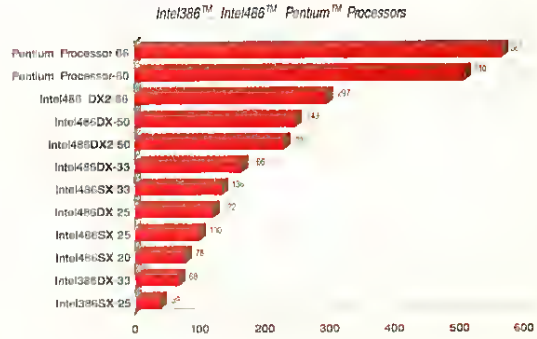
What's It To Me?

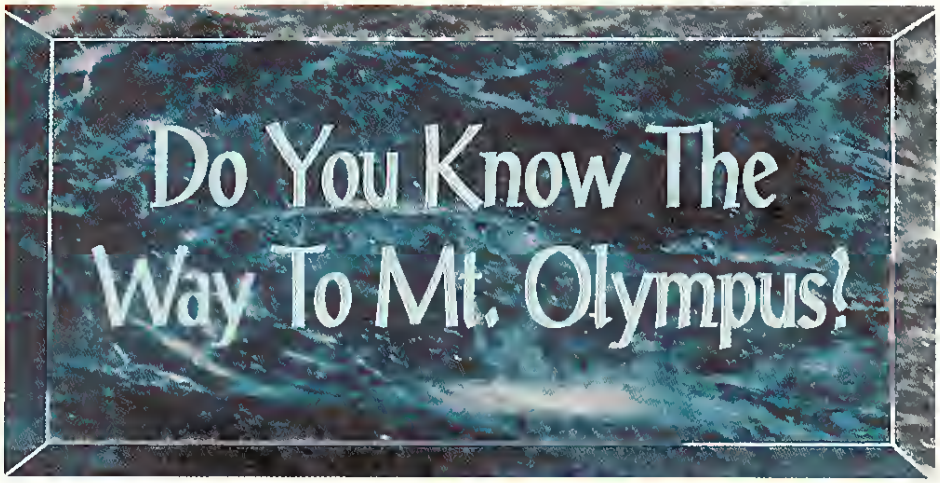
Intel's introduction of the *Pentium* processor means that an affordable rival to RISC-based workstations is in the offing. The high SPEC ratings mean that gamers will be able to count on faster frame rates, even on programs that use advanced shading techniques.

In summary, the upside and downside of the new processor are two sides of the same coin. With new processing power, we can expect games that push the limits of the new technology. This will antiquate the older generation of computers (forcing gamers to buy new machines) while simultaneously giving rise to a new generation of games that we simply *have* to have. That's a mixed blessing for all of us. CGW









Electronic Arts Points the Way to

Populous 2

by Allen L. Greenberg

"THE PANTHEON IS LOOKING FOR A FEW GOOD GODS!" reads a sign leading to the Mount Olympus Recruiting Center. Considering that the benefits of a career as a god — immortality and omnipotence — are among the most attractive in the known universe, one would easily expect the line of applicants to extend all the way to Asgard.

However, these aspiring deities must first face a series of daunting trials in order to be sure that they indeed have what it takes to be all-powerful. A thousand worlds must first be conquered by a cadet godling before he or she will be given a place among the other gods of Olympus. Those 1000 worlds, along with their populations and an assortment of miracles with which they may be influenced, have been neatly packaged in *Populous 2* (*POP2*), **Bullfrog**'s sequel to its famous first opus.

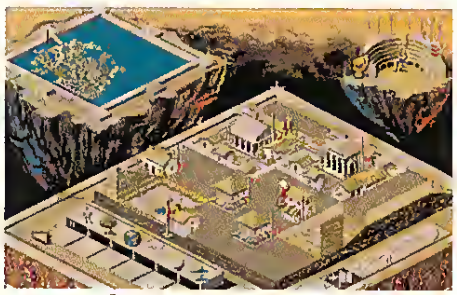
The original *Populous* placed the player in command of a race of primitive tribesmen who were at war with a similar population; the latter under the control of an evil god. Armed only with a pocket full of miracles, players easily become intoxicated with the experience of leading armies of righteous followers to victory.

In addition to replacing the stone-age civilization with one of ancient Greece, *POP2* has increased the number of worlds to conquer and provided a number of other innovations. As in the first *Populous*, the player looks down on a three dimensional landscape, home to his or her worshipers. Smooth, flat ground, provided by the beneficent player, allows the race to settle large estates with healthy families. Left alone, the people would be content to take their time and produce only the heartiest of settlers and warriors. Unfortunately, time is not a gift which the player may bestow liberally. In order to compete with the rival population, it will be necessary to shake things up — breaking up households to increase the number of settlements. The goal is to strike a careful balance between the quality and quantity of these households.

TITLE:	Populous 2
SYSTEMS:	Amiga, IBM
PRICE:	$59.95
PROTECTION:	None
DEVELOPER:	Bullfrog
DISTRIBUTER:	Electronic Arts San Mateo, CA

With this population comes "mana" — a measure of the player's strength. As healthy worshipers increase, so does the mana which, in turn, acts as fuel for miracle-working. Miracles may either benefit or damage a population, depending on where and on whom they are performed. It is this strength, in combination with a healthy army of worshipers, which will determine which god will earn victory. Without mana, a god is finished as is the game.

As in the original game, victory entitles the player to a password to the next world and each succeeding world is more difficult to conquer. More advanced worlds feature more aggressive populations, as well as more hostile



terrain. Of course, a keener adversary is also in control of the rival population. A different variety of miracles also becomes available to both the player and the evil god. Once the player has reached these more advanced miracles, they may then be used in "custom designed" worlds which the player is able to create.

Put On A Holy Face

Adding a role-playing aspect to *POP2*, players now assemble a personality for the god they wish to represent. Following classic Greek style, in which a book may always be told by its cover, this personality is clearly reflected in the god's face.

(Continued on page 24)

Wolfenstein 3d

Hottest Shareware Game

"...more like an interactive movie than an arcade game."
Shareware Update

"Almost single-handedly justifying the existence of shareware..."
VideoGames & Computer Entertainment

"The first game technologically capable of...immersing the player in a threatening environment."
Computer Gaming World

Imprisoned in a Nazi Fortress

In an act of desperation you overpower your cell guard. Standing over his fallen body, you frantically grab for his gun. Deep in the belly of a Nazi dungeon, you must escape—or die trying.

- Experience a 256-color, smooth scrolling virtual reality
- Hear professionally composed music with an AdLib™, Sound Blaster™, or compatible
- Four levels of game play make it enjoyable for the novice to the experienced player
- Battle with knives, pistols, and machine guns
- Easy to start playing, and instantly absorbing

Call Toll Free 1-800-GAME123

For the cost of shipping and handling, only $4.00, you'll receive Episode One, *Escape from Wolfenstein*. Or download Episode One and pay no shipping and handling. Call the Software Creations BBS and check out our FREE Apogee file section. BBS Phone Lines are:

- (508) 365-2359:2400 BAUD
- (508) 368-7036:2400-9600
- (508) 368-4137:2400-14.4K

Episodes two through six are sold separately and can be purchased by calling Apogee's toll-free number, shown above.

APOGEE

P.O. Box 476389
Garland, TX 75047

id SOFTWARE INC

Not Recommended for Younger Viewers Due to Realistic Depictions of Violence

Wolfenstain 3-D requires an IBM or 100% compatible computer with 640K RAM, a VGA graphics card, and a hard disk drive. Extended memory (XMS), expanded memory (EMS), joystick, and mouse are optional. IBM is a registered trademark of International Business Machines, Inc. Sound Blaster is a registered trademark of Creative Labs, Inc. AdLib is a registered trademark of AdLib, Inc.

Circle Reader Service #42

THE VERY BEST IN STRATEGIC STARSHIP COMBAT

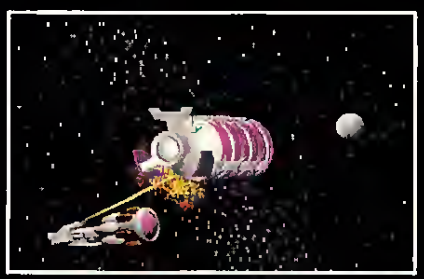
Impressions are delighted to announce an Omnitrend production - Rules of Engagement 2!

The original became an instant success -"one of the top 6 games of 1991" (Newsweek), "involving, well-plenned, entertaining, highest levels of intelligence and excitement" (Computer Game Review).

Now, the sequel surpasses even the original's excellence!

Rules of Engagement 2 is a real-time, strategic space combat game. The player commands a fleet of starships engaging enemy ships in campaigns composed of multiple combat missions. The attention to realism and detail (Omnitrend's hallmark) and the sheer size of the game are phenomenal, and are made accessible by the unique easy to use control system.

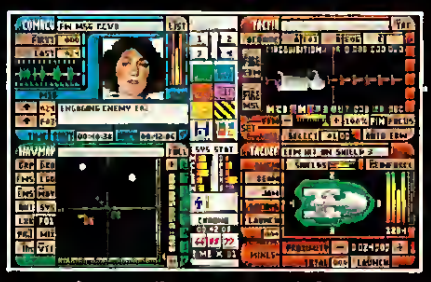
Rules of Engagement 2 is the latest Interlocking Game System module - end can link with *Breach 2* or *Breach 3* (coming this fall).



a still from an animated squence

- Exciting animated sequences featuring 3D rendered spaceships relate the storyline at strategic points within campaigns. Players can create their own tree-structured campaigns with the world's first campaign-builder - and can even include their own PC Animate Plus animation files!

- *Rules of Engagement 2* features an outstanding interface. Game screens consist of four QuadPanels, color coded to distinguish different control systems. The central control bar coordinates all activity between panels. Users can select which of the 28 QuadPanels appear on the main screen - and can even save several configurations for use in different situations.



sample configuration of QuadPanels

- *Rules of Engagement 2* offers a significant advance in artificial intelligence within computer gaming. Each starship captain has a substantial dossier complete with many personality traits which affect how he, she or it reacts to orders and situations which arise.

a starship captain's dossier

outfitting a ship in dry dock

- *Rules of Engagement 2* offers immense replay value, allowing the player to design and construct both friendly and hostile spacecraft and their captains, specify the physical and mental capabilities of the enemy forces -- and design solar systems in which the battles will take place!

Committed to Excellence in Strategy Entertainment

Impressions Software, Inc. 7 Melrose Drive, Farmington, CT 06032

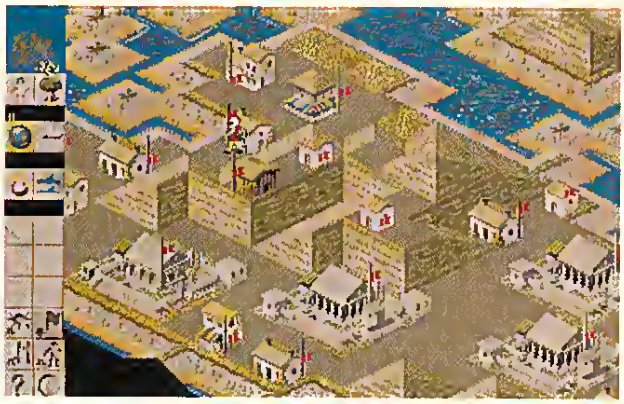
Circle Reader Service #62

RULES OF™ ENGAGEMENT 2

OMNITREND

INTERLOCKING GAME SYSTEM™

Impressions



(Continued from page 20)

Players choose this face by sifting through a variety of mix-n-match foteheads, eyes and mouths. A more aggressive or monstrous face will result in more challenging battles, while a serene or contemplative expression leads to a mote strategically demanding game. In general, the nastier the god's face, the more difficult the game.

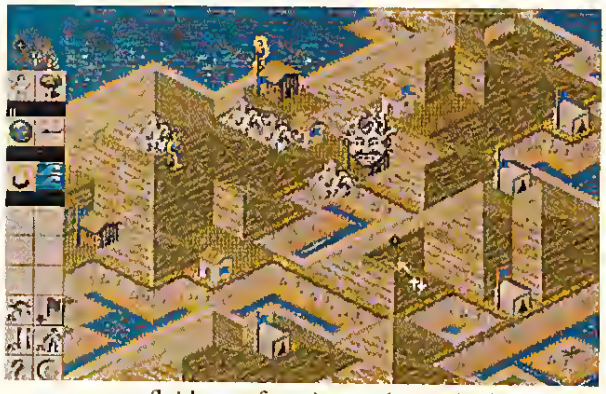
The number of miracles, or "Divine Intervention Effects," are now so great that they have been broken into six categories, much like spells in a fantasy/role-playing game. Each effect is now categotized as one which relates to people, vegetation, earth, air, fire or watet. There are a total of 29 different divine effects, each with its own price tag. With enough mana, players will be able to shake up their wotlds with such spells as "Tidal Wave" or "Lay Plague." In addition, there are now six different "super heroes" into which a population leader may now be transformed, so that he or she may ptoceed independently in a berserk rampage directed at the enemy. All 29 special effects, however, are not available at the same time — each world places only a handful at the god's disposal. Note that the two gods do not necessarily have access to the same magic at the same time, and the playet may not be aware of the evil god's abilities until they are used in combat.

POP2's main screen contains the same basic information as that used in *Populous*. Behind a close-up view of the play-atea is a map of the entire world. Also included is a population indicator, cleverly disguised as a colosseum. Players may switch to an alternate close-up view which does not include the colosseum, but does display a larger area of land in greater detail. Lining both screens are icons representing the various miracle categories which, if selected, give the player access to other sets of icons tepresenting specific effects.

The game may be played using either hi or lo-resolution. Hi-resolution produces a wonderfully detailed display, but slows down game-play quite a bit. Players with extremely fast, capable computets, however, may find themselves searching for ways to slow down their processing speed. A faster computer makes for a far nastier opponent who will build his population and cast his attacks at lightning speed. Mercifully, the game allows the player to adjust the speed of both the enemy and game-play.

The graphics and animation continue to reflect Bullfrog's attention to chatacter and detail. The individual membets of each population ate now given gender and occupation-specific characteristics. There are many noteworthy animation effects, including lightning bolts which attack their targets with savage precision, while other victims are carried away in a Wizard Of Oz-style tornado. Many of the warriors and transformed heros have chosen to do battle with a minimum of clothing, and are easily some of the most virile characters ever to appear in a computer strategy game.

POP2's origins on the Amiga computer are immediately obvious. Game-play without a mouse is impossible, although keyboard commands may be used as an adjunct. Even with a mouse, IBM owners will not enjoy the same



fluidness of motion as those who have access to the game on an Amiga. The most noticeable loss may well be the game's sounds, very few of which will be heard on machines equipped with a Sound Blaster-compatible boatd. Sadly, none of the game's famous breathing, heartbeat and ethereal chorus — all of which make the Amiga seem to pulse in life-like thythm — appear in the IBM version.

Oracle By Icon

The game features a "Help" function, so that an on-line explanation of each of its many icons is available at any time during play. Any number of games in progress may be saved, although only one god may occupy the disk at a time. Two players may play against each other using two computers. These may be connected either by modem or a network system.

Playing the role of an army general may be fun. Pretending to be a king or emperor can easily become addicting. Godhood, however, has again proved to be a wonderfully intoxicating experience in this strategy exercise from Bullfrog. Amiga owners in particular should not miss out on this opportunity to apply to the Pantheon. The benefits of belonging to humanity, thus far, consist mainly of expendability and blind servitude. Why pass up omnipotence? CGW

MasterCard/Visa
1-800-545-6172
(after 5 p.m.)

IBM/Compatibles

"Powerful programs of growth and adventure"

THE MAGIC MIRROR . . . a toolbox for your mind. E. Kinnie, PhD., Clinical Psychologist. $39.95.

MAGIC MIRROR II . . . experiences for your mind. $39.95.

MERLIN . . . an apprenticeship. $29.95.

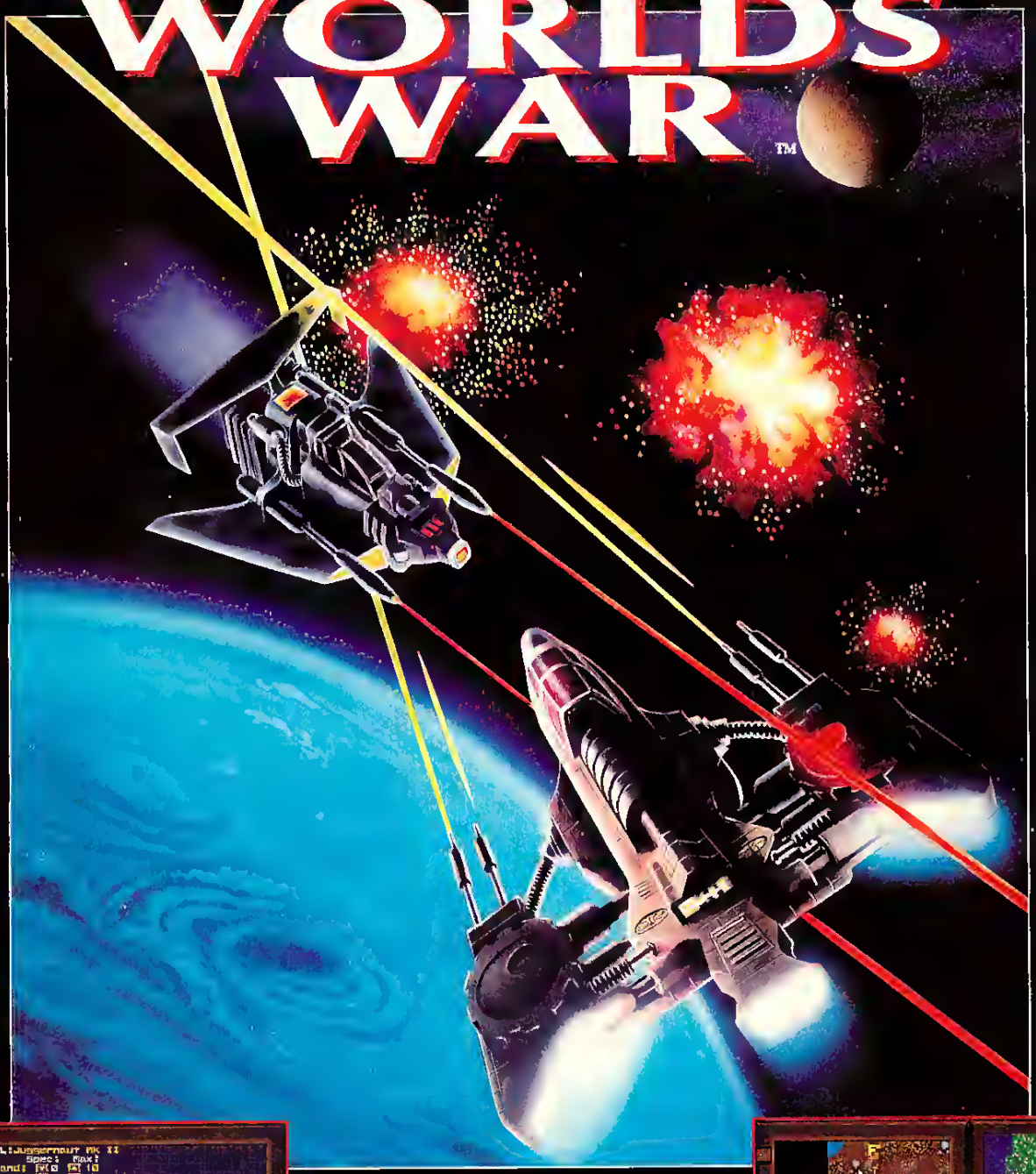
I CHING . . . ancient Chinese wisdom and prophecy. $29.95.

THE MAGIC MOUNTAIN . . . a journey into another reality. Not for children. Male and female versions. $39.95.

Blue Valley, 29 Shepard St., Walton, NY 13856

Circle Reader Service #44

WHEN TWO WORLDS WAR™



Design your own spacecraft
(or tanks, submarines, jet,...)!

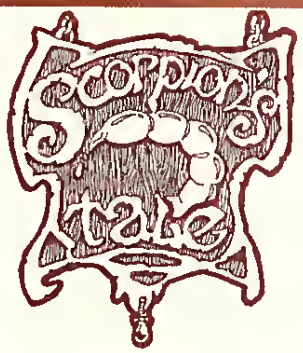
Command your entire planet's military resources in an effort to conquer a hostile neighbouring planet. You control a state of the art workstation from which advanced software tools enable you to design new craft, research new technologies, build new installations & craft, set up highly sophisticated missions - and watch the progress of this strategic interplanetary conflict.

Send out units on missions to explore the unknown enemy planet - and wipe out its military capability!

- Battles take place in space & on surface of both planets
- Random planet generator for great replay value
- *Designed* as a 2 player game!

Impressions *Committed to customer satisfaction in strategy entertainment!*

Circle Reader Service #64



Warning: *Although "The Scorpion's Tale" takes place in a warm and comfortable tavern of the mind, complete with a nice, cozy fire of vibrant images, our resident storyteller conjures up illuminating hints about games.* ***If our readers eschew hints, let them beware!***

Scorpia Prepares Gamers for *Eric The Unready*

What? Is it springtime already? Seems it was autumn just the other day. Time certainly seems to be passing faster than evet. Gotta find a way to turn the clock back. Back to those thrilling days of yesteryear, when knights were bold and went on quests joust for fun!

Of course, that's not quite how it is with Eric the Unready, knight errant. Very etrant. Perhaps he should have been named Etic the Catastrophe or Eric the Jinx. Not that he deliberately does anything wrong; it's just that he tends to leave a trail of havoc and destruction in his wake, without hardly trying.

Having already left quite such a wake as the game begins, out hero is assigned a task suited to his abilities: visit a farmyard and kiss a farmet's daughter who has been turned into a pig. This is a mere bagatelle for Eric, and really so easy a sequence it hardly bears mention. Especially, since he has to go down a privy to get the job done (phew!).

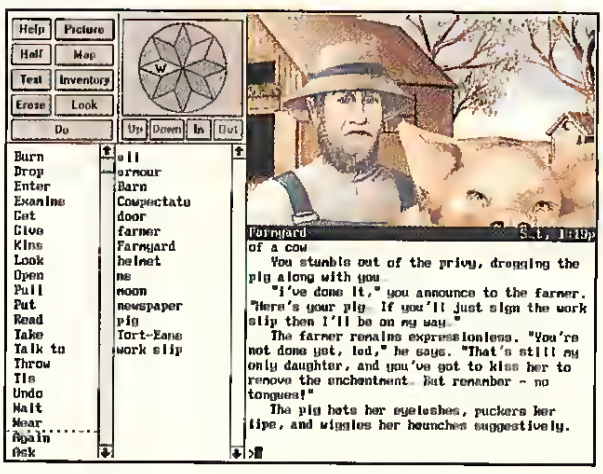
In fact, much of this game isn't too tough, but it certainly is funny. The main things to remember are (a) grab evetything that isn't nailed down and (b) *always* pick up and read the day's newspaper. This is a magical paper. It has not only that day's news, but the news ftom previous days, too. You don't want to miss the ad for *Cleric's Gossip Weekly* (heh)! More impot-tantly, a couple of issues have clues fot some of the puzzles. So, look over the paper from time to time.

Okay, so Eric has kissed the pig, and gets a lift back to the castle from the king's daughter. No snob, she! Not only does she allow the filth-covered knight into her carriage, she gives him much encouragement to keep on with his duties as a knight. Right there, you know she's worth rescuing (and being rescued is the prime occupation of young, beautiful princesses the world over).

Being conscientious, Loreallе (the princess) allows herself to be kidnapped in short order. Naturally, our boy is assigned to go out and get her. There is a time limit involved; the king is scheduled to die in a week, and the princess by his side at the time is the one who inherits. Naturally, we all want Loreallе the Beautiful rather than Grizelda the Hefty to be the lucky lady. So let's get a move on, Eric.

The first item of business is getting new atmor (the old suit being in offal shape). This is really the game's copy protection, and you need the armor diagram from the manual or Eric ain't rescuing anybody anytime soon. Of course, armor takes awhile to make, so our boy gets a cloak to wear while he waits. Hey wow, there's a magic bean in the pocket! Just what he's always wanted.

Anyway, now Eric can bounce around the area and see what's what. That tower looks interesting. No door, though, and no ladder in sight. Hmmm, wonder how Jack, err, Eric can get up there.



Once at the window, Eric meers Bud the Mighty Wizard, something of a foot-ball fanatic. What mighty quest does Bud have on tap? He wants a root beer float, and tosses a coin to our hero to buy one. Ah, the glories of knighthood!

No need to tush; there's time to look around, and possibly do a little favor for the guy in the Ice Cream Shoppe. And Eric's been wanting to hear that Epic of Baldur, right? Right? (Hey, Eric, you got a ptoblem with your hearing or some-thing?)

At least it gets him up the stairs, where he hears enough to know that nefarious plots are afoot! (Like we're all surprised by this). So, before long, Bud has Eric pull Bananacalibur from the stone, to prove he's the one marked by destiny (or at least by designer Bob Bates) to rescue Loralle. Eric has to pick up five magic items that will get him past The Black Gate (this thing shows up everywhere, doesn't it?), and he's only got a week, so let's go do it!

The pitchfork is the first item on the shopping list, and Eric begins his search in the Enchanted Forest. That is, he will, just as soon as he gets past the nasty-looking tree. Looks dry, doesn't it? Anyhow, Eric waltzes past and finds himself in a clearing with branches. Of course they're meant to be moved (hey, there's a lot of obvious stuff in this game; keep that in mind).

Underneath is a trap door that leads to ... well, shades of the original *Zork*! Which is exactly what it is, white house, mailbox, and all. Okay, not really all, but the house is there and so is the mailbox, which contains a winnet's sweepstakes notification. A piry Eric is human and not a dwarf, eh?

Onward he goes to explore the rest of the GUE, or what's left of it, which isn't much. A couple of Dwarven shops and that's about it. At least Fran (yes, DO talk to him) is helpful.

Getting back to the white house (no relation to the one on Pennsylvania Ave), Eric should have no trouble finding a way in, or doing what's necessary. Like I said, it's all obvious. Remember, though, a six foot man doesn't look like a three foot dwarf, unless he's willing to be humble.

"Don't be daft. I think you're a perfectly good knight who's just had a run of bad luck. You keep trying, that's the main thing. If I ever got in trouble, I'd much rather be rescued by you than by one of those stuck-up prima donnas who come preening around the castle."

So Eric collects the prize, a day at the fun park, which is built before his very eyes! Wow! That's service. Let's check this out. There's a game of *Concentration* off to one side, just like the one on TV (or used to be on TV; not owning one of those insidious devices, I can't be sure). And yep, Eric has to win to get that magic slingshot!

Then, maybe a ride on that neato Ferrous wheel (well, it IS made of iron) is order. After all, how else is Eric gonna reach the pitchfork in the branches of the upside-down tree? Speaking of down, the only way down is to jump (after taking the proper precautions, naturally). The rest follows pretty automatically, and it's time to move on for the crescent wrench.

So, Eric is now outside a tavern. This is a good time to open up the book, if he hasn't already. Then, he can go inside and try to capture the attention of Bruce the Waiter. When Eric finally gets a look at the menu, what to order should, by now, have been made pretty obvious. Then, it's time fot a stroll to the castle.

Well, they aren't tolling out the red carpet there, so Eric is just gonna have to find another way in. Try something dangerous (hey, that's what Restote is all about, heh), but check out the bush first. In hardly any time at all, our boy has made it to the rear entrance where he is confronted by, oh no! Killer Turtles!! Good thing he has something to take care of these tortoises.

However, he's got nothing to cut the chain holding the door key.

Breach 3

Coming this Fall!

The best-selling science fiction squad level combat game is back and better than ever! Breach 3 will feature state of the art graphics, music and sound effects - in addition to the great interface, proper mission builder, plentiful challenging missions and unbeatable playability that you've come to expect!

The only sci-fi squad level combat game with Interlocking Game System compatibility and the Omnitrend name to ensure quality!!!

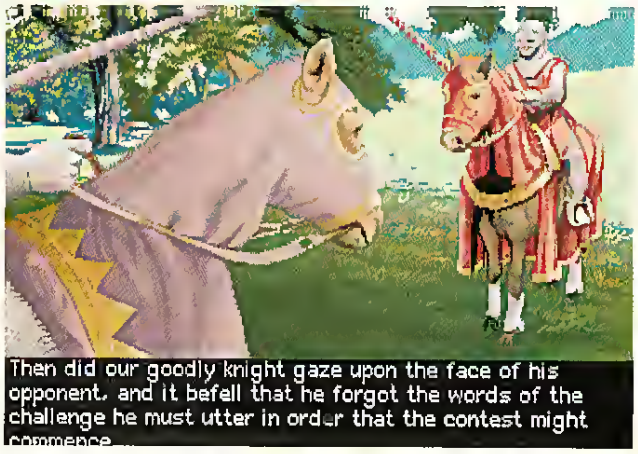
OMNITREND SOFTWARE

Circle Reader Service #64

Sorry, Eric, that's one item you can't get into your hot little hands. But hey, there's always a way around these little difficulties. Visit the stable. Visit the parapet. In no time at all, the ptoblem should melt away like wax in a hot flame.

Then, Eric gets to play Wheel of Torture! Actually, this is more like *Jeopardy*, and out hero will have to guess at most of the answers. Fortunately, while the categories change, the questions don't, so sooner or latet, Eric should be able to win the wrench. Ah, easy stuff!

Now it's off to the fait, to get the raw steak (yes, that's one of the five items). This one's a bit more complicated. Things to do: listen to the rules. Play a game or two. Talk to everyone. Visit the Pavilion of Tomorrow (for some reason, the words "babel fish" come to mind); Eric may incommode himself here.

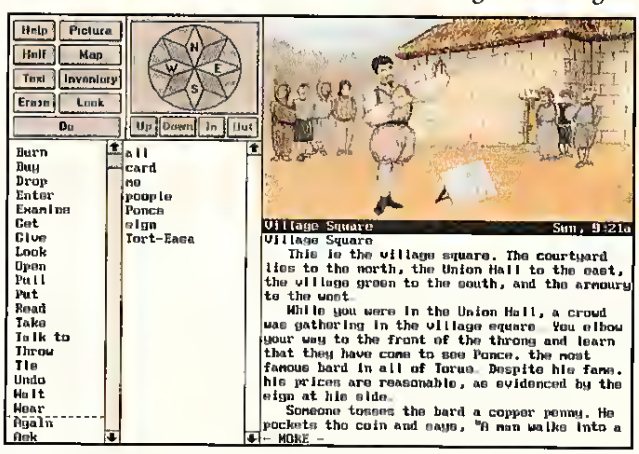


Make a fool of yourself, in more ways than one. See all three shows at the amphitheatre. Get cozy with Lily (sorry to say, Etic won't be getting too cozy with her, since he'll never be finishing up that second errand ... besides, what would Loreallе think?) and try a couple of other things, which will be obvious when our heto has gotten this far along.

When all that's been done, Eric is prepared to take on the dtagon that guards the Raw Steak, as well as the semiprecious ring. Since he listened to the dragon story, he knows exactly what to do, and in hardly any time at all, it's off to Godland for the crowbar.

Of course, he has to get there first, and getting there means proving he's a virgin. Eric did read up on this, I hope. Obtaining the first item isn't hard, provided Eric makes a display of himself. The second one is tticky, but newspapets are just so helpful in this game (by the way, you may want to save and try all the bells, just for fun!).

After passing the test, and stopping briefly to ogle the ladies in the Salon, Eric marches on into the Sanctuary, where the sacrifices ate performed. Of course, no one's gonna do that while he's standing around. Remember Precious (yes, that ring). Remember what happened when someone wore it? What do you think might happen if someone wears a semi-precious?



After a short wait, a virgin is dumped into the room as the next sacrifice. Eric will have to calm her down before anything else. Then he can take her place, so to speak. Heroic actions just come naturally to knights.

In fact, there's no sacrifice involved, just a quick trip up to the top of the mountain where all the gods live. A little exploting is in ordet, and Eric should talk to any the gods around. That will make getting into the palace much easier.

After performing his little errand, our boy can wander about freely, noting in passing all the interesting items tacked on the bulletin board, as well as the "hard-working" tepaitgod. He'll fix the broken nectar machine just as soon as he gets around to it. Funny how you can help him with that.

The library can be difficult, as any book chosen only lasts ten minutes. Maybe they think Eric took a speed-reading course. Well, he didn't, but there's always speedwriting.

And hey, let's not forget that poor guy, err, god, in the cave. It's a special day fot him, after all. No one else has temembered it, but knights are always thoughtful and courteous and all that stuff. Especially when they've read bulletin boards.

So now, Eric's read the right book, has all the stuff (he *did* deliver a second note to Motty, I hope), and, aftet making a complete fool of himself yet again (seems to come naturally to him), the crowbar is his! Only one more item to get!!

Our heto finds himself in a swamp. Oddly familiar music plays in the backgtound. Yes, it's time for ... Swamp Trek!!! I have to say, being a fan of the original show, this section was my personal favorite, and I had a hard time getting through it, mainly because of hysteria. Some baaaaad jokes here, and lots of other fun stuff. So, I'm not going to say anything about the "Swamp Trek" parts; it's better if you come to it unprepared.

All Eric needs to do here is make a rum drink. That's really simple, as all that's necessary is visiting the various islands by raft, grabbing everything, and reading the sign on the Lilliputian lever carefully. This section is one of the easiest, and mote for fun than anything else.

Finally, with all the items collected, Eric arrives at the dreaded Black Gate. Yay! And about time, too, because Loreallе is about to be married off to a real beast, and we don't want that to happen (don't forget the candygram!). So, using the magical thingies one by one, Eric opens the gate..to be promptly captured by the wicked witch (who bears a startling resemblance to a certain other wicked witch). Before you can even say "Oz!", Eric is up in a tower room and the hourglass sands are running out pretty quickly. Nothing like a little tension to liven things up a bit.

Eric, being much brighter than any kid from Kansas (with or without dog), does the obvious thing, which gives him a little extra time to snoop around and find a way out. What self-respecting domain of evil doesn't have a secret passage somewhere?

Meanwhile, down below, the wedding guests have all arrived, and the ceremony will be taking place soon. Better move fast, Eric. But not too fast. There's a little matter of proper timing here (always read labels!) if Loreallе is to be rescued ftom a fate worse than death (*much* worse).

All tight! Evetything comes off, the place crashes down, the wicked witch gets a bang out of it all, and Eric and his beloved fly off to the castle! Will they be in time? Will Loreallе inherit ... ot is it already too late? Play the game and find out!

Whew! That's enough adventuring (easy though it may be) for now. In the meantime, if you need help with an adventure game, you can reach me in the following ways:

On Delphi: Stop by the GameSIG (under the Groups and Clubs menu). On GEnie: Visit the Games RoundTable (type: Scorpia to reach the Games RT). By US Mail (enclose a self-addressed, stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring! CGW

New!

TRISTAN™ Pinball

Available for IBM PC and Macintosh color computers.

"Best Simulation" Finalist 1991
-Software Publishers Association

"(TRISTAN) should be a big winner."
-John Sculley

"You can easily forget you are playing on a computer."
-Miami Herald

"TRISTAN puts a new tilt on old fashion pinball."
-MacWEEK

"Superbly lives up to its billing as solid state pinball."
-MACWORLD

Enjoy the Excitement of Real Pinball!

- Authentic Ball Action
- Wild Pinball Devices
- Fabulous Sound
- TILT and much more...

To Order: Contact your favorite retailer or call
(613) 967-7900.

Compatible with Windows 3.x, Sound Blaster™, Adlib Sound™, and 256 color VGA.

AMTEX™
SOFTWARE CORPORATION

Circle Reader Service #41

Amtex Softwere Corporation • 206 George Street • Belleville, Ontario Canada K8N 3H4 • voice (613) 967-7900 • fax (613) 967-7902

Playing a Game of Ketchup

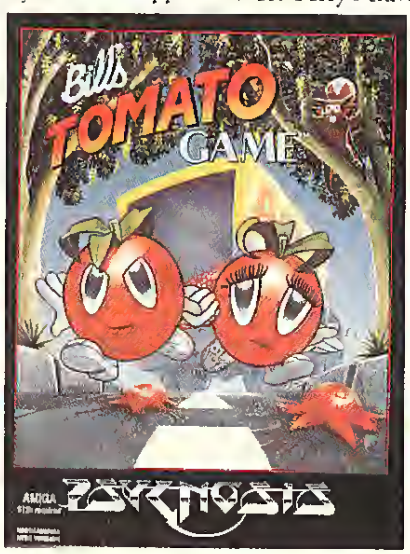
Psygnosis Takes Up Gardening with *Bill's Tomato Game*

by Chuck Miller

The sun is brightly shining, the morning air is fresh and crisp, and the ACME delivery van is on its way to market with a truckload of juicy, ripe tomatoes. Just the start of an average day... or is it? Well, maybe not all that run of the mill, *if* one happens to be a tomato.

Terry and Tracy, our two red and round friends, have decided that they want more out of life than to be the main ingredients in a favorite condiment. Besides, they are in love and cannot bear the thought of being separated from each other (or stewed together for that matter). So, with escape the only chance to avoid any further strain on their relationship, Terry and Tracy become vegetables on the run.

Unfortunately, in their hurry to avoid puree, Tracy is tomatonapped by an evil squirrel and dragged up out of sight on a nearby vine. Not to stand idly by while his sweetheart is carted away, Terry sets off in pursuit, one branch at a time, in an attempt to either rescue her or become tomato sauce in the process.



No Time for Hanging Around

Bill's Tomato Game is Psygnosis' latest release for the Amiga. Though exhibiting some arcade leanings, it is primarily a puzzle-based game featuring 100 levels of conundrums that vary in difficulty from extremely easy to frustratingly difficult. While some are arduous enough to stay one's progress for a significant spell, none are so difficult as to cause the player to put the game away in disgust. Usually, when progress is thwarted for an extended period, the answer is to simply try a different approach.

Springing into Action

Ten worlds, composed of ten levels each, comprise the play environment for *Bill's Tomato Game*. The player, as Terry Tomato, begins at the vine where Tracy was snatched away. From here, one must guide Terry up the vine until he enters the first available world. When each ten-level section is completed, the next world appears.

TITLE	Bill's Tomato Game
SYSTEM	Amiga (512K)
PRICE	$49.99
PROTECTION	Disk- and Manual-based (Number Entry)
DESIGNER	Bill Pullan
PUBLISHER	Psygnosis Ltd. Brookline, MA (617) 731-3553

Once one enters a world, the puzzles begin. Terry appears on the left side of the screen (normally, though, he can appear on the tight side, too) upon a springboard. All one can do at this point is direct Terry to bounce straight up and down. This, however, will not solve any puzzles. To progress through the levels composed of blocks, barricades, conveyors, spikes, spinning wheels and many other obstacles, one must employ the unique tools at Terry's disposal to construct a path of escape. These implements include the Frumulous Fan (which comes in two varieties — one facing left and one facing right), Tomato Trampoline, Jeremy Jack-in-the-Box and the Blocking Box.

Implements of Construction

The most useful item, the Frumulous Fan, is employed to blow Terry across the screen and past obstacles. Placement and number of fans affect Terry's travel horizontally and diagonally. The Tomato Trampoline allows the player to bounce Terry over obstacles. Too high a bounce, however, results in a small red pile of tomato pulp. Jeremy Jack-in-the-Box allows Terry to gain additional height during his travels across the screen, while the Blocking Box provides a flat surface for rolling upon or as a directional deflector.

Though all items are not available on each level, those used must be placed precisely if Terry is to clear all obstacles and safely reach the conveyor belt that transports him to the next level. Each level is also timed, allowing three minutes to solve the conundrum before the countdown timer reaches zero. As such, there is little room for error.

The Hunts is On

Once the player understands the use of each tool, it is time to begin the attempted rescue. From the Radio Screen (the initial screen presented upon loading the game), the player progresses to the vine and world one, level one.

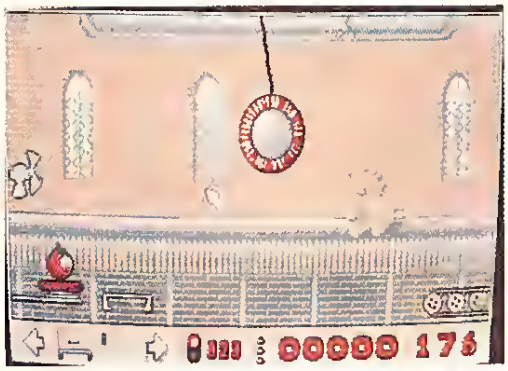
The first puzzle is quite simple. Place three fans, then bounce Terry off a drum and onto a conveyor. Level two is just as easy. The third level, however, begins to add some challenge by providing several trampolines, plus a toy that pops open and squashes Terry unless he bounces off it at just the right moment. From here on out, difficulty increases and one's mind is really put to the test. Fail too often and it's tomato sauce.

As in most games of this nature, a code word is provided upon completion of each level. Thus, when the player runs out of tomatoes

or has used all available lives, he or she can restart the game from the last completed level.

You Say Tomato, I Say Tomäto

Psygnosis fans who have found pleasure in helping hapless lemmings find their way to safety will enjoy aiding Terry in the attempt to rescue his true love, Tracy. Although not quite as addictive as *Lemmings* or *Oh No! More Lemmings*, *Bill's Tomato Game* is still capable of capturing one's attention for hours on end. Except for sevetal puzzles, difficulty builds well on a scale of increasing complexity. Playing time should extend for several weeks until one is able to master all 100 levels and rescue the damsel (or is that vegetable) in distress.



Those itching for joystick action, however, should avoid this offering as there is actually nothing to shoot. In fact, joysticks are not even supported. All input is accomplished with the use of either the mouse or keyboard in this game of logic and timing.

Plump, Juicy and Delicious

Graphics are a mix of high and low tesolution images. Hires 16-color art is employed for the Radio and High Score Screens, while each level of puzzles makes use of 32-color low resolution images. Overall, visual quality is very high, providing an attractive environment.

Audio accompaniment is also of high caliber. Background music and digitized sounds effectively enhance game atmosphere and can be toggled on and off if desired. There should be no need to turn them off, though, as the catchy tunes and realistic sound effects add immensely to the game without becoming monotonous even after extended play.

In the Basket

Unfortunately, *Bill's Tomato Game* employs disk-based copy protection (as well as manual-based) and cannot be installed to a hard drive. Psygnosis promised almost a year ago that they would be moving away from disk-based protection and making provision for hard drive installation. So far, they have not made good on this promise. Still, the game loads quickly and, with 1MB of RAM or more, there is little disk access during play.

The documentation is comptised of Psygnosis' familiar four-language manual (English, French, German and Italian), its contents sufficient for instructional purposes and quite humorous. Also included is a handy "bookmark" which acts as a quick reminder of mouse controls and item descriptions.

How About a Game of Squash?

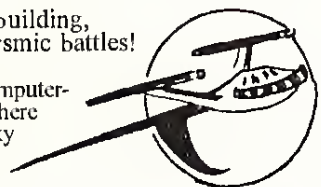
Bill's Tomato Game is one of Psygnosis' best Amiga offerings of late and is much more original and enjoyable than any of their other releases during the past six months. It is the most entertaining and addictive Amiga title I have played in a long time. Puzzle difficulty and variety is balanced, and evidently a great deal of care and thought has gone into its creation.

Amiga owners who have been longing for an excellent means of challenging their mental powers now have a valid reason to visit their local computet store. *Bill's Tomato Game* is more enjoyable than soup de jour or a fresh garden salad, and has fewer calories. In fact, spending time with Terry Tomato is guaranteed to get the juices flowing and paste a smile on your face. **CGW**

Discover the pbm game sweeping the nation!

LORDS OF DESTINY

the game of galactic empire building, legendary beings, and cataclysmic battles!



Lords of Destiny is a 100 % eomputer-moderated play-by-mail game where many players compete in a galaxy paeked with features like:

- many different ship types; economic and military teeh levels
- planetary defense shields eomposed of individual ground units
- ancient artifaets with special powers known only to the owner
- hundteds of named characters with abilities such as exploring, spying, researching, goveming, diplomacy, psionics, combat, ..
- special loeations to utilize such as black holes, seeret societies, training academies, worm holes, and the 7 wonders of the galaxy
- neutral empires tanging from primitive cave men to advaneed elder races; possessing their own forees, eharacters, and artifacts

FREE RULES! FREE SETUP!

Turns are only $3.75, no "double" turns or hidden fees ever
Games last about 27 turns; with 7, 14, or 21 day turns
Basic version available which provides an easy-to-learn game

AND MORE!

- A detailed combat system with free battle reports, updated galactic maps included with every turn, and customized fill-in-the-blank order sheets
- population, factories, industrial complexes, crew types, plundering, alliances, power plays, long-range scanners, multi-class characters

MAELSTROM GAMES

NO OBLIGATION!

Mention this ad and receive **free** rules and setup!

Maelstrom Games; PO Box 5461; Oxnard, CA 93031

Embark on a fantastic journey in the incredible world of play-by-mail gaming

with a game specially designed to be easy to learn but impossible to master!

INTO THE MAELSTROM

Players begin each game with one general and four captains, each leading a company loyal to you. Your quest is to amass enough power to proclaim your general the king of the land. Along the way you must persuade powerful beings and monsters to join your cause and fight many battles. Pethaps you will even be powerful enough to atttact an immortal! Gate in powerful demonic monsters to aid your attack or summon awesome angelic beings to help your defense. You determine which regions to concentrate your recruiting efforts; each region has different natives who may join your cause. Do you dare enter the mystical whirlpools and journey to the unknown?

NO OBLIGATION SPECIAL!

RULES, SETUP, 2 TURNS: ALL FREE!

There is no obligation to continue playing if not satisfied.
Turns are only $3.25 with never any extra, hidden costs.

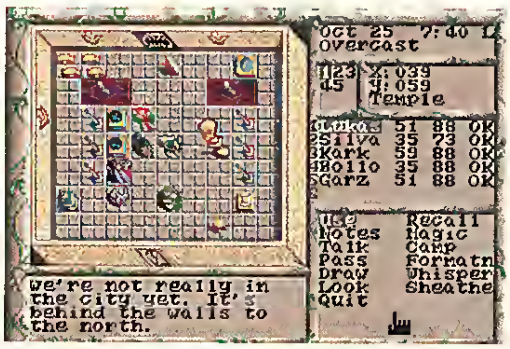
Maelstrom Games; PO Box 5461; Oxnard, CA 93031

Scorpion's View

Scorpia Orckiller Lights Mindcraft's *Magic Candle III*

Scorpia is an experienced and respected adventure game expert. CGW is pleased to provide this forum for her distinctive and often controversial perspective.

Magic Candle III brings us back to the town of Telermain on the island of Oshcrun, a place familiar to anyone who played *Magic Candle II*. This time around, Telermain is the starting point for an expedition to Solia, the collective name for the islands to the south, about which little is known.



The problem is a mysterious blight that has already engulfed much of the islands and is even now spreading onto Oshcrun. It is the party's job to find a means of stopping and/or destroying the blight before it takes over everywhere, bringing an end to all life.

As with the previous game, there are many Companions and Hirelings along the way, eager to join the party and help save the world. Companions are full-fledged members of the group, willing to share and trade with others, as well as to be assigned to train or work. Hirelings are in it for the money; what they have is theirs, and they will not share or trade with anyone else. They also want to be in on the action, and can't be assigned to train or earn money at a shop.

In addition, there are three special Companions that you choose from a pool of eight at the start of the game. What makes them different is that they come with some extra points that you can put into their attributes and/or skills as you desire. This allows you to customize them, at least to a certain extent. In all other regards, they are the same as any other Companion.

Your own character, the "Lukas" hero, comes with his or her own set of attributes and skills, depending on the profession you choose at the beginning of the game. You can also transfer your character in from *Magic Candle II*. Unfortunately, I was not able to find my *MC II* save disk, and I cannot say what happens to your character when it is brought over.

After the three Companions have been chosen and customized, the game proper begins with the party in the middle of a small, blight-stricken forest outside of Telermain. Here you meet Garz, an Orc prince who offers to join the group. This is the true purpose of being in the woods, as there is nothing else of interest here, and it is best to get out of the forest as quickly as possible once Garz has been accepted into the party.

Once out of the woods, you have some time to reconsider the party's composition. Several old friends, namely Tuff, Sakar and Rimfiztrik (Fiz), are waiting eagerly to go adventuring with you again. Since there can be only six in the party, and you do need Garz in the group for awhile, you'll have to make some decisions on who stays and who leaves. Garz, by the way, is rather like a Hireling; while you don't have to pay him, he won't share or trade with anyone else.

After settling on the party members, and doing some shopping, it's time to set sail for Kabelo, the Orc capital city. The king is not exactly thrilled over your appearance (it was his calling me "Scorpia Orckiller" that gave me the clue), but for the sake of his son, he'll at least talk to you.

What he wants is for you to recover the royal sceptre from the goblins who live on an island a little further south. Relations between the two races are a bit strained at the moment, so the King expects you to do his dirty work for him.

When you arrive in Serivu, the goblin city, you come into a situation that is both a poor piece of game design and a poor piece of programming. The very moment the party walks into the mayor's room, Garz pipes up with a request to be assigned to stay as a hostage for the sceptre — before you have said a word to the mayor.

Worse, if you don't assign Garz to stay immediately when he asks it, you can't finish this part of the game. Should you talk to the mayor first, he'll mention the sceptre and the goblin charter (which the Orcs are hold-

TITLE:	The Magic Candle III
SYSTEM:	IBM
PRICE:	$59.95
PROTECTION:	None
DESIGNER:	James Thomas
PUBLISHER:	Mindcraft Torrance, CA (310) 320-5215

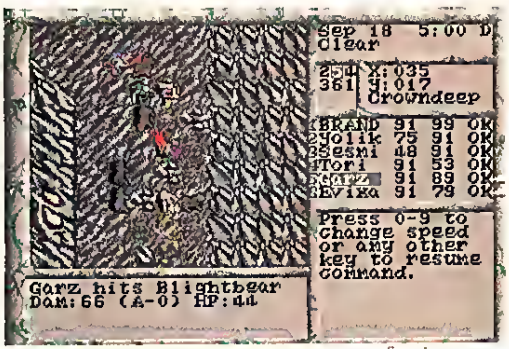
ing), but that's all. Nothing about trading the items, nothing about wanting a hostage, etc. If you then assign Garz to stay, and talk to the mayor again, nothing changes. Nor does the Orc king realize that Garz is gone from the party should you return to Kabelo. The action just isn't noticed at all by the program.

Therefore, you *must* assign Garz to stay as soon as he requests it. Then the mayor, when you talk to him, will babble on about accepting Garz and hand over the sceptre. This you can take back to Kabelo and exchange for the charter, which you then bring to the mayor, who releases Garz.

Not only was this poorly thought out, but it is a pointless exercise. You simply bring one item here and take another there. Nothing special is requited beyond having Garz in the party. Neither the goblins nor the Orcs give you anything for returning their respective items. The entire sceptre/chatter sequence does little to further the storyline. While it does serve to introduce Garz, and you do need an Orc in the group at the end, something better than this could surely have been devised.

Past this, the game falls back into the familiar *Magic Candle* mode. The party visits the various towns and islands, talks to people, picks up information, gathers crucial items, rampages through dungeons and towers, and finally performs the necessary ritual to cleanse the land.

Little has changed in the game mechanics since *MC II*, but there have been some improvements. The notepad is now a much more refined utility. The pad is saved when the game is saved, so nothing is lost. You can call up the notes anytime and scroll through them, from either the top or bottom, and even search for individual words. Also, there is an option to delete notes and another that lets you add in notes of your own. Continued from before is the ability to set the detail level of the auto-notes, from taking down virtually everything to only the most vital information.



Party movement is also better. There were many complaints about having to always change the formation when moving through tight spots and narrow passageways in the previous games. Now the party members automatically change their positions temporarily, making it easier to maneuver in most of the difficult areas. They don't always rearrange themselves perfectly, however, and from time to time you may need to change the party leader to get the group moving again.

The blight is a different and interesting menace. It is something you can actually *see* on the move, which produces a certain amount of urgency. As you re-visit areas over time, the spread of the blight grows. Oshcrun is relatively clear of it at the start of the game, but by early spring, the blight is almost on Telermain's doorstep. If nothing else, it is definitely an incentive not to waste too much time.

For all that, *MC III* is a game with problems. The biggest one is lack of money at the start. You don't have much, and even with Tuff in the group to do the trading, prices are high, especially for the magical herbs and mushrooms.

As an example, nift, the invulnerability herb, costs 120 coins for six (that's with Tuff and his 75 trading skill doing the buying). Gonshi, the speed-up mushroom, is 105 coins for twelve. These are two things everyone in the party needs, and even a small supply for six people eats up the cash supply quickly. Add in armor and spellbooks, and the money practically melts before your eyes.

This is all the more serious as the first dungeon in the game, the Tower of Qaldiur, is crawling with Fermigons, both in the rooms and lurking in ambush in the corridors. One or two hits from these things can put down anyone in the group. Walk into an ambush with six or seven Fermigons, and it's time to restore the game. Even knowing about them ahead of time doesn't help much if you don't have enough protective herbs to go around, and Qaldiur has six levels to get through, with other creatures besides, which are just as nasty.

So, you are pretty much forced into money-grubbing at the beginning. Instead of getting right on with the quest, you stick people in shops to earn coins and sit the rest of the group in front of Ketrop to hunt for food. Every so often, you duck into the village to sell most of it, then hunt for more.

This is *boring*. It is also ridiculous. Here we have a party of heroes out to save the world, but they can't get on with the job because they have to make some money first — and *this* with the blight always on the move.

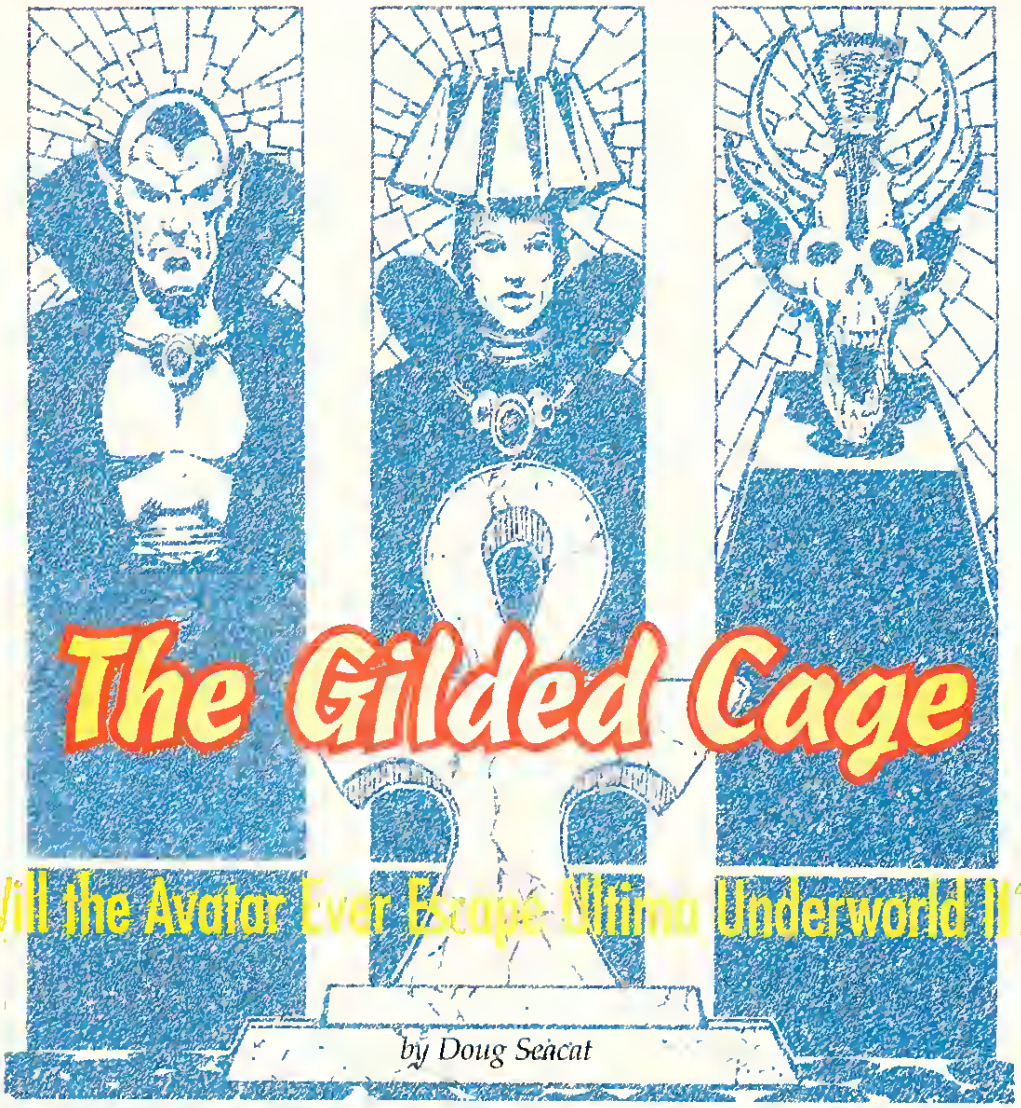
Keeping money in short supply and the prices of important herbs high, was deliberate on Mindcraft's part as a way of making the game "more challenging". What they overlooked is the fact that anyone can make the game as challenging as they wish by simply purchasing fewer herbs in the first place. The previous two games had that flexibility; *Magic Candle III* allows you none, thereby making the game unnecessarily difficult.

If the entire party dies or your character dies and is not resurrected, the game ends. *Ends*, mind you. A screen is displayed saying how the great hero failed and how the world was destroyed, followed by a drop to DOS. Not a menu for restoring the game — a drop to DOS — forcing you to reboot. By now, you'd have thought game designers would know enough to avoid this!

Dungeon design was not well-coordinated. The earlier dungeons were generally much harder than the last one. True, by the time I reached the endgame, the party had finally accumulated a reasonable supply of herbs, all the spellbooks, and a few suits of methreal, as well as having wakened all the gods, so it was a pretty tough group.

Still, you would expect that six levels of caves, followed by ten levels of tower, would be a difficult proposition, when in fact the whole thing turned out to be pretty much a romp. Most of the critters encountered were relatively low-level monsters, and even the supposedly all-powerful blight lords proved to be no challenge at all. The "big confrontation" in the final room was amazingly easy.

Overall, in spite of the neat blight idea, *Magic Candle III* is a dull game. I had a hard time getting into it, and slogged on mainly to get it over with. We've all been here before and there isn't anything really new or exciting. The game is unnecessarily lengthened by the constant need for money, and, overall, one is left with the feeling of doing things by rote rather than going on a grand adventure. It is all very depressing and rather a shame, as the first *Magic Candle* held much promise for the future — promise that has yet to be realized. **CGW**



The Gilded Cage

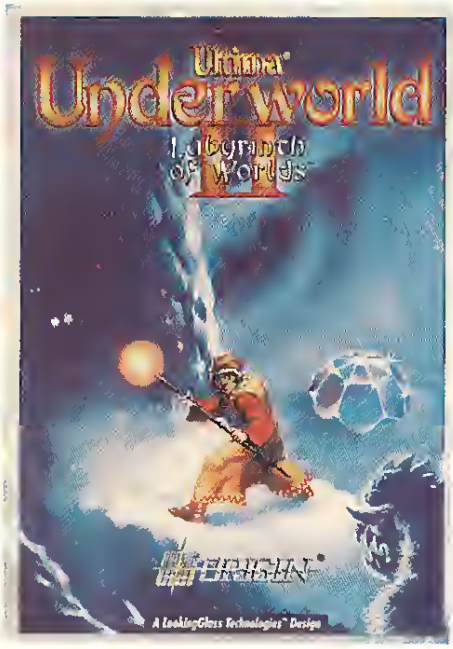
Will the Avatar Ever Escape Ultima Underworld II?

by Doug Seacat

Ultima Underworld II: Labyrinth of Worlds, is the second of Origins' and LookingGlass Technologies' 3-D dungeon games. With the success of their first "you are there" environment in *Underworld I*, the folks at Origin have gone on to a more ambitious plot within the same environment.

Surprise, surprise, the Avatar is needed again. The rubes in Britannia can't seem to do anything for themselves. So, they are once again a potential target for destruction. Fortunately, they have the Avatar to save them, on his supposed ninth quest for them.

This time, the Guardian of *Black Gate* fame has reappeared (as I'm sure most players of that game certainly expected). This enigmatic red-faced nemesis has decided to stop Lord British's interference in his works directly, by sealing off Castle British entirely from the outside world. He has surrounded the castle in Blackrock, a substance impervious to magical and physical manipulation. The imprisonment will isolate both the heroes of Britannia and the Avatar himself, while the Guardian wreaks havoc outside, converting followers, inciting warfare, and in general doing nasty, evil things.



There is hope. The Avatar must descend into the centuries-old dungeons of the castle in search of clues about the Guardian's sources of power. Before long, this search takes the Avatar on a multiple-world quest of exploration to eight centers of the Guardian's strength, each of which must be nullified to save Britannia, and the Multiverse, from the Guardian's manipulation.

The Rudiments of Disbelief

Character creation is a short and simple process, since this is a solo-adventure. The player can choose among eight classes (Mage, Fighter, Ranger, Shepherd, Bard, Druid,

TITLE:	Ultima Underworld II: Labyrinth of Worlds
SYSTEM:	IBM 386 or 486 with 2 MB RAM
PRICE:	$79.95
PROTECTION:	None
DESIGNERS:	LookingGlass Technologies
PUBLISHER:	Origin Systems Austin, TX

CHIPS & BITS inc.

FREE GAME WITH YOUR $75 ORDER*

Shipping to US, PR, AK, HI, APO & FPO $4 per order. Air Mail to Canada $6 per order. Handling $1 per shipment.
2 Business Day Air US $6 per order; PR, HI $12 1st item + $2 ea. add'l; AK $19 1st item + $2 ea. add'l. Handling $1 per shipment.
Europe, S. America Air Mail $19 1st item + $6 ea. add'l. Asia, Australia, Africa, Air Mail $25 1st item + $6 ea. add'l. Handling $1 per shipment.

PO Box 234
Rochester, VT 05767
Fax 802-767-3382
Int'l 802-767-3033
Call 800-753-4263

IBM HARDWARE

3 Button Dexxa Mouse	$29
Acoustic Research P22	$79
Acoustic Research P42	$159
Acoustic Research P570	$319
Acoustic Research P622	$239
AdLib Sound Card	$59
AdLib Visual Composer	$75
Adlib Gold Sound Card	$169
Adlib Programmer's Man	$27
Adlib Surround Sound	$64
Adlib Telephone Module	$64
Advncd Gravis Ultrasound	$139
Champ Joystick	$19
Flight Stick Joystick	$36
Game Card 3 Automatic	$39
Labtec 105 Powered Speakr	$24
Maxx Control Yoke	$59
Maxx Rudder Pedals Flight	$39
Media Concept Sound Board	$79
PC Symphony Sound Board	$37
Pro Audio Spectrum 16	$179
Pro Audio Spectrum Plus	$149
Quickshot 123 Joystick	$12
Rudder Pedals Driving	$39
Sony E414 Headphones	$15
Sony SRS7 Speakers	$15
Sony SRS9 Speakers	$20
Sound Blaster 16	$239
Snd Blaster CD RQM Upgd	$339
Snd Blstr Multimedia Startr	$399
Snd Blstr Multimedia Upgrd	$499
Sound Blaster PRQ Basic	$139
Sound Blaster PRQ	$169
Sound Blaster Sound Card	$99
Sound Machine	$99
Thrustmastr Flight Control	$69
Thrustmastr Flight Ctrl Pro	$119
Thrustmastr Rudder Contrl	$119
Thrustmastr Weapons Cntrl	$89
Thunder Board for WIN	$109
Video Blaster	$349

IBM ADVENTURE

Advent Willie Beamish VGA	$24
Advent Willy Beamish 2 VGA	$39
Advt Willie Beamish VGA	$24
All Dogs go to Heaven	$17
Alone in the Dark	$36
Altered Destiny	$34
Amazon	$39
An American Tail	$26
Attack Pack	$42
B.A.T.	$19
Blue Force: Next of Kin	$45
Cadaver	$27
Castle Wolfstein	$37
Chamber Sci-Mutant Prstss	$25
Coaster	$32
Code Name Iceman 2 VGA	$39
Codename Iceman	$15
Colonel's Bequest	$15
Conquest Robin Hood VGA	$36
Conquests of Camelot	$15
Conspiracy Deadlock Files	$34
Countdown	$37
Covert Action	$12
Crime Does Not Pay	$29
Crime Wave	$37
Cruise for a Corpse	$32
Cybercon 3	$29
Dark Halt	$12
Dark Heart of Uukrul	$34
Dark Side	$28
Dark Sun Grey Isle Exp Pak	$34
David Wolf Secret Agent	$15
Day of the Tentacle	$39
Deja Vu 1&2 WIN	$28
Deja Vu 2 Lost in LV	$6
Demon's Gate	$32

'STRIKE COMMANDER' is a flight simulator of uncomprising quality and realism, interwoven with a gripping cinematic story. This release marks the completion of 2 years of intense software development using Origin's Realspace graphics system. Fly over extremely detailed enemy territory to deliver your cargo. **$52**

'RED BARON' takes you back to this bygone era, where you'll experience the look and feel of aerial warfare in WWI. Engage in close range dogfights, go balloon busting, take on Zeppelins, escort bombers, and go head-to-head with famous aces. Get a **FREE** 'Red Baron Mission Builder' when you purchase 'Red Baron'. **$36**

'LINKS 386 PRO' offers **SUPER VGA** graphics and advanced features designed for your 386 or 486. New features include computer opponent, save game option that allows your friends to play against you in an existing game, pre-recorded games from worthy opponents, and many game modes. **$39**

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash.
Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Offer, price & availability subject to change. All Sales Final. *SEE LAST PAGE FOR DETAILS

IBM ADVENTURE

Diehard	$28
Dog Eat Dog	$32
Dominus	$39
Don't Go Alone	$4
Duck Tales	$15
Earthrise	$9
East vs West Berlin 1948	$9
Elf	$24
Epic	$32
Eric the Unready	$38
Felony	$3
Flashback	$33
Floor 13	$15
Free DC	$9
Future Wars	$9
Galleons of Glory	$24
Gama Force	$6
Gambit	$38
Gateway	$32
Godfather	$29
Gold Rush	$15
GrailQuest	$21
HUMANS	$21
Harley Davidson	$9
Heart of China VGA	$19
Heaven and Earth	$32
Heimdall	$17
Hired Guns	$32
Hook	$32
Hostage	$6
Hound of Shadow	$17
Inca	$42
Indy Jones 4 Fate Atlantis	$36
Indy Jones Grfx Adv VGA	$27
Inspector Gadget	$34
Jack the Ripper	$38
KGB	$17
King's Quest 5 VGA	$36
King's Quest 6 VGA	$45
King's Ransom	$38
Kristal	$9
L.A. Law	$34
Laffer Utilities WIN	$24
Lane Mastadon	$6
Laura Bow 2	$36
Leather Goddesses	$12
Leather Goddesses 2	$42
Legacy: Realm Of Terror	$41
Legend of Faerghail	$34
Legend of Kyrandia	$35
Leisure Suit Larry 1 VGA	$15
Leisure Suit Larry 2	$15
Leisure Suit Larry 5 VGA	$34
Leisure Suit Larry Bundle 1	$39
Loom	$19
Lords of the Rising Sun	$34
Lost Files Sherlock Holmes	$44
Lost Treasures of Infocom	$42
Lost Treasures of Infocom 2	$29
Lost in LA	$37
Magnetic Scrolls Bundle	$21
Manhole	$29
Manhunter New York	$28
Manhunter SanFrancisco	$15
Maniac Mansion	$18
Martian Memorandum	$34
Max Pac	$26
Mean Streets	$37
Metal Mutant	$32
Moebius	$28
Murder Club	$28
Murder by the Dozen	$15
Nebulas	$27
Out of this World	$36
Plan 9 from Outer Space	$31
Police Quest 1 VGA	$24
Police Quest 2	$15
Police Quest 3 VGA	$36
Power Hits: Movies	$19
Prince of Persia	$25
Return to Zork	$38

IBM ADVENTURE

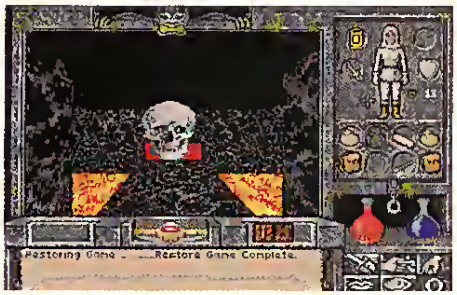
Rex Nebular Cos Gen Ben	$39
Rex Nebular Master Edition	$52
Riftwar Legacy VGA	$39
Ringworld	$36
Rise of the Dragon VGA	$34
Risky Woods	$24
Robocop 3	$32
Rocketeer	$32
Rome: Pathway to Power	$38
S.D.I.	$9
Screen Antics WIN	$24
Search for the King	$24
Secret Monkey Island 2	$38
Secret Monkey Island VGA	$23
Sex Olympics	$19
Sex Vixens from Space	$12
Shadowgate WIN	$34
Shogun	$12
Sierra Adventure Bundle 1	$39
Space Quest 1 VGA	$16
Space Quest 4 VGA	$36
Space Quest 5 VGA	$39
Space Quest Bundle	$36
Spellcasting 101	$19
Spellcasting 201	$36
Spellcasting 301 Spring Brk	$34
Star Trek 25th Anniversary	$36
Star Trek 5	$12
Star Trek: Next Generation	$46
Stellar 7	$21
Teenage Mutnt Ninja Turtles	$25
Terminator 2029	$42
The Prophecy	$36
The Train	$6
Theme Park Mystery	$15
Time Quest	$12
Transylvania 3	$15
Troika	$6
Trolls	$15
Uninvited	$6
Universe 1-3 Each	$34
Walker	$32
War in Middle Earth	$12
Warriors of Legend	$19
Weird Dreams	$9
Where America's Past CSD	$37
Where Europe Carmen SD	$29
Where in Time Carmen SD	$32
Where in USA Carmen SD	$29
Where in USA Carmen Dlx	$45
Where in World Carmen SD	$32
Where World Carmen Dlx	$52
Wonderland	$16

IBM STRATEGY

A Train	$36
A Train Construction Set	$23
Air Force Commander	$32
Airbucks	$36
Ancient Art War Sea	$29
Ancient Art of War	$29
Ancient Art of War Sky	$34
Are We There Yet	$17
Armada 2525	$29
Ashes of Empire	$48
Balance of Power 1990	$35
Bandit Kings Ancient China	$37
Battle Isle	$32
Battle Isle Scenario Disk	$22
Battles of Destiny	$38
Bermuda Square	$21
Big Business	$12
Breach 2	$19
Breach 2 Scenario Disk	$15
Buzz Aldrin Race into Space	$42
Caesar	$36
Carrier Command	$9
Castles	$18
Castles 2	$36

Paladin, Tinker) and then, can customize the class by choice of skills. While each class has its own benefits and advantages, the game can be completed with any of them, and the skills-choice can allow a character to adopt a needed quality of another class. (For example, a fighter can still cast spells if he takes time to learn how, and a Paladin could repair items if he wished).

While there have been graphic improvements from *Underworld I*, the game's features and gameplay are very similar. Those who mastered the 3-D environment of the first will find an easy transition into this new storyline. Newcomers will need time to adjust to the mouse interface, which is less than intuitive. For example, the way the game handles left and right buttons for different functions is an acquired skill. Fortunately, there are keyboard equivalents to many of the functions.



It will also take time to adjust to the environment. The ability to move freely through 3-D space can make movement frustrating. Getting stuck on corners, whirling about too rapidly in place, walking too close to an object to see it, and missing a corridor by not turning fast enough are some of the more common neophyte mistakes. In time, however, it is possible to familiarize yourself with the Avatar's body, just as one would a new cat. The game provides a well-written tutorial which assists in the transition, as well as giving some important game information.

Similar to all such 3-D dungeon games, items are handled by placing them in either the inventory or upon the body itself. Most items have descriptions detailing their current condition, which can erode over time and use. Items which have been subject to frequent abuse will eventually break or be destroyed, though a proficient character can repair items to full effectiveness.

One nice feature of the game is the fact that items (except weapons) don't need to be "in hand" to be used. For example, a wand within a backpack can be activated simply by opening the backpack, and then left-clicking on the wand. This is welcome since moving items can be a tedious process. If the player wishes to move the wand from his backpack to a sack, he has to move the wand out of the backpack (assuming he left an empty spot in his primary inventory), close the backpack, pick up the wand, and then put it into the sack. Since there are many necessary items in the game, the player is advised to organize his possessions carefully. Keeping several sacks and backpacks is recommended, enabling a division of similar items. Also, the player should stockpile certain heavy things (such as gold) in an easy to reach location.

Skills are handled automatically, with a few notable exceptions (such as Repairing, Picking Locks and Tracking). A player skilled with the sword will hit more often; an acrobatic character will jump better and take less damage from falls. The game allows even unskilled characters to perform actions involving those skills, though with slightly less success. Even a character with no swimming skill won't immediately drown.

Magic is handled via tunes and each spell is a two or three rune combination. In order to cast any particular spell, the Avatar must be at a high enough level, have enough Mana (casting juice), and have the necessary runes. The rune aspect means that even a high-level character won't be able to cast a lower level spell if he lacks the proper runes. An important process of the game is adding to one's rune-bag through exploration.

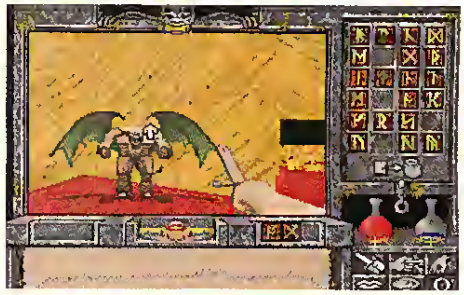
Combat is simple — whip out a weapon, find a foe, and strike them. The combat graphics are well done, with three types of melee weapons (Maces, Blades and Axes), three strike types (Overhead bash, sidewise swipe or jab) each of which has advantages against certain foes and missile weapons. During battle, foes move about, and the player must keep moving to keep from getting attacked from behind or overwhelmed by multiple foes.

Lest the reader think this *Ultima* is merely a hack-and-slash, however, it should be stated that role-playing is a strong element here. Conversation is just as important, if not more, than having a good sword arm or spell book. There are many characters to interact with, be it in the castle, the dungeons, or the other worlds. The plot is rich with details and characters, and much is gained from trying a peaceful approach.

Throughout all of this, the Guardian continues to expand his multi-world empire, constantly taunting the Avatar in dream messages. Lord British and the other inhabitants of Castle British have to deal with their own problems, be it possible traitors, lack of water, or the Guardian himself, who offers bribes and power to subvert the good.

The Elements of Pleasure

There has obviously been a great amount of effort and time spent on this game. The 3-D movement, while perfected earlier, is just as impressive. This technique gives the player a strong sense of "being there." The screen bobs up and down as one walks, and footsteps can be heard as one moves. When the Avatar falls into a river or pool of water, he sinks down, and is caught by the current as the screen sways back and forth enough to give one motion-sickness.



This aspect of the game is further heightened by the many small details included by the designers. For example, the Avatar will become woozy and dizzy if he drinks too much. He can even pass out from such excess. Strange mushrooms will cause vision to distort, and the screen shakes when damage is taken. When the player sleeps, occasionally he dreams, and a night's sleep in a bed is better than in a bedroll. Further, sleeping without eating beforehand can result in a restless night. Before long, the player can become completely immersed in the fantasy world.

The graphics are well-executed. Animation is smooth, though slow on a lower-end computer, and the monsters and people have a good range of possible movements. Rats leap up at one's face, imps crackle with magical energy. Even death-throes are portrayed, as demons explode in colorful balls of power, or snow-cats flip over backward before dying in a pool of blood.

The spellcasting also deserves a note of praise. While not extremely complex or sophisticated, the spells are varied, giving a good balance of utilitarian, movement, informational, combat and defensive measures. Further, they are entertaining to cast. The Deadly Seeker spell deserves special mention. This spell is the Fantasy version of the Heat Seeking Missile. When cast, this spell causes a smoke-trailing missile to launch out and track down any nearby foe, even around doorways! It is not only diverting, but very viscerally satisfying.

Convenient for users with slow computers (such as myself), the graphic detail can be reduced, which greatly speeds play. Users may find it useful, even on a fast system, to use different modes of detail at various points in the game. Specifically, reducing the detail can speed movement considerably when one is returning to the castle after a long trek.

CHIPS & BITS inc.

FREE GAME WITH YOUR $75 ORDER*

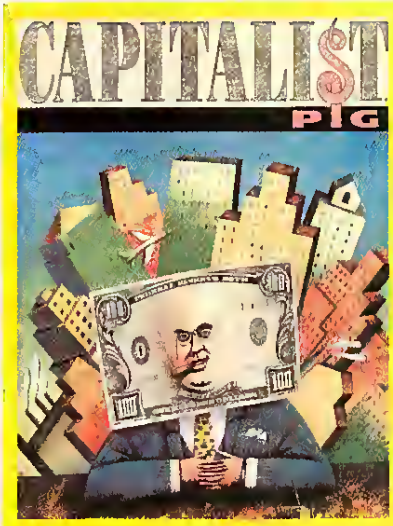
Shipping to US, PR, AK, HI, APO & FPO $4 per order. Air Mail to Canada $6 per order. Handling $1 per shipment.
2 Business Day Air US $6 per order; PR, HI $12 1st item + $2 ea. add'l; AK $19 1st item + $2 ea. add'l. Handling $1 per shipment.
Europe, S. America Air Mail $19 1st item + $6 ea. add'l. Asia, Australia, Africa, Air Mail $25 1st item + $6 ea. add'l. Handling $1 per shipment.

PO Box 234
Rochester, VT 05767
Fax 802-767-3382
Int'l 802-767-3033
Call 800-753-4263

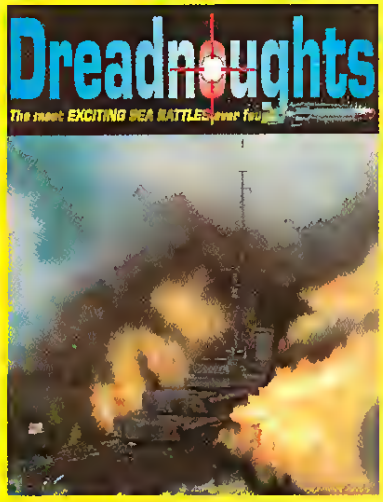
IBM STRATEGY

Castles Northern Campaigns	$19
Centurion Defender Rome	$17
Civilization	$39
Civilization Master Edition	$45
Command HQ	$19
Conquered Kingdoms	$38
Conquest of Japan	$36
Crisis in the Kremlin	$39
Dark Seed	$39
Dark Star	$36
Defender of the Crown	$12
Diplomacy	$12
Discovery Stp Columbus	$34
Dragon Force	$19
Dragon Lord	$12
Dune	$24
Dune 2	$44
El Fish	$41
Empire Deluxe	$40
Fighting for Rome	$12
Final Conflict	$17
Fireteam 2200	$24
Fireteam 2200 Constrctn Kit	$25
Fort Apache	$34
Gemfire	$37
Genghis Khan	$37
Global Conquest	$34
Global Effect	$17
Gold of the Americas	$19
Imperium	$26
Inindo	$37
Koshan Conspiracy	$32
L'Empereur	$37
Lemmings 2	$32
Lemmings Datadisk	$19
Liberty or Death	$37
Lost Admiral	$24
Lost Admiral Enhanced	$44
Lost Admiral Scenario Disk	$23
Lost Patrol	$9
Maelstrom	$38
Medieval Lords	$14
Mega Lo Mania	$31
Mercenaries	$38
Merchant Colony	$17
Microcosm	$32
Millenium	$20
Monarch	$38
MoonBase	$24
New World Order	$38
Nobunaga's Ambition	$37
Nobunaga's Ambition 2	$37
Nuclear War	$9
Objection	$34
Objection Enhanced	$49
Operation Combat	$12
Pacific Theater Ops	$42
Paladin 2	$34
Perfect General	$29
Perfect General 2	$44
Perfect General Scen Disk	$21
Perfect General Scen 2	$23
Populous	$17
Populous 2	$38
Populous Promised Lands	$14
Powermonger	$34
Powermonger World War 1	$21
PushOver	$32
OOP Bundle	$49
Railroad Tycoon	$34
Rampart	$17
Reach for the Stars	$24
Realms	$17
Red Zone	$32
Renegade Legion Interceptor	$12
Riders of Rohan	$19
Robo Sport WIN	$34
Romance 3 Kingdoms	$42
Romance 3 Kingdoms 2	$42
Rules of Engagement	$19
Rules of Engagement 2	$38

'ULTRABOTS' is a futuristic first person & stategic robot battle game. Choose from 3 different ultrabot models and launch a global campaign to repel the massive alien invasion, one battle at a time. Features ray-traced, 3D modeled animation, digitized explosions & special effects, and dozens of orders you can give to your troops. **$39**



'CAPITALIST PIG' lets you take charge of your own company from the first shipment to the first billion. As the CEO you must balance marketing, public relations, manufacturing, and management. Features actual 20th century economic statistics, hiring & firing employees, advertising, office expansion, and disasters. **$45**



DREADNOUGHTS accurately models the looks, specifications and tactics of fighting fleets during the great age of the battleship. Includes 7 scenarios such as; Coronel (1914), Falklands (1914), Jutland (1916) and Dogger Bank (1915). Features a menu interface for entering commands, external 3D view, & hidden movement. **$42**

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash.
Most Items Shipped Same Day. Shipping times not guerenteed. Check compatibility before you buy. Defectives replaced with same product. Offer, price & availability subject to change. **All Sales Final.** 'SEE LAST PAGE FOR DETAILS

IBM STRATEGY

Second Conflict WIN	$34
Seven Cities Gold 2	$38
Shadow President	$34
ShadowGate WIN	$34
Siege	$21
Siege Expansion Disk	$19
Sim Ant	$32
Sim Ant WIN	$34
Simcity	$27
Simcity Graphic Set 1	$18
Simcity Graphic Set 2	$23
Simcity WIN	$34
Simearth	$38
Simearth 2000	$42
Simfarm	$41
Simlife	$41
Spaceward Ho!	$38
Spaceward Ho! WIN	$38
Special Forces	$39
Spoils of War	$34
Star Control	$29
Star Control 2	$36
Star Legions	$38
Starfleet 1	$17
Starfleet 2	$38
Strategic Forces	$19
Sword of Aragon	$28
Task Force 1942	$39
Tegel's Mercenaries	$44
Theatre of War	$17
Theatre of War Set 1	$21
Traders	$19
Unnatural Selection	$32
Utopia	$29
Vikings Fields of Conquest	$37
Visions of Aftermath	$24
Warlords	$24
Warlords 2	$42
When Two Worlds War	$42
Worlds at War	$19

IBM TRADITIONAL

3 D Pinball	$10
3 in 1 Players's Pack	$12
Acquire	$12
Amarillo Slim's Poker	$12
Amarillo Slims 7 Card Stud	$10
Armada Villa Crespo CB	$10
Backgammon WIN	$9
Battle Chess 4000 SVGA	$36
Battle Chess 4000 VGA	$32
Battle Chess	$19
Battle Chess WIN	$29
Blackjack	$12
Blackjack WIN	$19
Bridge 7	$29
Bridgemaster	$29
Caesars Palace	$15
Caesars Palace WIN	$15
Casino Craps	$10
Casino Game Pak WIN	$32
Casinos of the World	$29
Ceasars Palace	$15
Centerfold Squares	$21
Checkmate	$36
Checkmate WIN	$36
Chess Net WIN	$12
Chess X Colossus	$9
ChessMeister 5 Billion &1	$48
Chessmaster 3000	$29
Chessmaster 3000 WIN	$34
Classic 5	$32
Classic 5 WIN	$32
Clue	$12
Clue Master Detective	$15
Combination Lock	$10
Cribage Gin King	$19
Crossword Creator	$12
Dealer's Choice	$29

IBM TRADITIONAL

Demon Blue	$10
Dr Floyds Desktop Toys	$26
Dr Thorp's Blackjack	$32
Dr Thorp's mini Blackjack	$10
Dr Wong Jacks & Video Pokr	$10
Edward O'Thorpe Black Jack	$9
Electric Jigsaw	$12
FS-Pro	$21
Faces Tetris 3	$15
Family Crossword Puzzles	$28
Femme Fatale	$26
Femme Fatale Data Disk 1	$18
Femme Fatale Data Disk 2	$18
Femme Fatale Data Disk 3	$18
Floor 13	$15
GO Master Ver 5 WIN	$39
Gambit (chess)	$38
Game-Maker	$68
Games People Play	$21
Go Master Ver 5	$39
Go Master Dlx Ver 5	$99
Go Master Dlx Ver 5 WIN	$109
Go Master Junior Ver 5	$19
Go Master Junior Ver 5 WIN	$19
Go Master Tool Kit	$39
Go Master Tool Kit WIN	$79
Grand Slam Bridge	$11
Grand Slam Bridge 2	$32
Grandmaster Chess	$32
Hollywood Squares	$15
Home Alone 2	$26
Home Casino Spectacular	$15
Hong Kong Mah Jong Pro	$32
House of Cards	$12
Hoyle's Book Games V1	$21
Hoyle's Book Games V2	$19
Hoyle's Book Games V3	$29
Hoyle's Book Games V4	$29
Ishido	$17
Jeopardy	$9
Jeopardy 2	$9
Jeopardy 25th Aniversary	$15
Jigsaw Pinups	$24
Laffer Utilities WIN	$21
Lexicross	$24
Lotto Gold	$29
Mental Blocks	$15
Monopoly Deluxe	$29
Monopoly Deluxe WIN	$29
Oilgopoly	$34
Omar Sharif Bridge WIN	$32
Omar Sharif on Bridge	$37
On Target	$10
Penthouse Jigsaw XXX	$24
Pictionary	$12
Planet of Lust	$12
Pool Shark	$15
Price is Right	$15
Prime Time Hits	$25
Prime Time Hits 2	$24
Punisher	$9
Puzzle Gallery 1	$12
Puzznic	$25
Rack'em	$12
Risk	$21
Risk WIN	$26
Rodeo Games	$10
Sargon 5	$13
Scrabble	$24
Scrabble Deluxe	$26
Scrabble Deluxe WIN	$26
Scruples	$28
Sesame Street	$12
Shanghai 2	$29
Sharkey's 3D Pool	$12
Shogi Master	$34
Sierra Family Fun Pak	$29
Solitaire Royale	$19
Solitaire WIN	$32
Solitaires Journey	$34
Solitaires Journey	$36

While it isn't much changed from before, the auto-mapping still deserves a mention. Folks like Doug Church, Dr. Cat, Dorian Hart, Mark Leblanc and Tim Stellmach are to be praised for including such a good system of mapping to go with such a rich gamewotld. The maps are clear, easily noted and become one of the primary tools of the Avatar's quest.

Further, the emphasis upon nonviolent solutions has become a hallmark for later *Ultima* games. Fortunately, it is a tradition well-kept in *Ultima Underworld II: Labyrinth of Worlds.* While there will be plenty of combat for the sword-thirsty, the story takes on full significance through interaction with NPCs. Speaking with the various denizens of the Eight Worlds gives one a definite sense of being in a different place, with different philosophies and ideas. Further, the full extent of the Guardian's power and evil is put forward clearly through meeting the people he has oppressed. This sort of backgtound and intetaction gives the playet the motivation necessary to continue onward in this huge game.

The Elements of Disappointment

Unfortunately, *Labyrinth* is far from a perfect game. Some of the problems are larget than expected for an Ultima product. First, the small stuff. As good as the auto-mapping is, there is one thing which should have been fixed immediately: secret doots appear on the map whether a person has actually found them or not. This was a problem in the first game and remains unfixed here. On a similar note, there are some inconsistencies with the mapping.

For example, most of the time the auto-map is exttaordinarily accutate. Even when going through cettain teleportation devices, the map can often tell exactly where the new location is, and map accordingly. One can even map while swimming in a strong current or fighting nasty monsters. However, there are times when the map won't operate. In the Ethereal Void, nothing can be mapped accurately, which might make sense if not for the previous unerring accuracy. Further, in such a place the compass won't work either. Thus, the player goes from having a completely accurate sense of place to none whatsoever. Even a temporary, "arbitrary" compass might have been nice, or a map which was speculative if nothing else. These opposite extremes can really throw one off.

While the 3-D movement is one of the game's strongest points, it's also a pain. Even when the player is used to the game, cornets can catch the Avatar or a passage can be difficult to entet from a certain angle. There needs to be some computer assistance here, which wouldn't destroy the illusion of "being thete." As it is, the situation is comparable to walking into a doorway but getting stuck by catching one's shoulder on the door frame. Some of this should be automatic. It's fine and good to have the Avatat's body take up 3-dimensional space, but they've made it awkwatd.

Another small but very irritating problem is the game's inability to put things down where the player wants. Dropping an item in some places can be highly frusttating, as the computer will refuse unless it thinks there is room. Unfortunately, this is true even if the player picked up the item from the same spot. At times, the game will throw an item when the Avatar artempts to drop it. I almost pulled my hair out when 1 was trying to techarge a light-sphete but instead threw it against the wall and broke it.

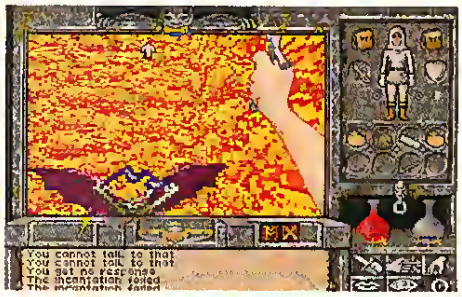
The arbitrary nature of events in the game is a more setious matter, however. While much thought has gone into the plot, it is rigid and largely linear. Small problems, such as opening doors, are given multiple solutions, but the story line itself must continue along a very set route with little choice for deviation.

Most seriously, this linearity often doesn't follow logically. Fot example, there was a point in the game where a "listener imp" had to be killed. However, following the advice of the manual, 1 instead continued deeper into the game, moving forward, thinking I could come back and find the imp when I wanted. When I opened the gateway to the next world, it wouldn't open, simply becatse the imp was still alive, even though he had nothing to do with the gateways themselves. Further, the imp had to be slain before opening the gateway, or it wouldn't work at all.

On a similar note, time in the castle isn't as important as what actions the player does. Even though a "water shortage" problem occurs in the castle, it won't get worse no matter how much actual time passes. The only thing which exacerbates the situation is going on to other worlds, which makes no sense whatsoever, except as a machination to continue the linear, non-changing plot of the game.

Further, the game's handling of NPCs is poor. While there are many people to speak with, the conversation options are limited and similarly linear. The choices are usually obvious, and there is little true choice about what to say. Sometimes a particulat conversation topic will be possible, and other times not. This can be frusttating since the player can't initiate topies himself. Only a few people allow key-words (as was used as far back as *Ultima IV*) which would have given the game a much freer conversation scope. While key-words are a little crude, they give the feeling that one's choices matter.

Following both of these problems comes the feeling that the world is non-dynamic. The Avatar often feels like the only active person in the multiverse, which teduces the game's involving atmosphere. At times it feels like the Avatar is the only capable individual in the entire univetse. Lord British wandets around doing nothing, and all the Avatar's companions complain that they wish they could help, but won't. The few times assistance is given by other people, it feels contrived. Granted, the player should take the active role, but the game would have seemed much more rich and involved if other people were doing things independently of the Avatat's actions, especially as time passes. Instead, the NPCs are reduced to infotmation sources and training posts.



Skills within the game were largely disillusioning. While they had a definite affect upon the character's actions, few of them wete useful or important. Most of the skills just help in nonessential situations, or can be obviated entirely. Despite not having the "swimming" proficiency, my character could swim well enough to get everywhere necessary. Those few skills which seem to have some potential can be easily replicated by spell casting ability. I was rather depressed, using a "Tinker" character, to find that the "Open" spell was much better than picking locks, and thete exists a spell which repairs armor better than any tinker. The only real skills which seem to be necessary are Mana, Casting and Combat Knowledge.

One reason for these problems is that the designers wanted the game to be solvable by any profession — another conttivance. If a Mage is just as good as a Tinker at evety puzzle, why does it matter which you are? Indeed, if a Tinker can get through the Academy Final Test of Magic (one of the puzzles in the game), isn't something wrong? The player can only find so many conveniently placed wands (in case he wasn't a spell caster) before it seems entirely phony.

Many times, the game seems much more frustrating than enjoyable, due to the elements listed above, and due to the nature of the puzzles. There were a few convoluted mazes in the game which made me want to toss my computer out the window. Including mazes in the game can extend the play-dura-

CHIPS & BITS inc.

FREE GAME WITH YOUR $75 ORDER*

Shipping to US, PR, AK, HI, APO & FPO $4 per order. Air Mail to Canada $6 per order. Handling $1 per shipment.
2 Business Day Air US $8 per order; PR, HI $12 1st item + $2 ea. add'l; AK $16 1st item + $2 ea. add'l. Handling $1 per shipment.
Europe, S. America Air Mail $16 1st item + $6 ea. add'l. Asia, Australia, Africa, Air Mail $25 1st item + $5 ea. add'l. Handling $1 per shipment.

PO Box 234
Rochester, VT 05767
Fax 802-767-3382
Int'l 802-767-3033
Call 800-753-4263

IBM TRADITIONAL

Sorry	$12
Space Vegetables	$10
Spot	$12
Stratego	$31
Strip Poker 3	$31
Strip Poker 3 DD 1-6 Each	$19
Super Jeopardy	$27
Super Tetris	$29
Swap	$29
Tactical Wizard	$39
Terminator Chess	$34
Tetris	$15
Tetris Classic	$27
Trump Castle 2	$12
Trump Castle 2 Data Disk 1	$6
Trump Castle 2 Data Disk 2	$6
Trump Castle 3	$34
Turn-n-Burn	$10
Vegas Entertnmnt Pak WIN	$20
Vegas Games Pak WIN	$19
Video Poker AlaCarte	$34
Video Poker Villa Crespo	$12
Video Poker WIN	$19
Video Poker by Masque	$19
Virtual Reality Studio 2	$64
Wayne's World	$26
Wellins	$15
Wheel of Fortune 2	$9
Wheel of Fortune 3	$9
Wheel of Fortune Gold	$15
Word Tris	$27
World Champion Backgmmn	$24
World Champion Cribbage	$24

IBM WARGAMES

Action North Atlantic	$26
Action Stations	$38
Action Stations Scenario 1	$14
Action off River Platte	$26
Air Raid Pearl Harbour	$26
Ambush	$42
American Civil War V1-3 Ea	$22
Banzai	$12
Battle Stations	$26
Battle Tank Barbarossa	$36
Battle Tank Kursk	$39
Battle of Austerlitz	$9
Battle of the Atlantic	$36
Battles of Napoleon	$24
Battleship Bismark	$26
Blitzkrieg Ardennes	$19
Blood & Iron	$52
Blue and the Grey	$42
Borodino Napoleon Invades	$30
Bravo Romeo Delta	$29
CW No Greater Glory	$21
Campaign	$39
Carrier Strike	$39
Carrier Strike Exp Pak	$19
Carriers at War	$34
Carriers at War Exp Pak	$37
Charge of the Light Brigade	$34
Conflict	$15
Conflict in Vietnam	$9
Conflict Middle East	$14
Conflict Korea	$36
Decision at Gettysburg	$19
Dreadnoughts	$42
Dreadnoughts Bismark	$29
Dreadnoughts Ironclads	$29
Dreadnoughts Deluxe	$89
Fall Gelb	$36
Fifth Eskadra	$36
Fire Brigade	$34
Fleet Commander	$39
Fleet Med	$36
Frontline	$34
Gary Gngsby Pacific War	$46
German Raider Atlantis	$26

'THE7THGUEST' is a terrifyingly real virtual environment lurking on a CD ROM. Henry Stauf was a maker of amazing puzzles. His greatest creation is the strange mansion in which you now find yourself. Features video clips with live actors, bizarre games & puzzles, 22 fully rendered rooms to explore, and many ghastly discoveries. **$49**

'EL FISH' is a new type of creativity software. You can breed fish by picking any 2 and letting the computer analyze them to create possible offspring. Compose aquascapes from the many supplied backgrounds. Select a soundtrack, grow & place plants, add and arrange rocks, shells, and other animated objects for your tank. **$41**

'AMAZON' recaptures the fun and excitement of the 1950's drive-in movies. Travel to unexplored regions of the Amazon, fight 10 foot ants, and find emeralds stolen by Cortez. Amazing cinematic effects such as multiple camera angles, flashbacks, zooms, pans, and fades. Features full digitized voices & sound effects. **$39**

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash.
Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Detectives replaced with same product. Offer, price & availability subject to change. All Sales Final. *SEE LAST PAGE FOR DETAILS

IBM WARGAMES

Gettysburg Turning Point	$36
Golan Front	$36
Grand Fleet	$36
Grey Seas, Grey Skies	$36
Halls of Montezuma	$24
Harpoon	$25
Harpoon Battle Set 2 or 3	$19
Harpoon Battle Set 4	$24
Harpoon Challenger Pak SE	$49
Harpoon Designer Series	$17
Harpoon Designer Series 2	$25
Harpoon Scenario Editor	$27
High Command	$45
In Harms Way	$36
Kampfgruppe	$59
Kriegsmarine	$36
Kursk Campaign	$36
Line in the Sand	$24
Long Lance	$39
MacArthur's War	$21
Main Battle Tank C Germany	$36
Main Battle Tank MiddleEast	$36
Main Battle Tank N Germany	$36
Malta Storm	$36
Man of War	$36
Mare Nostrum	$26
Marianas Turkey Shoot	$24
Midway	$19
Moscow Campaign	$36
Northern Fleet	$36
Operation Overlord	$36
Pacific Storm Midway Cpgn	$36
Pacific Storm Solomon Cpgn	$36
Panzer Battles	$24
Patriot	$44
Patriot Battle Set 2	$24
Patriot Scenario Editor	$27
Patton Strikes Back	$12
Prelude to Jutland	$26
Red Lightning	$12
Return to Falklands	$28
Rising Sun	$26
Rommel Battles For N Africa	$24
Rommel at El Alamein	$36
Rommel at Gazala	$36
Rorke's Drift	$34
Second Front	$21
Seventh Fleet	$36
Stalingrad Campaign	$36
Storm Across Europe	$12
Third Reich	$27
To The Rhine	$36
Typhoon of Steel	$12
UMS 2	$19
UMS 2 Civil War	$24
UMS 2 Desert Storm Scen	$24
UMS 2 Planet Editor	$19
Under Fire	$12
V Victory: Utah Beach	$44
V Victory: Velikiye Luki	$44
V for Victory: Market Garden	$44
Victory at Sea	$37
Vulcan	$34
War in the Falklands	$26
Warship that Changed Histry	$26
Waterloo	$19
Western Front	$36
White Death	$19

IBM SPORTS

4D Boxing	$17
4th & Inches	$4
4th & Inches Team Const	$10
ABC Monday Night FB	$37
ABC Monday Night FB WV	$34
ABC Wide World Boxing	$32
APBA Base TD 1908-89 Ea	$21
APBA Base TD 1990-91 Ea	$19
APBA Baseball	$24

IBM SPORTS

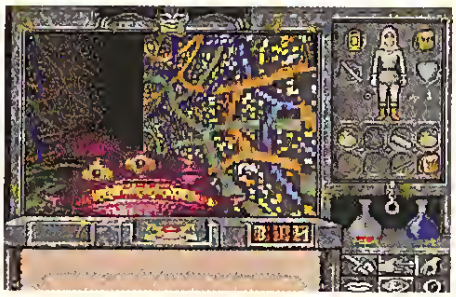
APBA Baseball General Man	$29
APBA Baseball Statmstr 2 0	$29
APBA Baseball Wizard 2 0	$29
APBA Basketball	$34
APBA Bowling	$14
APBA College Basketball	$32
APBA Football	$34
APBA Micro Manager	$32
ATP Tennis	$34
Action Sports Soccer	$25
All American College Ftbll	$36
All Star Sports Pak	$15
American Gladiators	$21
Basketball Challenge	$28
Bball Challenge 1987 Teams	$13
Bball Challenge 1988 Teams	$13
Bball Challenge 1989 Teams	$17
Bball Challenge 1990 Teams	$17
Bo Jackson Baseball	$32
Carl Lewis Challenge	$32
Cycles Grand Prix	$28
Daily Double Horse Racing	$19
David Robinson NBA Action	$44
Days of Thunder	$24
Face Off	$9
Front Page Football	$39
Future Sports	$28
Grand Prix Circuit	$17
Greens	$34
Hardball 3	$34
Hardball 3 Players Disk	$17
Hardball 3 Stadium Disk	$19
Harlem Globetrotters	$15
Hat Trick	$9
Hole In One Mini Golf Delux	$12
Indianapolis 500	$17
International Sports Chllnge	$29
Jack Nicklaus Unlimited Golf	$27
Jack Nicklaus Greatest 18	$27
Jack Nicklaus CD 1-5 Ea	$15
Jack Nicklaus Clip Art	$12
Jack Nicklaus Signature Ed	$42
Jack Nicklaus SE Course 1	$17
Jack Nicklaus SE Clip Art	$24
Joe Montana Football	$31
John Elway Quarterback	$6
Lance Haffner Baseball	$36
LH Base 20's Series	$16
LH Base 30's Series	$16
LH Base 40's Series	$16
LH Base 50's Series	$16
LH Base 60's Series	$16
LH Base 70's Series	$16
LH Base 80's Series	$16
LH Baseball League Leaders	$16
Lance Haffner Boxing	$36
LH Boxing Contenders	$16
Lance Haffner College BBall	$36
LH Col Bball Utilities	$16
LH Pro Basketball	$36
LH Pro Basketball Utilities	$16
Lance Haffner Football	$36
LH Football 60's Teams	$16
LH Football 70's Teams	$16
LH Football 80's Series	$16
LH Football 1989 Teams	$16
LH Football 1990 Teams	$16
LH Football Utilities	$16
Lance Hafner Hockey	$36
Lakers vs Celtics	$17
Links	$29
Links Courses 1 Bountiful	$17
Links Courses 2 Firestone	$17
Links Courses 3 Bay Hill	$17
Links Courses 4 Pinehurst	$17
Links Courses 5 Dorado	$17
Links Courses 6 Barton Crk	$17
Links Courses 7 Troon North	$17
Links Pro 386 Golf	$35
Links Pro CD 1 Mauna	$20
Links Pro CD 2 Pinehurst	$20

tion of the game with little effort. Few players enjoy wandering through repetitive passages for hours on end, however. Granted, the game is titled "Labyrinth of Worlds" but I don't think this needed to be taken literally.

Further, the sheer scope of the game can be daunting. If the player feels stuck somewhere, he or she has practically miles of dungeon to check for one earlier mistake. This can be particularly annoying if the solution to the problem is something as small as examining a particular wall or device more carefully.

Some of these problems could have been solved elegantly by the programmers with more NPC involvement. It would have been nice if the members of the castle could provide more support. For example, if the player has been wandering around for hours getting absolutely nowhere, one of the NPCs could provide a clue, which could become more explicit if the player still doesn't make progress. This would be perfectly feasible since the entire population of the castle is supposedly working on the dilemma, together with the Avatar. This could ease frustration, while also making the NPCs seem more involved and alive. Further, the NPCs could, at infrequent intervals, descend into the Labyrinth themselves, perhaps to solve a class-specific puzzle. In the instance above, it would have been much more exciting and interesting had Nystul (the court wizard) assisted in the Academy Final, then allowed the Avatar to solve the bulk of the puzzles. Having a dynamic game environment would have been the perfect compliment to the "you are there" feeling of the game, and would have provided a complete and total gaming environment.

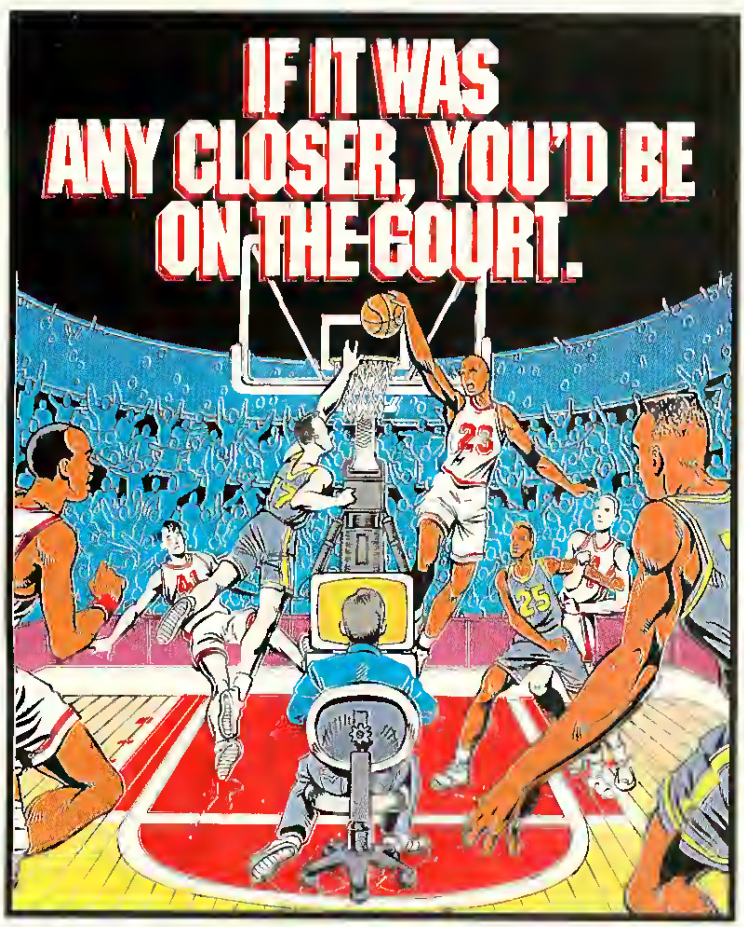
On a different note, the basic plot has some problems. Why is it that every 3-D fantasy game has to take place entirely underground in dungeons? I became increasingly claustrophobic as world after world went by, never seeing the outside! Perhaps this was intended to keep the sense of being imprisoned, in which case it served its function well, but it would be nice to see a "you are there" game which took the player's character outside!



Finally, why is it that the Avatar, savior of Britannia eight times over, enters the game as a first level character? This constant restarting of the Avatar is ridiculous. The game does give the Avatar's name a heroic legacy, but the player feels none of that power when required to start from scratch. *Ultima* has abused the Avatar long enough. If they want to keep him, they should at least give him some sense of power and grandeur. If they want a first level character, have it be another follower of the Virtues, a new novice who will rise and save the world in the Avatar's name. I know it'll be hard for Origin to let that plot-gimmick go, but I think it's long past due.

The Final Analysis

Despite the problems, *Ultima Underworld II: Labyrinth of Worlds* is a relatively high-quality game. However, I can recommend it only with reservations. Hard-core *Ultima* players will definitely want to play the game to continue the Avatar's exploits. Further, those who love 3-D dungeons will find much enjoyment. Still, those who purchase the game should be aware that they are in for a long and grueling quest, which will task their patience. While testing their stamina is a good test of the Avatar, it won't suit all gamers. Further, the game is in many ways a gilded cage: it looks very nice, and is in many ways comfortable, but it is *still* a cage. The contrived plot and setting have the player imprisoned, forced to follow a certain set path to freedom. By the time I finally saw daylight again, emerging from the *Labyrinth*, I must admit that it wasn't exultation I felt, but sheer relief. Frankly, I don't want to go back to that prison again. **CGW**



CACTUS LEAGUE
PROFESSIONAL
BASKETBALL™
FROM THE DEVELOPERS OF APBA PROFESSIONAL BASKETBALL™

NOT AN ARCADE GAME
IT'S THE MOST STATISTICALLY ACCURATE BASKETBALL SIMULATION EVER CREATED

You can create teams with any of the real-life players you want! Or play games with the players on their real life teams. It's up to you! Complete AutoSchedule Module, Statistics Module, Records Module and more!

Perfect for fantasy leagues, but you don't need to be a basketball expert to have a ball

VERSION 3.0 NOW AVAILABLE
USE YOUR VISA OR MASTERCARD

CALL 1-800-336-9444 TODAY AND BE ON OUR COURT TOMORROW!

CACTUS DEVELOPMENT COMPANY, INC.™
WE TAKE FUN SERIOUSLY

For IBM PC/XT/AT/386/486s and compatibles To purchase with check or money order, send $49.95 plus $4.00 shipping and handling to Cactus Development Company Inc. 7113 Burnet Road, Suite 214, Austin Texas 78757. Copyright ©1993 Cactus Development Company, Inc. Customer Support (512)453-2244 Fax (512)453-3757, BBS (512)453-3155. APBA Professional Basketball is a trademark of the APBA Game Company Inc., Lancaster Pennsylvania. CACTUS LEAGUE PROFESSIONAL BASKETBALL is a trademark of Cactus Development Company Inc.

CHIPS & BITS inc.

FREE GAME WITH YOUR $75 ORDER*

Shipping to US, PR, AK, HI, APO & FPO $4 per order. Air Mail to Canada $6 per order. Handling $1 per shipment.
2 Business Day Air US $6 per order; PR, HI $12 1st item + $2 ea. add'l; AK $16 1st item + $2 ea. add'l. Handling $1 per shipment.
Europe, S. America Air Mail $19 1st item + $5 ea. add'l. Asia, Australia, Africa, Air Mail $25 1st item + $5 ea. add'l. Handling $1 per shipment.

PO Box 234
Rochester, VT 05767
Fax 802-767-3382
Int'l 802-767-3033
Call 800-753-4263

IBM SPORTS

Links Pro Course Disk 3	$20
Links Pro Course Disk 4	$20
Links Pro Course Disk 5	$20
Low Blow	$12
M U D S	$9
Madden Football	$17
Madden Football 2	$32
Madden Player Stats 90	$18
Magic Johnson Fast Break	$6
Magic Johnson MVP	$15
Mario Andretti Racing	$17
Michael Jordan Flight Sim	$38
ML Baseball All Star	$17
Microleague Baseball GM	$24
ML Basebalt Manager's Ch	$19
ML Baseball Franchise Disks	$20
ML 1980s World Series	$17
Microleague Basbll 4 USAT	$31
ML Baseball 4 USAT FM	$25
ML Baseball 4 USAT GM	$19
Microleague Basketball	$28
ML Basketball All Stars	$34
Micro League Football Dlx	$39
ML Football 2	$39
ML Personal Pro Golf	$28
Microsoft Golf for Windows	$39
Mike Ditka Power Football	$32
NFL Challenge	$60
NFL Chllnge TD 1984-90 Ea	$15
NFL Challenge 91 Teams	$22
NFL Chall Col Alumni Teams	$22
NFL Chall Game Situation Ed	$20
NFL Challenge All Star Team	$22
NFL Challnge Dream Teams	$20
NFL Chllnge Greatest Teams	$22
NFL Challenge Premium Ed	$59
NFL Challenge Roster Editor	$20
NFL Football	$31
NFL Pro League Football 92	$24
NFL Proleague Football	$19
NFL Video Football	$39
Nascar Challenge	$31
Over the Net	$9
PGA Tour Golf	$32
PGA Tour Golf Course 1	$17
PGA Tour Golf Ltd Ed	$45
PGA Tour Golf WIN	$38
Playmaker Football	$26
Power Hits Sports	$19
Pro League Baseball	$18
Pro Tennis Tour 2	$32
ProFootball Analyst 92 Ed	$19
Road to the Final Four	$37
Serve & Volley	$12
Shufflemania	$34
Skate or Die	$15
Sport of Kings	$12
Sporting Triangle	$12
Summer Challenge	$34
Super Car Pak	$37
T K Q	$4
Team Suzuki	$15
Tennis Cup	$32
The Games Winter Challnge	$34
Tie Break Tennis	$12
Tom Landry Football	$24
Tony LaRussa Baseball	$16
Tony LaRussa Fantasy Mngr	$15
Tony La R Classic Stadiums	$15
Tony La R Basbll Team Disk	$12
Tony LaRussa AL Stadiums	$15
Tony LaRussa NL Stadiums	$15
Tony La Russa Baseball 2	$36
Wayne Gretzky Hockey 3	$39
Wayne Gretzky League	$26
Weaver Baseball 2.0	$14
Weaver 2.0 commemorative	$41
Weaver Commissnr Disk 2	$16
Wilson Pro Staff Golf	$23
World Circuit	$34
World Class Soccer	$28

'JUMP JET' is a state of the art flight simulator based on the most unique aircraft in the world today. Features up to 6 sorties per day, fatigue factor in combat, digitized views of weapons and the ability to hover, fly backward and land vertically. **$39**

'CARRIERS AT WAR' brings to life six crucial carrier battles of WWII; Pearl Harbor, Coral Sea, Midway, Eastern Shores, Santa Cruz, and Great Marianas Turkey Shoot. Seek out and destroy enemy carriers, fleets, air forces. Features hundreds of individually modeled ships and aircraft from that period. **$37**

'GREATBATTLES OF THE 20TH CENTURY' brings 20 new scenarios for the **Perfect General** game. Includes 1967 & 1973 Suez conflicts, Kursk, The Moscow Push, Stalingrad, Malta, Long Binh Inferno, Crete, Falklands, Inchon, Operation Sea Lion, Pusan Per, Saigon, Bataan, Fulda, Dnepr Br., Gudenan Forward, & more. **$23**

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash.
Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Offer, price & availability subject to change. **All Sales Final.** *SEE LAST PAGE FOR DETAILS

IBM ROLE PLAYING

2400 AD	$12
ADD Starter Kit	$35
ADD Collector's Edition 2	$45
Autoduel	$26
Bard's Tale 1 Char Editor	$16
Bard's Tale 2	$19
Bard's Tale 2 Char Editor	$16
Bard's Tale 3	$32
Bard's Tale 3 Char Editor	$16
Bard's Tale Construction	$19
Battletech	$12
Battletech 2	$31
Black Crypt	$32
Bloodwych	$15
Buck Rogers Countdown	$12
Captain Blood	$9
Captive	$30
Celtic Legends	$32
Challenge of 5 Realms	$44
Champions	$37
Champions of Krynn	$21
Champions Krynn Char Edtr	$16
Cobra Mission	$49
Conan	$16
Corporation	$19
Curse of the Azure Bonds	$15
Curse Azure Bonds Char Ed	$16
Cyber Empire	$32
Cyber Space	$39
Cybergenic Ranger	$6
Dark Queen Krynn Char Ed	$16
Dark Queen of Krynn	$32
Dark Sun	$37
Darklands	$39
Darklands Master Edition	$51
Darkspyre	$32
Daughter of Serpents	$32
Death Knights of Krynn	$21
Death Knights Krynn Char Ed	$16
Dragon Strike	$15
Dragon Wars	$12
Dragon Wars Char Edit	$16
Dragons of Flame	$9
Drakkhen	$37
Drakkhen Char Edit	$16
Dungeon Master	$34
Dusk of the Gods	$24
Elvira 2 Jaws of Cerberus	$19
Elvira Mistress Dark	$29
Escape From Hell	$17
Escape from Hell Char Edit	$16
Eye of the Beholder 1	$19
Eye of the Beholder 2	$38
Eye of Beholder 2 Char Edit	$16
Eye of the Beholder 3	$39
Eye of Beholder 3 Char Edit	$16
Eye of the Horus	$28
Fire King	$19
Flames of Freedom MWII	$28
Fountain of Dreams	$15
Fountain of Dreams Char Ed	$16
Four Crystals of Trazere	$24
Gateway Savage Frontier	$32
Gods	$26
Hard Nova	$17
Hard Nova Char Edit	$16
Heaven and Earth	$32
Hero's Quest	$21
Hero's Qst 2 Trial Fire	$21
Hero's Quest 1 VGA	$24
Hero's Quest 3 VGAEGA	$42
Hero's Quest 3 VGAEGA HD	$36
Heroes of the Lance	$12
Hillstar	$15
Immortal	$17
Joan of Arc	$12
Keys to Maramon	$12
Keys to Maramon Char Edit	$16
King's Bounty	$15
Knights of Legend	$30
Knights of Legend Char Edit	$16

IBM ROLE PLAYING

Legacy of the Necromancer	$17
Legend	$31
Legend of Valor	$39
Lord of the Rings V1	$32
Lord of Rings V1 Char Edit	$16
Lord of the Rings V2	$37
Lord of Rings V2 Char Edit	$16
Loremaster	$39
Lure of the Temptress	$37
M	$45
Magic Candle 1	$12
Magic Candle 1 Char Editor	$16
Magic Candle 2	$21
Magic Candle 2 Char Editor	$16
Magic Candle 3	$38
Martian Dreams	$37
Martian Dreams Char Edit	$16
Matrix Cubed	$32
Mechwarrior	$19
MegaTraveller.Zhodani	$9
MegaTrvllr Zhodani Char Ed	$16
MegaTraveller 2	$19
MegaTraveller 2 Char Edit	$16
MegaTraveller 3	$39
Midwinter	$12
Might & Magic 1	$12
Might & Magic 1 Char Edit	$16
Might & Magic 2	$12
Might & Magic 2 Char Edit	$16
Might & Magic 3	$34
Might & Magic 3 Char Edit	$16
Might & Magic 4 Clouds Xeen	$34
Might & Magic 4 Char Editor	$16
Might & Magic 5 D Side Xeen	$42
Mines of Titan	$12
Mission: Impossible	$19
Murder	$29
Obitus	$27
Paladin Scrolls Talmouth Dk	$16
Pirates	$6
Pirates Gold	$42
Planet's Edge	$34
Planet's Edge Char Ed	$15
Pool of Radiance	$15
Pool of Radiance Char Editor	$16
Pools of Darkness	$38
Prophecy 1	$12
Protostar	$45
Questron 2	$12
Ragnarok	$34
Rings of Medusa	$24
Savage Empire	$34
Savage Empire Char Editor	$16
Sea Rogue	$29
Secret Silver Blades	$15
Secret Silver Blads Char Edit	$16
Sentinel Worlds	$9
Sentinel Worlds Char Edit	$16
Shadow Sorcerer	$9
Shadowlands	$29
Shadows of Mordor	$28
Sleeping Gods Lie	$28
Sorcerian	$15
Space 1889	$12
Space 1889 Char Edit	$16
Space Hulk	$38
Space Inc	$34
Space Rogue	$30
Space Rogue Char Edit	$16
Spacewrecked	$19
Spellcraft: Aspect of Valor	$38
SpellJammr Pirates Rlm Spc	$38
Spellbound	$39
Spirit of Excalibur	$16
Star Saga 2	$19
Starflight 1	$17
Starflight 2	$17
Summoning	$38
Sword of the Samurai	$12
Tales Magic: Prophecy Shdw	$29
Tales Magic: Pr Sh Char Ed	$16

Is Wisdom the Greater Part of Valour?

SSI Introduces U.S. Gamers to *Legends of Valour*

by Chuck Miller

Mitteldorf, a massive city, teems with activity. Busy stteets abound with local merchants, travelers and, potentially, fellow adventutets. Of course, the local inns and taverns attract their usual clientele. So, be ready at a moment's notice to become the focal point of a friendly brawl. Also be prepared to spot a bargain and don't hesitate to accept an errand or two in order to earn a few extra groats. However, remember that legends are not made of mundane toil. There is a mission to fulfill — find a missing cousin named Sven.

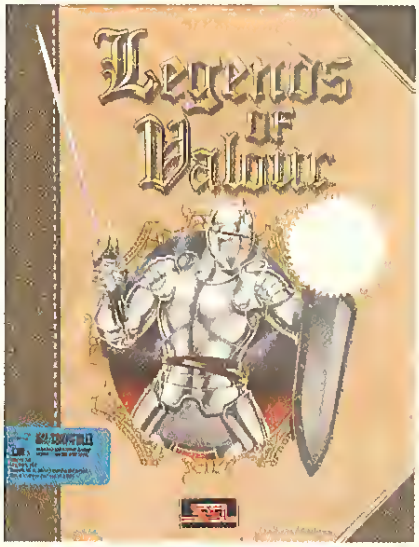
His last letter reached his family quite some time ago and, understandably, they are worried about Sven's condition. Thus, the immediate goal is to try and discover where he is and what has befallen him. Beyond that, the game hasn't offered so much as an idea of what adventures lie in store. Though, ultimately there is the prospect of slaying an evil demon and restoting a king to power.

Stuck in the Mitteldorf with You

Legends of Valour, a 3-D fantasy role-playing game similar in many regards to Origin's *Ultima Underworld*, claims to rewrite the standard in 3-D adventures by offering "the hottest, smoothest 3-D scrolling ever seen in an underworld, or any world!" A few minutes with *Legends of Valour* substantiates the assertion concerning its exttemely smooth 3-D scrolling graphics. Its claim of rewriting the standatd in 3-D adventures, however, must be challenged.

Seldom do I begin a review focusing on the negative aspects of a game. I felt it appropriate to do so, though, in this case. SSI has long been respected for the quality of their games and their commitment to meeting customers' needs. I am convinced this has not changed. Nonetheless, I am concerned. *Legends of Valour* is SSI's second out-of-house product released since December, the first being *Pirates of Realmspace*. Unfortunately, *Legends of Valour* (like *Realmspace*, which appeared to be a last ditch effort to market one final Gold Box-style product) has placed SSI in danger of soiling their reputation by publishing games of an inferior nature while making grandiose claims about them. I know these words seem harsh, but SSI's long-standing reputation for quality is not evidenced in their two latest role-playing titles.

One should not assume from these statements that *Legends of Valour* has no value. Game design is good, play is somewhat enjoyable and the game system holds great promise for the future. However, implementation of and weaknesses inherent in this fantasy role-playing adventure cause it to come up short in overall atmosphere and playability.



TITLE	Legends of Valour
SYSTEM	IBM, 386 or greater, 640K RAM; Mouse recommended
PRICE	$59.95
GRAPHICS	VGA
SOUND	Ad Lib, Roland and Sound Blaster/Pro
PROTECTION	Documentation Look-up
DESIGNERS	Dimension Creative Designs, Ltd
PUBLISHER	Strategic Simulations, Inc. Sunnyvale CA (408) 737-6800

From Generation to Generation

Character generation in *Legends of Valour* is a simple and painless procedure. While races are limited to human, dwatf or elf, a great degree of customization is provided fot alteting the appearance of one's on-screen persona through a type of character portrait construction set. When facial features are to the player's liking, the process moves on to selecting armor, goods and weapons. Up to eight characters can be created, though only one is employed during play.

The downside is that only eight save positions are available. In addition, the player can only save his or her progress at specific locations, namely inns, taverns and hostels. This unfortunate carryover from early RPGs means that one must locate an appropriate place to save their progress on a regular basis or face the inevitable Restore-and-Replay Syndrome, one which quickly robs the game of its pleasure.

A Knight on the Town

Legends of Valour takes place, as mentioned, in the town of Mitteldorf and its dungeons beneath. Basically an immense above-ground maze, Mitteldorf offers well over 100 locations to visit, from taverns and shops to guilds and temples. Many dwellings have second story accommodations, too. In all, a great majotity of early game play revolves around identifying and investigating the numerous establishments in this thriving city. To aid in this procedure, a copy of Ye Olde Mitteldorf Town Map is provided for the player, listing the major locations but requiring one to place them on the map. In addition, a rather primitive automapping feature is available which identifies one's general location in the city or dungeons below.

Unfottunately, the player will probably also have the opportunity to kill some time in one of several prisons. In fact, it is extremely easy to get arrested in Mitteldorf. About a dozen specific crimes are listed. However, the whole process appears to be unrelated to actually committing a crime. For example, while standing in the street, I was arrested for "assaulring an officer" and was promptly dumped in prison, fined and released the next day a much poorer individual. Is there no justice in Mitteldorf?

Tourist Distractions

In addition to the random nature of criminal arrests in *Legends of Valour*, there are several other major distractions with which to contend. Acquiring one's daily sustenance is more of a battle than most of the violent encounters. The need to eat, drink and sleep is emphasized so greatly that it is

CHIPS & BITS inc.

FREE GAME WITH YOUR $75 ORDER*

Shipping to US, PR, AK, HI, APO & FPO $4 per order. Air Mail to Canada $6 per order. Handling $1 per shipment.
2 Business Day Air US $6 per order; PR, HI $12 1st item + $2 ea. add'l; AK $16 1st item + $2 ea. add'l. Handling $1 per shipment.
Europe, S. America Air Mail $19 1st item + $6 ea. add'l. Asia, Australia, Africa, Air Mail $25 1st item + $6 ea. add'l. Handling $1 per shipment.

PO Box 234
Rochester, VT 05767
Fax 802-767-3382
Int'l 802-767-3033
Call 800-753-4263

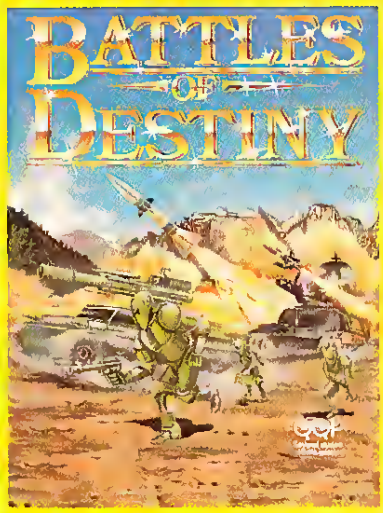
IBM ROLE PLAYING

Tangled Tales	$21
Terran Envoy	$12
Third Couner	$6
Times of Lore	$28
Treasures Savage Frontier	$32
Treasure Svg Frntr Char Ed	$15
Trilogy	$15
Tunnels & Trolls	$12
Tunnels & Trolls Char Editor	$16
Twilight 2000 VGA	$24
Twilight 2001	$39
Ultima 4	$35
Ultima 4 Char Editor	$16
Ultima 5	$35
Ultima 5 Char Editor	$16
Ultima 6 False Prophet	$21
Ultima 6 Char Editor	$16
Ultima 7 Black Gate	$52
Ultima 7 Char Ed	$16
Ultima 7 Forge of Virtue	$21
Ultima 7 5 Serpent Isle	$52
Ultima Trilogy	$39
Ultima Trilogy 2	$52
Ultima Uworld Stygian Abyss	$52
Ultima Uworld St Ab Char Ed	$15
Ultima Uworld 2 Labyrinth	$52
Uncharted Waters	$42
Unlimited Adventures	$32
Veil of Darkness	$42
Vengeance of Excalibur	$16
War of the Lance	$9
Wasteland Char Editor	$16
Waxworks	$34
Wizardry Trilogy	$32
Wizardry (1-3) Char Editor	$16
Wizardry 4	$19
Wizardry 4 Char Editor	$16
Wizardry 5	$26
Wizardry 5 Char Editor	$16
Wizardry Cosmic Forge	$34
Wizardry Cosmic F Char Edit	$16
Wizardry 7 Crusaders	$39
Wizadry 7 Crusadr Char Edit	$16

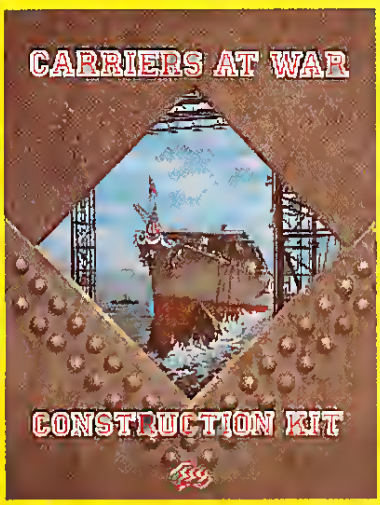
IBM EDUCATIONAL

Ace Detective	$30
Ace Explorer Sequencing	$36
Ace Inquirer	$40
Ace Reporter	$36
Ace Reporter Deluxe	$48
Auto Map	$64
AutoWorks	$49
BodyWorks	$49
Boom Box	$29
Castle of Dr Brain VGA	$29
Cleo is a Dragon	$30
Comic Book Maker	$32
Cuckoo Zoo	$32
Eagle Eye Mystenes	$32
EcoQuest 2 Lost Sort Rain	$34
EcoQuest VGA	$32
Evelyn Wood Dyn Reader	$24
Fatty Bear's Birthdy Surprise	$32
Fay's Word Rally	$32
Incredible Machine VGA	$29
Island Of Dr Brain VGA	$29
Jones Fast Lane	$24
Kidworks	$30
Kidwriter Gold	$32
Land of The Unicorn	$39
Mario Teaches Typing	$24
Marvin the Moose Vol 1	$30
Marvin the Moose Vol 2	$30
M Beacon Teaches Typing	$26
M Beacon Teaches Typ WIN	$29
Milliken Storyteller Vol 1	$30
Milliken Storyteller Vol2	$30
Mixed Up Faery Tale VGA	$29
Mixed-Up Mother Goose	$29

'WORLD CIRCUIT' allows you to compete against 25 drivers on all 16 of the premiere Grand Prix racetracks. Features realistic car handling, authentic cockpit instruments, adjustable mirrors, and the ability to tune car design for each track. **$34**



In **'BATTLES OF DESTINY'** you must seek out and destroy up to 3 opponents in order to conquer the world. Features modem play, air, ground and naval combat, challenging artificial intelligence, 22 different units to construct, more than 20 worlds to conquer, campaign style play, and a complete player history. **$38**



'THE CARRIERS AT WAR CONSTRUCTION KIT' provides an infinitely flexible tool for creating a particular battle or an original scenario. Build ships and planes, organize squadrons, draft maps, position air bases and adjust the artificial intelligence used by the computer. 3 new scenarios included; Wake Island, Guadalcanal, & Tarawa. **$37**

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Offer, price & availability subject to change. All Sales Final. *SEE LAST PAGE FOR DETAILS

IBM EDUCATIONAL

Never Ending Story 2 Crayon	$9
Orbits: Voyage Solar System	$39
Peanuts	$31
Phonics Plus	$25
Picture Perfect	$32
Print Shop Deluxe	$39
Print Shop Deluxe Bus Grph	$29
Putt Putts Fun Pak	$22
Quarky Quaysoo's Turbo Sci	$29
Read 'n Roll	$36
Read 'n Roll Data Disk	$12
Read & Rhyme	$31
Reader Rabbit 1: Early Read	$37
Reader Rabbit 2	$37
Reader Rabbit's Ready Ltrs	$37
Robot Writer Plus	$30
Rodney's Funscreen	$32
Scooter's Magic Castle	$32
Speedreader WIN	$30
Spell it Plus	$31
Spell-a-Saurus	$27
Spelling	$31
Spelling Wiz	$22
Stickybear Reading	$24
Stickybear Reading Comp	$30
Stickybear Reading Tutor	$31
Stickybear Spellgrabber	$32
Stickybear Spelling Tutor	$32
Story Sketcher	$42
Super Solvers Midnight Resc	$30
Super Solvers Spellbound	$31
Super Spellicopter	$21
Twisty History VGA	$29
Wacky Funster	$18
Weekly Rdr Reading Comp	$31

IBM CD ROM

12 Roads to Gettsyburg WIN	$48
7th Guest	$56
A Christmas Carol	$18
Advent Willie Beamish	$45
Adventures of Brad Stallion	$39
Aesop's Multimedia Fables	$30
Annabel Dream Ancnt Egypt	$52
Barney Bear Goes to School	$23
Barney Bear Goes to Space	$23
Battle Chess WIN & DOS	$46
Buzz Aldrin Race Space	$59
California Travel	$12
Campaign	$35
Capstone Game Collection	$45
Chessmaster 3000	$46
Conan	$21
Conquests Robin Hood WIN	$42
Cyber Space	$38
Don Quixote	$32
Dune	$35
El Grito Del Jaguar WIN	$46
Fascination WIN	$39
Fatty Bears Birthdy Surprise	$38
Gofer's Winkel Advent WIN	$35
Guy Spy	$29
Impressionist Sources WIN	$69
Indy Jones Fate Altantis	$52
Interactive Storytime Vol 1	$30
Interactive Storytime Vol 2	$30
Interactive Storytime Vol 3	$30
Jack and the Beanstalk	$34
Jones In The Fast Lane WIN	$42
Jungle Book WIN	$34
King's Quest 5 WIN	$42
King's Ransom	$38
Legend of Kyrandia	$49
Library of Art: Renaissance	$60
Loom	$48
Lost Treasures of Infocom	$46
Lost Treasures Infocom 2	$46
Mantis Experimental Fgtr	$45
Multi Media Vaildi WIN	$34

IBM CD ROM

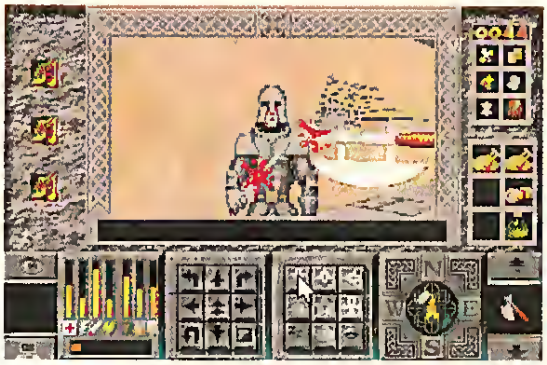
Omar Sharif Bridge	$46
Putt Putt Joins the Parade	$42
Rodney's Funscreen	$46
Secret Monkey Island	$39
Secret Weap Luftwaffe	$48
Sherlock Holmes Consul Det	$44
Sherlock Holmes Consul Det	$44
Shuttle	$24
Software Toolwrks Refernce	$80
Space Quest 4	$39
Space Quest 4 WIN	$42
Spirit of Excaliber	$32
Star Child	$32
Star Trek 25Anv	$46
Stellar 7 WIN	$42
Talking Classic Tales	$60
Talking Jungle Safari	$60
Team Yankee 2	$29
Ultima Bundle	$59
Velveteen Rabbit Childrens	$58
Where in the World Deluxe	$66
White Horse Child	$32
Wing Commander 1 Deluxe	$59
Wing Commandr/Ultima 6	$59
Wing C/Ultima Underworld	$59
Wolf Pack	$39
Wrath of the Demon	$29

IBM HINT BOOKS

688 Attack Sub	$10
A-Train	$16
Advent Willie Beamish	$10
Altered Destiny	$10
Bard's Tale 1	$10
Bard's Tale 2	$10
Bard's Tale 3	$10
Bargon Attack	$10
Black Cauldron	$10
Blue Force, Next of Kin	$10
Buck Rogers Countdown	$10
Castle of Dr Brain	$10
Champions of Krynn	$10
Civilization	$16
Codename Iceman	$10
Colonel's Bequest	$10
Conquests Robin Hood	$10
Conquests of Camelot	$10
Countdown	$10
Curse of the Azure Bonds	$10
Dark Queen of Krynn	$10
Darklands	$14
Darkspyre	$10
Death Knights of Krynn	$10
Dragon Wars	$10
Dragons of Flame	$8
Drakkhen	$10
Dungeon Master	$10
Dynamix Great War Planes	$16
EcoQuest Search For Cetus	$10
Elvira 2 Jaws of Cerberus	$10
Elvira Mistress Dark	$10
Eye of the Beholder	$10
Eye of the Beholder 2	$12
Eye of the Beholder 3	$10
Fascination	$10
Free DC	$10
Gateway Savage Frontier	$10
Global Conquest Strat w/disk	$21
Gobliiins	$10
Gold Rush	$10
Gunship 2000	$16
Hard Nova	$10
Harpoon	$16
Heart of China	$10
Hero's Quest	$10
Heros Qst 2 Trial Fire	$10
Heros Quest 3	$10
Hillsfar	$8

overly distracting to play. I died from lack of food and poor health so often just when the game was getting interesting that I soon tired of the whole process. Fantasy adventures should remove one from the distractions of real life, not impose an overdose of these minute distractions upon them.

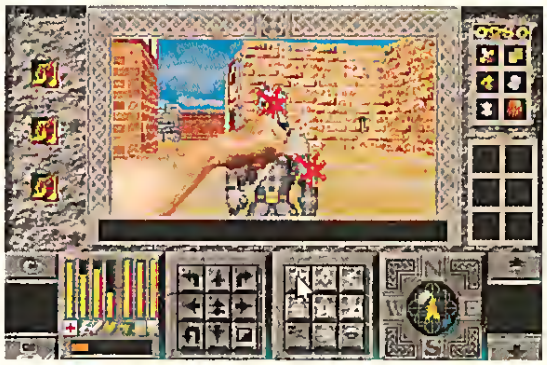
Another distraction to the flow of the game concerns interaction with the NPCs encountered. More often than not, conversing with the local inhabitants is a repetitive process of issuing "What is" and Where is" questions which result predominantly in the same pithy answets (though insults do show greatet variation).



A general lack of atmosphere also prevails in *Valour*, the primary culprit being the background music and sound effects, or rather their dearth. Sound effects are sparse and music is almost entirely lacking.

Is There Any Value to *Valour*?

By now, one must be wondering if *Legends of Valour* has any value to offer. In spite of all its failings, yes, it does. The interface, though a trifle cluttered, is well designed and offers good mouse and keyboard support. Smooth scrolling 3-D graphics, as claimed, are exceptional and provide the player with a well detailed window on the world of Mitteldorf. The size of the display window is adjustable (reducing its size makes play acceptable on slower systems), though, even at its largest size the view provided is about 50 percent smaller than that of *Ultima Underworld*. Still, when approaching an object, texture and detail temain amazingly intact, more so than the competition.



Clearly, smooth 3-D graphic scrolling is *Valour*'s key selling point, enhanced by the overall quality of its 256-color VGA gtaphics. However, next to graphics in calibet is the game's documentation. Both creative and entertaining, the manual is written with just the right amount of information and humor, making the experience of pouring through its pages an enjoyable one.

The Stuff of Which Legends are Made?

As already stated, *Legends of Valour* suffers from a significant number of weaknesses. Its restrictions on game saves, numerous distractions, general lack of atmosphere, and absence of sufficient audio enhancements all contribute to an overall lack of enjoyment and staying power. While the gtaphics are as good as claimed, they cannot make up for the game's numerous deficiencies.

I have high hopes for SSI's upcoming releases: *Dark Sun, Eye of the Beholder III* and *Veil of Darkness*. All portend to be excellent products. As far as *Legends of Valour* is concerned, though, I believe the wise choice would be to leave the task of discovering what legends are made of to some other adventurer. CGW

KEYBOARD COMMANDER CORPS

PREMIUM TEMPLATES®

Do you enjoy "flying" the super-sophisticated PC flight simulators available today? Is "keyboard confusion" your worst enemy- you know, frantically hunting keys to switch views, activate defenses, launch weapons, etc ,(not to mention flying the plane)- just to survive the mission?

KEYBOARD COMMANDER CORPS® flight simulator keyboard templates can end that overload and let you concentrate on flyin' and shootin'. Our high-quality, color templates turn any AT101 Enh keyboard into a realistic control panel for your favorite sim and our standardized, color-coded layout flattens the learning curve from one sim to another.

Forget "Keyboard Confusion", just remember to...

"Watch 'yer six!!"

Now Available!!! Strike Eagle III Gunship 2000 Maximum Overkill X-Wing

Available in fine stores!

Falcon 3.0/3.01
Aces of the Pacific
Secret Weapons of the Luftwaffe
JetFighter I & II
B-17 Flying Fortress
CY Air Combat
A-10 Tank Killer 1.5
F-15 Strike Eagle II
F-117A Nighthawk
Megafortress
A.T.P.
Flight Simulator 4.0

★High-quality, 3-D graphics
★Logical, color-coded layout
★Fits all AT101 Enh. keyboards
★Standardized format
★Affixes to keyboard
★Sturdy, laminated stock

Hurry! Get 'em at Introductory Prices!!!

Please Print ❑ Check Enclosed ❑ Money Order enclosed (Faster delivery)

Name Country

Address City

State/Province Zip/PostalCode

Items (Discounts per order only Allow2-4 Weeks) DEALERS WELCOME

1	$11.95
Any 2	$21.50
Any 3	$30.00
4 or more	$9.25 each

S&H add $3.00 or C.O.D add $6.00 ..CALL

KCC, Inc., Dept C
#839 SW 148 Ave. #402
Davie FL 33330
1-800-262-6066

Circle Reader Service #67

CAPE COD CONNECTION

24 HR ORDERING (only) 1-800-729-6733

SUPPORT/INFO 10-5 EST Mon-Sat 1-508-457-0738

IBM SIMULATION		IBM STRATEGY		IBM STRATEGY		IBM Role Playing	
A Train	$41	Wing Cmdr 2	$49	Pacific War	$46	Elvire 2	$41
Aces/Pacific	$46	Sp Ops 1 or 2	$27	Petrtol	$44	Etic the Unrdy	$36
AF Command	$36	WW II. 1946	$24	Populous 2	$39	Eye Beh II	$39
Air Warrior	$54			Powermonger	$32	Forge Virtue	$17
ATP	$36	A Line/Sand	$24	Railroad Tyc	$19	Gemfire	$30
B-17 Flying F	$41	Am Civ War 1	$24	Reach Stars 3	$24	KO VI	$46
Commenche	$44	Am Civ War 2	$24	Shadow Pres	$41	Koshan Consp	$32
F-117A	$46	Am Civ War3	$24	Spaceward Ho	$36	Leg Kyrendia	$36
F15 III	$52	Bat Chess 4000	$36	Spec Forces	$30	Leg of Valour	$39
Falcon 3.0	$45	Bat. of Destiny	$36	Star Legions	$39	LostFiles S H	$44
OpFlying Tiger	$24	Campaign	$36	The Lost Adm	$36	Lost Tres Infoc	$41
Fireteam 2200	$29	Carrier Strike	$41	V For Vict 1	$44	Mag Candle 3	$39
Gr Naval Bat's	$44	Carriers/War	$41	V For Vict 2	$44	M&Mag Xeen	$42
Gr N Bat Ships	$31	Castles 2	$36	Warlords	$29	Peladin 2	$36
Gunship 2000	$41	Civilization	$41	Western Front	$36	Rex Nebular	$41
Gunship Scen	$24	Conq Kingd	$36			Ringworld	$36
Harrier Asslt	$36	Conq of Jap	$36			Spellcast. 301	$36
MegaFort Chal	$39	Disc Columb	$36			Spellcraft	$39
MIG 29	$30	Floor 13	$16			Spellhamer	$39
Red Baron	$41	Herp Desig	$32			Ult. Underw 2	$49
R Baron Miss	$19	Petriot	$44			Ult. VII	$49
Resc Air 911	$17	High Commen	$45				
Sec Weap Luf	$41	KGB	$19				
Plane disks ea	$19	L'Empereur	$36				
Sim Life	$42	LA Law	$36				
Task Force 42	$41	Monopoly Del	$36				

WE CARRY ALL NEW TITLES AND ALSO BOARDGAMES

CCC HAS REPLICA SPORTS HATS, JERSEYS & JACKETS

We hope you enjoy our NEW more economical format. All remains the same, however except we have discontinued the Membership Option (we will honor current members until their expiration date). CCC has opened a retail store at: 830 Main Street, Falmouth, MA 02540. Come by and browse. Mail should be mailed to: 21 Pleasant View Ave., Falmouth, MA 02540. UPS shipments within Cont. U.S. are $4.50 per order. Overseas rates are based on package weight. Defective software replaced with same only. We also carry most available titles.

Circle Reader Service #46

CHIPS & BITS inc.

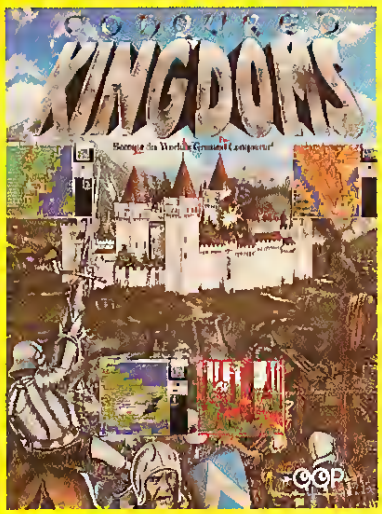
FREE GAME WITH YOUR $75 ORDER*

Shipping to US,PR,AK,HI,APO & FPO $4 per order. Air Mail to Canada $6 per order. Handling $1 per shipment.
2 Business Day Air US $6 per order; PR, HI $12 1st item + $2 ea. add'l; AK $19 1st item + $2 ea. add'l. Handling $1 per shipment.
Europe, S. America Air Mail $19 1st item + $8 ea. add'l. Asia, Australia, Africa, Air Mail $25 1st item + $8 ea. add'l. Handling $1 per shipment.

PO Box 234
Rochester, VT 05767
Fax 802-767-3382
Int'l 802-767-3033
Call 800-753-4263

IBM HINT BOOKS

Immortal	$10
Indy Jones 4 Fate Atlantis	$10
Indy Jones Grfx Adv	$10
Island Of Dr Brain	$10
Jetfighter 2.0	$16
Keef the Thief	$10
King's Quest 1	$10
King's Quest 2	$10
King's Quest 3	$10
King's Quest 4	$10
King's Quest 5	$10
King's Quest 6	$10
Knights of Legend	$10
Laura Bow 2	$10
Leisure Suit Larry 1	$10
Leisure Suit Larry 2	$10
Leisure Suit Larry 3	$10
Leisure Suit Larry 5	$10
Lemmings	$21
Loom	$10
Lord of the Rings V1	$10
Lord of the Rings V2	$6
Lost Files Sherlock Holmes	$10
Lost in LA	$10
LucasArts Adventure Book	$16
LucasArts Air Combat Stratg	$16
Magic Candle 1	$10
Magic Candle 2	$10
Magic Candle 3	$10
Manhunter New York	$10
Manhunter San Francisco	$10
Maniac Mansion	$10
Martian Dreams	$13
Matrix Cubed	$10
Mean Streets	$10
Might & Magic 1	$10
Might & Magic 1&2	$16
Might & Magic 2	$12
Might & Magic 3	$16
Might & Magic4 Clouds Xeen	$16
Might & Magic 5	$16
Qff Book Leisure Suit Larry	$12
Qff Book of Ultima 2nd Edtn	$15
Qff Gde Roger Wilco's Sp Ad	$12
Qff Guide of King's Quest	$10
Qff Book of Police Quest	$12
Patriot	$16
Phantasy Star 3	$14
Planet's Edge	$16
Police Quest 1	$10
Police Quest 2	$10
Police Quest 3	$10
Pool of Radiance	$10
Pools of Darkness	$12
Populous 1 & 2 Qffi Strat Bk	$16
Powermonger	$10
Powermonger Strategy	$16
Quest for Clues 2	$21
Quest for Clues 3	$21
Quest for Clues 4	$21
Quest for Clues 5	$21
RUN5 Issue #1-#19 Book	$6
Railroad Tycoon	$10
Railroad Tycoon Qff Gde	$10
Rex Nebular Cos Gen Ben	$14
Rise of the Dragon	$10
Savage Empire	$10
Search for the King	$10
Secret Monkey Island	$10
Secret Monkey Island 2	$10
Secret Silver Blades	$10
Sentinel Worlds 1	$10
Shadow Sorcerer	$10
Simcity/Simearth Book	$20
Simearth	$16
Simlife Qfficial Strategy	$16
Space Quest 1	$10
Space Quest 2	$10
Space Quest 3	$10
Space Quest 4	$10
Spellcasting 101 Qfficial Bk	$10



'CONQUERED KINGDOMS' allows you to invade castles and fly over mountains as you battle for control of the world. Features nine scenarios, a random map generator, human and fantasy combat troops, 21 levels of difficulty, modem play, several full campaign conquests, and complete game scoring history. **$38**

'COBRA MISSION' is an adventure role playing game for adults. Put your master detective skills to work against the unrelenting, psychotic General Haiser in order to save a bevy of voluptuous ladies from a life of slavery. Features 190 different high resolution Japanese comic style graphics, and 155 real sounds. **$49**

'SOUND MACHINE' brings together 2 of the most popular computer add-ons in one inexpensive package. Features a genuine sound blaster chipset, digitized voice input/output, full duplex MIDI interface, built in 4W amp, volume control, a pair of 3" magnetically sheilded speakers, and a Quickshot joystick. **$99**

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash.
Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Offer, price & availability subject to change. **All Sales Final.** *SEE LAST PAGE FOR DETAILS

IBM HINT BOOKS

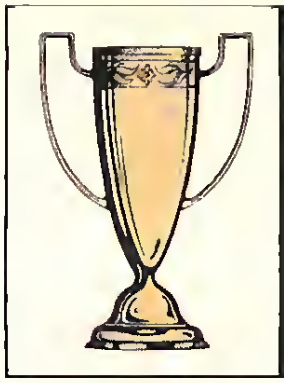
Spellcasting 201	$10
Star Trek 25th Anniv	$10
Starflight 1	$10
Starflight 2	$10
Strategy Plus Issue 4 Book	$8
Strategy Plus Issue 10 Book	$8
Strategy Plus Issue 11 Book	$8
Strategy Plus Issue 12 Book	$5
Strategy Plus Issue 13 Book	$5
Strategy Plus Issue 16-18 Ea	$5
Strategy Plus Issue 26-29 Ea	$5
Strike Commandr Official Bk	$16
Stunt Island	$16
Summoning	$16
Super Mario World Secrets	$9
Tales Magic Prophecy Shdw	$12
Time Quest	$10
Treasures Savage Frontier	$10
Tunnels & Trolls	$16
TurboGrafx 16 Secrets	$10
Twisty History Hint book	$10
Ultima 4	$10
Ultima 5	$10
Ultima 6	$10
Ultima 7	$12
Ultima 7 & Underworld Book	$16
Ultima Avatar Adventures	$16
Ultima U Stygian Abyss	$12
Ultima Undrwrld Worlds Labr	$12
V for Victory	$16
Wasteland	$10
Wizardry Cosmic Forge	$12
Wizardry 7	$12
Yeager Air Combat Handbk	$16
Zak McKracken	$10

IBM ARCADE

Airborne Ranger	$9
Aliens Ate My Babysitter	$32
Amazing Spiderman	$9
Arachnaphobia	$28
Aracnaphobia/Sound Source	$32
Armor Alley	$15
Artura	$4
Atomino	$29
Back to the Future 2	$27
Back to the Future 3	$15
Bar Games	$10
Bargon Attack VGA	$24
Bart Simpson's House Wrdn	$31
Batman Caped Crusader	$28
Batman the Movie	$24
Battle Storm	$32
Bill & Ted's Excellent Adv	$19
Blockbuster	$5
Blockout	$28
Brain Blaster	$28
Budokan	$17
Cadaver	$27
Cogito Windows	$38
Colorado	$6
Combat Classics	$29
Continuum	$29
Cool Croc Twins	$24
Crackdown	$17
Crazy Cars	$25
D Generation	$28
Dark Century	$27
Day of the Viper	$19
Dick Tracy	$27
Dig Dug	$9
Double Dragon 2	$15
Double Dragon 3	$12
Dr Doom's Revenge	$9
Dragon's Lair	$22
Dragon's Lair 2 Time Warp	$34
Dragon's Lair 3	$34
Dragon's L Esc Singe's Casl	$34
Dragons Breath	$27

IBM ARCADE

E- Motion	$15
Eagle's Rider	$29
Fast Track	$25
Finale	$9
Fire & Forget	$19
Flintstones	$19
Freakin Funk Fuzzballs	$19
Galactic Conqueror	$31
Galactic Empire	$27
Galaxian	$6
Gauntlet	$9
Gauntlet 2	$9
Ghost & Goblins	$21
Goblins VGA	$24
Gold of the Aztecs	$29
Grave Yardage	$12
Gremlins 2	$6
Guy Spy	$27
Hacker 2	$6
Hard Drivin' 2	$38
Hare Raising Havoc	$32
Harmony	$9
Heavy Metal	$35
Highway Patrol 2	$27
Home Alone	$27
Hyperspeed	$34
Indy Jones Action Game	$17
Infestation	$31
Jetsons	$15
Killing Cloud	$19
King Graham Board Games	$9
Knight Force	$29
Laffer Utilities	$21
Larry's Casino	$9
Laser Squad	$32
Laura Bow Parlor Games	$9
Loopz	$24
Monty Python	$15
Ms PacMan	$6
Mystical	$27
Never Ending Story 2	$9
Never Mind	$25
Night Breed	$15
Ninja Gaiden 2	$12
Ninja Rabbits	$10
Nova 9 VGA	$21
Obliterator	$6
Qff Shore Warrior	$25
Oil's Well	$12
Out Run	$28
Pac Man	$9
Paper Boy 2	$27
Pick'n Pile	$27
Pipe Dream	$19
Pit Fighter	$22
Power Drome	$9
Power Hits Battletech	$32
Power Hits Sci Fi	$19
Predator 2	$12
Prehistorik	$29
Psychic War	$24
Punisher	$9
Quix	$25
Rampage	$28
Robin Hood Skill/Chance	$9
Robocop	$28
Roger Wilco Space Games	$9
Rollerbabes	$25
Rotox	$20
S.C Out	$38
Savage	$19
Sierra Arcade Bundle 1	$24
Silpheed	$21
Simpsons The Arcade Game	$31
Sliders	$27
Space Ace	$32
Space Ace 2	$34
Space Wars	$37
Speedball 2	$25
Star Blade	$24
Stellar 7	$21



BEST of the REST

The world of shareware

DUNGEONS MAKE ME DIZZY

by Chuck Miller

Wolfenstein 3D from id Software is one of the best known shareware games of recent years. It shattered the popular conception of shareware games as low quality productions with its smooth scrolling, 256-color VGA graphics and its high caliber music and sound effects.

Most gamers, however, are unfamiliar with another title by id Software that was actually *Wolfenstein 3D*'s predecessor, *The Catacomb Abyss. Abyss* was developed by id Software for Softdisk Publishing before the release of *Wolfenstein 3D* (while id was still a part of the Softdisk development team). In this installment of "Best of the Rest," we will examine *The Catacomb Abyss,* in addition to a similar release from Ken Silverman at Advanced Systems, *Ken's Labyrinth.*

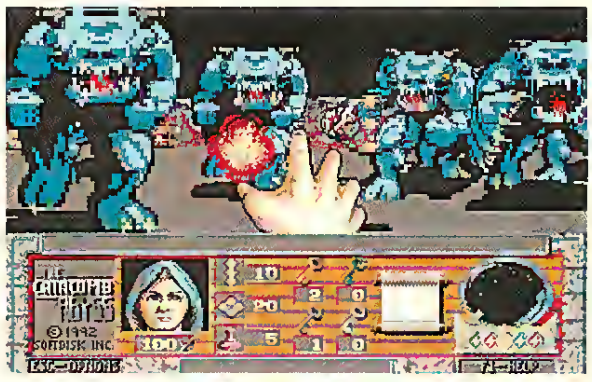
A Brush with Death in the Catacomb

Though Softdisk Publishing is best known for their *Gamer's Edge* monthly disk subscription service, *The Catacomb Abyss* [IBMPC RT #31173] is a shareware release. The story is of the traditional search-out-and-destroy-the-evil-minion variety, with the player assuming the role of a great wizard. Play begins at surface level, with action drawing the player into the depths of the labyrinth below. Puzzles consist primarily of finding the keys necessary to unlock doors leading to successive levels of the underground maze. Other objects must also be collected in order for the player to survive and succeed in this quest. Zappers and Xterminators allow the player to fire powerful weapons at enemies, and Curing Potions keep the player alive, while magical items such as special gems help the player identify the number and position of opponents.

Combat is very basic. The player must destroy all enemies encountered (there are no friendly NPCs in this game). Three weapons are available: Magic Missiles, a single shot spell; Zappers, a continuous stream of magic missiles; and Xterminators, a circular dispersion of magic missiles. While some creatures can be disposed of with several missiles, many require a constant barrage to stop them in their tracks.

Graphics and sound effects are minimal by today's standards. Only 16-color EGA graphics are supported, though the game can be played with any EGA or better graphics card installed. Graphic detail is good, but modest, while sound effects are limited to simple explosions, thuds and the like. Music is nonexistent. Still, the game is very enjoyable despite the austerity of its presentation.

The only other notable problem in *Abyss* (which holds true for all 3-D smooth scrolling products) is that the game's smooth scrolling, which so readily allows dungeon walls to speed by at a rapid pace, may cause some players to experience excessive eyestrain, headaches and even motion sickness after extended play. Limiting the amount of time spinning through labyrinths to shorter sessions will prevent most of these problems from arising. However, there are some gamers who cannot stomach such rapid motion on-screen. A game as addictive as *The Catacomb Abyss*, though, is hard to pull oneself away from.



Asking for trouble in The Catacomb Abyss

The shareware version of *The Catacomb Abyss* is available on the Software Creations BBS at (508) 365-2359 and (508) 368-4137, and is available from the Download Superstore on the PRODIGY Service. Those who do not have access to a modem, can order *Abyss* direct from Softdisk for $5.00.

The registration fee of $14.95 purchases an on-line hint book that includes maps of each level, object locations and several helpful Cheat Keys. Sending in a registration fee of $29.95 entitles the player to all three *Catacomb 3-D Adventures* including the sequels *The Catacomb Armageddon* and *The Catacomb Apocalypse.* For the investment, this bundle is a very good value. An MS-DOS compatible computer with 640K RAM and an EGA or better graphics card is required. Mouse and joystick are supported as are Ad Lib and Sound Blaster sound boards. For more information, contact:

Softdisk Publishing
606 Common Street
Shreveport, LA 71101
(800) 831-2694 (US and Canada)
(318) 221-8718 (International)

An A-MAZE-ing Adventure

Once again, the fate of Earth befalls the player's character. The scientific community on the planet Zogar has been searching for a race which is able to survive under extreme adversity. Thus far, they have met with no success. Now, the player's character must prove his/her worth by surviving a unique labyrinth populated with all sorts of creatures and traps that will test one's physical and mental faculties to the utmost. Should the protagonist fail, the Earth will be blown to bits.

Ken's Labyrinth [IBMPC RT #31470], like *The Catacomb Abyss*, employs 3-D technologies to provide the player with smooth scrolling graphics in a first-person perspective adventure. Like *Abyss*, the labyrinth walls pass by quickly and smoothly. However, graphics in *Ken's Labyrinth* are of much higher quality at 256-color VGA. Detail is very high.

Another area in which *Ken's Labyrinth* differs from *Abyss* is in its audio accompaniment. Though sound effects are

CHIPS & BITS inc.

FREE GAME WITH YOUR $75 ORDER*

Shipping to US, PR, AK, HI, APO & FPO $4 per order. Air Mail to Canada $9 per order. Handling $1 per shipment.
2 Business Day Air US $6 per order; PR, HI $12 1st item + $2 ea. add'l; AK $19 1st item + $2 ea. add'l. Handling $1 per shipment.
Europe, S. America Air Mail $19 1st item + $6 ea. add'l. Asia, Australia, Africa, Air Mail $25 1st item + $9 ea. add'l. Handling $1 per shipment.

PO Box 234
Rochester, VT 05767
Fax 802-767-3382
Int'l 802-767-3033
Call 800-753-4263

IBM ARCADE

Stormlord	$4
Street Fighting Man	$15
Street Football	$15
Super Off Road	$12
Super PacMan	$19
Super Space Invaders	$25
Superman	$28
Swamp Gas Windows	$38
Take-a-Break Crosswrd WIN	$29
Take-A-Break Pinball WIN	$29
Take-A-Break Pool WIN	$29
Taking of Beverly Hills	$24
Teenage MNT Manht Missn	$31
Teenage Mutant N Turtle Ad	$32
Teenage Mutant Ninja Turtle	$25
Tengen's Arcade Hits	$12
Terminator	$34
Terrorpods	$24
Tetris Classic WIN	$26
The Light Corridor	$29
The Tinies	$29
Thexder 1	$15
Thexder 2 Fire Hawk	$15
Treasure Trap	$10
Tristan Pinball	$34
Troika	$3
Turbo Outrun	$17
Vaxine	$24
Viking Child	$24
Volfied	$24
Wild Streets	$31
Wild Wheels	$32
Wrath of the Demon	$29
X-Men	$9
X-Men 2	$25
Xenocide	$6
Xiphos	$34
Zoom	$22

IBM SIMULATION

688 Attack Sub	$19
A T P Flight Simulator	$29
A T A C	$34
A10 Avenger 1993	$46
A10 Tank Killer 1 5 Enhancd	$34
AH-64 Helicopter	$46
Aces of the Pacific	$42
Aces Pacific Mission Disk 1	$27
Aces Over Europe	$42
Aces Europe Mission Disk 1	$27
Aces Europe Mission Disk 2	$27
Air Duel	$38
Air Warrior SVGA	$35
Aircraft Scenery Design	$35
AirportFacilities Dir	$12
Allied Forces	$12
Armour Geddon	$29
Armoured Fist	$38
Assignment Miami	$37
B17 Flying Fortress	$39
Battle Command	$12
Birds of Prey	$32
Blue Angels	$15
Blue Max Aces Great War	$9
Campaign Strategic Flight S	$37
Car and Driver	$38
Cardinal of the Kremlin	$12
Carrier Command	$12
Combat Classics	$29
Conqueror Multi Tank	$12
Crash Course	$6
Das Boot Submarine	$9
Design Your Own Railroad	$29
Dynamix Bundle 1	$34
Elite Plus	$19
Eye of the Storm Flt Sim	$29
F117A Stealth Fighter VGA	$42
F14 Tomcat	$19
F15 Strike Eagle	$7

'EMPIRE DELUXE' is an addictive wargame of expansion and conquest. Features 1-6 human or computer players, a scenario editor, Super VGA graphics, play by modem or network, multiple scenarios, terrain effects, & production specialities. New units include armor, bomber, and airbase formations. **$35**

'GAME MAKER' allows you to create 256 color VGA adventure and arcade games without programming. Characters, monsters, and parts of a sceen can all be animated. Characters can gain or lose lives, score, hit points and 20 other attributes. Includes several full games, many scenes, monsters & backgrounds for you to use. **$68**

'MAXX COBRA FLIGHTSTICK' brings together the thrill of a joystick and the versatility of the keyboard. Features molded casing for left or right handers, 7 button pistol grip joystick, 25 programmable functions, exact auto-centering, and true circular directional control. Game port not necessary. **$54**

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not gueranteed. Check compatibility before you buy. Defectives replaced with same product. Offer, price & availability subject to change. **All Sales Final.** *SEE LAST PAGE FOR DETAILS

IBM SIMULATION

F15 Strike Eagle 2	$19
F15 Strike Eagle 2 Scen	$17
F15 Strike Eagle 3	$44
F15 Strike Eagle 3 Aces Pak	$49
F19 Stealth Fighter	$24
F22 Advanced Tactical Fghtr	$39
F29 Retaliator	$32
F40 Pursuit Simulator	$31
Falcon 3.0	$42
Falcon 3 Scen1 Fighting Tgr	$24
Falcon AT	$19
Fire & Forget 2	$30
Flight Planner	$24
Flight Simulator 4.0	$42
Flight of the Intruder	$15
Fly the Grand Canyon	$45
Grand Canyon Scenery	$16
Great Naval Battles	$44
Great NB America in Atlantic	$21
Great NB Super Ships Atlant	$19
Great NB Scenario Builder	$28
Gun Boat	$33
Gunship	$12
Gunship 2000 VGA	$37
Gunship 2000 Scenario Disk	$24
Harrier Assault	$38
Harrier Combat Simulator	$6
Hawaiian Odyssey	$22
Heatwave	$25
Heroes of the 357th	$17
HoverForce	$31
Hunt for Red October	$19
Infiltrator 2	$28
Instrument Pilot Scenry East	$59
Instrument Pilot Scenry West	$59
Iron Helix	$52
Japan Scenery Disk	$22
Jet Fighter 2.0	$39
Jet Fighter 2 Mission Disk	$19
Jump Jet	$39
Jump Jet Aces Pack	$52
Knights of the Sky	$29
LHX Attack Chopper	$17
Land Sea Air Trilogy	$12
Land Sea Air Trilogy 2	$29
Life and Death	$19
Life and Death 2	$24
Lightspeed	$9
Mantis Experimental Fighter	$39
Mantis Exp Speech Pak	$19
Maximum OverKill	$46
Maximum Overkill Missn Dk1	$28
Maximum Overkill Missn Dk2	$28
MegaFortress	$12
Megafortress Mega-Pak	$38
Megafortress Miss Disk 1	$26
Megafortress Miss Disk 2	$26
Miami Enforcer	$39
Mig 29 Fulcrum	$32
New Facilities Locator	$18
Orbits	$37
Pacific Islands 2	$30
Power Boat Simulator	$39
Power Politics WIN	$34
Privateer	$52
Rags to Riches	$36
Rapcon	$29
Reach for the Skies	$31
Red Baron	$36
Red Baron Missn Disk Buildr	$24
Red Storm Rising	$12
Road & Track Grand Prix Un	$37
Sailing Instrctr Pack CGA	$199
Sailing Instrctr Pack VGA	$239
Sailing Simulator CGA	$39
Sailing Simulator VGA	$42
Sail Sim E Coast Voygs CGA	$34
Sail Sim E Coast Voygs VGA	$39
Sail Sim W Cst Voygs CGA	$34
Sail Sim W Cst Voygs VGA	$39
San Francisco Scen Disk	$22

IBM SIMULATION

Scenery Collection Set A	$37
Scenery Collection Set B	$34
Scenery Colltn California	$37
Scenery Colltn Great Britain	$34
Scenery Disk 11	$22
Scenery Enhancement Editor	$21
Scenery Hawaii	$16
Scenery Tahiti	$16
Seal Team	$42
Search for the Titanic	$27
Secret Weap Luftwaffe	$44
Secret Weapons Exp 2 P80	$21
Secret Weapons Exp DO335	$21
Secret Weapons Exp He162	$21
Shuttle	$26
Silent Service 2	$19
Sky Chase	$25
Snd, Grphcs & Arcrft Upgrad	$27
Stormovik	$15
Strike Aces	$19
Strike Commander	$52
Strike Commandr Speech Pk	$24
Stunt Driver	$15
Stunt Island	$36
Stunts	$15
Syndicate	$48
Tank	$34
Task Force 1942	$39
Task Force Admirals Pack	$52
Team Yankee	$29
Team Yankee 2	$27
Test Drive 2	$30
Test Drive 2 Muscle Cars	$10
Test Drive 2 The Collection	$29
Test Drive 2:CA Challenge	$15
Test Drive 2:Euro Challenge	$15
Test Drive 2:Supercars	$15
Test Drive 3	$29
Test Drive 3:Road & Car	$15
Their FH Battlehawks Bundle	$44
Thunderhawk	$21
Thunderstrike	$27
Top Gun Danger Zone	$31
Tornado	$52
Tracon	$34
Tracon WIN	$28
Tracon 2	$29
Tracon 2 WIN	$34
Ultrabots Sanction Earth	$39
Vette	$15
Voice Commander F117A	$18
Voice Commander F15SE3	$18
Western Europe Disk	$22
Wing Commander	$39
W C Secret Mission	$21
W C Secret Mission 2 HD	$21
Wing Commander 1 Deluxe	$52
Wing Commander 2	$52
W C 2 Operation 1	$24
W C 2 Operation 2	$24
W C 2 Speach Mod	$15
W C 2 Speech Mod	$15
Wolfpack	$15
World Circut Champnship Ed	$45
X-Wing	$40
Yeager's Air Combat	$21

MACINTOSH GAMES

4th & Inches	$12
4th & Inches Team Const	$9
Battle Chess	$29
Checkmate	$36
Dragon's Lair 2	$34
Dragon's Lair COLOR	$34
Dragon's Lair Esc Singe	$34
Dragon's Lair	$34
Falcon COLOR	$46
Go Master Dlx Ver 5	$109
Hardball 2	$31

clearer, the outstanding background music really stands out. In fact, each of the 27 levels in the labyrinth offers an original soundtrack.

At times, *Ken's Labyrinth* almost seems to be a parody of its competition, placing signs on the walls that read "WALK THROUGH THIS WALL" and by depicting food that looks suspiciously like that of *Wolfenstein 3D*. Nevertheless, the game has much to its own merit.

Ken's Labyrinth

A registration fee of $15 provides the player with Board Pack 1 that adds an additional 10 levels to the game, plus a Bonus level. A second Board Pack is also available for $15 adding another 10 levels and a Boss level. Both can be had for a registration fee of $25.

To play *Ken's Labyrinth*, one need only possess an MS-DOS compatible with 965K of RAM (210K conventional memory, plus XMS or EMS memory) and a VGA graphics card. A 386-based system is recommended. Support for a mouse and Ad Lib compatible sound cards is provided. Those desirous of venturing into *Ken's Labyrinth* should send their registration fees to:

Advanced Systems
50 Cindyann Drive
East Greenwich, RI 02818
Attn: Ken Silverman

Out of the Depths

This concludes our look at shareware games for another issue and continues to prove that computer entertainment does not necessarily have to offer the best in graphics and sound to provide one with an enjoyable playing experience. Nor does one have to part with $40 to $60 to acquire a worthwhile game. Shareware offers a viable source of entertainment, especially for the gamer on a budget. So, until next we meet, great gaming to one and all!

Games reviewed in this column are available through numerous distributors of shareware and public domain software, as well as on many national and private telecommunication services (GEnie RoundTable locations and file numbers appear in brackets when available). If access to these services is not available, it is possible, in most cases, to write or call the game developer for an evaluation copy. Remember, shareware games should be registered with the author.

Send Us Your Best

Those who have authored a shareware or public domain game and would like to have it considered for review in this column, please send two complete copies (preferably on 3.5" disks) with documentation and a cover letter to:

Best of the Rest
Computer Gaming World
130 Chaparral Court, Suite 260
Anaheim Hills, CA 92808.

CGW

THINK SPORTS
LOOKING FOR A SPORTS TITLE? CALL FOR CURRENT PRICING AND SAME DAY SHIPPING.
THE PLAYBOOK OF SPORTS-RELATED SOFTWARE
If you're a computer sports fan, you want to know what software is available, how similar titles compare, and you want the latest releases at attractive prices. That's why our complete Playbook describes dozens of strategic simulations, awesome action games, and specialized utilities from little known sources. We want to be your source for hi-tech sports. The Playbook is free with all phone and mail orders.
Or simply send $1.00 for your copy today!
$1
ACTION
CALENDARS
CARD COLLECTING
GAMES
HANDICAPPING
TRIVIA
SIMULATORS
STATISTICS
BASEBALL
BASKETBALL
BOWLING
EDUCATION
FISHING
FLIGHT
FOOTBALL
GOLF
HOCKEY
HORSERACING
MOTORSPORTS
OLYMPICS
SAILING
SKIING
TENNIS
CEREBEL
800 747-0908 • 617 576-6700
675 Mass Ave • Cambridge MA 02139
TAKE YOUR BRAIN OUT TO THE BALLGAME
Circle Reader Service #47

GAMER'S GOLD
WE PAY CASH FOR USED IBM GAMES
also Nintendo, Super Nintendo, and Sega Genesis
We want your current used games*
1-800-377-8578
call for authorization before shipping
WE SELL USED GAMES
IBM, Nintendo, Super Nintendo, Sega Genesis
All games are tested & IBM disks virus checked
Call for current title availibility
WE ACCEPT
VISA/MasterCard
GAMER'S GOLD VIRUS FREE USED GAMES
Most items shipped same day. $5 UPS/$7 2nd Day Air
*Games must be complete with all disks & printed materials and in the original box. Incomplete games will be returned at your expense
GAMER'S GOLD • 1008 W. 41st Street • Sioux Falls • South Dakota • 57105
Circle Reader Service #81

CHIPS & BITS inc.

FREE GAME WITH YOUR $75 ORDER*

Shipping to US, PR, AK, HI, APO & FPO $4 per order. Air Mail to Canada $6 per order. Handling $1 per shipment.
2 Business Day Air US $6 per order; PR, HI $12 1st item + $2 ea. add'l; AK $19 1st item + $2 ea. add'l. Handling $1 per shipment.
Europe, S. America Air Mail $19 1st item + $6 ea. add'l. Asia, Australia, Africa, Air Mail $25 1st item + $6 ea. add'l. Handling $1 per shipment.

PO Box 234
Rochester, VT 05767
Fax 802-767-3382
Int'l 802-767-3033
Call 800-753-4263

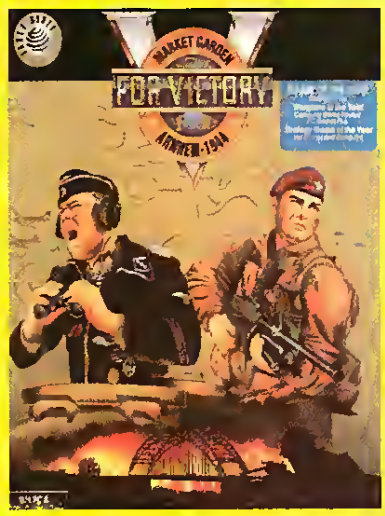
MACINTOSH GAMES

Harpoon	$39
Harpoon Battle Set 2	$22
Harpoon Battle Set 4	$27
Harpoon Scenario Editor	$27
Ishido	$34
Jack Nicklaus CD 1-5 Each	$15
Lemmings	$29
Lexicross	$32
Life and Death	$32
Might & Magic 3	$38
Monopoly	$29
Out of This World COLOR	$36
PGA Tour Golf Course 1	$17
PGA Tour Golf	$38
Pick'n Pile	$28
Secrt Monkey Island COLOR	$38
Simcity Terrain Editor	$15
Space Ace 2	$34
Space Ace	$34
Starflight 1	$38
Starflight 2	$38
Test Drive 2	$27
Test Drive 2:CA Challenge	$15
Test Drive 2 Supercars	$15
V Victory 2 Russian Front	$44
Vette	$33
Welltris	$24
Where In Europe is Carmen	$30
Yeager's AFT	$32

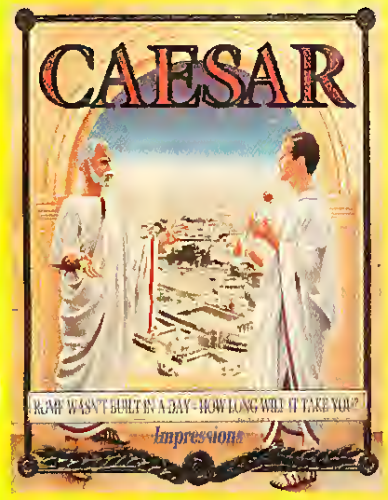
AMIGA GAMES

Altered Destiny	$37
Amazing Spiderman	$25
Amnios	$29
Anarchy	$24
Arthur Quest for Excalibur	$34
Artura	$34
Atomino	$29
Bard's Tale 3	$32
Batman Caped Crusader	$28
Batman the Movie	$31
Battle Chess 2 Chinese	$29
Battle Command	$26
Battle Master	$38
Blockout	$28
Blue Max Aces Great War	$34
Breach 1 Scenario Disk	$16
Bride of the Robot	$28
Budokan	$26
Cardinal of the Kremlin	$32
Chamber Sci-Mutant Prstss	$31
Chase HQ	$28
Checkmate	$36
Chronoquest 2	$34
Clue Master Detective	$28
Codename Iceman	$15
Conqueror	$34
Crackdown	$20
Cribage Gin King	$28
Cybercon 3	$29
Dark Castle	$31
Dark Side	$28
Darkman	$29
Das Boot Submarine	$34
Day of the Viper	$33
Death Bringer	$28
Dragons of Flame	$12
Dreadnoughts Ironclads	$29
Duck Tales	$31
East vs West Berlin 1948	$27
Elf	$32
F29 Retaliator	$34
Faery Tale Adventure	$31
Falcon Miss2 Op Cntrstrike	$19
Fast Break	$17
Federation	$34
Fire Power	$17
Flames of Freedom MWII	$29
Fleet Med	$36

'X WING' presents the epic space battles of **Star Wars** with advanced graphics, sound, and space combat technology. Pilot X-wing, Y-wing, & A-wing fighters against TIE fighters, Star Destroyers, and finally the Death Star. Features instant replay, over 50 missions, a companion book, & digitized movie sound effects **$40**



'V FOR VICTORY MARKET GARDEN' takes the series to Southern Holland on September 17th, 1944. Features a full scrolling map of the Eindhoven-Arnhem area, over 500 military units, 9 types of combat, detailed weather effects, assume either Allied or German command, extensive campaign analysis, & historical variants. **$44**



'CAESAR' starts you as the governor of a province of the Roman Empire where you must build cities & rule wisely. Fortify your cities with walls and towers-but should your defenses fail, you can lead legions to crush the hostile barbarian tribes. Features an in depth economic model and more than 20 buildings to construct. **$36**

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Offer, price & availability subject to change. All Sales Final.

AMIGA GAMES

Globulus	$22
Godfather	$12
Gravity	$34
Greens	$34
Gun Boat	$33
Hard Nova	$32
HardBall	$33
Harpoon Battle Set 2	$19
Harpoon Battle Set 3	$19
Hawaiian Odyssey	$22
Heatwave	$28
Heavy Metal	$35
Heros Qst 2 Trial Fire	$34
Hostage	$31
HoverForce	$31
Indy Jones Grfx Adv	$24
Ishido	$36
Jack Nicklaus Clip Art	$17
Jack Nicklaus CD 1-5 Each	$15
Jack Nicklaus Greatest 18	$27
Jack Nicklaus Unlimited Golf	$39
Joan of Arc	$31
Journey	$34
Keys to Maramon	$32
Khalaan	$34
Knights of the Crystalion	$37
Koshan Conspiracy	$32
Legend of the Lost	$34
License to Kill	$28
Loopz	$34
Lost Patrol	$34
M1 Tank Platoon	$34
Magic Fly	$28
Matrix Marauders	$28
Mean 18 Golf	$30
MegaFortress Miss Disk 2	$27
Might & Magic 2	$38
Millenium	$24
Moebius	$41
Murder	$29
Never Mind	$26
Night Breed	$14
Night Shift	$19
Nitro	$32
Omega	$34
Operation Combat	$15
Operation Spruance	$34
Plague	$28
Populous 2 Challenge Amiga	$24
Populous World Editor	$16
Powermonger World War 1	$21
Projectyle	$28
Quix	$25
RVF Honda	$30
Red Storm Rising	$29
Rick Dangerous	$25
Rings of Medusa	$34
Road Rash	$32
Robocop 2	$34
Rommel at El Alamein	$36
Search for the King	$37
Secret Monkey Island	$38
Shadowlands	$20
Shark Attack Ultimate Golf	$28
Ski or Die	$32
Space Ace 2	$34
Space Quest 3	$34
Spacewrecked	$31
Star Control	$34
Starflight 1	$32
Stellar 7	$21
Stratego	$32
Street Rod 2	$27
Strike Fleet	$26
Stryx	$25
Super Space Invaders	$24
Superman	$28
Targhan	$28
Tengen's Arcade Hits	$25
Terran Envoy	$27
Test Drive 2	$30

AMIGA GAMES

Thunderstrike	$34
Time Machine	$34
Total Eclipse	$28
Trump Castle 2	$32
Turrican	$28
UMS 2	$34
Untouchables	$24
War in Middle Earth	$15
Warhead	$34
Warlock	$25
Wild Wheels	$32
World Class Leader Board	$26
Xenophobe	$25
Yeager's AFT 2.0	$26
Zone Warrior	$26

FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free game from the corresponding list below. Offer subject to change or cancellation without notice. Valid only while supplies last.

SPEND $75

Artura
Blockbusters
Colorado
Felony
Gunship
Mean 18 Famous Courses 2
Obliterator
Third Courier
TKO
Trump Castle DD1
Trump Castle DD2

SPEND $100

Airborne Ranger
Backgammon by George
Big Business
Blue Max
Edward O'Thorpe Black Jack
Future Wars
Harrier Combat Simulator
Magic Johnson Fast Break
Operation Combat
Pirates
Punisher
S C Out
S D I
Sound Star
Tie Break Tennis
The Tinies
Troika
Under Fire

SPEND $100

Bridge 7.0
Cardinal of the Kremlin
Chess Net
Covert Action
Dark Half
Dusk of the Gods
Free DC
Megafortress
Megatraveller 1: Zodani
Patton Strikes Back
Railroad Tycoon
Sentinel Worlds
Shadow Sorcerer
Storm Across Europe
Trump Castle 2

Over There

The Comet Cometh

by Robin Matthews

This should be a very busy column this month, since software is appearing from almost every direction. The French Franc may be tied to the Deutchsmark, but the Software *maison* Chez Infogrammes is one of the most original and prolific ensembles around. Their innovative title *Alone in the Dark (AITD)* was initially pencilled in as a genuine hortor/thrillet adventure in an agreement with the estare of the late Howard Phillips Lovecraft.

That project, however, became a technical crusade in its own right, with its dynamic and haunting movement system becoming the main thtust of the software. It was decided to postpone the genuine H.P. Lovecraft project and to concentrate on the radical design of *AITD.*

Having successfully completed *AITD,* the company has now returned to the drawing board, and its designers are hard at work on the original game storyboard — provisionally entitled, *Shadow of the Comet.* The plot starts some 76 years ago with the visit of Lord Boleskine, an eccenttic British scientist, to a small fishing port in New England, called Isthmuth.

Upon gazing up at the night sky, he notices that the stars are arranged in a different fashion in a specific place. Then, during the passing over of Halley's Comet, he experiences a strange and peculiar phenomenon that sends him quite bonkers and totally doodle alley. Two years later, he dies locked up in an asylum in London. Since that time his works, sketches and writings have faded into obscurity.

Scroll forward to the year 1910. A young British Astronomer, John T. Carter becomes interested in Lord Boleskine and decides to investigate the last few years of the mad scientist's life. Carter travels to Isthmuth and is warmly welcomed by its inhabitants, including Dr West and the local Public Records Official, Tobias Juggs.

Carter discovers that all is not well in Isthmuth. Why, for example, is the Whatley name treated with such fear? What is this strange religious cult? What are these strange ceremonies being held in the forest? Whar is the strange old Indian Sorcerer Miskaquamus trying to do? Who are the ancient Gods who reigned over the Earth thousands of years ago? What is the *Necronomicon*?

This is the detailed background to *Shadow of the Comet* and may explain why Infogrammes did not want to risk combining such a rich storyline with the new *AITD* engine. *Shadow* is a full blown graphic adventure, using a development of the techniques used in their well received *Eternam.* Gamers control John T. Carter around the 100 or so screens that make up Isthmuth and will be faced with a series of puzzles and quests that must be solved by interaction with the 40 or so NPCs.

Each time one of these characters is encountered or one's on-screen personna enters a screen that has particulat importance to the game (opening a lock, using items, unleashing incredibly powerful supernatural forces or omnipotent super beings), a fully animated sequence is presented. With NPCs this is normally a full close up of the NPC, with others full screen animation.

The interface appears simple to use, harking back to the halcyon days of adventures and limited to basic commands such as: talk, get, take, use and look. This normally would result in the game being linear or limited, but in *Shadow of the Comet,* Infogiammes hopes that the graphics and storyline are so impressive that the interface merges into the game, rather than being the most important featute.

A general information bar can be displayed or suppressed and an "Info" command gives access to Carter's diary which has a summary of the imporrant stages of the adventure as well as conversations and happenings. This form of *aide memoire* is being used more and more in recent games and is a welcome feature.

Shadow of the Comet

The graphics are about the best seen in 320 x 200 mode, with locations being separately drawn for day and nighr scenes, and utilizing sprite animations, vectorial full-screen graphics and close-up techniques. Movement is as sweet and rapid as in *Eternam,* but without some of the quirks. *Shadow of the Comet* looks very promising, is due for release on MS-DOS platforms later in the year and will support VGA/MCGA graphics only, as well as all major sound cards.

The last few years have been the era of the *big* game. Games like *Ultima Underworld, Ultima VII* and the very dark

Hi-Ya!

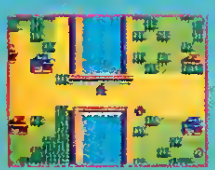
Bam!

Ouch!

ININDO™

WAY OF THE NINJA

Ninja in Training! It's going to take more than a couple of jumping jacks to prepare for this adventure! After all, no one ever said being a ninja was easy. Learn how to deliver killer blows with your trusty sword and send a barrage of throwing stars at your enemies. Explore dungeon mazes and battle giant rats, toxic worms and super leeches that call these caves home! Snoop on your enemies as you explore the countryside, but watch out for bushwhackers eager to steal your gold. If you train hard and master the ninja arts you may live long enough to exact revenge on the warlord that killed your family. One final word of advice: "Quiet ninjas live longer."



Zip off to new adventures

Race through dungeon mazes

Strike back at fire dragons

SUPER NINTENDO ENTERTAINMENT SYSTEM

Available for the SNES system.

Koei Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST).

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540, Burlingame, CA 94010

Inindo and Aerobiz are Trademarks of KOEI Corporation. Nintendo, Nintendo Entertainment System, Super Nintendo Entertainment System and the official seals are trademarks of Nintendo of America Inc. Sega, Sega Genesis and the official seals are trademarks of Sega of America.

Circle Reader Service #103

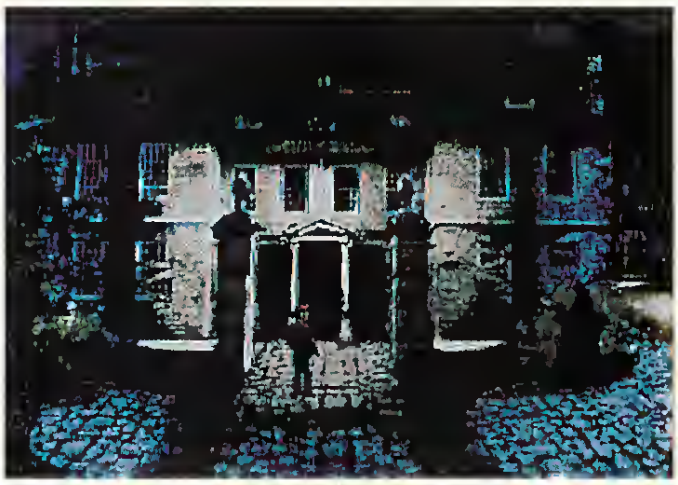
AEROBIZ

has Landed for SNES!

As CEO, create a global airline network. Establish hubs, buy planes and build hotels. Be aggressive. Airlines are your business!

Darklands. As a departure, the remainder of this month's "Over-There" looks at some lighter software that may, or may not, end up travelling across the pond.

One of the big European software houses that does not figure too often in the "Over There" column is the UK's Ocean Software. Based in Manchester, Ocean is well known in Europe for several things — some home grown superior shoot-em-up's, various film tie-ins and importing some classy US software. Their own software development boys have gone berserk over the last few months with a series of new releases. These include: *Elf, Wizkid, Zool, WWF European Rampage Tour, Cool World ,Robocop 3* and shortly, *Lethal Weapon.*



Shadow of the Comet

Elf is a good looking adventure game with a heavy dose of the scrolling platform game. Gamers control Cornelius the Elf and travel through some wonderfully sculptured back drops, casting spells and disposing of an indeterminate collection of goblins, gooks and castle guards. With lots of good puzzles, the system has some quirks, but generally works well.

Wizkid is Ocean's follow up to a UK classic called *Wizball*. This was an early piece of very odd programming involving bouncing a ball around a platform type environment. *Wizkid* is almost equally as weird, but far more playable. Set in a strange adventure world, there are links back to *Wizball*, since Wizball and Wizard have been kidnapped and imprisoned by the evil Zark. So has the family cat, Nifta, who is locked up in Turtle Jail. Okay, most of the newcomers to this bizarre game universe are now skipping this article and moving off down the page. Hopefully, they will hang on for a minute, because there is much more to come and, with a plot this convoluted, the game *must* make up for it!

Wizkid consists of two phases with additional bonus levels thrown in. Phase 1 involves controlling the Wizkid as he bounces around the screens. As he bounces about, one not only destroys the minions of the chief nasty, but also earns some hard cash in a very unusual way! As the character knocks out the baddies, a musical note is created and floats across the screen. If the Wizkid can grab this, some musical notes are written to a musical stave. If one collects enough notes to make a tune, this invokes a most welcome rainstorm of money. Naturally, the Wizkid must quickly collect said funds or the entire exercise is worthless.

Shadow of the Comet

Still reading? Now, the Wizkid can take the money to the shop and use it to purchase lots of very strange odds and ends that function as useful tools in the next portions of the game. Once all the screens have been cleared of Zark's minions, one of Nifta's kittens appears and the player can then move into the second part of the game. Each kitten needs to be rescued, which is achieved by solving various logic-type puzzles.

The graphics are very good, sound support is OK, and the interface is involved, but once learned is pretty good. *Wizkid* is an original and unusual game. It is European in flavour, very European; in fact it could even be French. This will not be everyone's pint of beer, but it is different and, with the tactical and puzzle aspects is far more than an arcade game with some frills bolted on. It is currently available now on Amiga, ST and IBM.

Zool is another superior puzzle/platform type, worthy of a short mention purely because of the recent hype about consoles. *Zool*, currently available on the Amiga, but shortly to be produced on the IBM, is considered (by those who profess to know) to be all that Sonic Hedgehog — the animal that launched a thousand consoles — should have been! That is a big compliment for this graphically superb addictive joystick wagglet. "Over There" will keep you posted on the IBM PC version, but when the console explosion subsides, it may be this type of product that will draw those users to proper machines, and real software.

World Wrestling Federation: European Rampage Tour is Ocean's follow-up to the original WWF product. It is a wrestling 'simulator' that allows gamers to pit their favorite WWF Superstars, such as Hulk Hogan and The Ultimate Warrior, against their European counterparts, such as Natural Disasters and the Nasty Boys. Graphics are purely average and the controls are all right, but let me put my cards on the table, this is definitely *not* my sort of game.

In fact, it wouldn't even appear in this column other than it allows me to ask US sports fans everywhere to kindly keep the "heroes" of the WWF well and truly locked up in the USA, in their cages, or their television sets or whatever. If this is available on import in the US it will be a fitting revenge!

The two other US inspired products from Ocean are *Lethal Weapon* and *Robocop 3*. The first is almost a straight platform tie-in with the Mel Gibson/Danny Glover smash film. Early screenshots look good and the company really knows how to produce this type of title as a winner.

Robocop 3 is, however, much more than a mere shoot-em-up film tie-in. One of Ocean's big early hits was the UK distribution of the old Data East four color CGA *Robocop*. They did not handle the later EGA versions, but have now produced, in-house, this excellent product. *Robocop 3* is based on a film yet to be released, but the basic backdrop of the plot is of OCP, the company that built Robocop, being taken over by a Japanese conglomerate. Crime is still rife in town, with Splatter punks and official vigilante groups declaring war on each other.

Robocop 3 puts the player in charge of old tin legs and can be played on one of two levels, Arcade or Movie. The Arcade game consists of five different modules, the Adventure game is more of a graphic adventure, weaving the type of challenges found in the arcade games into one story line. The separate games within this mode involve either having the player on patrol and driving a Police Turbo Cruiser, cleaning up drug gangs and rescuing hostages, testing out the new gyropack, or going head-to-head with another cyborg. All the action is seen through Robocop's perspective, but there are also a series of selectable fixed and floating camera angles.

That's the story of what's available on this side of the Ocean. We'll try to have even more surprises, next issue. CGW

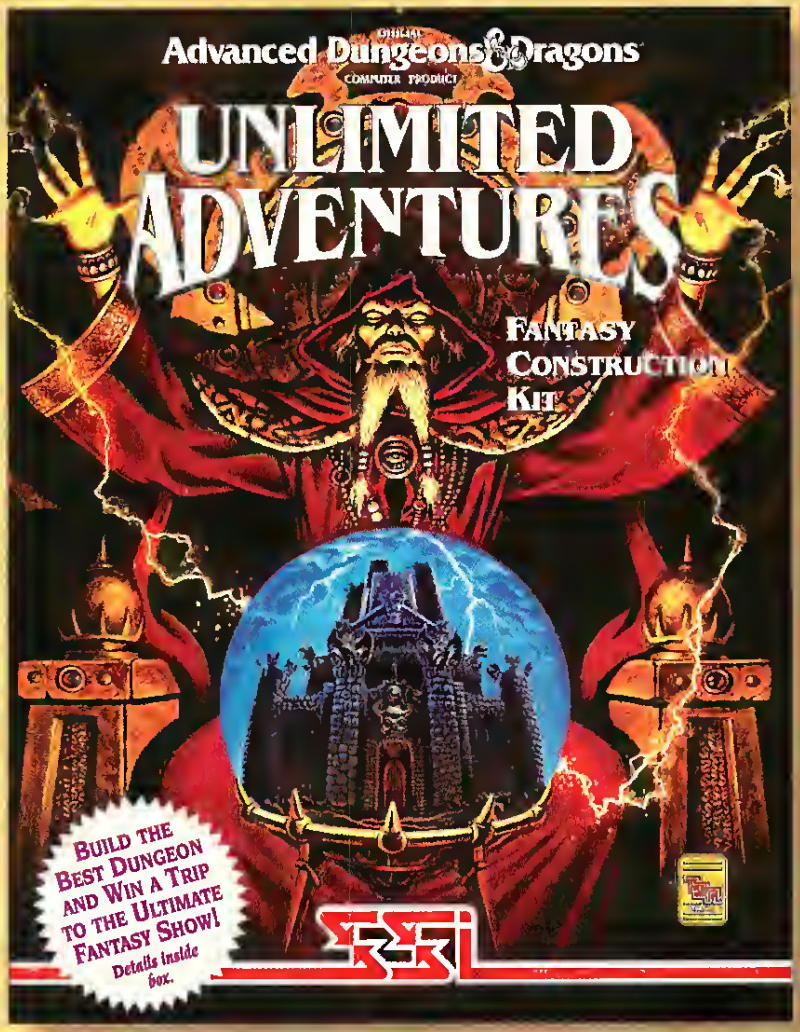
If you've ever said, "Give me the chance, and I'll create the greatest fantasy game of all."

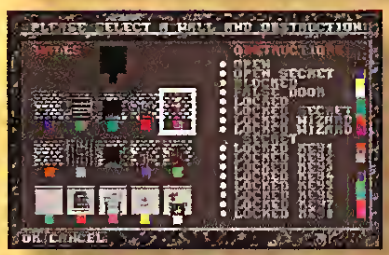
STOP FANTASIZING AND DO IT!

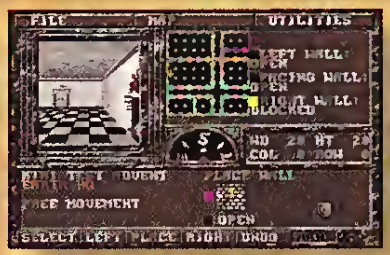
This is your chance to break the chains and create your own AD&D® adventure scenarios in the incredible FORGOTTEN REALMS® world. Your tools: More than 200 classic art images from AD&D Gold Box games of the past. Digitized illustrations from the pen-and-paper AD&D game. And original art drawn especially for your creation. Your only limitation is the size of your hard drive.

You'll build maps with the easy-to-use grid screen and link them with teleporters, doorways and stairwells. You'll choose from the massive bank of 112 monsters and multiple non-player characters. You'll design the dungeons of your dreams and test them as you go with a point-and-click interface that makes errors gone forever — at the touch of a button!

The 3-D views are drawn directly from popular SSI titles.







SCREENS SHOWN: IBM 256-COLOR VGA.

The strategic overhead-view phased combat scenarios feature easy-to-use commands. And you can back it all up for later play on your or a friend's machine.

Test your mettle by playing the pre-created scenario "*The Heirs to Skull Crag*", with its four huge areas, a killer plot and four separate quests to solve. If you choose, you can even modify this ready-to-go adventure.

To make a long story short, if you've discovered just about every other AD&D adventure limits your imagination, you'll find UNLIMITED ADVENTURES, in a word, fantastic!

IBM (286 or greater)
MACINTOSH

TO ORDER:
Visit your retailer or call 1-800-245-4525 (in USA & Canada) with VISA/MC.

SSI

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS and the TSR logo are trademarks owned by and used under license from TSR, Inc. ©1993 TSR Inc. ©1993 Strategic Simulations, Inc. All rights reserved.

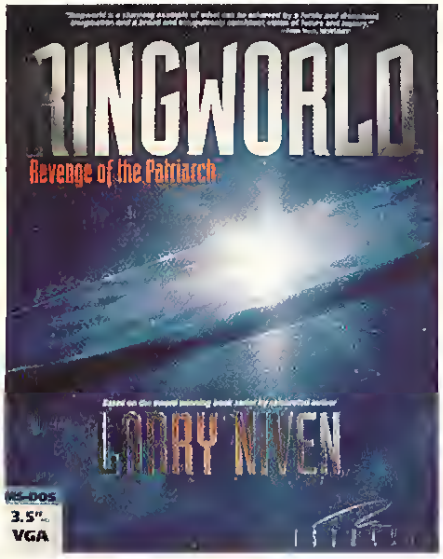
Return To Known Space

Tsunami's *Ringworld: Revenge of the Patriarch*

by Charles Ardai

Larry Niven's Ringworld is enormous. Not the novel, which weighs in at a tidy 342 pages, but the Ringworld itself, the huge alien artifact which gives Niven's best-known work its title. At one point, Niven likens the Ringworld to 50 feet of Christmas ribbon circling a candle. Only, in place of the candle, imagine a sun — and suddenly one is dealing with a Christmas ribbon that has three million times the surface area of the Earth.

The size of the thing is one of the crucial points of the book, and it is inevitably the one that suffers in the computer game adaptation from Tsunami. There are only so many screens of the Ringworld wall that one can scroll past before getting bored. "How could Speaker stand it?" Niven writes. "Hour after hour of driving...beneath the belly of this...artifact." So Tsunami gives us three and lets it go at that. With so much room, the Ringworld is home to an unimaginably huge number of alien cultures; Tsunami shows us five, and shows them to us briefly.



TITLE	Ringworld: Revenge of the Patriarch
SYSTEM	IBM
GRAPHICS	VGA
SOUND SUPPORT	Ad Lib, Pro Audio Spectrum, Roland, Sound Blaster
PRICE	$59.95
PROTECTION	Documentation Look-up
DESIGNERS	John Jarrett, Chris Hoyt, Robert E. Heitman
PUBLISHER	Tsunami Coarsegold, CA (209) 683-8266

There is probably no way of getting around this limitation, short of putting the game on a couple of CDs and spending a decade or two writing it. Still, Tsunami has to face the fact that it has chosen to adapt an essentially impossible-to-adapt work. One could create a comprehensive simulation of *War and Peace*'s Russia before one could exhaust the slightest fraction of the Ringworld's surface.

Readers might wonder why I mention this at all — surely Niven himself didn't exhaust the possibilities of his creation in his novel, and no one gets on his case about it. Yet, as I keep stressing in my reviews, there is a difference between a novel and an interactive game. A novel, like a film, is an author-directed journey through however immense a landscape. A game, on the other hand, is supposed to be a player-directed journey. In a game, the entire landscape, or as much of it as possible, must be accessible.

Not here. In *Ringworld: Revenge of the Patriarch,* Tsunami has taken the opposite tack, shuttling the player through a storyline so rigidly consttucted that one might as well be in the hands of an intrusive, Dickensian author who says explicitly, "Now, Dear Reader, I shall take you to see the colony of the Canyon People..."

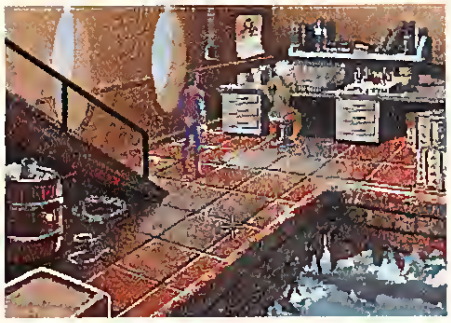
Never before has there been a game so movie-like in its construction. There are great stretches of action during which the player literally does nothing. The last several minutes of the story contains several events in which the player could participate, but he is never given the chance to do so. Even when the player's input is requested it is often irrelevant (i.e., all of the player's choices produce the same outcome), or else it sets in motion an animated sequence over which the player has no control.

The animated sequences are well done (though the graphics sometimes become embarrassingly rough when the characters approach the extreme foreground), and the game is relentlessly faithful to Niven's conceptions; but this is all beside the point. The point is that the game resembles a cartoon. One does have to solve puzzles to "unlock" each section of the game, so the player does have *something* to do, but Niven fans should not come to the game expecting to have a chance to roam free on their beloved Ringworld. What they should expect, instead, is a single, new tale of the Ringworld, with them participating minimally in the telling.

Chmeee For Wu and Wu For Chmeee

The story picks up shortly after the end of the novel and, in fact, maps itself to the novel quite well. In place of jaded adventurer Louis Wu we get jaded mercenary Quinn, a friend of Louis Wu's. In place of the nameless Kzin, Speaker-To-Animals, we get Speaker's son, Seeker-Of-Vengeance. In place of sassy, sexy Teela Brown we get sassy, sexy Miranda Rees. In place of insane Puppeteer Nessus running the mission fot his own putposes we get a different Puppeteer, also "Hindmost" (that is, pulling the strings), though this one only appears in holographic form. In short, we get a new (but not very) band of four adventurers out to reclaim Slaver technology from the backward Ringworlders.

The two humans and the Kzin go off to the Ringworld under the Puppeteer's coercion, hoping to track down the missing Louis Wu and Speaker-To-Animals, as well as to restore the honor of the Chmeee family. (Speaker-



To-Animals has been branded a traitor for cooperating with the humans and the game opens with an raid on his home.) There is also some business about the new hyperdrive ships that the humans and the Kzin are building and about a Kzinti plot to destroy the Puppeteer Fleet of Worlds...all in all, enough plot for several novels, or at least one very big one.

As noted above, though, the game is not very big. Most of the issues the game raises simply go unresolved. What became of Wu and Chmeee? Will the order of execution against Seeker be lifted? What will become of the artifacts found on the Ringworld? Were the Puppeteers ever in danger? If not, why not?

These questions and more like them are just dropped unanswered at the game's close. There is an explosive climax and a rousing chorus of the theme music, and then there's the DOS prompt, blinking merrily and leaving the gamer without so much as a promise of a "Part Two."

Within individual sequences, the player is asked to solve puzzles (and, at one point, to go through a mercifully optional action sequence) in order to find high-tech items that are in the hands of some very low-tech aliens. One stasis box is held by the superstitious, drunken Canyon People, and Quinn has to sleep with the daughter of the Chief to get it. Another is in the cavern of the Flesh Eaters, where Quinn and Seeker get captured and almost eaten. Still another is at the bottom of the ocean and its acquisition, strangely, takes place offscreen. The last, longest, and best sequence has Quinn infiltrating a Kzinti castle on the Ringworld to steal a Slaver helmet. Then, finally, there's a trip back to the Canyon People for an encounter with one more alien and that's it — that's the whole game.

Along the way, buddy-buddy relationships build up among our three heroes. We know this because they start the game snarling at each other and, bit by bit, snarling gives way to amiable sniping. The banter is on the level of a Saturday morning cartoon, and the simplistic, one-dimensional relationships make the original novel, somewhat pulpy itself, look like a Henry James psychodrama.

There Ain't No Justice

The player puts the characters through their paces using a pop-up interface of command icons which appears wherever one clicks the right mouse button. The icons include no surprises: one can Talk, Walk, Look, Use/Touch, access one's Inventory, or access the disk. This interface works well, and I like not having to go to the top of the screen to do everything.

There are some quirks in the gameplay, however, which make the game occasionally unbearable. One of the worst is in the Flesh Eaters' cavern, where a helpful alien instructs Quinn to push on a stone pillar. The first problem is that there are many stones and many pillars, pushing on any of which but the right one produces no result. The bigger problem is that if one pushes on the right pillar in anywhere but exactly the right location, there is also no result.

What ends up happening is that one pushes the right pillar, sees no result, and writes that pillar off as the wrong one. Hours later, after trying to push everything on the screen, one may return to the right pillar and accidentally hit the right spot or, then again, might not. Less annoying, but only slightly, is a scene where one has to touch exactly the right book on a crowded bookshelf.

Movement is another source of annoyance. One clicks on the spot where Quinn should go and, as often as not, he promptly goes somewhere else. Sometimes he even wanders onto portions of the screen where one cannot see him at all and stays there while one clicks wildly to get him to teappear.

You Gotta Niven To Hold 'Em...

There is one area in which the game is unequivocally successful, and that is in conjuring up Niven's creatures and environments. This, presumably, is what most gamers who buy *Ringworld* are paying to see, so it may be that other players will be happier with the game than I was.

The aliens Quinn encounters are drawn meticulously and always in keeping with Niven's descriptions from the book, from the two-headed, ostritch-like Puppeteers to the ferocious, feline Kzin, first cousins to *Wing Commander*'s Kilrathi. If the aliens Quinn meets in the flesh aren't sufficient to glut the appetites of hardcore Niven fans, Quinn's lander (transparent, bubble-shaped, just as Niven wrote) contains a computer terminal which can access a sort of Encyclopedia Nivenica which includes text about the inhabitants and history of Known Space, plus pictures of almost all alien races.

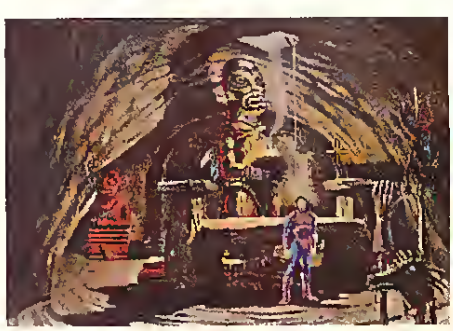
The spaceships in the game are not entirely satisfying (the super-duper hyperdrive vessels look like the nacelles of the Starship Enterprise), the human beings could be drawn better (Miranda looks distractingly like a young Barbra Streisand), and the animation is jerkier than one would like. However, the aliens, the props (flycycles, pressure suits, sleep plates, autodoc) and the Ringworld itself all look just the way fans would expect them to.

Unfortunately, I suspect that it will be exactly those players who love the game for its recreation of Niven's world who will hate it for its negligent storytelling. They are the ones who will really want to find out what happens next, and they are the ones who will be the most disappointed when they discover that the answer is "nothing."

...Niven To Fold 'Em

As with most adaptations from literature, this game is obviously a labor of love, created by people with an affection for Niven's universe but too little story-telling talent to do it justice. Science fiction fanzines are full of stories like this one, the work of fans who try to write new adventures of Tarzan, Dr. Who, Captain Kirk or whomever. Such stories are almost always sub-professional, at least in terms of technical skill. Writing is tougher than it seems.

Ringworld: Revenge of the Patriarch is a disappointment in exactly this way. It looks and sounds good but is very pootly written. *Ringworld*, the game, is to *Ringworld*, the novel, what the *Ghostbusters*, *Back To The Future*, and *James Bond, Jr.* cartoons are to the movies that inspired them: more colorful, perhaps, but flatter, dumber, smaller, and in every way lesser. **CGW**

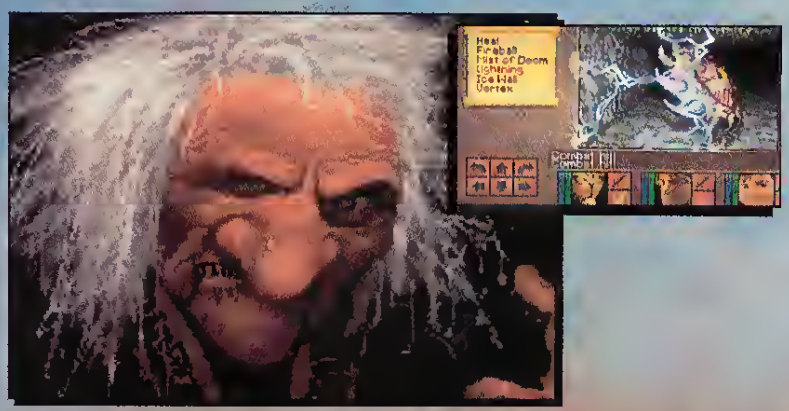


LANDS OF LORE™

THE THRONE OF CHAOS

The Dark Army encroaches. King Richard falls. And Scotia beckons you, laughing...

In her mad quest for power, Scotia has ravaged the kingdom. She seeks the throne, yet it eludes her. She's getting desperate. She's getting mean.



CAN YOU STOP HER? DO YOU DARE?

FEATURING

❧ **Compass and Automapper Included** - Adventure through ancient keeps and living forests. Unearth hidden ruins and haunted caves.

❧ **Make Friends and Influence People** - Cooperate with the helpful, sidestep the treacherous and destroy the dangerous.

❧ **Indulge in a Land of Sensory Delights** - Over 20 megabytes of compressed art and special effects. Actually hear the clash of steel! Feel the blows of terrors who slip beneath your guard!

❧ **Quick and Easy Combat and Spell Casting.**

AN INSPIRED FANTASY RPG EXPERIENCE FROM THE DEVELOPMENT TEAM THAT CREATED EYE OF THE BEHOLDER™ I AND II.

Westwood STUDIOS

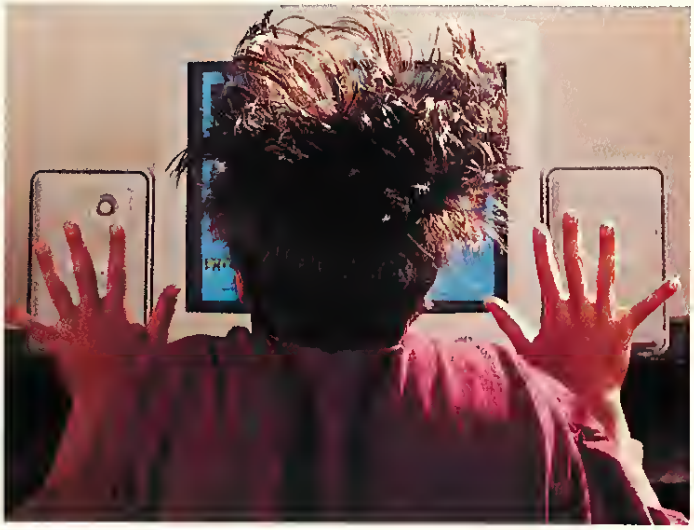
Distributed Exclusively by

Virgin GAMES

Available for your IBM PC.

Eye of the Beholder I and II are trademarks of TSR, Inc.
The Eye of the Beholder games, TSR, Inc. and SSI are not connected or related in any way to the Lands of Lore game, Virgin Games, Inc. or Westwood Studios, Inc.
Lands of Lore is a trademark of Westwood Studios, Inc. © 1993 Westwood Studios, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.

Blow It Out Your Ear.



Pump up the volume with Sound Blaster! The sound card from Creative Labs. Experience the full power of 11-voice synthesized music and 8-bit sampled sound effects. Don't just hear it...let it blow you away! The scream of your F-15's engine as you elude enemy fire...the crisp crack of your bat when you hit a homerun off the screen...the echoing ring of sword against sword during your next fantasy adventure.

No wonder Sound Blaster is the world's #1 seller. And why it's the sound card that more gaming software developers write for under DOS or Windows™ 3.1.

Only $149.

To find out more about Sound Blaster, the only sound card that's 100% Sound Blaster compatible, visit your local computer retailer or call Creative Labs at 1-800-998-LABS.

Get the full blown sound capability you've always wanted for your PC—for only $149. With Sound Blaster from Creative Labs.

Because...
if you don't have Sound Blaster, you're really blowing it!

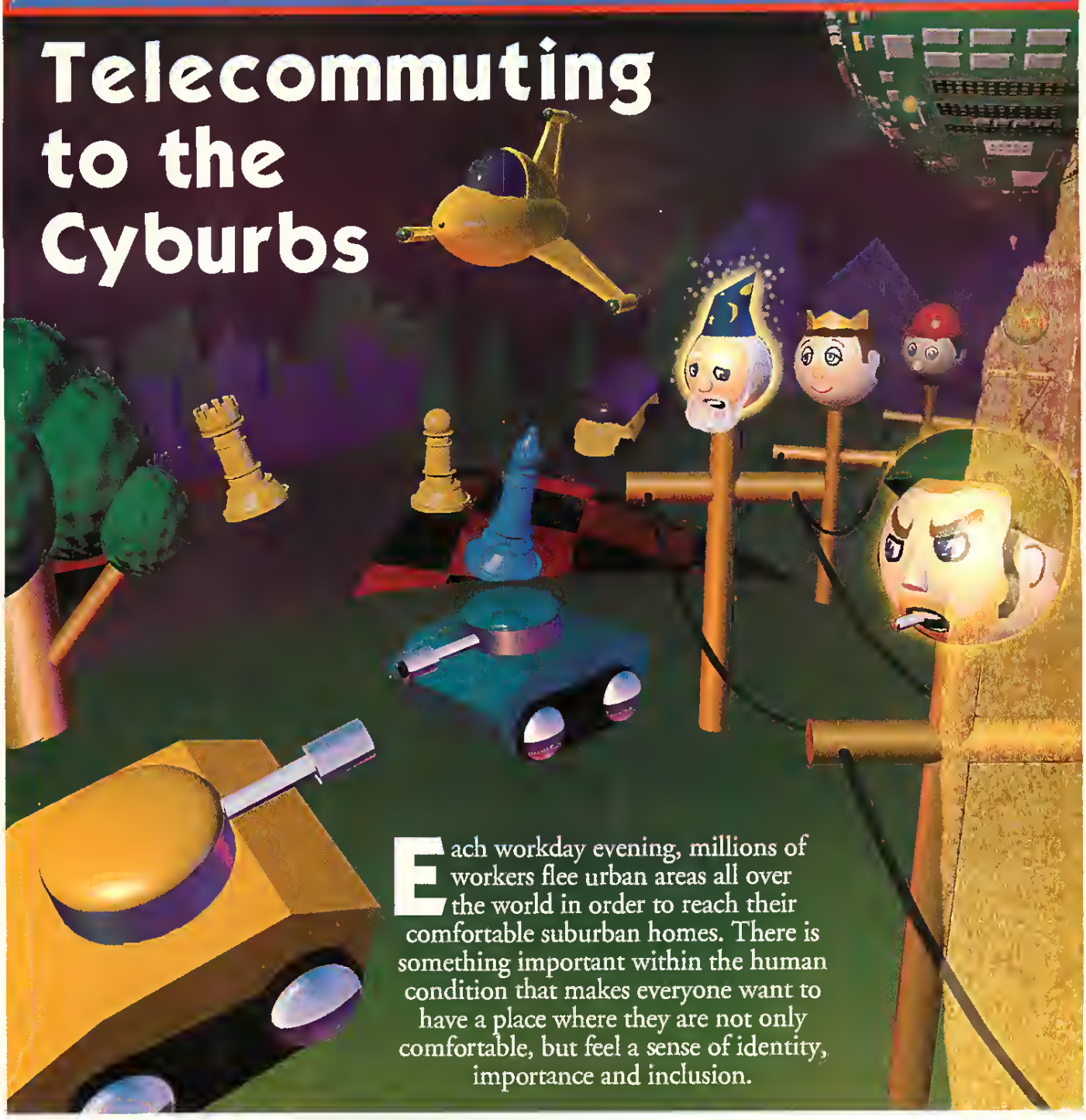
SOUND BLASTER™

CREATIVE
CREATIVE LABS, INC.

MICROSOFT WINDOWS

Sound Blaster is a trademark of Creative Labs, Inc. Windows is a trademark of Microsoft Corporation. © 1992 Creative Labs Inc. All rights reserved. International inquiries: Creative Technology, Ltd., Singapore. Tel 65 773 0233 Fax 65 773 0353

Telecommuting to the Cyburbs



Each workday evening, millions of workers flee urban areas all over the world in order to reach their comfortable suburban homes. There is something important within the human condition that makes everyone want to have a place where they are not only comfortable, but feel a sense of identity, importance and inclusion.

Illustration by Henk Dawson

For many computer gamers, the commute to more comfortable surroundings is both faster and further than ever before. Instead of commuting to and from the suburbs, they compute to and from the cyburbs. What are these cyburbs? They are communities of on-line gamers where one's neighbor may be geographically located a full continent away. They are both real and imaginary locations where gamers can find a sense of identity (or another identity), importance and inclusion. They are cultures and sub-cultures with their own social dynamics of language, ritual and politics.

According to a recent *CGW* poll, almost 40 percent of our readership is connected to one on-line service or another. So, it is very likely that many are already effecting their own great escapes, and others will be interested in what it means to do so. With this in mind, we have created a survey of on-line games and a host of special features for this month's theme section. This is our on-line world and welcome to it.

Cyber Rockets Through Fiber Optics

GEnie's *CyberStrike* Makes Gigantor Strides in Multi-player, On-line Gaming

by David M. Wilson

First kills are sweet. After half an hour of madly dashing about dropping energy relay towers, picking up expansion modules, jumping over buildings with a single bound and getting blown up, I finally had the turkey in my sights. He had drifted a bit too far from his energy towers, and I took the opportunity to open fire, blast after blast pummeling him. He tried to run, but jammed himself in between the corners of two adjoining buildings. So, I moved in for the kill, savoring the sweetness of revenge (after all, he'd killed me two or three times already that day). His air support dropped an energy tower, so I turned and blasted it, lowering his available energy. Swiveling back to face him, I finally had the pleasure of watching him blow up and received the message, "Earned kill recorded!"

Driving Miss Cyber (Game Concept)

CyberStrike is a fast-paced multi-player action game where players drive Cyberpods — robotic, two-legged vehicles. The goal of the game is simply to establish control of a city. This is done by establishing fortifications and power centers as well as fighting off enemy teams.

The primary focus of the game is power. This power is provided through relay towers. Players have to rely on these towers. They must call their air support planes to drop towers at strategic points and eliminate the enemies' towers. I found myself occasionally straying too far from one of my team's towers. At such times, my energy level would drop rapidly, and a teammate would radio me, "Get closer to the towers, Butcher." The result of running out of energy is instant destruction. Fortunately, players who are killed are instantly assigned a new Cyberpod (devoid of any modifications that had been made before being destroyed) back at the team's start point. A two-minute shield protects the player until he gets oriented or decides to start offensive actions before the two-minute grace period is completed.

Driving these two-legged vehicles is not very difficult if one remembers several things. First, the vehicles don't stop on a dime. They continue forward for a moment or two after slamming on the brakes due to their momentum. This forces one to try stopping a bit ahead of the actual spot desired. Second, the display will show a player who jams against a building or other object which leg is jammed. Pay attention to the display and it is easy to work free. Also, jumping will sometimes free a jammed Cyberpod, as will a rocket module.

TITLE:	CyberStrike
SYSTEMS:	IBM
PRICE	GEnie Value Service ($6 per hour non-prime time usage)
SYSTEM REQUIREMENTS	VGA 386-20 MHz or faster, 2 MB memory, and modem (2400 recommended)
DESIGNER:	David Whatley
PUBLISHER:	Simutronics
AVAILABILITY	GEnie 1-800-638-9636

The Play Team (Game Play and Interface)

There are four teams in each game: red, green, black and blue. Four players can play on each team. Each unit has a distinctive stripe on its side so that it can be distinguished from other units on a team. A player can attempt to "lone wolf" a bit, but play is more effective and satisfying when one is working as part of a team. The game is well-balanced so that if other players on a team quit, and one player is left by himself, he still has a good chance of standing off the other teams.

There are also "neutrals" in the city. There are tower munchers which attack towers without demonstrating any color preferences and sentinels which sit on strategic points and fire upon any approaching team. Fortunately, these neutrals serve as an automatic balancing factor. If one player suddenly finds his buddies have logged off, the tower munchers will pick on the towers of the opposing teams who outnumber him until some degree of balance is restored.

One of the goals David Whatley had in de-

One of the goals David Whatley had in designing this game was creating a multi-player universe that was easy to learn but difficult to master. *CyberStrike* excels in its simplicity. The keyboard controls are easily mastered and the game mechanics uncomplicated. The only necessary option I find missing is a timer display that shows how long the player has been on-line. At $6 per hour there will be some real surprises at the end of the month. Of course, once I got in, my friend and I played for nearly twelve straight hours. I *do* understand the meaning of the term "game-lock."

Although I spent the majority of my time for this review in ALPHA, the training city, and, as a result, was able to move about and survive pretty well in the beginner-level cities, I was usually instantly annihilated in the upper levels when Whatley jacked me into higher levels just to get a feel for the game.

The depth of the upper level cities is utterly amazing. I was really impressed with the graphic portrayal of fog. You can't get more real than this. The fog was the most believable effect that I saw, but I was dumbfounded at its abiliry to portray reality. The storms were well done, but I discovered it rains inside the tunnels just as hard as it does outside them (hopefully, that's just a beta-version quirk). One of the basic necessities of the upper levels is an Infrared module, which enhances images in dark or fog.

According to Whatley, there are over 50 modules which a player can pick up when another player is destroyed (those little suckers go everywhere) or purchase with points (earned for each second of survival). Each module enhances the player's ability by increasing firepower, movement, speed or vision. The catch is that the player is limited on what kinds of modules he can carry. Each module bay is assigned a level, and only modules of that level or lower may be installed. As the player earns points, the level of the bays advances and the player can add modules on a higher level. Experienced players will assist the "newbie" in knowing what modules he needs for each individual city.

The Killing Yields (Conclusion)

I noted from the multi-player games bulletin board that I was not the only person who had problems getting into the game. My modem was not working properly with the software. The thing that some people are having to do, from terminal mode within the software, is to give their modem a direct command, "AT&C1" to wake their modem up. Then, the software is generally ready to call and connect, *if* the comm ports are set up properly. Simutronics cheerfully assists anyone having trouble getting into the game (not just reviewers). Leave E-mail and they *will* assist you, I guarantee it's worth it.

CyberStrike is addictive, action-filled and downright fun. The violence is bloodless (since everyone immediately gets carried back to their bases and receives new Cyberpods), but the challenge is exhilarating. Since it is played against real people instead of artificial intelligence, it varies every time it is played. And it will be played a lot! CGW

The ULTIMATE Play-By-Mail Offer

FLAGSHIP magazine, with Ark Royal Games, C2 Simulations, Capitol Consulting, Deltax Gaming, Flying Buffalo Inc, Flying Dutchman Games, Graaf Simulations, Inner Dimensions, Rolling Thunder Games Inc and Twin Engine Gaming, is proud to make what may be the most exciting offer in PBM history. For $19.99, we'll give you:

(a) A 4-issue trial subscription to **FLAGSHIP**, PBM's leading international magazine, with 56 pages each issue packed with news, reviews, and uncensored player comments. Every issue includes a sheet of discount coupons worth many times the cost of the magazine.

(b) A coupon entitling you to $20 value of rules and/or turns in any of these games: **Agoinst All Odds, Adventurer Kings, Cluster, Continentol Rails, Dominatian, El Mythico, Feudal Lards, New Order, Quest of the Great Jewels, Shadow Lords, Sirius Command, Spoce Combot, Space 101, StarGlobe, Starquest, Subterrania, Victory!, World Emperor II** and **Warriors & Wizards.** You choose where you want to use the coupon: to help you, we will include an impartial description of each of them! The only condition is that you should not have played with that particular gamemaster before.

Last but not least, if you are disappointed with the first **FLAGSHIP**, let us know within one month and we'll refund you the entire $19.99 by return. No handling fee, no requirement to return anything - yes, you can still use the coupon.

To try it, send $19.99 to FLAGSHIP, CGW speciol offer, PO Box 6105WSS, Goinsville GA 30504

Circle Reader Service #57

After One of the Most
Tony La Russa Decided

Announcing

Tony La Russa BASEBALL II

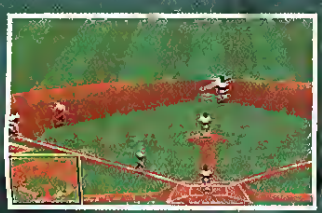
It's a whole new ballgame!

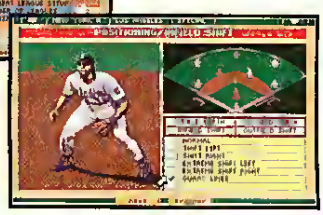
How do you improve on the *"1992 Sports Game of the Year"*? The same way that Tony La Russa improves on a pennant-winning team. You study your players, from their clutch hitting to their personalities in the clubhouse. And you check out the competition, up and down the league.

We did all that. And discovered since La Russa I, a lot has happened in the world of baseball. We've used that knowledge to create a game that will continue to master the category. Because we don't know how to do it any other way.

We called upon the same team to create La Russa II. Three-time American League Manager of the Year, Tony La Russa and a game designer with over 20 years of baseball experience. Together they redesigned this game from the ground up. The result is the most complete baseball experience ever, with the best action, the best graphics and the best stats.

If you choose to enter the dugout and be the manager, you're totally responsible for your actions. Which roster is going to work? Is that rotation due for an overhaul? Is it time to bring your secret weapon out of the dugout yet?





All Screens shown are IBM 256-color VGA

Successful Seasons Ever, to Start All Over Again.

WHEN IT COMES TO THE GRAPHICS, WE'RE PLAYING HARDBALL AGAINST THE COMPETITION.

We're talking the largest action playing field visualized with 256-color VGA graphics. You'll have no excuse for not crushing a homer every time since your batting perspective is straight from the catcher's eye. You'll play on the most detailed field of its kind, from the dirt in the base path to the mow lines on the grass. And you'll see instant replays on the largest, most detailed replay screen ever.

MAKE YOUR BEST PLAYS EVER.

In La Russa II, players pivot at second while turning a double play, slide head and feet first, jump, dive, even toss underhand to the first baseman — all with one-touch button action. Each play is covered by Emmy award-winning, nationally-syndicated announcer, Ron Barr. True-to-life digitized sound effects include everything from the calls of umpires to the crack of the bat.

134 CATEGORIES TO MAKE YOU A BETTER PLAYER.

Only La Russa II gives you the most accurate baseball statistics in every one of them. You'll man your team, with or without Tony's advice, from over 2,000 legendary players and 54 classic teams – or anyone on the current roster. To help in your draft, you can display and print out leaders in 134 stat categories. And stats are tracked throughout the season for every player in every game.

Each and every pitcher is rated for four pitches including fastballs, curves, change-ups and more.

Emmy Award-winning announcer Ron Barr calls the action!

LA RUSSA II EXPANSION DISKS: THINK OF THEM AS THE WORLD SERIES THAT NEVER ENDS.

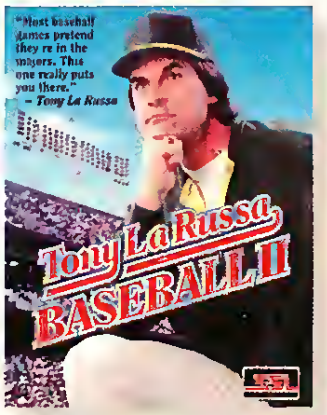
■ **MLBPA PLAYERS** puts the 1992 season in your hands. Over 950 superstars including Barry Bonds, Dennis Eckersley, Nolan Ryan, Rickey Henderson, Tom Glavine, Cal Ripken, Jr., – they're all here – with big, full color portraits.

■ **AL/NL STADIUMS** gives you all current 28 major league stadiums, from the winds of San Francisco to the ivy of Chicago – even the new parks open for the '93 season – Colorado and Florida. The detail is incredible, right down to the Green Monster at Fenway. But these aren't just pretty pictures: prevailing winds, altitude, temperature and humidity all affect the flight of the ball – see how Babe Ruth hits the ball at mile-high Denver!

■ **FANTASY DRAFT** is the most powerful, full-featured fantasy draft league disk ever. Now you can pool all available players and conduct a real-life draft session – with 2-32 teams, and any combination of divisions and leagues.

THE SEASON BEGINS NOW.

Fact is, Tony La Russa won't put his name on anything less than the best. If you're looking for true baseball action, the name of the game is TONY LA RUSSA BASEBALL II.



Take yourself out to the real thing – from flagpole to flagpole, foul line to foul line.

Available for IBM

TO ORDER BY VISA/MC:
call 1-800-245-4525 (in USA & Canada)

Tony La Russa's name and likeness are used under license from Sports Advisors Group.
©1993 Strategic Simulations, Inc. All rights reserved

Mining the BBS On-line Games

A survey of gems to be found on private bulletin board systems

by William J. Shefski

The geology of the Bulletin Board System (BBS) scene anywhere is ever-shifting. Private boards come and go, and so do the games they carry to attract and amuse their faithful callers. Just as distributors of commercial games show little mercy towards an unsuccessful game, the cruel dictates of available hard-drive space cannot tolerate the presence of an on-line game which fails to attract players. The evolutionary pressures of the BBS world are strong, and only the fittest seem to survive.

This article covers some of the games suitable for use on local bulletin board systems. Even *CGW* readers who do not operate their own BBS may want to look for the same or similar games on local boards in their areas.

To offer some guidance in this maze of on-line games, I have rated the games on a three point system. The highest number represents games which are so interesting that a gamer could fill his/her whole time ration with it, if the BBS set-up would allow it. The medium rating suggests games which are amusing enough to keep a player coming back often, but not necessarily losing any sleep if they missed a session here and there. The lowest rated games are probably best avoided.

Nearly without exception, these on-line games generate a bulletin that can be posted somewhere on the board. Some keep ttack of the high scores for the month, week, day and/or all-time. This is an important aspect, maintaining high caller interest through the gamers' desire for cyber-glory.

(Please note: Because of the shifting nature of the BBS scene, the telephone numbers and addresses listed here may have been changed by the time this issue reaches the stands. No guarantees as to the currency of the boards they may or may not reach is possible.)

BBS BOWL: (James Fair, The Fishing Hole BBS, 615-646-5550) This game features bowling on an unforgiving lane. Indeed, a real bowler might say it was over-oiled. Still, this featutes an attractive screen and it is likely that the smart-alecky commentary will bring the player back to try again. It has an increasingly more common "hold-back" enhancement for the registered version — make-up days. This allows the caller to play their daily limit of games from days they missed during the month.

BUGS! (Rick Salinas, Dark Side of the Moon BBS, 209-225-6824) This arcade game invites players to take on the role of exterminator and slaughter the crawlers. Gruesome ... and snooze-some.

CRUNCH LEAGUE FOOTBALL: (Stephen David, Crunchware, Temple of Nine BBS, 703-820-6824) Allows the board to moderate a full blown football league with divisions, stats and a Super Bowl game. Users can draft fictional players who generate stats. This is a perfect use of the computing power of the host machine. This game and sports games like this generate a high degree of user intetest. Sooner or later the big sports game companies will tealize the potential of this forum and the deficiencies of *Crunch* will be apparent. For now, it's just about all that's out there.

DRAW POKER: (JNS Software BBS, 304-733-4148) This is one of a series of well-executed card games implemented by the prolific Rusty Johnson. Most of the others are solitaire, but *Draw Poker* is one step above that. It's five card draw one-on-one versus the computer.

GET OIL IN KUWAIT: (Gordon Wheat & Andrew Brown, Amoeba Ware, Nuclear Amoeba BBS, 410-479-1828) Although Saddam makes no appearance in this game, it is an interesting arcade-type puzzler. The gamer must pump the black gold from pockets of various shapes and sizes under the sands. Then, the oil must be removed before one's drilling rigs are destroyed by gas pockets and dynamite blasts.

GLOBAL WAR: (Joel Bergen, ProVision BBS, 206-353-6966) With a bit more than a passing resemblance to *Risk*, *Global War* provides a widespread and active door. The map is a bit different than the one in the boardgame classic, as are some of the minor rules. Many games can be played at once and there are provisions for team games. The computer resolves all combat and there is an interesting allowance made for missed calling days (i.e. Armies awarded at the beginning of one's turn are multiplied by the number of days missed.) Also available is a terminal emulation program called GWTERM which can, when running in the caller's computer, use the machine's graphics capabilities. Not only do the maps refresh almost instantly, they are much more attractive. It also allows the use of a mouse, a unique feature in an on-liner.

KANNONS & KATAPULTS: (Alan Davenport, Al's Cabin BBS, 717-686-3037) An entire game of *K & K* can be played duting any logon. Player and computer are king or queen of an all-text kingdom, taking turns managing or defending kingdom and castle with cannon, catapult (oddly, more powerful than the cannon), soldiers and assassins. Beware, the computer fights back fairly well.

LABYRINTH: (Randy Hunt and Mark Goodwin, The Lighthouse BBS, 207-942-6575) Gamers looking for an interesting quest simply must wander through this 160-room text adventure game.

LADDERS: (Al Lawrence, Sunrise Software, Sunrise-80 BBS, 404-256-9525) This is a rather simple dice-rolling game where the possible rolls on two dice ate ladders which have to be climbed in order to win.

There's Sound...

"vroom, vroom"

...And There's SoundMan™.

SoundMan 16 delivers sound so real, 85% of the time people can't tell the difference from live sound. That's because it's packed with the absolute latest in sound board technology: up to 16-bit/44KHz record/playback, Yamaha OPL-3 stereo synthesis 20-voice chip, 100% Sound Blaster™ and Ad Lib® compatibility, and more. SoundMan brings you the highest CD-quality sound available, for all your games and applications, in Windows™ and DOS. From Logitech, the peripherals leader. At your dealer, or call **1-800-732-3026.** ™/® Trademarks belong to their respective owners

LOGITECH

SoundMan™ 16. Get Real.

The Seneware™ Company

Circle Reader Service #104

MAHJONGG PYRAMID: (Mike Wilson, Secret Service BBS, 304-429-6838) Unfortunately, *Mahjongg Pyramid* is no more than a variation on regular pyramid solitaite with uninteresting tiles used instead of cards.

MAT MANIA: (Hack, Spiko and Doctor Z, the Cutting Edge BBS, 203-233-8993) This is an all-text game where the playet names, trains and manages a wrestler. Matches can be picked at random by the computer, or one can choose a grudge match against a particular baddie (or goodie). The wrestlers, computer- and human-controlled, ate tanked according to whom they have beaten. The text of the action sctolls by, and one's wtestler finds himself in and out of hammerlocks, pounding his opponent with Brain Busters, and climbing the tutnbuckles. Training allows improvement of attributes and even the invention of a tradematk "tasslin'" move. There could be no better testament to how surprisingly entertaining the game is than when, while toletantly looking over his shoulder while he played, a certain non-computer-game-intetested spouse of a certain reviewet couldn't contain herself. "Go for the pin! Go for the pin!" she urged. It is truly an impressive little game.

MONTE CARLO SOLITAIRE: (Al Lawrence, Suntise-80 BBS, 404-256-9525) Players try to match up card pairs on a square grid. Then, they consolidate. Frankly, there are bettet ways to waste one's valuable tecrearional time.

MC RACE: (Motot City Software) Drag racing is the theme of this text-based game where one is tequited to maintain and tace a rod. The excitement level probably depends on how aroused one gets by the real ones.

ON THE EDGE: (JNS Software BBS, 304-733-4148) Rusry Johnson has provided an inttiguing solitaire effott in this game which is built on a 4X4 grid of open spaces. Face cards ate placed around the edge and, of course, the gamer tutns ovet cards and places them. Spaces open up by matching pip cards that add to a total of 10. No room foi a face card? It's "Game Over!" Scored in the manner of duplicate btidge tournaments (as ate many of the effotts from this company) where everyone plays the same hands. Thus, users are measuted against each other using the same challenges.

POST TIME RACING: (Patole Software, The Parole Board BBS, 919-965-4696) If one is enough of a horse racing fan to thrill to the sight of three "horses" — teptesented by what appear to be hair pins — stutter across the scteen, this game could be a good bet. Otherwise, one might be better off watching text phosphor burn into the monitor than trying to pick the winners in this one.

PUZZLE: (Rusty Johnson, JNS Softwate BBS, 304-733-4148) Consider this game to be an electronic version of one of those patty favors where squares with numbers are moved atound until the numbers are in otdet. Between the host boatd's computer, the home computer and the phone system in between, enough energy is burned in one play of this game to buy a six-pack of Ctacker Jacks, in which the same game will likely be found as a prize.

SCRABBLE: (Christophet Hall, P.O. Box 26025, Austin TX, 78755-0025) Anyone looking for an excellent electronic tendition of "the word game by which all others ate judged" will do well to check out this version. The host board houses the dictionary, adds up the points and keeps track of all the moves in up to 20 games at a time. The "challenge" rule is not invoked, but a player has only thtee chances to input a valid word or the tutn is lost. Oddly, some proper names are acceptable in this vetsion. That would take some getting used to fot the *Scrabble* putist, but it's well worth it. Could thete be any better glory than being listed as the leader in the *Scrabble* bulletin of one's local BBS? We think not.

COMPUTER
TRACK/TENNIS
IBM • APPLE II • C-64
THE MOST REALISTIC STRATEGY/SIMULATION COMPUTER GAMES ON THE MARKET TODAY!

WORLD CLASS-TRACK & FIELD (IBM, C-64)
Includes 600 athletes from over 40 countries complete in 20 events • Sprinters rated for starts, midrace, finish, ability to run curve and consistency • Distance runners rated for endurance, consistency and can be run at 5 different paces • Field competitors rated for their performance in safe, normal and super efforts.

BREAK POINT-PRO TENNIS (IBM, C-64)
Play singles or doubles matches with over 200 of the top men and women players from present to the past • Every player individually rated for service, forehand, backhand, groundstrokes, service returns, volleys power, quickness and consistency • Rate your own players...even rate yourself and your friends • Statistics available anytime during the match.

ORDER TODAY! Mail check or money order for $39.95 each for Apple II and C-64 or $49.95 for IBM. You may call in and order with VISA or Master Card. Please add $3.00 for shipping and handling.
For more information, call or write for a free brochure.

©LANCE HAFFNER GAMES
P.O. BOX 100594 • NASHVILLE, TN 37224 615/366-8088

COMPUTER
SPORTS GAMES
IBM • APPLE II • C-64
THE MOST REALISTIC STRATEGY/SIMULATION COMPUTER GAMES ON THE MARKET TODAY!

FULL COUNT BASEBALL
You manage all 26 most recent teams and 52 great past teams • 45 man roster • Stats compiler • Complete boxscore to screen/ printer • Input your own teams, draft or trade players • Wind/Weather Option • You choose starting line-up, batting order, bunt for a hit, steal, DH option and much, much more!

BASKETBALL - THE PRO GAME
You're the coach and you choose line-ups, shot selection, style of play and much more • Stats compiler • Full team and individual player stats kept for up to an 82 game schedule • All players rated by actual statistics and tendencies • 25 current teams and over 190 great teams from the past included!

ORDER TODAY! Mail check or money order for $39.95 each for Apple II and C-64 or $49.95 for IBM. You may call in and order with VISA or Master Card.
Please add $3.00 for shipping and handling.
For more information, call or write for a free brochure.

©LANCE HAFFNER GAMES
P.O. BOX 100594 • NASHVILLE, TN 37224 615/366-8088

Circle Reader Service #70

GREED IS GOOD.

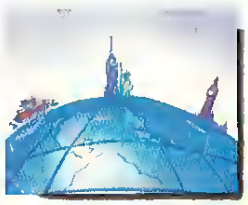
RAGS TO RICHES™

He who ends up with the most toys wins.

It can all be yours--the cars, yachts, planes and other big boy toys that will make you the righteous king of conspicuous consumption. But it does take some savvy moves, a few dirty tricks, and, oh yeah, a little hard work.

Welcome to the business simulation game that could easily be dubbed "Sim Business". It's a fast-paced program that lets you become the master of your entrepreneurial destiny as you climb the slippery Wall Street ladder to financial success--the higher you get, the higher the stakes.

So go ahead, get bullish on greed--it feels good!



Interplay™

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678

© 1993 Interplay Productions, Inc. All rights reserved. Rags to Riches is a trademark of Interplay Productions, Inc.

To order RAGS TO RICHES™, call 1-800-969-4263, or see your local retailer.

Circle Reader Service #66

SINK 'EM: (Jim Wilcox, IHS Software, P.O. Box 5103, Macon, GA, 31208) This *Battleship* look-alike allows "fleets" of 10 players plus the computer to shoot five shots a day at each other.

STACK 'EM: (J & W Software 9426 N. China Pink Way, Crystal River FL, 34428) Anyone who can spell Tetris knows the score.

SUPER SLOTS: (J & W Software 9426 N. China Pink way, Crystal River FL, 34428) Who could dislike a game that starts out with "The House will stake you to $500,000"? This is a five-spot slot that spins cherries and lemons, bells and bars (not pictures, the words.) The progressive jackpot starts at $100,000,000. Addicts might play all day, if the sysop would let them.

THE PIT: (James R. Berry, Midas Touch Software, MTS BBS, 806-797-2239) A tolerably interesting fantasy-themed work, this game might easily be labeled, "Let's Pound Each Other." This one at least tries to go beyond the text readout of how many hit points have been lost by letting the player's character maneuver around the arena with the number pad. There is nothing that will excite the hard core electronic dungeon diver, but it's a hair above the rest of the Pound 'em Pack.

TRADE WARS: (Chris Sherrick & John Morris, The Abandoned Land BBS, 702-746-1364 & 65) For many players cruising the boards, there is no other on-liner than *Trade Wars.* Many versions are circulating and they are, apparently, highly configurable. Except for the core concepts and basic mechanics, no two boards seem to carry the same exact game. The basic format is that the galaxy has 1000 sectors to explore. The trader can build up his or her wealth moving commodities and building a fighting force. At higher levels there are planets to acquire and even terraforming. Keep an eye out for the computer enemy and, of course, for fellow users. The beginning player has a long apprenticeship, but the persistent can build a large and complex empire. This game will be around for a while, in one form or another.

TRIPLE YAHTZEE: (Al Lawrence, Sunrise Software, Sunrise-80 BBS, 404-256-9525) The enduring poker-dice game has seen many a programming exercise. This is Yahtzee times three, where one can place one's dice roll in any of the three consecutive games. It could conceivably serve as a two- or three-player game, all at the same calling computer.

TRIVIA TIC TAC TOE: (Mike Wilson, Secret Service BBS, 304-429-6838) There are a lot of trivia doors circulating. This one does a bit more than just add up how many a player answered correctly. The gamer places an "O" in the square if an answer is correct. If not, X gets the spot.

VIDEO POKER: (Worldwide Programming, The Lighthouse BBS, 209-252-7968) Just like it sounds, *Video Poker* is a pleasantly-rendered Jacks-or-Better coin-eater. The computer keeps track of how many pairs, two-pairs, three-of-kinds, etc. the player scores. Then, it generates a bulletin with the records in each. As much action as any casino (or the corner bar), and one isn't likely to lose the rent money — unless calling long distance.

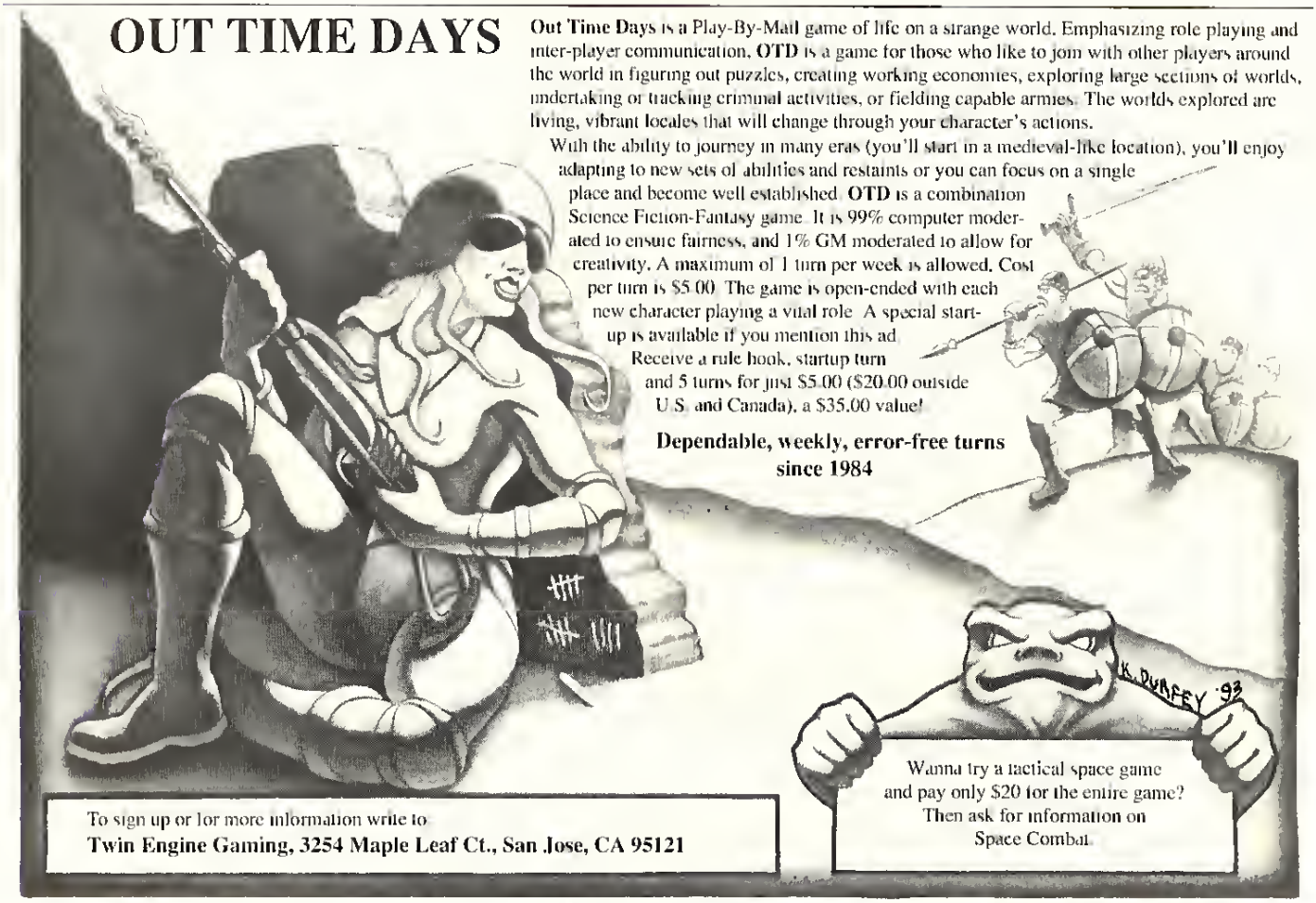
WHEEL OF FORTUNE: (Michael Goetz, The Speak Easy BBS, 407-291-4626) Vanna in ANSI? (No. But it had to be said, didn't it?) "The Famous Wheel" is not present in its familiar form. The numbers spin more like the "Showcase Spin" prop on "The Price is Right" but the word puzzle game is the same. For the solitary player. CGW

OUT TIME DAYS

Out Time Days is a Play-By-Mail game of life on a strange world. Emphasizing role playing and inter-player communication, **OTD** is a game for those who like to join with other players around the world in figuring out puzzles, creating working economies, exploring large sections of worlds, undertaking or tracking criminal activities, or fielding capable armies. The worlds explored are living, vibrant locales that will change through your character's actions.

With the ability to journey in many eras (you'll start in a medieval-like location), you'll enjoy adapting to new sets of abilities and restaints or you can focus on a single place and become well established. **OTD** is a combination Science Fiction-Fantasy game. It is 99% computer moderated to ensure fairness, and 1% GM moderated to allow for creativity. A maximum of 1 turn per week is allowed. Cost per turn is $5.00. The game is open-ended with each new character playing a vital role. A special start-up is available if you mention this ad. Receive a rule book, startup turn and 5 turns for just $5.00 ($20.00 outside U.S. and Canada), a $35.00 value!

Dependable, weekly, error-free turns since 1984

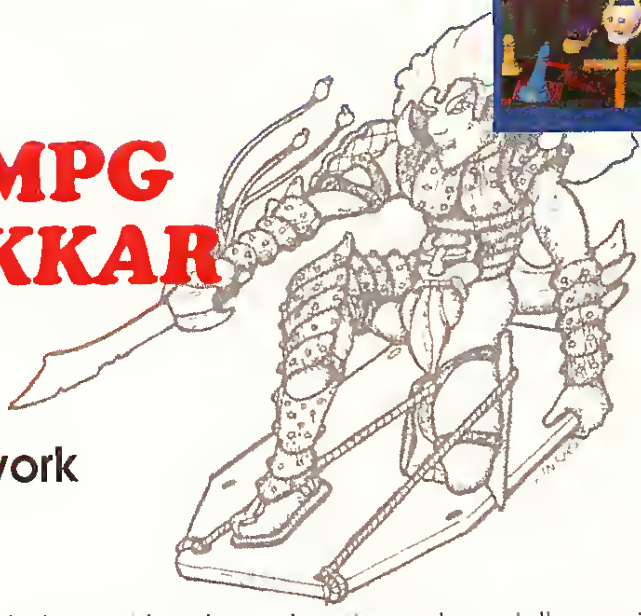


To sign up or for more information write to
Twin Engine Gaming, 3254 Maple Leaf Ct., San Jose, CA 95121

Wanna try a tactical space game and pay only $20 for the entire game? Then ask for information on Space Combat.

Circle Reader Service #98

Get the most MPG from your DRAKKAR



Role-Playing on the Multi-Player Games Network

by Jasper Sylvester

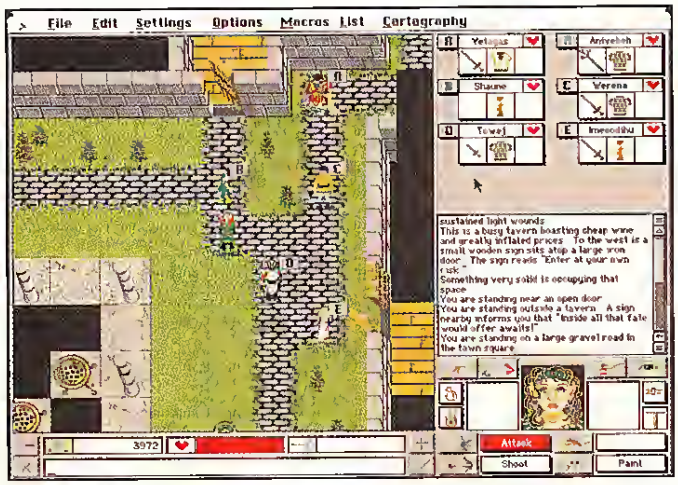
I'm glad my parents didn't name me, "Mork." Imagine being known as Mork from Nork. It's bad enough being from a town that everyone knows something nice about. "Oh, yeah! I got my training as a Mentalist in Nork." "Nork? Explored my first dungeon in Nork." "Hey, do they still have the Steel Flower Tavern?" I get tired of hearing about it.

It's not that there's nothing to do in Nork. It's just that everybody seems to be doing it. There's just no sense of having been the first to have done something. Let me explain. Drakkar used to be one great landmass. Then, the Empress decided to release a bit too much of her psionic power and now, of the four habitable cities, only Nork is not an island in a sea of inhospitable terrain. All four cities are still connected, though, by virtue of a system of one-way portals, and it seems like everybody who wants to be somebody comes through here.

We get 'em all. From cities, woodlands, forests, mountains and caverns they come. As outcasts, they come. Male and female, they come. We must have a magnet for mercenaries. No matter whether they are high in Strength, Intelligence, Wisdom, Agility, Willpower or Constitution, they come. Whether they have a lot of Luck or a great deal of Charisma, they come.

I guess that makes sense. We have a Brotherhood of Fighters where a person can become proficient in weapon skills; a Brotherhood of Mentalists where individuals can discover psionic disciplines; a Brotherhood of Healers where one can learn to focus psionics for healing; a Martial Arts dojo where one can learn the traditional arts of hand-to-hand combat; a Thieves Guild where one can discover the more streetwise and slippery of disciplines; and even a Barbarian trainer outside of town. We even have the perfect training ground, right below our city.

The dungeon, as we call it, used to be the dormitory of the Elite Guard. When the Empress' mental powers went awry, so did the guard. In fact, they may be the source of the monsters that would-be adventurers fight below the gravel roads of our fair city Whatever the tale, there are riches aplenty and experiences galore to challenge novice- to intermediate-level adventurers. When they get too strong for Nork's underground, they can also try their hand at the monsters outside of Maeling, Frore or the Volcano City. None of those cities is as light and cheerful as our fair environs, but there is certainly more action in their vicinities.



D is for Destiny

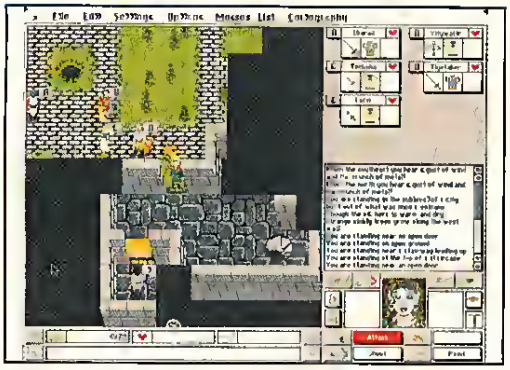
Once they get here, it's almost as if they are driven by forces far beyond our world. It is like their destiny guides them a move, two moves or maybe three moves at a time. I often get the feeling that someone is pointing a little arrow where they are supposed to go and clicking some magical artifact to get them to move along, as though they give up to three orders and wait for my friends and neighbors to carry them out. Sometimes, I even get the feeling that these forces even script out common actions in advance and invoke a special magic called "Macros" to get my fellow adventurers to act even more quickly.

Sometimes, I imagine that I am one of those forces that control adventurers. I look down on our town from above and click a hero or heroine through their paces. I use the " symbol to put words in my hero's or heroine's mouth. I tell my adventurer(ess) when to attack that orc, rockman or goblin by clicking my rodent-sized artifact or running my fingers over a rune-covered tablet that clicks as I caress it. I negotiate with shopkeepers by commanding my vicarious personage to place their loot on the counter and have it appraised. Sometimes, I imagine that other beings are trying to communicate with me through their representatives in our world.

R is for Rockman

I'm not sure it would be easy to control my heroes in combat, though. Since it seems like everyone is getting up to three orders in advance, it looks like some of our unique monsters (Rockmen, Sanquin and Yeti)

would be able to get into hand-to-hand combat with our heroes before we, as the controlling force, even saw them. Then, we would just have to keep giving the same scripted order over and over again till we quit getting messages that our hero was getting hit. Hero and hobgoblin could even pass each other in the same maneuver. It would sure make it hard to maximize an adventurer's use of missile weapons. It would almost make it advisable to wait until the monsters attacked one's surrogate before attacking.



One thing's for sure, I would make certain my surrogates learned to search corpses. Some of the best treasure is found after a nice little dungeon scrap. In my imagination, I see little clouds of gleaming gold streaming out from under the piles of ordinary weapons, armor and bodies whenever there is treasure. I'd even make sure that they had a pouch, a bag and belt for holding gems, bottles, scrolls, weapons and gold coins. I'd even make them read the scrolls in the dungeon, if there wasn't an immediate fight at hand. That way, they could dump 'em if they weren't useful and save 'em if they were.

A is for Action

I'm sure I'd love watching the action from my god-like perch high above the denizens of our dungeon and citizens of our city, but I wonder if I would know more about why all this fighting's going on if I were a controlling force. After all, the dungeon dwellers seem to leave us alone if we stay out of the dungeon. Is it just our greed that keeps us going down in the dungeon? Is it the only way we can gain status?

Sure the scrolls occasionally give us a hint as to where to find more dangerous and potentially more rewarding dungeons or nudge us toward hunting a red dragon in order to harvest the scales, but why are we here? Where is our motivation? People who come to Nork can find armor lying all over the roads of our town. Where does it all come from? The dungeons are full of treasure. Where do these creatures get it? We seem to be here as someone's playthings. Shouldn't there be more?

K is for Keebler

I guess the best reason we're here is to get to know each other. It's kind of nice meeting lots of new people. Take those forest dwellers that were hanging out in the Last Chance Tavern, for instance. They called themselves the Keebler elves and said they looked like some merchants in a different town that sold cookies. I didn't understand them, but they did look like cute little elves and I would buy cookies from them.

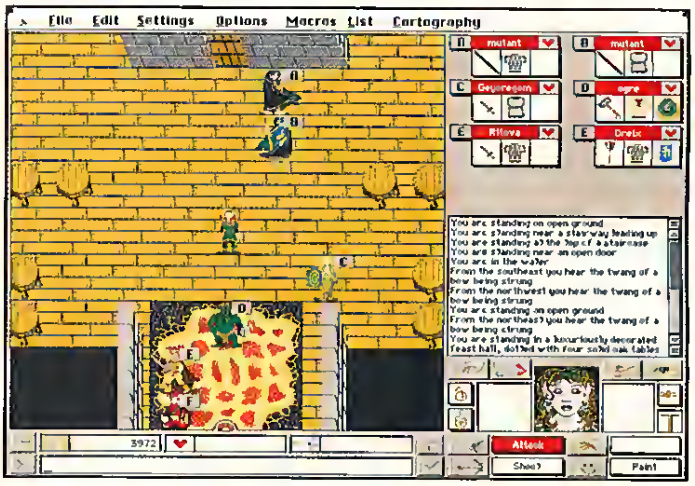
They were all sixth level fighters and were looking forward to reaching the 13th level. If they could get enough 13th level fighters together, they can charter the powers that be in Nork to grant them a charter as a Guild. It's hard to imagine a Guild of Keeblers, but that's why they're in Nork. They're trying to make a name for themselves and their guild-to-be. I like that. Maybe I'll join.

K is for Karma

One of the best things about this place is that it's possible to come back from the dead. Even a controlling force can't always bring his/her servants back to life, but in Drakkar, one always has a chance. I think the mantra is something like "Restore," and then the Healers use their karma to bring the heroes back to life. I think that's good. If a controlling force is going to invest his/her time in guiding an adventurer across the terrain (and under it) of Drakkar, they ought to be able to get another chance when things go awry.

A is for Assets

I also like the fact that any adventurer who doesn't use psionics can go to the Steel Flower Tavern and put some of his/her loot in a locker. This means that scrolls and gems don't have to be sold right away and that adventurers don't have to get burdened by carrying a lot of weight around. It also acts sort of like insurance. Should an adventurer die and not be restored to life, his/her heir can get the goodies out of the locker. The loot on the person disappears, but the treasure in the locker stays there.



R is for Results

Yes, if I had the chance to be a controlling force, I think I'd like to control a person on Drakkar. I might have to appeal to other forces in order to open the gateway to reach Drakkar. The Kingdom of Drakkar exists on a plane called the Multi-Player Games Network. One must expend something like six gold coins per hour ($6.00) to maintain a presence on that plane. For those who cannot reach that plane directly, there are portals known as SprintNet and Compuserve Information Service through which one can reach that plane for a few additional coins.

If I could remake Drakkar, I would give its citizens more of a reason for living. I would interweave a plot through its history. I would rework the monsters so that they are visible at all times. Yet, who am I to speak? I have yet to kill a Yeti and am yet to wed a wife. Still, I have told you of our city and I hope to see you here. Even, if your parents name you Mork.

[*Translation:* The Kingdom of Drakkar *is a multi-player graphic role-playing game on the* Multi-Player Games Nerwork (1-800-438-4263). *Gamers use a combination of an icon-driven and a command-line driven interface to react with the world - Ed.*] CGW

This Is The Only Hardware You Need To Shop The World's Ultimate Games Superstore.

Or Shop Us On : PRODIGY®, CompuServe, GEnie, Delphi, LA On-line, America On-line and many more!

Space Quest V

Roger Wilco the universe's favorite janitor, has bamboozled his way through the StarCon Space Academy and taken command of his own starship. As he stumbles his way through space, Roger must deal with such minor inconveniences as a stone cold killer androidness out for blood, an acid-pidding baby face hugger, and a horde of mutants rampaging through the galaxy in a stolen spaceship. It's up to Roger to save the universe from the mutant menace, thwart his nemesis Captain Quirk, and woo the woman of his dream or he'll be—Gone with the trash. (For IBM DOS)

$42

Publisher: Sierra

El-Fish

El-Fish is your perfect opportunity to generate an exciting, life like electronic aquarium. El-Fish employs the latest graphics rendering technology that helps you create realistic looking, fully-animated images that look and swam as if they were real fish hugging coral reefs in the Caribbean. Make your own colorful aquarium filled with unusual objects: shells, castles, mermaids, and populated by colorful and dazzling, seemingly three dimensional fish. (For IBM DOS)

$36

Publisher: Maxis

Jump Jet

No other flight simulation provides the combination of unique challenge and dramatic action that is found in Jump Jet. Missions replicate those typical of sorties assigned to Harrier aircraft: frequent, short, fast paced ground attack and close air support. Imagine engaging in a dogfight with an aircraft that we can stop and hover in midair, fly sideways and even backward. (For IBM DOS)

$48

Publisher: Microprose

Also Available

SOFTWARE
Databases
CAD/Graphics
Communication
Tax Preparation
Accounting/FAX
Home Productivity
Desktop Publishing
Languages/Utilities
Operating Environments
Spreadsheets/Integrated

CD ROM/MULTIMEDIA
Hardware & Accessories
Printers/Monitors
Modems/Scanners
Mice/Joysticks
Storage Devices

Wayne's World

It's Wayne's World Computer Game Party Time. Excellent! Join Wayne and Garth and help them save their show from going off the air. All they need in $50,000. A most excellent Pizza-Thon will do the trick if all goes as planned. 000000...the Decent Organization of Dedicated Obscenity will brainwash Aurora and babe nap Cassandra. Saving everyone will be easy. NOT! Are you worthy? Party on! (For IBM DOS)

$27

Publisher: Capstone

SoundMan 16 Quality Sound Board

The richest 16 bit stereo sound available! Gives you the best sound quality possible on your computer. An excellent choice for playing all your favorite games. 100% Sound Blaster and Ad Lib compatibility. Use to record, edit and play back sound in DOS and Windows. Even use music, voice and sound to add life to word processing, multimedia, spreadsheet and other Windows™ 3.1 business applications. **FREE ACCOLADE GAME WITH PURCHASE. CALL FOR DETAILS!**

$185

Publisher: Logitech

Orders accepted on our toll free number Mon-Sat 8:30 to 5:30 EST. Visa, MasterCard, and Discovercard accepted. All credit card orders processed within 24 hours. Continental US shipments: UPS Ground $5, Airborne Overnight $7. Corp. Gov't, Educ, APO, FPO, International orders accepted. No sales tax except for Mass. add 5%. Personal checks will delay shipment 5 business days. Products covered by manufacturer's guarantee. Defective software replaced immediately. No CODs. Item availability and price subject to change without notice. 15% restocking fee for non-defective returns.

800-228-7449

Fax: 508-443-5645
Voice: 508-443-6125

COMPUTER Express

The World's Ultimate Games Superstore

IBM PC

RECREATION SOFTWARE

3D Pinball	30
Al ens Ate My Babysitter	36
Alone in the Dark	36
Harrier Assault	42
Battle Chess 4000	16
Championship Pool for Windows	20
Comanche Data Disk	42
Comanche Max mum Overkill	36
Empire Deluxe	36
Eric the Unready	45
F 15 Strike Eagle III	42
Freddy Pharkas	42
Front Page Sports Football	24
Great Naval Battles Expansion	16
Hardball IV Big League Parks	20
Hole-In-One Mini Golf Deluxe	27
Home Alone II	30
Hoyles Book of Games I Classic	24
Humans	30
HYPA	18
Japan Scenery Upgrade	30
Legacy Realm of Terror	30
Links	36
Links Mauna Kea Add-On Course	18
Links 386 Pro	36
Links Mauna Kea Add-On Course	18
Links: Bay Hill Club Course	18
Links: Bountiful Courses	18
Links: Pinehurst Country Club	18
Rail Road Tycoon Classic	18
Reach for the Skies	30
Special Forces	48
Strike Commander	36
Stunt Island	36
Trump Castle III	46
Ultima Underworld II: Labrinth	18
Wacky Funsters	24
Wheel of Fortune w/Vanna White Win	42
Wetlensteln I Spear of Destiny	42
X Wing	36

EDUCATION SOFTWARE

Alphabet Blocks for Windows	30
Bodyworks	48
Carmen Sandiego Companion Dx	9
Castle of Dr. Brain VGA	30
Challenge of the [illegible]	42
[illegible]	36
College Edge Pack	30
Dinosaur Adventure	42
Discovery Pack	9
Expert Maps	9
Expert Pet Care	30
Time Riders American History	36
Where in the USA/Deluxe	48
Wld Learning Safari	21

HOME PRODUCTIVITY

Auto nap for Windows	60
Betty Crocker Italian Cook Windows	16
Betty Crocker Lose Weight Window	16
Betty Crocker Boys & Girls DOS	16
Betty Crocker Boys & Girls Window	16
Betty Crocker Italian Cooking	60
City Streets Electronic Guide	10
Dial Expert	60
Dieters Edge 2000 for Windows	16
Expert Home Design Windows	10
Expert Resume Writer	9
Expert Office Design	36
Personal Pediatrician	36
Personal Physician	36
Tarot Multimedia for Windows	25
TaxCut Final Edition	40
Zodiac Signs	42

MULTIMEDIA

CD Stories of Murder & Mystery	35
CD-Space Quest IV	42
CD-Star Trek 25th Anniversary	56
CD Shuttle	36
CD Jazz Multimedia History	65
Star Trek Vol One Audio Chp	36
Virtual Reality Studio	50

HARDWARE

Sound Blaster 16 ASP	235
Sound Blaster Deluxe	90
Sound Blaster Pro Deluxe	140
Sound Blaster Pro HD 4	42
Speaker Pair HD 4	20
Speakers Shielded CS-150	30
Speakers Shielded SS 700	24
Speakers Amplified	

UTILITY SOFTWARE

Energizer Buy ny Screen Saver	15
[illegible] and FX for Windows	16
[illegible]	36
Origin FX Screen Saver	05
QuickLink [illegible]	30
Razzle Dazzle	

MACINTOSH

Might & Magic III	36
Omar Sharif on Bridge	36
Out of this World	30
Prince of Persia	42
Railroad Tycoon	30
Scrabble Deluxe	36
Secret of Monkey Island	30
Shanghai II	36
SimAnt	42
SimEarth	36
Tristar MAC LC/MAC II	13
Wolfpack	30
Wheel of Fortune w/Vanna White	

HOME PRODUCTIVITY

Design Your Own Home Interiors	60
Design Your Own Landscape	60
Design Your Own Home Architect	60

EDUCATION SOFTWARE

A Train Construct on Set	21
A Train	30
Castle of Dr. Brain	43
Fetal Pig	36
KidWorks II	36
Math Blaster Plus	30
Miracle Songbook #2	30
Miracle Piano Teaching System	350

MULTIMEDIA

CD Battle Chess	46
CD It's a Bird's Life	36
CD Just Grandma & Me	62
CD-Lost Treasures Infocom	42
CD Sally Ndsey House	36
CD-Sports Illustrated	169
CD Webster's Talking Dict	

AMIGA

HARDWARE

Sound Box	36
Gravis Gamepad	29

RECREATION SOFTWARE

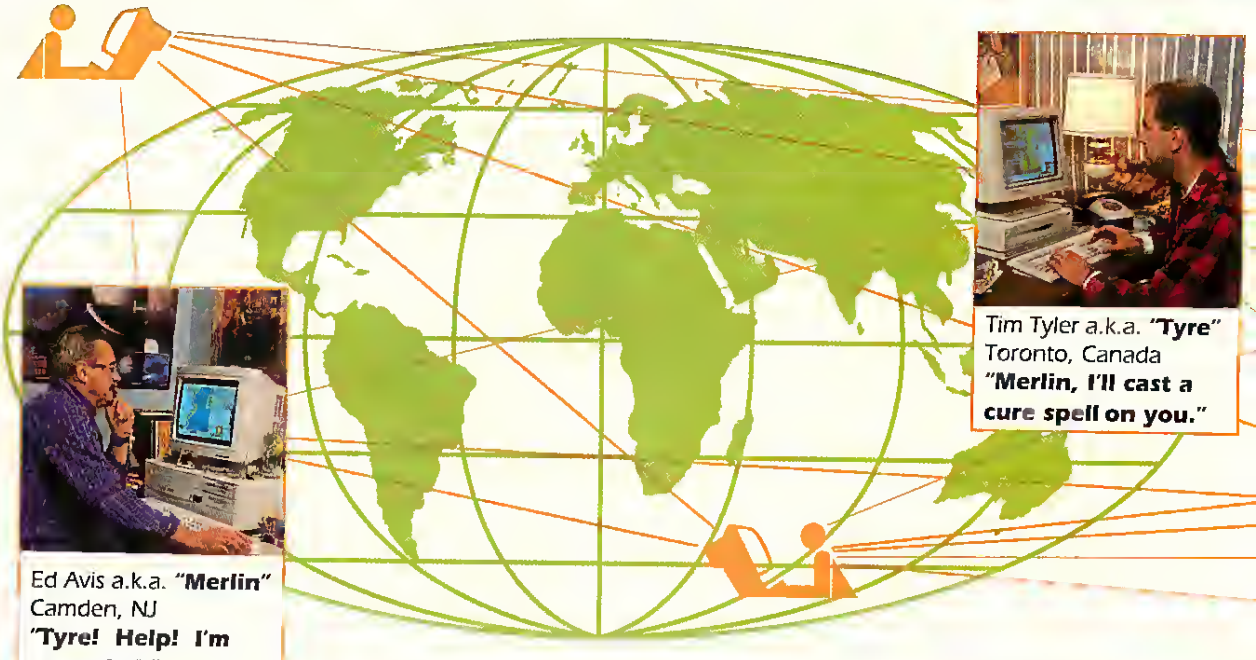
A Train Construction Set	20
A Train	42
Air Force Commander	36
Bible Search NIV Internat onal	60
Civilization	42
Dune	36

EDUCATION SOFTWARE

Falcon	32

Here are only a few of the 3,000 products we've delivered to our satisfied customers.
Just call **1-800-228-7449** to start saving time and money with Computer Express.
Computer Express 31 Union Ave, Sudbury, MA 01776
Circle Reader Service #49

A New Dimension



Ed Avis a.k.a. **"Merlin"**
Camden, NJ
"Tyre! Help! I'm wounded."

Tim Tyler a.k.a. **"Tyre"**
Toronto, Canada
"Merlin, I'll cast a cure spell on you."

Chat and play games with people from around the world without ever leaving your home.

MPG-NET gives you something you can't find on floppy disk, on-line real-time contact with the most puzzling and challenging entity of all time.

Another human mind.

Play pulse-pounding, intriguing, forever challenging games with stunning graphics and vibrant sound. Games that are constantly improving so they won't get stale. Form strategies, share secrets and solve puzzles with up to 100 folks from around the world, twenty-four hours a day.

In addition to our games we have Bulletin Boards so you can write public messages to other players, and Electronic Mail to send private messages. We also have Chat Rooms in which you can shoot the breeze LIVE with people from around the world.

All you need is a modem, a phone line, and a computer, IBM-PC compatible, Macintosh, or Amiga.

DRAKKAR™

Come visit a land where dragons roam free, rodents grow to unusual size, and adventurers are the endangered species.

Team up with players from around the world. Together, explore mysterious lands, armed only with your enchanted weapons, psionic spells, and wits. You'll find untold riches and glory while solving intriguing puzzles, and destroying the mightiest of beasts.

MPG-NET brings you the ultimate in fantasy role-playing.

STAR CRUISER™

The year is 2300 A.D. We've discovered stardrive and colonized hundreds of new solar systems. In the process, however, we pissed off some very nasty aliens. To say they hate us is an understatement. They'll do anything to eliminate us from space. No compromises. This is all-out interstellar war. We need your help!

Based on GDW's classic space combat game, MPG-NET brings you the on-line version of Star Cruiser — a 3D, multi-player campaign of split-second action.

© 1992 MPG Net, Inc. Multi Player Games Network and MPG Net are service marks of MPG-Net, Inc. The Kingdom of Drakkar is a trademark of Drakkar Corp. Computer network versions of Empire Builder, Star Cruiser, Operation Market-Garden, and the Kingdom of Drakkar are designed and developed by Tantalus Inc. All other brand and product names are trademarks or registered trademarks of their respective holders.

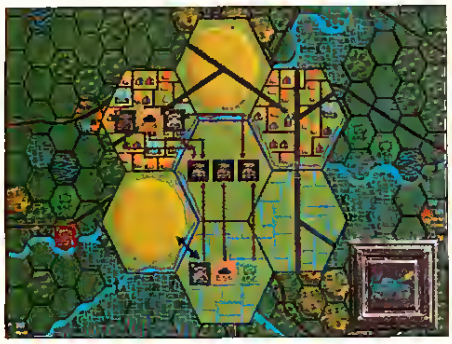
in Entertainment

...Your Multi-Player Games Network.

Lori Zini a.k.a. **"Diana"**
Waco, Tx
"What tore you up, Merlin?"

Brad Elk a.k.a. **"Sauer"**
Louisville, KY
"If you need some help, just page me."

OPERATION MARKET-GARDEN™

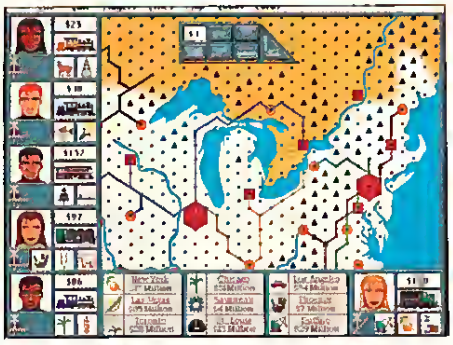


Three elite Allied paratroop divisions drop into enemy territory. Their mission, to seize the bridges leading up to the Rhine — the last obstacle of Allied advancement into the heart of Germany. They almost succeed.

Scattered remnants of Axis forces already defeated in France must guard the Rhine — the first-line of defense for the Third Reich. They almost lose.

MPG-NET brings you the on-line version of Operation Market-Garden, GDW's classic two-player war game, based on the biggest airborne operation in history.

EMPIRE BUILDER™



Combining two great American loves: Railroads and Money!

Now you can capture the entrepreneurial spirit of America and build your own railroad empire. The wheels of progress are you and up to five other players from around the world, locked in a power struggle of epic proportions.

It takes planning and ambition to build a railroad empire. And only the best will endure. Experience MPG-NET's on-line version of Mayfair Games' award-winning, classic board game.

MPG-NET is accessible from over 600 cities in the United States and over 80 cities internationally.

It costs less than you think: $4.00 per hour in the continental US and $3.00 per hour in the N.Y. city area. These costs are all inclusive. There are no hidden communication fees.

Dial toll free 800-GET-GAME and we'll send you your account number, password, start-up kit, and 5 free hours right away. For more information call 800-245-0317.

MPG-NET
Your Multi-Payer Games Network℠
800-GET-GAME
800-438-4263

Circle Reader Service #77

© Corel / Edward Jones

ISLANDS IN THE INTERNET

A Navigational Chart for Gamers on the Internet

by John J. Brassil

The 10th anniversary issue of this magazine contained a brief review of the history of computer games. As observed in that article, the very first computer games were developed by computer scientists (a.k.a. nerds) who wanted to play with their new toys after they were finished working on them. Now, these mainframe computers are connected to one another by the thousands in a network of mind-boggling complexity. Toss in the govenment and commercial hosts and it totals about one million hosts attached to the Internet worldwide! (An article in the *Internet Society News* estimates 992,000 in June of 1992.)

Since that first game of *Spacewar* was played at MIT in the 1960s, there have always been games wherever there have been computers. Things have progressed far beyond the days of *StarTrek* on display terminals and the original Great Underground Empire (i.e. *Zork*). It is now possible to play computer games, talk about computer games, and even design computer games (in a fashion) on the Internet.

To give some sort of idea of the scope of interest, let's take a look at the Usenet newsgroups which deal with gaming on the three major home computer types. A Usenet newsgroup is very similiar to the discussion areas found on the major on-line services such as Compuserve, Genie, America On-Line, and the like. Readers post articles which can be read by anyone who subscribes to the group and replies can be made via follow-up E-mail or posting to the group. One of the newsgroup hierarchies is the "rec" area, which deals with recreational topics. There are about 70 different areas under the "rec" group (the number changes as new groups are added and deleted — the Internet is a *very* dynamic environment!) One of these areas is rec.games, which in turn, has 29 of its own subgroups, ranging from rec.games.abstract to rec.games.xtank. In between are newgroups relating to backgammon, the game of Go, *Empire*, fantasy role-playing games, board games, *Diplomacy* (more about that later), and even coin-op arcade games.

An area of special note is the rec.games.mud newsgroup. "MUD" is an acronym for "multi-user dungeon." Here, players get together in an electronic dungeon and interact in "real time!" There are several Internet hosts which provide these on-line dungeons, engendering several different styles of "muds." Needless to say, these types of adventures don't support the fancy graphics and sound support of commercial software, but there is the thrill of actually designing and defining the universe you inhabit!

There are also newsgroups under the comp.sys hierarchy which deal with the commercial, shareware and freeware games available for home computers. In the latest weekly reporting period, the comp.sys.ibm.pc.games newsgroup had 1,252 articles (1,864,624 bytes), comp.sys.mac.games had 440 articles (1.139,452 bytes), and comp.sys.amiga.games had 363 (536,494 bytes) articles posted. That's over 2.5 MBs posted in one

DISK-COUNT SOFTWARE

Lowest deliverd prices with great customer service.

800-448-6658

MASTER CARD, VISA, DISCOVER, AND AMERICAN EXPRESS ACCEPTED WITH NO SURCHARGE.
SHIPPING IS ONLY $4.00 PER ORDER, NOT PER ITEM

PRODUCT INFO & OTHER BUSINESS:
908-396-8880

4 D Boxing	20
A Train	39
Construction Set	22
A320 Airbus	52
ABC Wide Wrld Box	30
ABPA Baseball	25
Aces of the Pacific	39
Mission Disk	25
Action Stations	29
Addon Disk 22-45	14
AD&D Collect Ed 2	44
AD&D Starter Kit	44
Adv Willy Beamish	37
Air Bucks	36
Air Force Command	36
AlgeBlaster Plus	30
Algebra Made Easy	25
Amarillo Slim DI Ch	32
Amercan Gladiators	25
Ancient Art War Sky	35
Animation Studio	69
Are We There Yet?	18
Armada 2525	30
Armourgeddon	29
A.T.A.C.	35
Automap	49
Automap Windows	48
Automap Europe	74
B-17 Flying Fortres	39
Back to Future 3	25
Backgamn By Geo	26
Bane Cosmic Forge	36
Barbie Design	16
Barbie Fashion	25
Barbie Adventure	25
Bart Simpson Hous	30
Battlechess (all ver)	30
Battlechess 2	29
Battlechess 400	39
Battle Isle	32
Battles of Napoleon	31
Battlestorm	31
Berenstn Bear Cnt	19
Berenstn Bear Color	25
Berenstn Bear Lettr	25
Beritz Interpreter	37
Bicycle Poker	37
Bill Elliott NASCAR	30
Birds of Prey	32
Blitzkrieg	29
Bloodwych	25
Bo Jackson BaseB	30
Bodyworks	42
Bridgemaster	30
Bug Bunny WrkShp	31
Buzz Aldnn	39
Captain Comic 2	15
Carl Lewis Chalng	29
Carrier Strike	42
Carriers at War	35
Casino Pack 1	32
Castles	36
Northern Campgn	19
Castle 2	35
Castle of Dr. Brain	30
Cathy Daily Planner	43
Chlng Ancient Emp	30
Challenge 5 Realms	35
Champions	38
Champions of Krynn	20
Chemistry Works	38
Chessmaster 3000	32
Chessmstr 3000 Win	38
Children Writ & Publ	39
Chip 'n Dale	15
Civilization	39
Civilization MPE	47
Classic 5	29
Coaster	25
Comic Book Creator	17
Conan: Cimmenan	30
Conflict: Middle East	32
Conflict Korea	29
Conquest Longbow	39
Conquest of Japan	35
Crime Wave	37
Crisis in the Kremlin	39
Crossword Magic	32
Cruise for a Corpse	33
Daffy Duck P.I.	15
Dagger of Amon Ra	39
Dark Half	39
Dark Queen Krynn	32
Darklands	39
Darkseed	39
Dark Sun	50
Death Knight Krynn	32
Dlx Paint Animation	85
Dlx Paint It Enhncd	85
Design Yr Own Hm	39
Design Your Railrd	35
Railroad Robbery	19
Designasaurus II	23
Disney Entertain Pk	47
Dr Quandry	31
Dragon's Lair	25
Dragon's Lair 2	37
Dragon Lr Sing Cst	37
Duck Tale Qst Gld	15
Duerk BaseB Encyl	20
Dune	29
Dungeon Master	29
Dusk of the Gods	38
Dynamix Bundle	39
Earl Weaver 2	20
Commisioner Dsk	12
Play & Mgr Disk	12
Earthquest	37
Eco Phantoms	31
Eco Quest 1	34
Etvira 2 Jaws	42
Entr Pak Win (ea)	28
Eye of Beholder	32
Eye of Beholder 2	38
E Z Cosmos	42
F-14 Tomcat	19
F 15 III	44
F 15 III Master Edit	49
F117a Stealth Fighter	41
Facts in Action	31
Falcon 3.0	45
Oper Fight Tiger	25
Family Tree Maker	42
Far Side Calendr	49
Farm Creativity Kit	17
Femme Fatale	26
F.F. Data Disk	21
Fighting for Rome	29
Final Conflict	29
Flames of Freedom	31
Flight of Intruder	37
Flight Simul A.T.P.	37
Flight Simul (M.S.)	41
Arctic Scen Dsgn	28
California	37
Flight Planner	25
F S Pro	24
Great Britian	37
Hawaii	19
Instant Facit Loc	26
Instrumnt Pilot Scen	
East / West U.S.	59
Scenery Set A	37
Scenery Set B	37
Scenery Enhn Ed	25
Sound & Graphic	25
Tahiti	19
Western Europe	19
Floor 13	15
Fly Grand Canyon	37
Follow the Reader	29
Four Crystal Trazer	32
Free QC	37
Front Page Sports	39
Gateway	35
Global Conquest	37
Gobblins	25
Godfather	29
Gods	25
Gold of the Aztec	31
Gold Sheet Pro F B	37
Grand Slam Brdge 2	31
Great Naval Battles	44
Greens	35
Gunship 2000	36
Scenario Disk	24
Guy Spy	29
Hardball 3	35
Data Disk	17
Hare Raising Havoc	29
Harpoon	32
Headline Harry	37
Heimdall	19
Heros of 357th	32
Hole in One Golf	22
Hong Kong Mahjong	32
Hoyle Bk Game 1/2	22
Hoyle Bk Game 3	30
Humans	25
Indiana Jones 4	37
Island of Dr. Brain	29
Jack Nicklaus Signtr	42
J. Nick Crse 3,4,5	14
J. Nicklaus Clip Art	17
Jetfighter 2	39
Adv. Mission Disk	19
Jobhunt	30
John Madden 2	31
Jump Jet	39
Kid Pix	35
Kid Pix Companion	25
Kid Works	29
Kings Quest Bundle	39
Kings Quest 1 VGA	37
King's Quest 5	42
King's Quest 6	39
Knowledge Advent	47
Konami NFL FootB	30
Laffer Utility	22
Leather God Phb 2	42
Legend	41
Legend of Kyrandia	35
Legion's of Krella	37
Leisur Suit Lar Bndl	39
Leisur Suit Larry 5	37
Lemmings	29
Oh No More Addon	22
Lemm.-Oh No More	31
L'Empereur	37
Lexicross	25
Liberty or Death	35
Life and Death 2	32
Links	25
Links 386 Pro	39
Course Disk ea	16
3 or more (ea)	15
Loney Tune Prnt/Ply	19
Lord of Rings 2	37
Lost Admiral	35
Lost File Sherlck H	41
Lost Treas Infocom	42
Lost Treasures 2	29
Magic Candle 2	38
Main St Creatvity Kit	17
Manhole	31
Mantis	39
Mario Teaches Type	25
Martian Memorndm	32
Marvin Mcose 1/2	31
Math Blaster Mystry	29
Math Blaster Plus	29
Math Blaster Wind	36
Math Rabbit	25
Math Zone	31
Matrix Cubed	32
Mavis Beacon Type	32
Mavis Beacon Wind	38
McGee at Fun Fair	25
Mean Streets	19
Medieval Lords	38
Mega Fortress	26
Mission Disk	27
Mega Traveller 1/2	37
Mega Man 3	17
Mental Math Games	35
Merchant Colony	31
MetroGnome Music	31
Michael Jordon Flight	42
Mickey ABC's,	
Color or 1-2-3's	25
Mickey's Crossword	19
Mickey Jigsaw Pzl	31
Mickey ABC Combo	37
Mickey Word Advent	25
Micro Cookbook	31
Microleagu 4 BaseB	39
Microleague FB Dlx	42
Microsoft Golf	39
Midnight Rescue	30
Might and Magic 3/4	38
Millennium 2200	25
Milliken Storyteller	32
Mike Ditka Ultimt FB	37
Mixed Up Fairy Tale	30
Mixed Up Mother Gs	30
Monopoly Deluxe	34
Moonbase	25
Muncher Bundle	30
Murder	29
Mutanoid Math Chlg	31
NFL Challenge Prem	59
NFL Print Pro	17
NFL Pro League FB	35
Nigel's World	31
Ninja Turtle Arcade	25
Ninja Turtle Adventr	31
Nobunagas Ambition	37
No Greater Glory	42
Omar Sharif Bridge	37
Operation Neptune	35
Orbits	29
Oregon Trail	28
Origin FX	25
Once Upon Time	30
Out of This World	36
Outnumbered	30
Overlord	30
Pacific Islands	31
Paladin 2	35
Paperboy 2	32
Patriot	43
PC Globe	39
PC USA	31
PC Study Bible	42
Penthouse Jigsaw	26
Perfect General	36
Data Disk	22
PGA Tour Golf	32
PGA Golf Windows	38
Course Disk	19
PGA Golf Complete	49
Phonics Plus	25
Pinball	29
Pitfighter	22
Plan 9 Outer Space	25
Planets Edge	37
Playroom w/ Sound	31
Police Quest 3	37
Poofs of Darkness	38
Populous 2	38
Power Hits Sports	32
Sci-Fi	32
Battletech Mech	32
Powermonger	32
Principles of Biolpgy	25
Principle of Calculus	25
Principle of Chemsty	25
Print Shop Deluxe	45
Graphic Coll. (ea)	30
Print Shop, New	36
Graphics (ea)	22
Print Sp Companion	31
Privateer	45
Pro League Baseball	35
Quest for Glory 1	22
Quest for Glory 3	39
Ragnarok	36
Railroad Tycoon	32
Rampart	26
Random Hs Encycl	62
Reader Rabbit	31
Reader Rabbit 2	37
Read 'n Roll VGA	31
Red Baron	39
Mission Disk	25
Realms	22
Rex Nebular	39
Riders of Rohan	31
Risk for Windows	29
Risky Woods	25
Road & Track Pres	35
Road to Final Four	37
Robosports Wind	37
Romance 3 Kng 2	39
Rorkes Drift	34
Rules Engagement	37
Rule Engagment 2	38
Scrabble Deluxe	30
Scrabble Dlx Win	30
Sea Rogue	29
Second Front	38
Secret Monkey Is. 2	38
Scrt Weapon Luftwf	42
Dornier 335	20
P-38 Mission Dsk	20
P-80 Shoot Star	20
Heinkel 162	20
Sesame St Lrn Clas	31
Sesame St. Publish	25
Sesame St. Vol 1	17
Sesame St Vol. 2	17
Seven Cities of Gold	38
Shadow Prophecy	30
Shanghai II	31
Shuttle	36
Sierra Starter Bndl	39
Silent Service 2	37
Sim Ant	35
Sim City	30
Sim City Graphic	22
Sim City Windows	37
Sim Earth	41
Simpson Adventure	31
Snap Dragon	34
Sncopy Game Club	29
Solitaires Journey	35
Space Ace 2 Borf	36
Space Quest Bundl	37
Space Quest 4	37
Space Quest 5	39
Speedball 2	25
Speedreader	31
Spell-a-saurus	30
Spellbound	31
Spellcasting 301	35
Spell Craft	35
Spell-it Plus	30
SpellJammer	37
Spirit of Excalibur	30
Spoils of War	35
Sports Adventure	47
Sprout!	39
Star Control 2	37
Star Trek 25th Aniv	37
Stickybr Math Tutor	30
Stickybr Pre-School	30
Stickybr Read Tutor	30
Stickybr Spell Tutor	30
Strip Poker 3	32
Strip Poker Data (ea)	17
Strike Commander	45
Storybook Weaver	34
Studyware for ACT	30
Studyware GMAT	30
Studyware GRE	30
Studyware LSAT	30
Studyware for SAT	30
Stunt Island	37
Summer Challenge	34
Summoning	38
Super Tetris	31
Take a break X-Word	29
Pool	29
Tank (new version)	37
Task Force 1942	39
Team Yankee	37
Tengens Arcade Hit	25
Terminator	35
Terminator 2	37
Tetris Classic	28
Theatre of War	31
Thunderhawk	25
Time Riders Americ	35
Time Treks	36
Tom Landry Football	30
Tony LaRussa Base.	17
LaRussa addon	15
Tracon 2	31
Tracon Windows	37
Treasure Cove	35
Treasure Math Storm	35
Treasure Mountain	31
Treasure Savg Frntr	32
Treehouse	35
Tristan Pinball	31
Trump Castle 2	31
Trump Castle 2 Delx	42
Twilight 2000	37
Ultima 7	47
Forge of Virtue	17
Ultima 7 Pt2	45
Ultima Trilogy 1	37
Ultima Trilogy 2	47
Ultima Underworld	47
Ultrabots	37
U.S. or World Atlas	49
Utopia	30
V for Victory #1/#2	44
Vegas Games Wind	19
Vengeance Excalibur	30
Warlords	31
Wyn Gretzky Hcky 2	35
Western Front	38
What's My Angle	30
Where Carm San Diego	30
in America's Past	36
in Europe	30
in Time	30
in USA	30
in USA Deluxe	45
in World Deluxe	49
Wild Wheels	32
Wing Comm 1 Dlxe	49
Wing Commander 2	49
Special Oper Disk	25
Speech Disk	15
Wizardry Trilogy	31
Word Muncher	30
Wordtris	29
World Circuit	39
Writer Rabbit	30
Your Prsnl Train SAT	30
Zoo Keeper	36
Zug's Spelling Adv	22
Adv of Eco Island	22
Dinosaur World	22
Race Thru Space	22

CDROM

3D Cnstrct/Castl Mst	62
Aloha Hawaii	45
Atlas Pack	59
Amer Bus. Phnbk	39
Amer Hert Pict Dict	75
Audubon Mammals	37
Autodesk Explorer	119
Barney Bear School	26
Batik Designs	45
Battlechess	49
Beethoven Ninth	59
Bible Library	49
Bookshelf	129
Britanica Family Chc	75
Britannica Family Dr	59
Business Master	39
Carmen World Dlxe	65
Cautious Condor	45
C D Game Pack	55
CIA World Fact	39
Compton Encyclpd	409
Conquest Longbow	37
Corel Draw Upgd	149
Electronic Cookbook	75
Font Master	39
Food Analyst	49
Game Collection	45
Game Master	39
Golden Immortal	28
Gunship / Midwinter	62
Illustrated Shakesper	27
Intl Bus & Econ Atlas	39
Intro to Game Fren	79
Intro to Games Span	79
Jones in Fast Lane	37
Kings Quest 5	42
Languages of World	99
Learn to Speak Span	69
Library of Future	99
Loom	39
M-1 Tank Platoon	62
MacMillian Child Dict	49
Manhole	49
Magazine Rack	45
Marketing Master	39
Mavis Beacon	39
MIG 29 / MIG 29M	62
Mixed Up Mother Gse	37
M S DOS Archives	35
Presidnt It Start Geo	105
Prince Persia/Nam'65	65
Railroad Tycoon	62
Red Strm/Carr Cmd	62
Reference Library	80
Shakespeare	37
Sherlock Holme Cnslt	42
Sleeping Beauty	37
So Much Software	59
Sophisticat Santa Fe	45
Space Quest 4	37
Spirit of Excalibur	37
Stat Pack	83
Stellar 7	37
Strange Bedfellows	39
Street Atlas	79
Time Mag Almanac	129
Time Table History	69
Time Table Science	59
Ultima 1-6	49
Ultimate Basketball	35
U.S. Atlas	42
Vintage Aloha	45
Wild Places	45
Wing Comm & Miss	45
Wing Com/Ultima 6	45
Wing Comm 2	49
W C 2/Ultr. Undrwld	49
World Atlas	42
World View	35
Wrath of Demon	32
Adults Only - Must be 21	
Animation Fantasy	65
FAQ Set	99
PC Pix Vol 1 or 2	65
Private Collection	65
Priv. Pictures 1 or 2	65
Storm 1 or 2	65
Visual Fantasy	65
Volcano	65
Caddies 7 95ea. 3/$	19

Utilities

386 Max	61
Adobe Type Mgr	59
After Dark for Wind	29
All Type	47
Autodesk Explorer	119
Bannermania	22
Calendar Creator +	55
Carbon Copy	129
Central Pt Anti Virus	84
Choas	39
Colorix	95
Copy II PC	35
Corel Draw v3.0	379
Data Ease Personal	68
Desqview 2.4	79
Desqview 386	125
DOS Fax	51
Dvork on Typing	31
Express Publisher	99
Facelift	59
Far Side Calendar	49
Fontmonger	92
Geoworks Pro	119
Grammatik 5	57
Hijaak DOS or Win	129
Info Select	87
Language Assistant	
Fr,Gr,Heb,Ital,Span	42
Laplink 4 Pro	99
Lotus Works	99
Microsoft Qck Basic	65
Microsoft Quick C	65
MS DOS 5.0	47
MS DOS 5.0 Upgrd	62
Norton Desktop v2	95
Norton Dsktp DOS	115
Norton Utilities	111
One Write Acct	100
Pacioli 2000 v2.0	31
PC Animate Plus	115
PC Anywhere 4	115
PC Kwik Powerpak	72
PC Paintbrush 5+	99
PC Tools	109
Peachtree Basic	75
PFS: First Choice	75
PFS: First Publisher	75
PFS Prospect	75
PFS: Publisher Wind	75
PFS: Window Works	75
PFS: Write w/Grmtk	69
Presention Task Frc	119
Print Shop	36
Procomm Plus 2.0	89
Procomm/Window	82
Pyro Screen Saver	35
QEMM	61
Q DOS 3	46
Quicken 6.0 / Win	45
Quicken Quick Book	84
Sitback DOS or Win	59
Stacker	79
Stacker 16 Bit Card	179
Superstor	79
Turbo Cadd v2.0	79
Word Perfct 5.1/Win	249
Windows 3.1	92
Winfax Pro	74

Mice & Trackball

Appoint MousePen	70
Microsoft Mouse	85
Mouseman Serial	69
Trackman Serial	79

Modems & Fax

Max Fax 9624 Fx/Md	99
Maxlite 9624PC	189
Maxlite 96/96	149
Maxlite 14.4/14.4	419
Practical Peripherals	
PM 2400 Internal	129
PM 2400 External	175
Sportster 2400 Ext.	149
Sportster 2400 Int.	129
Sportstr 14.4 v.42bis	309
Zcom External	69
Zcom Internal	65

Scanners

Microtek 600G	829
Microtek 600Z	1359
Scanman 32	160
Scanman 256	265

Skins & Pads

Dust Covers	15
Grounded Wrist Straps	9
Keyboard Skins	15
Statc Pads	
Large System	15
Wrist Pads	8
Stax (Dust Repellent)	5
Statx Complete Cleaning System	15

Sound Cards

Ad Lib Sound Card	65
Ad Lib Gold 1000	179
ATI Stereo F/X	139
VGA Stereo F/X 1MB	369
Covox Snd Mster II	145
Gravis Ultra Sound	129
Media Vision	
Audio Port	139
CDPC	999
Pro Audio Spec +	139
M M Upgrade Kit	765
Pro Audio Spec 16	198
Pro 16 Multimedia	
Upgrade Kit	955
Thunderboard	95
Thunder & Lighting	229
Sound Blaster	99
Snd Blast Pro MCA	259
Sound Blaster Pro	189
S B Multimedia Kit	560
S B MM Starter Kit	459
S B CDROM Intrnl	360
S B CDROM Extrnl	429
Sun, Mcon, Star w/ Sony	
CQ, SB Pro, S/W	599
Roland SCC-1 GS	375
Sound Canvas	559
Roland MA-12C ea	105
SPEAKERS Shielded	28
w/ 3 band Equilizer	45
Altec Lansing 200	219
ACS 300 w/subwof	299

MIDI Interface

Midiator 101 Serial	95
PC Midi Card	79
MQX-32	179
MPU-IPC	135
Cakewalk Apprentic	145
The Miracle	325

MIDI Software

Ballade	129
Band in a Box	69
Cadenza	129
Cakewalk	95
Cakewalk Pro	169
Cakewalk Window	240
Drummer	69
Encore	379
Piano Works	95
Play it by Ear	69
Master Tracks Pro	249
Music Printer Plus	419
Music Time	169
Musicator	375
Quick Score Deluxe	99
Recording Studio	75
Rhythm Ace	69
Songwright 5	65
Trax for Windows	60

Joysticks

CH Flightstick	44
CH Game Card 3	31
CH Mach 3	31
Eliminator Game Cd	26
Gravis Joystick	35
Gravis PC GamePad	21
Kraft KC3 Joystick	18
Kraft Thunderstick	28
Maxx Flight Yoke	69
Maxx Pedal	39
Mouse Yoke	32
Quickshot Aviator 5	32
Quickshot Game Cd	14
Quickshot Intruder 5	30
Quickshot Warrior	18
Thrustmaster Flght	69
Thrustmaster Pro	109
Weapons Control	79
Thrustmaster Pedal	109

Hours: M-F 9AM to 8PM Sat 10AM to 3PM
Store Hours: M-F 9AM to 6PM Sat 10AM to 3PM
Store 1060 Randolph Ave, Rahway N.J. 07065

TERMS AND CONDITIONS

Master Card, Visa American Express & Discover Accepted. No Surcharge on Credit Cards. By mail: P.O. Box 3, Carteret, N.J. 07008. All Sales Are Final - NO REFUNDS. Exchange on defective merchandise with the same item only. No exceptions. All Products are new. We do not guarentee compatability. Shipping charges: 48 contiguous states, $4 per order. Alaska, Hawaii, and Puerto Rico $10 1st pc., $1 ea. add. APO/FPO and P.O. Boxes $6 1st pc., $1 ea. add. Canada $8 1st pc. $1 ea. add. Heavier items extra. Foreign orders call for shipping charges. N.J. Residents add sales tax. Call for current price and availability. GOVERMENT AND SCHOOL P.O.'s WELCOMED. **Does not include closeouts, liquidations, or limited quantities and product must be shipping for your protection, we will only ship to the address the credit card company has on file.

week without even considering the statistics for the Atari ST!

I read the ibm.pc.games group regularly, and the topics there range from benchmarking of video frame rate to the lack of sleep caused by playing *Sid Meier's Civilization*. The hottest topics right now are discussions of strategy (and cries for help!) in *Ultima Underworld II* and *Star Control II*.

The MS-DOS games archive is located on a computer at Lowell University in Massachusetts. (The internet address is ftp.ulowell.edu.) All the shareware titles from Apogee and Epic are available, as well as demos of many popular commercial titles. There is also a directory of nothing but text adventures and a large directory of miscellaneous games which run the gamut from a primitive *Space Invaders* clone to the impressive "shoot 'em up" *Galactix*, which rivals many current commercial offerings. Directories for patches and utilities can also be found here, and there is even a comprehensive archive of the electronic magazine *Gamebytes*, which features reviews (including screenshots!) of new and existing products.

Files are compressed with PKZIP, although several other compression formats are also used. The archive is maintained by Brian "Doc" O'Neill, who checks uploaded files for viruses and to make sure the software is not copyrighted material. In fact, uploading copyrighted material to any Internet host is a big no-no. A large repository for user-created *Harpoon* scenarios was shut down by the administration at Kansas State University due to complaints from Three-Sixty about one copyrighted program which had been uploaded by an irresponsible user.

In addition, there are big MS-DOS game repositories at the University of Michigan [archive.msdos.edu] and Oakland University [oak.oakland.edu], among others, and a superb collection of *Windows* software at the University of Indiana [ftp.cica.indiana.edu]. There is even an archive at the University of Iowa which is devoted to game solutions, hints and walkthroughs! One of the largest general archive sites (probably the busiest as well) is the famous "wuarchive" at Washington University in St. Louis. [wuarchive.wustl.edu]. There is a daily influx of programs into the "MSDOS_UPLOADS" directory, and the latest demos and other new software are often posted there first. I recently downloaded a demo of the *Lemmings 2* game which was enough to revive Lemmmingmania for an all too short while.

There was a promise to say something further about *Diplomacy* on the Internet, and while space prohibits me from going into too much detail, suffice it to say that e-mail is lots quicker than postal play, and computer adjudicators (programs known to the Diplomacy faithful as "the Judge") are available on hosts in the U.S., Australia, and South Africa to handle most of the bookkeeping chores. Now if only someone would write an SVGA front end for the judge output!

It is now possible to play computer games, talk about computer games, and even design computer games (in a fashion) on the Internet.

Well, that's a whirlwind tour of Internet gaming. We docked at a few of the major ports of call, but there are many bayous and backwaters to be explored, and the good news is that there will soon be easy access to all of them. The growth of the Internet ensures that this vast ocean of data, discussion and diversions will soon be lapping at everyone's laptop, if it isn't soaking their shoes already. (So *that's* why my socks are so wet!) CGW

QQP's — Strategies of the Month — Vol. 20

A monthly column to improve the quality of play

SOLITAIRE'S JOURNEY • Many games, like Klondike the "standard" solitaire, can't be won every game, but you will have to play with some level of skill in order to get your average above the standard averages that have been set-up. It may take some practice at the game.

CONQUERED KINGDOMS: • Using a well mixed force is quite essential. It is important to support one type of unit with another that can eliminate their nemeses. This type of a combination can devastate your opponents onslaught. This mix is also vital when teleporting with a wizard. A wizard with only archers being teleported into an area in which you have not explored could quickly be eradicated by a few catapults. • A great challenge: Try not utilizing any dragons on map 5. This is a challenge that should only be tried after using all the unit types several times.

BATTLES OF DESTINY • Artillery is a very important unit type that can wreak havoc upon anyone's front lines. They are by no means the most powerful unit, but they can punch holes in that "unbeatable" defense that some speak of. • If you have not tried all three methods of starting, you may want to try some of the others. It is almost like playing a completely different game. The strategies you will need to employ change significantly if you are playing for a set amount of time or an unlimited game.

Quantum Quality Productions
1046 River Avenue, Flemington, N. J. 08822 (908) 788-2799

Circle Reader Service #84

Jacking into the Internet

Getting access to an Internet account isn't as easy as picking up a phone and subscribing, as with the commercial networks. Most users of the Internet have accounts through their association with an organization with Internet/Usenet access; usually a large company with government connections or a university. Some universities do offer accounts to private individuals for a fee, but most restrict access to members of the school.

The only other way for one to get access is through a private bulletin board system (BBS) that is an "official" Usenet/Internet site. Many private BBSs have access to a limited number of Usenet news groups and offer limited e-mail capability. Finding such a board is a matter of poking around the BBSs in your area. Phone numbers and information can usually be found in local computer weekly magazines and at local user-group meetings.

There are several good sources of information on the Internet/Usenet. A nice overview of worldwide networks is John Quarterman's *The Matrix, Computer Networks and Conferencing Systems Worldwide*, published by Digital Press, 12 Crosby Drive, Bedford, MA 01730 (800)-343-8321. Quarterman also publishes a monthly newsletter, *Matrix News*, which covers the Internet, among others. Contact Matrix Information and Directory Services, 701 Brazos, Suite 500, Austin, TX 78701, (512) 320-9031.

Other general sources include *Boardwatch Magazine*, 5970 S. Vivian St., Littleton, CO 80127, (303) 973-4222, and *Online Access*, which can be found on most computer publication newsstands. CGW

The Good...

The Bad...

And The Butt-Ugly.

In the Old West, you couldn't tell the bad guys from the good guys by how ugly they were (you had to rely on the color of their hats). But in ***Freddy Pharkas, Frontier Pharmacist,*** even a scrawny, sissified, one-eared Pharmacist can be a good guy.

Al Lowe, creator of Leisure Suit Larry, spins a yarn of schoolmarms and chorus girls with hearts o'gold, cowboys and Indians, and varmints and heroes. It's the brand-new, age-old tale of Freddy Pharkas, a gunslinger who gave it all up for his love of pharmacology. Together with his faithful Indian companion, Srini Bagdnish, Freddy sets out to save bucolic, boring Coarsegold from a fate worse than Hollywood adaptation

So don't just groan at all those old horse-opera cliches. *Be one.* Strap on your spurs for a saga that skewers every Western under the sun. Mosey on down to your software store and ask for ***Freddy Pharkas, Frontier Pharmacist,***

And smile when you say that.

SIERRA®

See your local retailer or call 1-800-326-6654.

Circle Reader Service #89

Into the Volcano of Death

A Trip Into the Fiery Environs of TSN's *Yserbius*

by Samuel (V'ger) Baker II

Twinion was a lovely port, ruled by a king. All taces were welcome and times were happy. Then trouble arrived in the form of Arnakkian Slowfoot, a wizard that the king invited to live in a castle on the island. Arnakkian didn't play nice and one night, whether by intent or misadventure, evoked a volcanic eruption. The volcano (named Yserbius) buried his digs in lava. Now the place is only open to the more adventurous tourist trade. That's where we come in.

TITLE	The Shadow of Yserbius
SYSTEM	IBM
# PLAYERS	Unlimited (four in one party)
PRICE	$12.95/month for 30 hours on The Sierra Network, plus $4.00/month for access to Medieval Land
DESIGNER	Joe Ybarra
PUBLISHER/HOST	The Sierra Network Coarsegold, CA (800) SIERRA1

The Shadow of Yserbius is The Sierra Network's entry into multiplayer roleplaying on the computer. Each petson can run one charactet at a time and be joined by up to three other friends to hack, slash and puzzle their way through the depths of the volcano in which the action takes place.

The game presents a 3-D you-ate-there perspective a la *Dungeon Master* or *Ultima Underworld*. There are 11 areas in *Yserbius*, each identical except for name, and they serve to separate the playets into communities of 50 to 80. One may have as many as six characters in the stables ready for play and simply select the desired chatactet before entering one of these areas.

During movement, the screen is split into thtee sections. The upper left window shows what the party sees. Undetneath this is a small text window where dialogue from the players and game messages appear. The right side of the text window has a sctollbar that may be used to review past messages. In the middle of this bar is a lock that, when clicked upon, freezes the text window so that an important message can be studied.

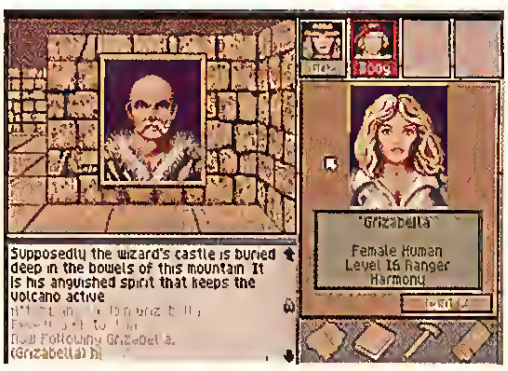
The right-hand side of the scteen shows the portraits of playets in the party. Each of the portraits may be examined to gain futthet infotmation about oneself and one's fellows. A large atea in the middle may be used to show player infotmation, a map of the level the patty is on, or the names of players who are on the map. The bottom part shows icons for player inventory, spells, skills and game options such as saving the playet's position.

All of the artwork is static. Though the look of the underground is pleasant, but not spectacular, the still shots of the monsters are very beautifully drawn, with few exceptions. The same pictures are used for monsters of the same category. Fot example, the picture that represents the sabertooth also represents ice lions, manticores (yech!) and others of the cat family. For now, no sound boards are supported, but Soundblaster support is promised for a future version. I quickly turned off the sounds from my PC speaket.

Your Presence is Requested

The fitst otder of business in playing *Yserbius* is cteating one or more chatacters. There are six classes, eight races, and two alignments (harmony and chaos). The classes are thief, knight, barbatian, tanger, cleric and wizard. The seven taces are elves, dwarves, humans, trolls, otes, gnomes, gremlins and halflings. To create a chatacter, one chooses a class and a tace. Then one can choose the artwotk that will represent the character or design the character in detail and leave the att work until later. The faces ate very believable, but it would be nice to have a greater selection of exptessions and hairstyles. The player may freely jump back and fotth in the creation process, but once one leaves a section, the points one has spent from that pool are set. One allocates points from separate pools to stats, spells and skills. The stats that one may raise ate sttength (the bettet to womp on you my deat), defense, (the hardet to be womped on), agility which helps one elude spell effects, and initiative which detetmines who womps when. Three othet stats (dexterity, hit points and mana points) increase natutally as one advances in level.

There are three groups of spells: attack, defense and utility, which modify attributes, heal or provide infotmation. There ate 24 spells. When allocating points for spells, one should take cate not to pump up the level of a spell too much befote one can see how much that spell will cost to cast per level. Thete ate 12 levels for each spell, and one can only cast the level that one has paid their dues to. That may mean that a spell may be ineffective at low levels, ot it may mean that one cannot afford to cast it at higher levels until one has gained sevetal more experience levels.



The 24 skills are divided into groups by character class. Each class has four skills which are defaults for that class. Then, some skills from other classes will be acquired as one rises in levels, and others may be acquired as the tewatd for completing quests. Some skills are active all the time, such as weapon skills, others must be invoked during movement or combat. For the starting playet, the emphasis hete should be on weapon skills at first, because hacking will be the primary means of disposing of monsters for the first few levels.

There are only 27 places to carry items. Six of them fot items worn, one place where items

EUROPE WANTS YOU!

Aces Over Europe continues the gut-wrenching, airborne excitement of Dynamix's *Aces of the Pacific, Computer Game Review's* Simulation of the Year. The latest *Great War Planes* masterpiece transports you halfway around the world to relive the heroism of WW2 European air combat.

Strap on a P-47 and lead explosive ground support missions. Strafe an enemy radar installation, then pull up and escape through a flak-filled sky. Destroy bridges and V-1 rocket sites in the Lightnings and Thunderbolts of the 9th Air Force. Painstaking historical accuracy and cutting-edge 3Space technology make *Aces Over Europe* the pinnacle of WW2 flight simulation.

- ★ Fly for Great Britain, Germany or the U.S. and battle famous aces like Adolf Galland, Wally McLeod, and Johnny Johnson.
- ★ Pilot 25 classic warbirds including the P-51D Mustang, the Focke-Wulf 190D, and the Messerschmitt 262.
- ★ Unmarched graphic detail includes squadron markings, insrrument-perfect cockpits, and historically authentic camouflage
- ★ Launch ground attacks on targets such as the German Panzer IV, and the Duck amphibious truck.

A Dawn Sky SIMULATION

Dynamix
PART OF THE SIERRA FAMILY

VISIT YOUR LOCAL SOFTWARE RETAILER OR CALL **(800) 326-6654** TO ORDER.

Circle Reader Service #90

exchanged between players appear, and 20 in two bags. This is not nearly enough to carry all the quest items one will acquire, special items that can cast spells, and potions to restore health points and mana. If it were not for the mana trick (explained later), players would be popping back and forth to the store after every other fight, a rather large nuisance and a process which I believe would quickly degrade the performance of the game.

The Reception

Upon entering the field of play, the first things one will see are the three structures that control a player's life. There is the Tavern where one may read posts from players and easily determine who is there. One may also converse with anyone in this area by clicking on their name and typing a message. Next, is the castle-like structure called the Guild Hall that serves as a training hall, general store and pawnshop. Before doing anything else, one should enter the keep and purchase equipment. Lastly, there is the volcano itself with a top and bottom entrance. The bottom entrance is for people who have saved their position and need to step out to the store to get a cup of mana or such like. One may teleport out and re-enter here without having to slog all the way back down on foot.

Combat works as a series of rounds, and each member of the party gets to act once every round. Each round one may hack with a weapon, cast a spell, use a skill or use something in one's pack. When all the party has been polled, their actions' results and those of the monsters are shown in the small text window below the picture of the monsters.

At this point, the player may be dead. A beginning player should expect to die *a lot*. However, in most cases, someone else in the party will be able to cast a resuscitate spell and bring the player back to life. This spell will even work in combat, which is nice as one has to survive in order to collect the goodies. If all of the party dies, one is sent back to the opening screen and may enter again at the top entrance.

After a while, most fighting will become routine. All members in the party will cast death darts and most of the monsters will die. Those that are left will eventually succumb. Fortunately, most fights may be fled from. Since fighting takes more time than fleeing, this is welcome for those in a hurry to complete a quest before leaving. Except for location-triggered encounters, the number of opposing monsters is nicely tailored to the number of people in the party.

Quest for Story

This is not the case for quest encounters. Quests are the staple diet of adventurers in the volcano. The rewards for completing them are quite generous. In some cases, skills or stats are boosted or weapons are gained, rather than experience. Even at the highest levels, the later quests were quite exciting. I found my palms sweaty on several occasions, especially during the Quest of the Four Parapets. The final battle took about a half hour and was nip and tuck for a party of nineteenth to thirty-fifth level players. I was a level 19 wizard at the time. I did not die during the fight, but was occasionally down to under ten hit points. About 20 minutes into the fight, I had no mana points and was using items to cast spells. I had one charge left in a Staff of Life when Arnakkian finally expired. In the Enlikil quest, I was at level 25 and with a level 35 barbarian and a level 84 cleric. Several times during the running fights I was dead and these two players were down to 5,000 or fewer hit points. Since many high level monsters can deliver blows of multiple thousands of hit points we might well have all died. Most quests can be completed in one or two hours and may be resumed at a later time if necessary. A couple of the quests require the participation of another party. I thought this was a nice touch, and it was not hard to find another party that would cooperate.

Party Time

There is a social life growing under the volcano. This is assisted by the ease with which one may communicate while there. Just typing and hitting return sends a message to the party. One may speak to anyone in an area by typing their name followed by a colon. Messages may be sent to everyone on the same level by clicking on the map button with the mouse.

There are many guilds of players that hold organized events, and most of the guilds have staked out areas as "their" territory, where members of that guild may be found most of the time. A high majority of the people there are friendly, helpful and quite generous of their time. As a new player, I never had any trouble finding "older" players

TURN YOUR DESKTOP INTO A COCKPIT!
HOME BASE
PILOT CONTROL STAND
Supports:
CH FlightStick
ThrustMaster
Gravis
Most any flight control-type joystick
Clamps up to 2 inches
Clamps firmly to any desk, supporting the joystick out over your lap to more accurately reflect the positioning of a real control stick. It also turns your keyboard into a cockpit control panel allowing you to easily access the keys without taking your eyes off the action.
ADD MORE REALISM TO YOUR SIMS!
IT'S THE ONLY WAY TO FLY!
COD ORDERS CALL (503) 686-1809
$4.50 COD charge + shp/handling
Dealer inquiries welcome
or
Send check or money order for $28.95 plus $4.00 (CAN $7.00) for shipping and handling to:
HOME BASE PRODUCTS
3025 Timberline Dr. Eugene, OR 97405
Circle Reader Service #106

LEGENDS of FANTASY

LITERATURE

PRAISE A LEGENDARY NEW GAME

ROGER ZELAZNY
Author of *The Prince of Chaos*

"A rousing and engaging game where the well-honed edge cuts well—Betrayal at Krondor."

ANDRE NORTON
Author of *Witchworld*

"The idea of combining your game with a book seems to me to be enriching and I most heartily endorse it."

RAYMOND E. FEIST
Author of *The King's Buccaneer*

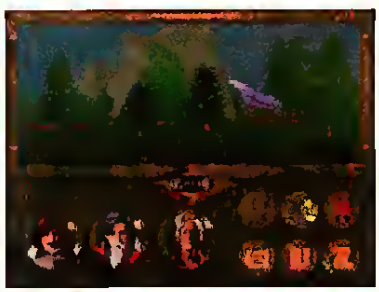
"I feel great pride and satisfaction that this beautiful piece of computer fiction was based upon my work."

EXPERIENCE the cinematic intensity of *Betrayal at Krondor*, a revolutionary fantasy role-playing game based on the *New York Times* best-selling *Riftwar Legacy* books by Raymond E. Feist. *Betrayal at Krondor* launches all-new legends of Midkemia, a breath-taking mystical land. Elegant story-telling and revolutionary 3Space visuals immerse you in the most realistic, detailed fantasy ever created.

ENDURE savage enemy combat. Opponents not only act but *think* using revolutionary artificial intelligence.

SEE the wonders of Midkemia for the first time as over 2,500 frames of rotoscoped animation, exquisite hand-painted backgrounds and Dynamix's 3Space technology combine to create a "virtual" fantasy.

WIELD more than sixty unusual spells that unleash superhuman magical powers.



Dynamix
PART OF THE SIERRA FAMILY

Visit your local software retailer or call (800) 326-6654 to order.

Circle Reader Service #91

to go out with. Older players will frequently adopt a newbie and protect them, letting them accumulate levels quickly and teaching them the short cuts to fame and fortune. While leading on quests, I had frequent occasion to ask other explorers where to take an item or the order in which to do things. I always received a response that was friendly and helpful.

Here, as elsewhere on TSN, romance blooms. Many players go around in pairs and flirt while playing. I must admit I was not immune to this aspect myself. Women can expect quite a bit of attention under the volcano, given a friendly nature. Most of the time, everyone conducts themselves within bounds. Of course, in any large group of people, there will be a few laggards who have not fully understood good manners. One has only to complain by hitting the complaint button that appears on the TSN menu and action will be taken.

There are also guild wars where more organized conflict takes place. As part of the map and party section of the menu, it is possible to challenge other parties. Challenges of this nature produce nothing of value, no experience for killing other players, and no items (unless one has the pickpocket skill). Some people still do it though. A way out for this has been provided, however; one may simply "mute" oneself and not be liable to being challenged. One may also mute oneself against being joined so that one will not be joined by others while waiting for a friend.

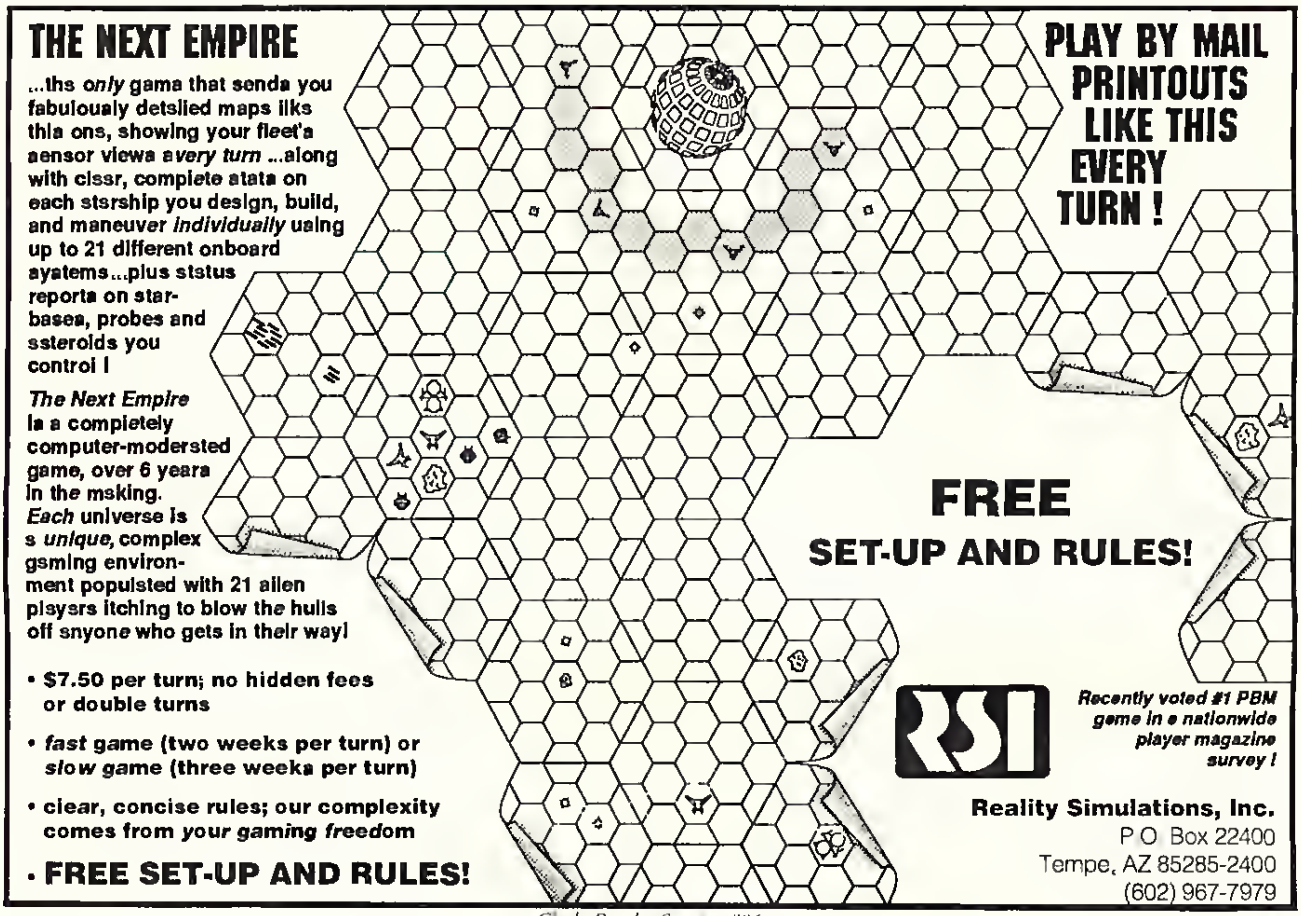
Brickbats of Outrageous Fortune

The great majority of my experience with *Yserbius* has been positive. As always, though, there are a few flies struggling in the ointment. After the first ten levels or so, money ceases to matter. I have millions now and there is not much to spend it on. On weekends the system can be sluggish as it reaches saturation. Also, crashes will happen as the network drops users it can no longer support. Since TSN relies on Telenet to carry it across the country, Telenet's problems are also theirs. Over New Years Day, Telenet crashed, bringing down c.10,000 users of TSN. In the time since, things are still a little flaky around the edges. Periods of group crashes have occurred, but things appear to be settling down.

A new revision of *Yserbius* is coming that will fix some of the bugs in the game. During my play, I found no bugs that affected the players in an adverse manner. There are several bugs that may be taken advantage of by the players, however. One in particular gives players 15,000 experience points for repeatedly entering and leaving a room without fighting the monsters there. This has produced players with levels in the hundreds who have been playing only a few days.

Journey's End

The game can be entertaining, but what made this an experience to be savored are the many good people with which I ventured forth. There is no substitute for the companionship of others and *Yserbius* gives one all the tools one would wish for the interaction that is the core of this game. I now have a number of people whom I consider good friends, and I will be playing long after this article is submitted. Most of the people I met were thoroughly addicted to *Yserbius* and to TSN in general. Those who possess the money would be well served to try out TSN and *Yserbius*. Those who choose to journey there, be sure and look for V'ger (or Vger elsewhere) and say hi. **CGW**



Circle Reader Service #86

More Mind-Munching Madness from the Creators of *Gobliiins.*

Here's what they're saying about *Gobliiins:*

"... a delightful mix of adventure and puzzle gaming that will leave your gray matter positively fried."
-Video Games and Computer Entertainment

"... graphics are hand-drawn, 256-color works of art ... Highly recommened."
-Questbusters

"... you will want to snatch this one up. Its intelligent design and cute good looks will hook you right from the start."
-Game Players Magazine

"If you like the ultimate in brain teasers this game will meet your needs."
-The Newark Advocate

"There is plenty of good fun here for the graphic adventurer ..."
-Computer Gaming World

"... as puzzling as a Rubics Cube with a bad attitude."
-The Newark Advocate

GOBLIINS 2™

You control two new hilarious imps...

...as you unravel brain-bending puzzles...

...and face off with really weird folk.

Circle Reader Service #92

PICK IT UP AT YOUR LOCAL SOFTWARE DEALER, OR CALL *1-800-326-6654*

7am-7pm (PST) Monday-Friday / Outside U.S. Call 209-683-4468 8am-5pm (PST) Monday-Friday

COKTEL VISION
Part of the Sierra Family

HOT LEAD AND PHONE LINES

A Survey of On-Line Games

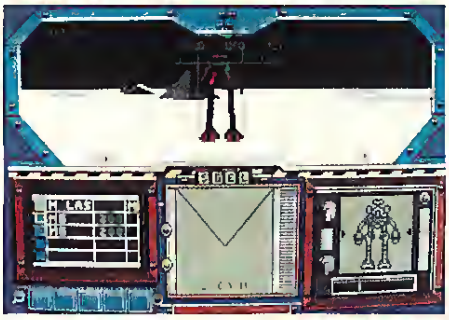
While artificial computer opponents and role-playing partners are a convenient and often rewarding aspect of computer gaming, we feel that the best opponent/partner is a human one. At *CGW*, we believe very strongly that multi-player gaming in virtual, tele-communicated environments is the future of the hobby. No matter how sophisticated the artificial intelligence algorithms become, or how user-friendly the interface, the computer will never be able to match the perverse gaming brilliance of the human mind. And besides, the computer doesn't care much if you gloat.

This listing of games is designed to give readers an overview of the multi-player experiences available on several commercial on-line services. We hope that these brief descriptions might prompt some of those gamers who have never had the pleasure of human-to-human gaming to "reach out and touch" fellow hobbyists. You might make a friend or two, and you'll certainly have a good time.

Air Warrior on GEnie

When games are not part of the basic service fee, we will list the extra hourly/monthly costs separately.

Air Warrior (GEnie): Kesmai's classic game of multi-player air combat, covering the era from WWI through Korea, was one of the first on-line games to use a graphic front-end. The latest version, *SVGA Air Warrior*, is reviewed in this issue. Word has it that the Air Warrior section of GEnie is *the* hangout for air-combat jocks. $6.00/hr.



BattleTech on GEnie

Backgammon (The Sierra Network): Gamers who long for the good old days of gaming around the hearth or the kitchen table may be more inclined to find opponents for traditional strategy games on The Sierra Network. Included in TSN's extensive list of coffee-table games is this classic. You'll have no trouble finding players to role the old doubling-cube with.

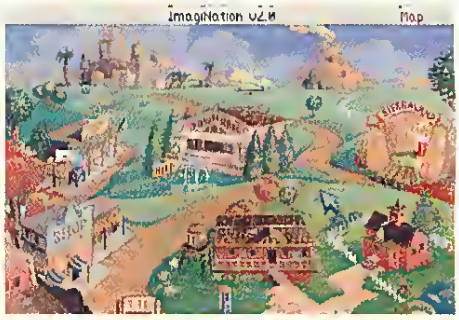
Baseball Manager (Prodigy): Would-be baseball general managers should enjoy this new spin on the rotisserie/fantasy style of baseball. Gamers prioritize actual major league players for the draft, and rosters are controlled by the amount of money "paid" to the players drafted. Then, would-be managers set line-ups and line-up contingencies for head-to-head play. Rather than the weekly results one would get from a fantasy league, the on-line game uses a pool of statistics to figure out daily scores. $100.00 per season, plus monthly fee.

BattleTech (GEnie): With a role-playing shell that allows gamers to enlist in the armies of the various Houses of the BattleTech universe, or serve as maverick mercenaries, this version of BattleTech has possibilities that even the Virtual Entertainment BattleTech Centers don't have. The ability to participate, through the miracle of Kesmai's graphic front-end, in on-going campaigns from the comfort of one's own home is both addicting and satisfying. Fans of Activision's *MechWarrior* will not want to miss this next generation of the classic simulation. $6.00/hr.

Bridge (The Sierra Network): In today's busy world, it is more and more difficult to get bridge partners together for a few hands. This highly trafficked service makes it easy to find both a regular bridge partner and an impromptu rubber. It is regularly frequented by players ranging in skills from beginners to gtand masters.

Chess (CompuServe, The Sierra Network, USA Today): Many networks have chess sections for PBEM games. Compuserve boasts a forum for postal play, real-time chess and simultaneous chess (four players simultaneously play two games each). The Sierra Network has plenty of face-to-face action and USA Today features a chess ladder (where players compete to reach the top). All three systems can boast an active and ardent group of chess-players with a broad range of expertise.

British Legends (CompuServe): This is your typical text-based multi-player role-playing game with an emphasis on magic. The



The Sierra Network Main Menu

goal of the game is to rack up the treasures and points needed to become a Wizard. As Wizard, the player is granted special powers, the most potent of which is the gift of invisibility. The unseen gamer can then slink about the on-line world wreaking mischievous havoc on unsuspecting underlings. $6.00/hr.

CEO (Prodigy): The basic monthly rate on Prodigy allows gamers to become the Chief Executive Officer of the company of their choice and compete with other Prodigy sub-

PICK-UP THE PHONE

AND PICK TWO GAMES FREE!

1-800-877-1995

Choose any Two Sierra Games when you switch to Sprint

Sprint long-distance service just became more valuable - up to $159.95 more! Now, when you switch your home long-distance service to Sprint, you can select any Sierra game, free! And after enjoying six months of high-quality long-distance, you'll receive a second Sierra game or one month of free long-distance service.*

Only Sprint can offer you a nationwide 100% digital, fiber optic network that provides the long-distance quality and reliability you need. Experience for yourself Sprint's "fiber optic" clarity that makes both your long-distance calls and PC data transmissions crystal clear and error free.

But unsurpassed call and data clarity is just one of the many benefits you will enjoy as a Sprint customer...

"The Most℠" A Unique Calling Plan

Sprint offers an unprecedented long-distance calling plan called "The Most℠" available now for all customers. The Most will save Sprint customers 20 percent on already low rates on their calls each month to whomever they talk to the most, including international calls–even if the called person is with a competitive long-distance carrier.

The Most will also provide automatic 20 percent discounts on all calls to Sprint's millions of customers, anytime and anywhere.

When the most frequently called number in a given month is a Sprint customer, Sprint will combine both discounts for an effective overall savings of 36 percent on calls to that number.**

Save on Long Distance When You're away from home too!

Sprint's FONCARD℠ travel card lets you continue to take advantage of clear calling and savings even when you're away from home. Plus the FONCARD is free, with cards available to every member of your family.

The Service You Deserve

At Sprint, we make no compromises when it comes to dependable, personal service - we do it all; operator services, directory assistance, customer service, even instant credit for wrong numbers. And we do it 24 hours a day!

No Risk Guarantee

Your satisfaction is guaranteed: we'll pick up the cost of switching your long distance to Sprint, and will even pay to switch you back if you are not completely satisfied. (Some restrictions apply.)

So why not sign up for Sprint and receive the clarity, savings and service you want while getting two Sierra games you enjoy?

Sprint®

SIERRA®

* Offer valid only in the U.S. and for new Sprint customers. Not valid for FONCARD - only orders. Certain restrictions apply. Free month is up to $25 usage on 4th month invoice. To qualify for a second game or free month of long-distance the customer must bill $20 per month in 3 of the first 6 months.
** THE MOST discounts apply to intra-state calls only where authorized.

Circle Reader Service #93

CEO on Prodigy

scribets within that industry. Players manage their companies through on-line reports and budgetary expenditures and constraints, while they attempt to outpace the competition in both efficiency and profits.

Cribbage (The Sierra Network): The classic game is always accessible on The Sierra Network. All one needs to do is examine the interests of those on-line, find a prospective opponent, and invite them to the game. Best of all, it automatically keeps track of the *Cribbage* scoring system so that it is impossible to forget (or steal points for) unspotted points.

CyberStrike (GEnie): Simutronics' new shoot-'em-up is described in the review on page 60 of this issue. The intense action, communicated through the graphic front-end, makes this an addictive on-line pastime. $6.00/hr.

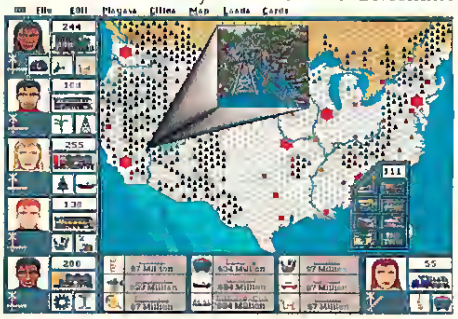
Diplomacy (GEnie): Although play-by-E-mail *Diplomacy* (the Avalon Hill game of deal-making, back-stabbing and resource grabbing in pre-WWI Europe) exists on almost every network, *Diplomacy* games have been fully-automated on GEnie. Not only can one find ready opponents for the standard game, but there are several game variants, including "Gunboat Diplomacy" (no negotiating), and several other options, as well. $6.00/hr.

Empire Builder (MPG Net): The strategy game of railroad building/operating that spawned an entire line of railroad games (*British Rails, Eurorails, Japan Rails*) is now undergoing beta testing on-line. The game runs under Windows and sports a sharp looking graphic front-end of the map used in the boardgame. The entire interface is point-and-click and includes an "auto-move" feature that should speed up play in comparison to the boardgame version. $6.00/hr.

Fantasy Sports (CompuServe, GEnie, NVtel, USA Today): Almost every major on-line network has fantasy leagues where players draft major league stats and total up the stats of their actual performances. NVtel features draft leagues where teams play head-to-head over the course of a week. CompuServe has draft leagues where players compete against the rest of the league during every week of the season. GEnie and USA Today offer head-to-head fantasy leagues, but one must draft the team afresh each week. $6.00/hr.

Federation II (GEnie): Gamers become intergalactic traders in this text-based space trading game. The spirit of community among regular gamers is extremely high, and players who are promoted to the highest levels get to design planets upon which all traders may adventure. It is also billed as an "adult" gaming environment where risqué forms of textual interaction are less of an exception than a rule. $6.00/hr.

Galaxy II (National Videotex): AUSI has used a similar interface to that in their on-line *Diplomacy* game (GEnie) to facilitate this map-based space conquest game. Gamers get to establish both the history of their people (in terms of passivity and aggressiveness) as well as the current stance of said empire with regard to aggression. Then, gamers make economic and military choices that determine



Empire Builder on the MPG Net

How to STOP playing *The*

1. Bowling ball falls down ramps.
2. Bowling ball tips see-saw, pulling string.
3. String pulls switch, turning on light bulb.
4. Light shines through the magnifying glass, lighting rocket.
5. Rocket lights fuse, exploding dynamite.
6. Dynamite explodes, pushing pail off ledge.
7. Pail pulls string, shooting gun.
8. Bullet bursts balloon.
9. Bucket falls on hamster cage, making hamster run.

Puzzle Game of the Year
Computer Game Review

Offer Number 370. Expires 12/31/93

Kingdom of Drakkar on the MPG Net

how much of the game's universe they can conquer. $6.00/hr.

Gemstone (GEnie): Simutronics' highly recommended text-based game of multi-player, fantasy role-playing. The game uses Iron Crown Enrerprise's *RoleMaster* rules. See the update that introduces the new graphic front-end on pg. 90 of this issue. $6.00/hr.

Hundred Years War (GEnie): Jim Dunnigan's extremely detailed game of medieval politics, economics and warfare is now available on-line. The game can be played strictly by E-mail or it can be played as intetactively as one desires. See the update on pg. 96 of this issue.

Island of Kesmai (CompuServe, NVtel): This classic text-based fantasy game has srood the tesr of time. It was one of the first commercially available multi-player CRPGs and is still worth playing. The game consists of two segments: the Basic Game, consisting of several "lands" for beginner and intetmediate players, and an Advanced Game for veterans. New lands and challenges are added all the time. It is now available on U.S. Videotex, as well as CompuServe. $6.00/hr.

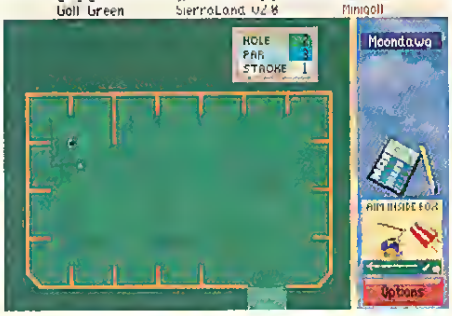
Kingdom of Drakkar (MPG Net): Imagine a multi-player fantasy game where everything is graphically portrayed. That's *Kingdom of Drakkar*. See the brief review on pg. 69. $6.00/hr.

Legends of Future Past (Digital Dreams Network): This virtual environment is a text-based role-playing game which uses live Game Masters to keep the action moving and the "cyburban" populace working together. It is a rich, dynamic, and lovingly supervised world of the imagination. One can play a number of races with different skills, join special guilds and secret societies with secret agendas, and the system sponsors special "major quests" once a week where the whole populace of the realm may get involved in a large scale adventure. There have even been "wars" on the system, whete an entire city was called to arms to fight off an atmy of baddies. Like most of these games, this one is extremely addicting — perhaps even more so. $6.00/hr.

Miniature Golf (The Sierra Netwotk): TSN ptovides a colorful playground in which one to four players can putter around and have a few laughs. Like their real-life counterparts, the holes are wacky and often fiendishly devised, ptoviding many opportunities for players to playfully jibe one another's shots. Bewate: the course seems to have a law of physics all its own!

Modem-to-Modem (CompuServe): CompuServe provides this forum (GO MTM) for gamets who want to connect with other gamets in modem-to-modem games like *Knights of the Sky, Falcon 3.0, The Perfect General, Command HQ* and more. The new *Empire Deluxe*, in particular, was designed to work through this forum (but only for two-playet, head-to-head competition). $6.00/hr.

Neverwinter Nights (America On-line): This is the ever expanding AD&D Forgotten Realms universe custom designed fot netwotk, real time, multi-human player acrion. Based on the highly successful SSI "Gold



Mini Golf on TSN

Incredible Machine™ (in 14 easy steps).

12. Balloon turns on motor switch.

13. Motor starts fan, pushing tennis ball off ledge.

14. Tennis ball trips see-saw, sending bowling ball crashing onto *your* computer.

11. Scissors cut balloon string.

10. Jack-in-the-box pops up, hitting scissors.

Non-Stop Fun
(because you just can't stop)

Getting people to play *The Incredible Machine* isn't hard. Getting them to stop is! Combine ingenuity and obsession in this incredible workshop for your computer. Try solving over 85 puzzles by creating convoluted contraptions (like the one in this picture), using pulleys, bowling balls, hamsters, monkeys, candles, balloons, and a whole assortment of bizarre machine parts. *The Incredible Machine* features timed play, and a free form mode that lets you stretch your inventive mind to the limit. Pick it up at a software dealer near you.

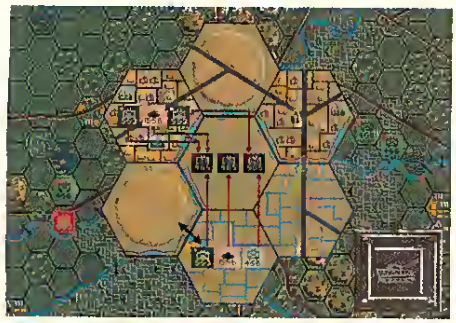
For A Free Demo Call:

1-800-326-6654

While supplies last

Circle Reader Service #114

SIERRA®



Operation Market Garden on the MPG Net

Box" series of computet tole-playing games, *Neverwinter Nights* stays faithful to the universe and game system where parties of several players can roam togethet on quests. With a time limit element added to the tactical combat system and the abiliry to page other players anywhere on-line, the system seems well thought-out. Fans of the Gold Box series know what to expect as fat as the mechanics of the system go, and the human element makes it that much better. $6.00/ht. + $14.95 fot the graphic front end (which can be downloaded).

Operation Market Garden (MPG-Net): Board wargamers take note. Based upon Game Designer Wotkshop's classic board wargame, this two-playet game based upon the famous airborne operation of late WWII, is the only game curtently available of its kind. With hexes and counters and the traditional board wargaming symbology, this game is *the* game for the grognatd who can't seem to find opponents. $4.00/ht.

Paintball (The Sierra Network): This game featutes an overhead view of two teams maneuvering over a variety of terrain features. The goal is essentially, "Captute the Flag," but both sides have "paintball" weapons with which to blast each othet for additional points. The intetface and the graphics ate fluid and elegant, but the TSN sound support (*splat!*) gives getting hit by "enemy" paintballs a whole new dimension.

Poker (The Sierra Network, USA Today): USA Today has a poket ladder fot those who wish to play poker by E-mail ot compete for high scores in their video poket section. The

Shadow of Yserbius on TSN

Sietta Network offers "face-to-face" competition for Larry Bucks in Latryland undet a dealer's choice system. $6.00/hr. (USA Today), +$4.00/mo. fot all of LarryLand (TSN).

Rebel Space (Prodigy): Space matauders with a megalomaniacal bent will find many worlds to subdue in this turn-based play-by-E-mail game. Players can side with a universal cause as either Militarist, Environmentalist, or Scientists, or play the maverick as an individualistic Rogue. The game is very simple, and thus recommended fot the newcomet to

Sniper on CompuServe

PBEM games. The player plots fout moves for his four ships and decides what sorts of modules should be built on each ship. Daily, weekly, and bi-weekly turn games are available.

Red Baron (The Sierra Network): Based on the award winning Dynamix computer game (tecently inducted into the *CGW Hall of Fame*), the on-line version of *Red Baron* adds the human opponent element that can never be matched by any artificial intelligence. Complete with a scoring system and weekly

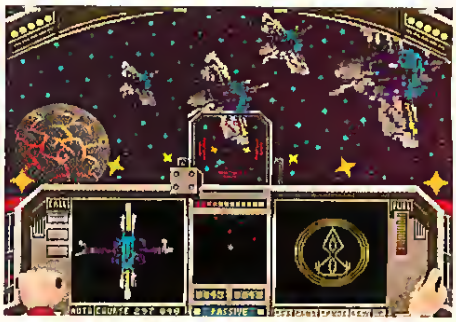
Rebel Space on Prodigy

top rankings, each game can be played by 2-4 joystick hot shots. The person calling the game can designate player's airplanes, starting altitudes, weather conditions and more, so that each battle will be patticularly interesting. Although some problems were found in earlier versions of the game, at press time TSN was about to telease a major revision of their on-line *Red Baron* product which was supposed to address many of these problems.

Shadow of Yserbius (The Sierra Network): When TSN does on-line role-playing, everyone wants to delve into theit dungeon! Although there is an extra $4.00/mo. fee to play in the MedievaLand section of TSN, the legions of eaget *Yserbius* players find it well worth it. Each player becomes a single character from one of six different classes and can run thtough the ever expanding maze levels solo or in parties with up to three othets. Using an interface reminiscent of othet popular, fitst person perspective tole-playing games, *Yserbius* has become a way of life for a very socially interactive crowd. See the article on pg. 72.

Sniper! (CompuServe): Roughly based on the SPI boatdgame, this is a two-player game of small unit maneuver. Originally a game where players commanded ASCII characters to move through ASCII terrain, the game now features a graphic interface with full-color characters and terrain. As players are successful, they move thtough the ranks of the on-line elite. $6.00/hr.

Star Cruiser (MPG-Net): *Wing Commander* on-line? Almost. While the action is a bit slower than Origin's space-combat action



Star Cruiser on the MPG Net

game, and the graphics are less detailed in many ways, *Star Cruiser* is still a hot multiplayer shoot 'em up. The futute holds many exciting things for this system. Within the next few months, a trade option will be added so that playets can improve the technology of theit ships. In addition, MPG-Net has plans to add a role-playing segment based upon the *2300 AD* people-and-paper RPG universe. $4.00/ht.

The following are voice contact numbers for the services mentioned in this article:

America On-Line: (800) 827-6364

Compuserve Information Service: (800) 848-8990

Digital Dreams Network: (800) 274-2814

GEnie: (800) 638-9636

Multi-Player Games Network: (800) GET-GAME

National Videotex (NVtel): (800) 336-9096

Prodigy: (800) 822-6922 x566

The Sierra Network: (800) SIERRA1

USA Today Sports Network: (800) 826-9688 CGW

QUEST WITH REAL PEOPLE IN REAL TIME IN AN EPIC THAT'S AS REAL AS A FANTASY CAN GET!

Create your face and personality, modifying your skills, attributes, and character class. Then head out...

...And meet adventurers from all over the country. Form parties and battle monsters with might and magic.

Save your stats and inventory at the end of each session. Your character grows every time you play.

Host a Fantasy Role-Playing Convention in your Computer.

Welcome to the dungeons of *Shadow of Yserbius*, the new multi-player fantasy role-playing epic on *The Sierra Network*.

Join real people in real time as you search for the secrets of a kingdom, buried by an ancient curse. Everyone you meet, friend or foe, could be a real-live person.

An Epic Too Big for One Player.

Meet thousands of other adventurers and form parties of up to four. Team up with a Wizard from Wisconsin, a Knight from New Jersey, or a Cleric from Colorado. Talk to Elves, Trolls, Orcs, Dwarfs, Gnomes, and even a few humans from all over America, all itching to take on the dangers that wait in the dark corners of these dungeons.

At 57¢ an hour, *Shadow of Yserbius* lets you play with adventurers from all over, all night, every night! (And all weekend, too!)

High-Risk Quest, No-Risk Offer.

If you're 18 or older and have a PC and a modem, you can try *Shadow of Yserbius* FREE! Access to TSN is a local phone call from most of the continental U.S. Call today for a free trial membership kit and get started on the greatest adventure of all.

Try it FREE! Call: 1-800-SIERRA-1

The Sierra Network

PART OF THE SIERRA FAMILY

*Price based on basic 30 hour evening and weekend package of $12.95 + $4 monthly access to *MedievaLand*.

Offer # 273

Circle Reader Service #95

Gemstone Gets A GUI Makeover

The New Graphic User-Interface For GEnie's Multi-player Role-playing Environment

by Jay Kee

To the people who design them, and to many of the people who play them, on-line multi-player games (MPGs) may represent the first real glimpse of Virtual Reality. Current VR hardware relies on clumsy attachments to produce simple graphics that fail to deliver an illusion of reality. But MPGs like Simutronics's *GemStone III* — minus the hardware, helmet and gloves — have managed to create that illusion by focusing on the one sense that needs no bio-mechanical enhancement: imagination.

A fantasy role-playing game based on I.C.E.'s *Rolemaster* and *Shadow World* paper-and-pencil systems, *GemStone III* has achieved tremendous success without any graphics support whatsoever. Relying on a text-only interface, it has been the number one entertainment product on GEnie since its release over three years ago. Its success and popularity is, to some degree, a testimony to the quality of design and originality of scripting. But good writing and clever programming alone won't keep people coming back time and again to play a game at $6.00 an hour (off-prime rates).

There's something more, something seductively different.

Power To The People

That something — the one thing that sets *GemStone* apart from conventional computer RPGs — is that all the characters a player encounters within the game are controlled by other *people;* not algorithms in a program. In *GemStone,* up to 60 people at a time can be on-line together, each playing their own character, pursuing their own goals, contributing their own perspective to an ongoing drama. Almost any kind of interaction that can be experienced in real life can be found in the game: talking, partying, fighting, making friends, making enemies, even getting married.

But characters are not the only element controlled by people. Simutronics employs the largest staff of designers, programmers and writers of any on-line game currently available: six full-time GMs, five assistants, two part-timers and a World Coordinator — enough to run a small country. They can create, modify or even upgrade the game environment in real-time, without shutting it down. Which means that new features can be added, special events can be introduced, and surprises can be sprung at any time, with all of it coordinated and controlled on-line. A recent enhancement to the *GemStone* system that factors role-playing ability into scoring and character advancement, could not be done without the participation of human controllers. As Simutronics CEO David Whatley points out, it gives *GemStone* a legitimate claim to being the first true fantasy role-playing game.

For the players, it's like being an active participant in both the writing and creation of a fantasy adventure. The only difference is that this story always starts in the middle, and never ends.

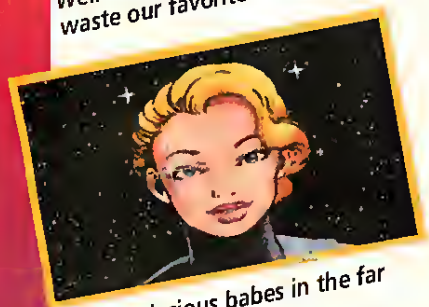
The Front-End, Top To Bottom

So why mess with success? Why introduce a front-end graphics interface, when the text-based game has been such a hit? The answer, simply, is "Why not?" Simutronics didn't replace the text-based interface with this new graphic front-end; they merely added to it, enhancing what was already there. The result is a slick terminal program with VGA graphics, animation, digital sound and a macro editor that makes playing the game a lot easier.

Although the *GemStone* front-end is still in the Beta stage (currently version 1.6), it's fully-functional and surprisingly bug-free. Unfortunately, it's only available for IBM compatibles at the moment, but

He's Lean, He's Mean and He's Out To Clean...

Well-oiled adversaries are out to waste our favorite cosmic custodian.



Meet bodacious babes in the far reaches of space.

Take on interstellar pukoids and nasty phlegm throwers (yeccch)!

He's out to clean up the universe, and it ain't a pretty job!

He's a legend that's sweeping the galaxy...

Roger Wilco, the universe's favorite janitor, has taken the helm of his own starship. And that's the *good* news! Join Roger and an intergalactic gaggle of misfit shipmates in the most hilarious adventure on this (or any other) planet. Find out why *Game Players* magazine calls the *Space Quest* series "a prime example of why Sierra is at the top of the computer gaming world."

Pick it up at your local software dealer, or call:

1(800)326-6654

SIERRA®

Circle Reader Service #115

Simutronics confirms they are considering the possibility of producing a Mac version.

The progtam is located on GEnie at page 930, in the GemStone Software Libraries, file #68. Download time will run about an hour with XModem at 2400 baud, but the package contains everything a player needs, eliminating the necessity of downloading any other files. Installation is simple: just type "GS3FEB16", and hit <enter>. The self-exttacting archive will unpack and write all the files to disk.

From The Top

The fitst thing that needs to be made clear is that the *GemStone* front-end is not a stand-alone program. Although a player can change settings and use the macro editor off-line, the gtaphics displays, animations and sound effects only work on-line ot in the *GemStone* area. The other point is that players do *not* need to have the front-end to play the game.

That said, let's take a look at what the front-end has and what it does. The first thing a player sees when tunning the progtam is a logo animation. But once the ftont-end loads, all that's left is a black scteen and a cursor. It almost looks like the system's hung up, but there's nothing wrong; it's just the default off-line display. Hopefully, future versions will bring up something more interesting.

There are no mouse-activated menus, even though mouse support is included, so getting atound is handled through the keyboard. Not a problem fot someone raised on DOS, but a minor nuisance fot those of us used to mouse-controlled environments. Of the sevetal Alt-key combinations that access all the principle options, the most important is Alt-H. It brings up a help scteen that displays all functions supported by the program and the key combinations that activate them. This panel can be called up at any time, on-line or off, so playets don't need to memorize anything (just as long as they don't forget Alt-H).

Configuring the front-end is simple, once you know whete to look. The Settings scteen can be accessed from anywhete in the program by pressing Alt-S. It brings up a panel that allows the player to set everything from screen display and terminal preferences, to baud rate and network delay. As straight-forward as it is, fitst-time users will probably want to familiarize themselves with the rest of the program before playing around with it.

Down The Middle

The main screen, or Terminal, is automatically called up when the player enters *GemStone* or can be accessed by pressing Alt-T. It's divided into three sections, with the upper third of the screen devoted to graphics displays and the lower two-thirds dedicated to the main text display.

The text display is the central part of the system. It petforms the same functions as any terminal program, but with a few intetesting wrinkles. First, a sepatate command line, or Chat area, at the bottom of the screen permits commands and communications to be entered independent of the main text display. It will handle patagraph-length entries, eliminating the need to chop things up into short statements; maintain an easily accessed command-line history; and repeat the last two commands given simply by hitting CTRL or ALT-enter.

Next, a split-scteen feature lets players control and monitor a Familiar (a cat, wolf, hawk or falcon), while maintaining the main text display. Finally, a "scroll-back" featute permits rapid scanning of the review buffet with the arrow or page-up/down keys. Players can save the entire buffer to disk with a single keystroke, ot toggle a "Chtonicles" option to tecord and save selected portions. Since the front-end works as a terminal program, it can be used in any atea, roundtable or bulletin board on GEnie. It can even be used on any other on-line service; a nice plus, and worth the download all by itself.

At the top-left of the main screen, a display panel with icons and bar-graphs gives the player a visual teference to their charactet's status and health. A tiny human figure reflects certain activities, such as hiding, kneeling, sitting or lying down. And a compass tose displays all visible exits.

One of the big advantages of the front-end is that playets can move atound without typing in ditectional commands. All they have to do is press a directional key on the numeric keypad and their charactet will automatically go in that direction. Having a compass on-screen at all times makes getting around in the *GemStone* universe much simpler.

Next to this panel, in the uppet tight corner, is a small section used for gtaphics displays. Although small, these images are beautifully done, depicting idyllic forest settings, spooky graveyatds or rustic shops. Some scenes, like the forest ot the armoury, ate accompanied by digitized sound effects; others are animated.

The only ptoblem is that there just aren't enough of them. Only a few ateas have graphics and even fewet have sound effects. None of the player charactets can be seen, only a couple of the NPCs are depicted, and (other than the Gnoll) none of the monsters are pictured.

Of course, this is still a Beta version and Simutronics ptomises that future versions will include monsters and characters, plus extra scenes, animations and even musical scores. On the plus side, players will not be tequited to download the whole progtam all over again every time thete's an upgrade, just individual resource files that one can easily add to the main progtam.

One of the most impressive featutes of the *GemStone* ftont-end has nothing to do with graphics. It's the built-in macro editot. Although the front-end's macto language is small, the editor has almost unlimited possibilities, allowing players to build macros to handle everything ftom log-on to combat. Accessed by pressing Alt-K, the editot comes up in a windows-style panel with individual slots for each of the 12 function keys. The slots can be selected by the mouse ot keyboard, and macros of up to 512 characters can be entered into each one. Each function key can be assigned to any one of four combinations: Normal, Alt, Ctrl or Shift. And these in turn can be assigned to any one of nine control-keys, providing a possible total of 432 macros!

The Bottom Line

There really isn't anything out there at the moment to use as a benchmark when evaluating the *GemStone* front-end. It has to stand or fall on its own merit, but has to be viewed within the context of the game it was designed to enhance. Within that framework, Simutronics has done an admirable job. It adds to the enjoyment of the game without getting in the way, and makes it easier to play.

For the price of the download — roughly $6.00 — it's well worth having. New users can contact GEnie by modem at 1-800-638-8369.

CGW

Stop playing with yourself.

Try interactive on-line games with a money back guarantee.*

With interactive games, you're not playing with yourself or against a computer . . . you're head to head with a living, thinking human being who's playing for keeps. And NVN brings you the best interactive value, with the most popular on-line games at lower rates. Travel to the Island of Kesmai™ in a role-playing, multi-player game that will stretch the limits of your imagination . . . create your own character in the fantasy world of Aradath and fight off magical spells and fierce martial arts warriors . . . or manipulate space and time in your quest to conquer a planet in Galaxy II, the ultimate test of your strategic and logistic skills.**

So quit playing with yourself. Membership is just $5.95 a month*, AND YOU HAVE A MONEY-BACK GUARANTEE. Plus, our premium on-line charges are only $6/hr non-prime time, and $9/hr during prime time!

How to register

To register on-line, set your comm software to 1200, 2400 or 9600 bps, N-8-1, and full duplex. Dial **1-800-336-9092.** When connected enter CG93RR and press <RETURN>. Then enter name, address and Visa,® MasterCard,® Discover® Card or American Express® number. Your Starter Kit will be mailed right away.

For more information, call 1-800-336-9096.

NATIONAL VIDEOTEX

Risk-free. Satisfaction guaranteed.

*Membership fee in limits are limited to $5.95 and do not apply to connect charges for Premium services or connect and surcharges for Premium Plus services. Additional charges due to use/access of Premium Services. Offer applies to first time Members. One per Membership per household. Subscription fee is $5.95 per month. Prices and service content are subject to change. National Videotex is a service mark of National Videotex Network, Corp. All others are for identification purposes only and belong to their respective companies or organizations.

**Indicates Premium Service

Art by Rodger MacGowan. Copyright 1993 RBM Graphics

COMPUTER WARGAMING WORLD

In this issue . . .

Hundred Years War Update 96

Air Warrior adds SVGA . 98

Falcon 3.0 strategy . . 102

Conquered Kingdoms strategy 106

Tegel's Mercenaries review 108

Dune II strategy . . . 112

AV8B Harrier review . 114

Impressions designers' notes 118

Special Forces review 122

Reach for the Skies sneak preview 124

PBEM EastFront replay 130

Network Wars: CompuServe vs. Prodigy in CHQ

by Alan Emrich

Before we move to the lead story, let me bring up one item of new business. An interesting product has just landed on my desk which, I'm sad to say, I have not had adequate time to thoroughly examine. However, *Aide de Camp* from HPS Simulations looks like a product that I've long dreamed about. It is a "design your own play-by-email kit" for board wargames. In other words, I could pull virtually any Avalon Hill, GDW, SPI, 3W or other board wargame off my shelf and, using this program, put it "on disk" for easy electronic transfer of my moves and combat. It takes some time to create the maps and counters (they are graphically represented, not just lists of hex numbers and unit IDs), but it is a product I've longed to see. Designer Scott Hamilton said he created it for his own personal use and has now marketed it. I can't wait to spend some time with *Aide de Camp*.

Battle of the Network Wargamers

Last issue, in the preface to the *Empire Deluxe* tournament announcement, I hypothesized, "Wouldn't it be great to get the *Command HQ* players on CompuServe to play the ones on Prodigy?" Well, the truth is that they actually have been. This issue, I'd like to report on it. *Command HQ* is a rousing, real-time game designed for wargamers connected by modem. The map represents the entire globe, and units represents armies, fleets and air forces in a grand strategic scale.

Each group of *CHQ* players had a leader emerge to parlay the ground rules for the competition. Representing CompuServe was BobP [76170,1537] while the legions from Prodigy selected "The General" Robert E. Lee, Jr [BSWW20A] (and, yes, that's his real name). They agreed to set up four teams of five players each. Each player would play two games against each opponent from the same team, for a total of ten games per player with each player initiating one phone call against each opponent (to keep the phone bills reasonable).

They agreed that all games would be the "????" scenario, where each player begins with a capital on a world where the cities and resources have been placed randomly. Due to the possibility of beginning with an obviously unbalanced start, "restart" rules were created, agreed upon and enforced to assure fairness for individual games played. Interestingly, both network teams had their own ideas about what the restart rules should be, so each devised their own set and whoever was the caller determined which set of rules would be used for that match.

The Call of Destiny

Both networks generated a lot of messages about this tournament. Mostly it was the players recalling their tales of games won and lost. Some of the stories were very amusing (so much so that many bystanders would stop in to read them on-line). The Prodigy Players got off to an early lead over the CompuServe Comm-rades, but shortly after the halfway mark, CompuServe had pulled up very close in the win/loss column. This inspired Prodigy leader R.E. Lee to post the following address to his troops:

"Team Prodigy, Fhall in! Atteeehhhnnn-SHUN! Hat Ease.

"Men, I don't need to tell you the importance of our mission. The very fate of the free world lies on our shoulders, not to mention the braggin tights for *all* the *CHQ* players on our Prodigy ladder, which you represent.

"We have been chosen to perform a sacred duty for God, country and the Prodigy Information Service — and in this effort we must not fail! I know it's rough out there on

the *CHQ* battlefield, but no matter how rough it gets, *we must persevere.* Did we give up when the Germans bombed Pearl Harbor? [*Germans? Well, he's on a roll. -Ed*] No! Did Norman Schwartskopf give up before capturing Saddam Hussein? Well, that's a bad example...

"The point is we cannot afford to fail. They are depending on us back home! We are *CHQ* soldiers, not heroes. A hero is someone who dies in cyberspace defending rheir information service. Our job is to make 'heroes' out of the enemy. The only thing we have to fear is fear itself — and a quick Cap Kill.

"You know the rules of engagement. Take no prisoners! You know how the dock scan technique works — use it! You know how to outflank your enemy — do it! You know the importance of defending your captitol from a surprise atrack — defend it! You know the average airspeed of an unladened swallow in the '????' scenario... [*African or European? -Ed*].

"We are at a critical juncture. The battle is halfway over and there is still no clear victor in sight. We cannot lose sight of our goal. Of the 200 games to be played on the *CHQ* barrlefield, we must claim victory in 101 of them or die trying. Now, go forth, secure in the knowledge that truth, liberty and flat monthly rates are on your side. We shall not let their hourly usage charges bankrupt our society. We must defend our honor against the Evil Compunist Empire. God is on our side. (I know. She told me.)

"That is all. Team Prodigy, Atteehhnnn-SHUN! Dhis-missed!"

C'mon folks, where else in wargaming can you read such wonderful stuff? Another Prodigy player, D. Dawson [PMRR89A] wrote thar he discovered a new disease: *CHQ*itis. He listed symptoms as including a reduced ability ro type due to hasty messaging back and forth during a real time game (sighting a sample sentence as "Nivce glame, yu relly suurpised m wit tat clap atach!!!"), strained relations with members of the opposite sex, dreams involving little blue and red squares, and the use of the phrase "warmongering enemy" in everyday conversation.

There Were Only Winners

This was one of those cross-cyberspace rivalries where every player was certainly a winner. We all know that there is a kindred spirt among fellow wargamers, and in this tournament it lived and laughed aloud. Unfortunately, when I had to write this article, two games remained unfinished (and rhe suspense is excruciating!). The score srood at Prodigy 100, CompuServe 98. However, CompuServe had more winning "reams" than Prodigy did, so as far as this observer is concerned, *both* networks can claim a legitimate victory. Let me end this month's column with a roster of the matches. Perhaps next time, you'll be on-line and enjoying this kind of wargaming camaraderie. CGW

CHQ Tourney Update Feb 28

CompuServe/Prodigy CHQ Tournament

Team A Results

		Robert Lee	Leo T.	Devon D.	Ralph F.	Robert Moore	
		PA1	PA2	PA3	PA4	PA5	Tot
Bob P	CA1	1-1	1-1	1-1	2-0	2-0	7-3
Dave Browne	CA2	1-1	1-1	0-2	1-1	2-0	5-5
Joe Bolnick	CA3	2-0	0-2	0-2	2-0	0-2	4-6
MAK	CA4	2-0	1-1	1-1	2-0	1-1	7-3
Paul McClellan	CAS	2-0	1-1	0-2	-	2-0	5-3
						TOT=	30-20

Team B Results

		Larry L.	Mark Davis	Jeff Miller	Jason D.	Kevin A.	
		PB1	PB2	PB3	PB4	PBS	Tot
Chris Hartman	CB1	1-1	0-2	2-0	1-1	0-2	4-6
Kevin Holcomb	CB2	2-0	1-1	2-0	2-0	2-0	9-1
Peter Harty	CB3	1-1	1-1	2-0	1-1	2-0	7-3
Skulker	CB4	2-0	0-2	1-1	1-1	0-2	4-6
Steve Kershaw	CB5	2-0	2-0	2-0	1-1	2-0	9-1
						TOT=	33-17

Team C Results

		Dave W.	Barry Stuart	Tim M.	Mark K.	Tim C.	
		PC1	PC2	PC3	PC4	PC5	Tot
William Louis	CC1	0-2	0-2	1-1	2-0	2-0	5-S
Bob Brennan	CC2	0-2	2-0	0-2	2-0	2-0	6-4
Dave Willis	CC3	-	0-2	0-2	0-2	1-1	1-7
Leonard Coyle	CC4	1-1	0-2	1-1	1-1	2-0	5-5
Marc Dultz	CC5	1-1	2-0	2-0	2-0	2-0	9-1
						TOT=	26-22

Team D Results

		Doug D.	Tim D.	Jon H.	Joe Seidel	Joel Stanford	
		PD1	PD2	PD3	PD4	PDS	Tot
Daniel Black	CD1	2-0	2-0	2-0	0-2	2-0	8-2
Emil Polito	CD2	0-2	0-2	0-2	0-2	0-2	0-10
Marshall Lott	CD3	0-2	0-2	0-2	0-2	0-2	0-10
Mike Elliott	CD4	0-2	0-2	0-2	0-2	0-2	0-10
Rob MacArthur	CD5	0-2	1-1	0-2	0-2	0-2	1-9
						TOT=	9-41

Tournament Summary:
CIS-Prodigy Team results (head-to-head)

Team A	30-20 CServe Team A declared victorious over Prodigy Team A
Team B	33-17 CServe Team B declared victorious over Prodigy Team B
Team C	26-22 C5erve Team C declared victorious over Prodigy Team C
Team D	9-41 Prodigy Team D declared victorious over CServe Team D
Total	98-100

A Missive from the Army

The Continuing Evolution of GEnie's *Hundred Years War*

by David M. Wilson

If the reaction to *Computer Gaming World*'s preview of GEnie's *Hundred Years War* is any indication, lots of people are fascinated by the intrigue, politics, warfare and social climbing available in this on-line gaming experience. Beta testing is now complete and the *Hundred Years War* (*HYW*) is now on in earnest. Here is the latest on this feudalistic virtual society.

HYW offers one a chance to assume the character of a French, English or "other" (anything besides French or English) noble and participate in such "noble" endeavors as diplomacy, social climbing, economic management and warfare as conducted under the ever-binding rules of chivalry.

A relatively new feature allows for a player character to switch (one time only) between husband and wife. Thus, if a husband is killed, a wife may remarry and switch to the husband. The disadvantage of being a woman is that a woman is not permitted to command an army. Not to worry, even if one chooses to play a female character, an NPC under her control may be appointed as commander of her army, eliminating any real disadvantage or inconvenience to the player.

The *HYW* staff obviously paid attention to the earlier article, since they have changed some aspects of the game in keeping with our suggestions. The economic structure of the game was changed, and free flow of cash was limited by doubling all army costs. By doubling the amount of army costs, the designers have effectively brought a slower pace to the game. Now, one must conserve resources for a reasonable amount of time in order to build up enough to recruit an army. While the change serves the positive function of keeping players from being overrun in a single season, it also forces a lot of nobles relegated to relatively minor positions to either become lackeys to wealthier nobles or to drop out. While the change has helped bring a historicity to the game, it has also effectively taken some of the joy out of the game for those whose main purpose for playing the game is leading armies in military encounters.

Also in our preview, Johnny Wilson suggested that the French should elect their king from the more experienced players. A King and a Crown Prince are elected for each side at the beginning of each game. If the king passes away, the Crown Prince becomes king. The Crown Prince and King spend the remainder of the game swapping positions each time the king dies. In this manner, more than one player actually gets to play the part of the king (and hence, to share the burden of extra decision-making).

Another new feature is jousting. The jousting routine is similar to the dueling routines, with a few simple commands that allow the player to spur and rein his charger, adjust his shield, and aim his lance. Each successive win aids the player by raising his tournament rating. I was unable to really get the hang of jousting. While it is a neat feature and broadens the appeal of the game somewhat, its main attraction is that it provides, like the interactive court, another place to hang out and act like a 14th century knight.

Brawling in the Interactive Court (IC), by the way, can get really wild. Players can throw chairs at one another, bash each other with pewter mugs, knee each other in the groin, or simply punch each other out. Brawling is statistically-based, but getting whipped in a brawl doesn't affect the player's health outside the IC. The Interactive Court provides a place for the players to brawl or just sit and talk about anything under the sun.

HYW provides heralds, who are usually on duty each night to assist the player. The Heralds will explain menus and options, suggest strategy, assist the king in communicating with his loyal (or disloyal) followers or maybe just listen to a player vent-off anger about what another player has done to him. I have had extensive interviews with all of the heralds, but especially commend Barbara Byro and Bob Kasten for their good work.

One problem that continues to plague *HYW* is that of players abusing dual accounts. Many players have access to more than one GEnie account and can register to play as many characters as they have accounts. While this is a minor problem, when an abuse occurs it generally angers many. A player who angers another player may have to deal with this player in as many as three personas (yes this really happens). A player who has two positions will transfer funds and properties to his favorite persona, without regard for borders. In some cases, the player with double accounts will have a player who is privy to both the English Private Court and the French Private Court, eliminating the possibility of having military secrets and reducing the level of suspended disbelief.

The *HYW* staff wants the players to police the game. If they don't like what another player is doing, they are expected to team up and exact justice in 14th century style. While their stand is understandable in some ways, a simple statement from the *HYW* staff that such behavior is not exactly chivalrous would stop most players having double accounts from abusing them.

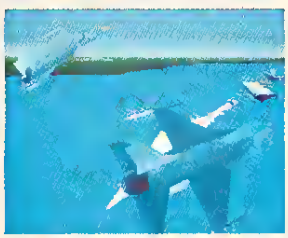
Also in our preview (#100), Ken St. Andre made a point about how much time the game takes to play. Though there is some dispute about this, I think it is fair to suggest that the average player will have to play about 30 minutes to an hour per day to keep up with the game. So, the *HYW* staff has responded by opening a "slow" game for players who only want to play a couple of times per week.

In summary, a word of warning is required. Players who like to remain aloof from their games may want to stay away from *HYW*, since those who are involved often become so immersed in the game that they frequently have to be reminded, "It's only a game!" CGW

We've just extended your flight plan.

Now Falcon® 3.0 takes you places you've never flown before.

Operation: Fighting Tiger™ takes you on action-packed missions in three new Asian campaigns. Fly your F-16 to Korea, to the Pakistan/India border, to Japan and the disputed Kurile Islands, where you can also fly the advanced FSX. The incredible scope of Falcon 3.0 delivers everything from Instant Action arcade excitement to plotting your own Red Flag training missions to engaging in a dramatically different campaign every time you play. The flight models and terrain are real. The radar and weapons are real. The enemies, missions and campaigns nothing less than spine-tingling. Joining forces with the most sophisticated flight simulation of all time, Operation: Fighting Tiger broadens your horizons as never before. And makes the wild blue yonder a whole lot wilder.



Operation: Fighting Tiger requires Falcon 3.0

For Visa/MasterCard orders call 24 hours a day, 7 days a week 1-800-695-GAME (Orders Only)
For technical questions and availability call 1-510-522-1164 (M-F 9am–5pm PST)

Spectrum HoloByte

Spectrum HoloByte, Inc 2490 Mariner Square Loop, Alameda, CA 94501

Operation: Fighting Tiger and Falcon 3.0 are trademarks and Falcon and Spectrum HoloByte are registered trademarks of Spectrum HoloByte, Inc.

Circle Reader Service #106

Arena for Aerial Gladiators

Photo courtesy of McDonnell Douglas

SVGA Air Warrior

by Doug Fick

What happens when a simulation combines the most accurate aircraft performance models ever seen with real, human aviation nuts from around the country? The result is the most intense and realistic flight simulation yet designed for network play.

Air Warrior (*AW*) is the GEnie network's aviation program that covers air combat from World War I through Korea. The program is an on-line game that allows people from all over the country to plug into the GEnie network and fly for any one of three nations. The environment is *big*. On a typical evening, 30 or more aircraft might be involved in the on-going dogfights.

While the boxed program sold by Konami allows single-user play against the computer, the real thrust of the game is to get people into the multi-player *Air Warrior* arena. In single uset mode, any of the aircraft can be selected and up to four other computer controlled pilots take part. The computer-controlled aircraft can be either allied with, ot opposed to the gamer. Single-user play provides a good learning tool to discover the ins and outs of each aircraft and develop some basic tactics to be tried on-line. The best part about single-user mode is the ability to play in real time and toggle on additional realism modes not available to the on-line version.

Due to the huge amount of data being processed on-line, the game plays at half speed and such nuances as buffeting and spins aren't taken into account. Half speed may sound like moving through Jell-o, but isn't really that noticeable once involved in a huge furball. In fact, at first I had a hard time seeing any difference in game play between the on-line version and the stand alone game. The benefit to running at this speed is *very* smooth game play. There is some jittering (warping) when near other aircraft because the network is trying to calculate exact positions for two or more planes in close proximity, but it's not too bad.

The program has aircraft that run the gamut from fabric-covered Spads to jet-propelled Sabres, but the real emphasis is on World War II fighters. World War II aircraft included are the Spitfire Mk IX, A6M5a Zero, A-26 Invader, P-51D Mustang, P-38J Lightning, FW-190A, KI-84 Frank, Bf-109 and F4U-1 Corsair. From the Korean conflict, the MiG-15 and F-86 Sabre jet are included. Every detail of aircraft performance is perfectly nailed. Each aircraft's strengths and weakness are faithfully reproduced to the *n*th degree. In fact, while I was on the network, the P-38 had been temporarily removed from the game in order to tweak the climb performance model. Such attention to detail shows a serious ongoing commitment from the game's designers and bodes well for GEnie members.

Typically, each theatre of play (European or Pacific) rotates every third week. Within each three week block there are jet nights for the Korean war fans and WWI nights for the von Richthofens. When the player joins the *AW* arena for the first time, any one of the three countries can be selected. These are generically labeled as A, B, and C, and form a

TITLE	SVGA Air Warrior
SYSTEM	IBM with 640K, SVGA and modem
PRICE	$59.95
PROTECTION	None
DESIGNERS	Kesmai Corporation
DISTRIBUTOR	Konami Corporation Wood Grove, Il
ON-LINE SERVICE	Genie Rockville, MD

SOUND GALAXY

IT WAS AS IF YOU WERE IN THERE!

Forget about a primitive game session where gunning down a jet fighter or running away from a fire breathing dragon creates a dumb effect. And you reacted because you see it coming. If not, it's a game over for you.

CD-QUALITY SOUND
Sound Galaxy NX PRO Extra change all that See and Do by giving you a whole new generation of sound technology that promises you superb CD-quality sound that match the best amplifiers and full stereo capability.

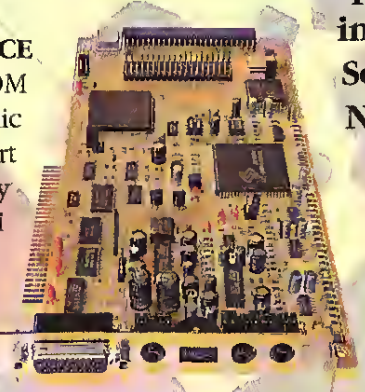
SUPPORT MORE SOUND STANDARDS
Let yourself go ga-ga over the full sound support for AdLib, Sound Blaster Pro, Covox Speech Thing and Disney Sound Source. And you find yourself hacking away the jungle of games and entertainment software available under both DOS and Windows environment.

MORE CD-ROM INTERFACE
Besides the built in AT-BUS CD-ROM interface support for Mitsumi and Panasonic drives, the NX PRO Extra can also support the Sony AT-BUS CD-ROM drive simply by plu ging the SG adaptor to the Mitsumi interface. It can be further upgraded to more powerful SCSI CD-ROM drives.

EASE OF INSTALLATION
All configuration settings are via software without the hassle of setting jumpers.

VALUE FOR MONEY
Topping it all are the bundled software such as Monologue for Windows, Voyetra Audio Station & WINDAT™ OLE, just to name a few, so that you can edit audio, animate and create stunning graphics on screen. And not forgetting the free speakers that allow you to blast yourself to glory as you see your scores chalking up.

So step into the world of imagination with Sound Galaxy NX PRO Extra.



See Us At
WINDOWS WORLD'93
The Official Conference and Exposition for Windows Computing
May 24-27, 1993
Georgia World Congress Center • Atlanta, Georgia USA
Hall F Booth no. M634

SOUND GALAXY

Call us : 1-800-886 8859

Circle Reader Service #43

AVS GROUP

USA Office **AZTECH LABS, INC** 46707 Fremont Boulevard, Fremont, CA 94538 USA Tel (510) 623-8988 Fax (510) 623 8989
Head Office **AZTECH SYSTEMS PTE LTD** 31 Ubi Road 1, AVS Building, Singapore 1440 Tel (65) 741 7211 Fax . (65) 741 8678/9 Tlx RS36560 AZTECH

MICROSOFT WINDOWS COMPATIBLE

All trade names & marks are registered trademarks of respective company Specifications subject to change without prior notice

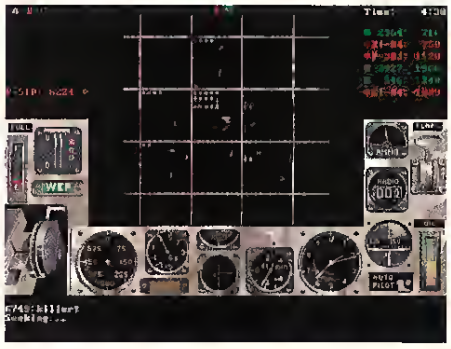
Photo courtesy of McDonnell Douglas

triangle with common edges. Once a nation is selected, any one of the aircraft available in that theatre can be picked. This makes for some interesting gaggles as traditional allies square off against one another. Normally, two thirds of the combatants in Europe are Spitfires, as they are excellent all-around performers which most players prefer over all others. My personal favorite was the trusty Mustang. I had to pick my fights with care, though, as the agile Spit could rip me up in a turning fight (learned through painful first-hand experience), but given some altitude and four or five fast passes busting through the fight at high speed brought death and destruction to the scurvy dogs of B and C nations (tee hee).

As anyone can tell from my sudden burst of enthusiasm, this program emphasizes proper employment of aircraft type. The flight modeling is so well done, and the human adversaries so much better than any computer could hope to be, that it forces the player to wisely choose and use whatever aircraft they select, or they ate likely to die repeatedly until the correct tactics are learned.

When I first jumped into the *AW* community, I was a little apprehensive. I wondered how new players would be received. Would there be cliques or a holier than thou attitude among the seasoned players? The answet is "No!" From the first moment on, I felt right at home and welcome among the group. People went out of their way to help me and other newcomers learn the nuances of the program. There is even an Ait Warrior Training Academy to help neophyte pilots get their feet wet. This sense of camaraderie impressed me more than anything else in the *AW* world.

While the rose smells sweet, there are a few thorns. The game is not cheap to play. The basic GEnie subscription is $4.95 a month and the *AW* access cost is $6.00 per hour. That can add up in a hurry if one isn't careful about watching the clock.



Graphically, the Super VGA graphic rendition of the cockpit and instruments is very well done, but views outside the players aircraft are fairly spartan. To run the network at a smooth speed, other aircraft and land detail is skimpy. Aircraft appear as tiny dots until very close, then expand into small grey polygon renditions of the plane. Even at very close range the aircraft are shown an eighth the size an actual aircraft at that distance would appeat to be. It felt like shooting a BB gun at ants crawling up a wall from across the room.

One other item that annoyed me was that every sortie starts from the ground within one's own country. Sometimes the battle might he miles away and trying to claw for altitude while covering territory at only 75 knots (150 knots typical climb speed divided by two for the network half speed) can eat up a lot of time. In addition, to receive full credit for any kills scored, the player has to fly all the way home and land. In fact, the program won't let the player exit unless they land or bail out/get shot down. At times, I found myself hanging around the fight long after fuel and ammo dictated a withdrawal, just to avoid the long flight home.

At 10 cents a minute, all this droning can add up. I would have liked to occasionally see the option of airborne start points. Something like five thousand feet of altitude within friendly airspace and not so close to enemy aircraft that it would provide an unfair advantage would be nice. Also, if I decide to egress the fight and get well clear of any enemy aircraft, let me exit with full credit. This would make the game much more combat-

oriented and reduce droning considerably. I'm not saying Kesmai should totally replace the airfield starts, just have an occasional quick combat night.

Amazingly, with just a little work, the single-user version of the game would blow away any of the competition (hint, hint). Upgrade the graphics, write a dozen or so types of missions, give it a career flavor and it would find space on my hard drive in an instant.

For the record, though, the multi-player game is great and highly recommended for any serious aviation enthusiasts. The combination of tough adversaries and realistic performance makes *Air Warrior* a winner. CGW

COMPUTER WARGAMES
Historically Accurate...Easy To Use
For IBM™ PC and Compatibles

BIG THREE (V 2.01)	la GRANDE ARMÉE
WWII Strategy Game	Napoleon's Campaigns
Seven Scenarios, Map	Seven Scenarios, Map
World-Renown	New Release
Hard Drive Required	Challenging, Inlense
European Theatre	Austerlitz to Waterloo

$25 Each. Send check or money order to:
SDJ Enterprises, Inc.
Department C
1551 Fawn Valley Dr
St. Louis, MO 63131
(314) 966-5602
Evenings Only
Specify 3.5" or 5.25" disk

Circlr Reader Service #87

Top Titles at the Lowest Prices!

800-554-9925
Call Us On Our US/Canadian Toll Free Number!

Since 1982
ComputAbility
Consumer Electronics

FAX: (414) 357-7814
TECH INFO: (414) 357-8181
HRS (CST): M-F 8am-8pm, Sat 11am-5pm
P.O. Box 17882, Milwaukee, Wisconsin 53217

SOUND CARDS

CREATIVE
CREATIVE LABS INC.

SOUND BLASTER 16 CALL!

- 16-Bit Stereo Sampling & Playback for Voice Channel
- Enhanced 4-Operator, 20-Voice Stereo FM Music Synthesizer
- MIDI & CD-ROM Interfaces
- Windows 3.1, SB & SB Pro Compatible

MEDIA VISION

PRO AUDIO SPECTRUM 16 — MPC Multimedia PC — $185

- 16 Bit / MIDI Interface
- True 16 Bit Stereo Sound
- Advanced 20 Voice Stereo Synthesizer
- Joystick, Amplifier, Software - Call for List!

MODEMS

ZOOM

V 32 bis Internal/External	$199/$205
V 32 bis Send/Receive 14,400 Int	$215
V 32 bis Send/Receive 14,400 Ext	$245

Supra Corporation

Supra Fax Modem V 32 bis, Internal with Fax Software, DOS/Windows	$199 / $199
SupraFaxModem V 32 bis, Ext alone	$279
with Fax Software, DOS/Win	$299 / $299

JOYSTICKSS

Advanced Gravis:

Analog Joystick	$32
Eliminator Game Card	$30
PC MouseStick	$75

CH Products:

Virtual Pilot / Virtual Pilot Pro	$69 / $89
Flight Stick	$39
Hi Speed Adaptor	$19
Gamecard 3-Auto / Gamecard 3-PS/2	$30 / $49
MACH 3 Joystick	$29

Maximum:

MAXX Flight Yoke	$65
MAXX Pedal	$39

Kraft:

Kraft KC3	$17
Kraft Trackball w/Foot Controler	$55
Kraft Thunderstick	$27

Thrustmaster:

Flight Control	$75
Weapons Control	$75
Thrustmater Pro	$119

IBM

A Line in the Sand	24.95
Aces of the Pacific	39.95
WWII 1946 add on disk	19.95
Aces Over Europe	44.95
AD&D Collector's Edition II	42.95
AD&D Dark Sun: Shattered Lands	47.95
AD&D Starter Kit	31.95
AD&D Unlimited Adventures	31.95
ADIBDI/ADIJUNIOR VOL I	34.95
Adventures of Pinocchio	45.95
Air Bucks	34.95
Air Support	29.95
Air Traffic Controller	34.95
Air Warrior	39.95
Aircraft & Adventure Factory	24.95
Rescue Air 911 Flight 685 or 701 ea	17.95
Alone in the Dark	34.95
Amazon	39.95
Ambush	37.95
Ancient Art of War in the Skies	34.95
Armored Fist	37.95
Aspects of Valor	59.95
ATAC	34.95
ATP Tennis	31.95
B-17 Flying Fortress	39.95
Bad Blood	31.95
Bards Tale III	31.95
Batman Returns	39.95
Battles of Destiny	34.95
BattleChess 4000/Super VGA	29.95/34.95
Ballicl cld 2000	37.95
Beal the House	29.95
Betrayal at Krondor	39.95
Big League ballpark disk/hardball III	17.95
Birds of Prey	31.95
Black Crypt	31.95
Body Illustrated	44.95
Buzz Aldrin's Race into Space	34.95
Campaign	34.95
Car & Driver	37.95
Carl Lewis Challenge	29.95
Carrier Strike: South Pacific	39.95
Expansion Set	20.95
Carriers at War	34.95
Castles I or II	34.95/34.95
Ceaser	34.95
Challenge of the Five Realms	34.95
Champions	34.95
Civilization	44.95
Classic Adventures	34.95
Clouds of Xeen	30.95
Cobra Mission	44.95
Comanche: Maximum Overkill	42.95
Mission Disk #1 or #2	25.95/25.95
Conquered Kingdoms	34.95
Conquest of Japan	34.95
Contraction Zack	24.95
Creepers	29.95
Crusaders of the Dark Savant	41.95
Curse of Amon Ra	39.95
Cyber Empires	31.95
Daemonsgate VGA	34.95
Dagger of Amonra	39.95
Dark Queen of Krynn	31.95
Darklands	39.95
Darklands MPE	44.95
Dark Half	34.95
Dark Sun	47.95
Daughter of Serpents	31.95
Deja Vu I or II Windows	31.95
Dinosaur Adventure	29.95
Discovery Columbus	34.95
Dominant Species	29.95
Dragon's Lair 3	34.95
Dragonlance Collector's Edition	42.95
Dune II	34.95
Eagle's Rider	29.95
Eaglie Eye Mysteries	31.95
Ecoquest II	29.95
Eight Ball Deluxe	39.95
El Fish/ Electronic Aquarium	34.95
Elvira II	39.95
Empire Deluxe	34.95
Eric the Unready	34.95
Exodus	24.95
Eye of the Beholder 2 or 3	37.95/37.95
F-15 #2 Classic premium	19.95
F-15 Strike Eagle II or III	34.95/49.95
F-15 Strike Eagle III Limited Edition	52.95
Fables & Fiends: Legend of Kyrandia	34.95
Falcon 3.0	44.95
Disk I: Operation Fighting Tiger	24.95
Family Entertainment Pack	29.95
Final Conflict	29.95
Flight Assignment: Air Force	39.95
Flight Simulator 4.0	39.95
Pilot's Power Tools	24.95
Four Crystals of Trazere	29.95
Frederick Pohl's Gateway	34.95
Freddy Pharkas	39.95
Front Page Football	39.95
FX Screen Saver	25.95
Gambit	37.95
Gary Grisby's Pacific War	44.95
Gemini	29.95
Global Effect	17.95
Grand Slam Bridge II	31.95
Great Naval Battles	42.95
Scenario Builder/expans disks ea	25.95/26.95
Hard Ball II or III	29.95/34.95
Player Data Disk for HB III	17.95
Harpoon	CALL
Harpoon Designers' series	17.95
Harpoon Signature Edition	47.95
Harrier Assult	34.95
Heaven & Earth	29.95
Heroes of the 357th	17.95
Hoyles I Classic	29.95
Humans	24.95
INCA	34.95
Incredible Machine	29.95
Indy Jones 4: Fate of Atlantis	34.95
Inspector Gadget	34.95
Internat'onal Sports Challenge	29.95
Island of Dr. Brain	29.95
J. Nicklaus Sign Golf	39.95
J. Nicklaus Sign Tour 2	17.95
Jet Fighter Adventure II	39.95
John Madden Football 2	31.95
Jump Jet	39.95
Jump Jet Ace Pack	49.95
KGB	29.95
King's Quest 5 Enhanced	39.95
King's Quest 6	44.95
La Russa Baseball II	37.95
Laser Squad	24.95
Legacy: The	39.95
Legacy: Realm of Terror	34.95
Legends of Valour	37.95
Leisure Suit Larry 5	39.95
Lemmings	29.95
Oh No! More Lemmings (add on)	21.95
Lemmings II	34.95
Liberty or Death	34.95
Line in the Sand	24.95
Links 386 Pro	39.95
Mauna Kea	19.95
Lord of the Rings II: Two Towers	34.95
Lost Files of Sherlock Holmes	42.95
Lost Treasures of Infocom	39.95
Lost Vikings	29.95
Lunar Command	34.95
Lure of the Temptress	29.95
Magic Candle II	30.95
Magic Candle III	37.95
Mario's / Speech Pack	39.95/19.95
Math Rabbit Enhanced	29.95
Mario's Missing	34.95
Mega Lo Mania	29.95
Megafortress	CALL
Megatraveler II or III	34.95/39.95
Michael Jordan in Flight	37.95
Microleague Football II	32.95
Might & Magic III	34.95
Monopoly Deluxe for Win	34.95
Mozart's Magical Music Machine	20.95
MS Golf for Windows	42.95
Multimedia Music Vivaldi	35
Mystery at the Museum	34.95
Nam 1965-1975	29.95
NFL Pro League Football	44.95
NFL Video Pro Football	44.95
No Greater Glory	39.95
Nursery Rhymes w/cassette	35
Omar Sharif on Bridge/Windows	29.95/29.95
Organ FX Screen Saver	25.95
Out of this World	34.95
PGA Tour Golf for Windows	20.95
Course Disk for Windows	17.95
Pacific Theater of Operations	39.95
Pacific War	44.95
Paladin 2	34.95
Patrol	42.95
Pathway to Power	29.95
Pepper's Adventure in Time	29.95
Perfect General	34.95
Pinball for Windows	29.95
Pirates of Gold Edition	39.95
Pirates of Gold	39.95
Populous II	37.95
Power Politics	29.95
Powermonger WWI	20.95
PrintShop Deluxe	44.95
Graphics Libraries: Business	29.95
Graphics Libraries: Sampler	29.95
Privateer	47.95
Pro League Baseball	34.95
Quarky Turbo Science	29.95
Quest for Glory 3	39.95
Rail in the Pacific	24.95
Rags to Riches	34.95
Rampart	17.95
Realms of Arkania	34.95
Rex Nebular	39.95
Ring World	34.95
Ring World: Patriarch's Revenge/premium	34.95
Risky Woods	23.95
Road & Track Grand Prix Unlmtd	34.95
Robocop 3-D	31.95
RoboSport	24.95
Rock and Bach Studio	34.95
Rome/Sim Farm	34.95
Rules of Engagement	20.95
S.C.O.U.T.	34.95
Sail Team	37.95
Secret Weapons/Luftwaffe	39.95
Expansion Disk 1, 2, 3 or 4	19.95
Shadow Pres dent	39.95
Shadowgate for Windows	31.95
ShadowLands	29.95
Shall on Bridge for DOS/Windows	29.95
Sid Meier's Bundle	29.95
Siege / Expansion Disk	20.95/20.95
Sim Ant DOS/Windows	34.95/34.95
Sim City DOS/Windows	29.95/34.95
Sim Earth / Windows	29.95/29.95
Sim Farm	34.95
Sim Life	39.95
Solitaire's Journey	34.95
Sound Graphics: Aircraft	24.95
Space Hulk	37.95
Space Inc	34.95
Space Quest 5	39.95
Spaceward HO!	29.95
Special Forces	23.95
Spectre Supreme	39.95
Spell Craft	34.95
Spellcasting 301	34.95
Spelljammer: Pirates of Realmspace	37.95
Star Control II	34.95
Star Legions	37.95
Star Trek: The 25th Anniversary	34.95
Star Trek Screen Savers for Win	32.95
Strike Commander	47.95
Strip Poker 3/data disks	29.95/15.95
Stunt Island	34.95
Summer Challenge	34.95
Summoning	37.95
TA Break Pool	29.95
Tales of Magic: Prophecy Shadow	37.95
Task Force 1942	39.95
Tegel's Mercenaries	37.95
Terminator 2029	39.95
Tetris Classic / Windows	29.95
The Prophecy	24.95
Theatre of War	17.95
Tom Landry Football	29.95
Tony Larussa Baseball II	36.95
Traders	29.95
Treasures of the Savage Frontier	31.95
Tristan	29.95
Ultima VII	49.95
Forge of Virtue: Data Disk	20.95
Ultima VII Part 2	47.95
Ultima Underworld II	49.95
Ultimate Cards	24.95
Ultrabots	37.95
Uncharted Waters	39.95
Unmvrsed for Windows	31.95
Unlimited Adventures	37.95
V Victory Market	42.95
V for Victory: Utah Beach	42.95
V for Victory II: Velikiye Luki	42.95
Veil of Darkness	37.95
Wayne Gretzke 3	34.95
Warlord	29.95
Warriors of Legend	19.95
Wax Works	34.95
Wicen: The Prophecy	34.95
Where: Carmen SanDiego: Each	29.95
Where: Carmen Past	29.95
Where: Carmen USA Deluxe	44.95
Where: Carmen World Deluxe	44.95
White Death	29.95
Wing Commander II	49.95
Speech Accessory Pack	15.95
Special Operations #1 or 2	20.95
Wing Commander Deluxe	49.95
Wizardry: Crusaders Dark Savant	39.95
World Science Arcade	34.95
World Tennis	31.95
World Tour Tennis	31.95
World Circuit Grand Prix	34.95
Yeager's Air Combat	20.95
XWing	39.95
Dune	29.95
Elvira II: Jaws of Cerberus	39.95
Eye of the Beholder I or II	37.95
Eye of the Storm	29.95
F-14/F-18	29.95
Fables & Fiends: Legend of Kyrandia	34.95
Fighter: Dual Pro	34.95
Final Conflict	34.95
Gateway to the Savage Frontier	31.95
Great Naval Battles	42.95
Harpoon	37.95
Battleset #4	25.95
Harpoon Designers' Series Battleset	31.95
Harpoon Signature Edition	47.95
Heimdall	24.95
Indy Jones 4: Fate of Atlantis	34.95
International Sports Challenge	30.95
Jack Nicklaus Unlimited	34.95
Legend of Kyrandia	34.95
Lemmings 1 or 2	28.95/34.95
Light Quest	31.95
Links	29.95
Firestone: Bountiful Course Disks	17.95
Lord of the Rings 2 or 3	34.95
Lords of Time	29.95
Lost Treasures of Infocom	39.95
Madden Football	31.95
Mega Fortress	37.95
Mission Disk #1 or 2	25.95
Mercenaries	37.95
Megatraveller 2	34.95
Mig 29	30.95
Might & Magic III	34.95
Napoleon I	29.95
Navy Seals	25.95
No Greater Glory	39.95
Oh No! More Lemmings stand alone	29.95
Oh No! More Lemm: add on	21.95
Out of this World	46.95
PGA Tour Golf	31.95
Golf Tournament Course disk	17.95
Perfect General	34.95
WWII Scenario Disk	19.95
Pinball Dreams	24.95
Pinball Fantasy	24.95
Pit Fighter	21.95
Plan 9 from Space	28.95
Pools of Darkness	37.95
Populous II	37.95
The Challenge scenario disk	20.95
Powermonger	31.95
Prehistoric	28.95
Prophecy of the Shadow	37.95
Red Zone	29.95
Road Rash	31.95
Secret of Monkey Island I or II	34.95
Shadow of the Beast II or III	34.95
Shadowlands	29.95
Sharif on Bridge	29.95
Shuttle	29.95
Sim Ant	34.95
Sim City	29.95
Sim Earth	29.95
Solitaires Journey	34.95
Space Hulk	31.95
Star Control II	34.95
Star Trek 25th Anniversary	34.95
Strip Poker 3	29.95
Tales of Magic: Prophecy Shadow	37.95
Terrain Envoy	28.95
The Challenge	20.95
The Light Corridor	29.95
Tom Landry Football	29.95
Twilight 2000	34.95
Ultima IV or V	37.95
Utopia	29.95
Viking Field of Conquest	30.95
Warriors of Legends	19.95
Where in the: Carmen each	29.95
World Circuit	34.95

Call For More Titles!

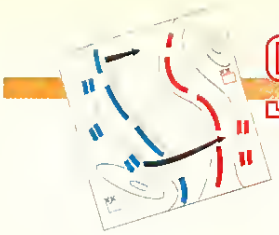
AMIGA

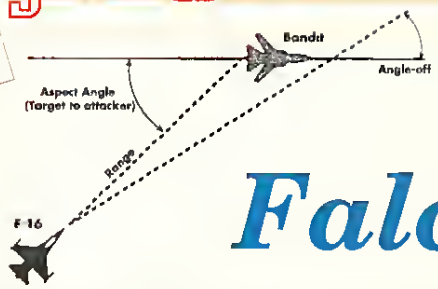
ATrain	39.95
Agony	29.95
Air Force Commander	34.95
Air Support	29.95
Bard's Tale Construction	29.95
Birds of Prey	31.95
Black Crypt	31.95
Buzz Aldrin's Race Into Space	39.95
Campaign	34.95
Carmen San Diego/Each	30.95
Carmen San Diego: America	36.95
Castles	34.95
Campaign Disk	19.95
Castles II	34.95
Civil War	37.95
Conquest of Japan	34.95
Creepers	29.95
Crusaders of the Dark Savant	39.95
Cyber Empires	31.95
Cytron	29.95
Daemonsgate	34.95
Dark Seed	39.95
Death Knights of Krynn	31.95
Delux Music II	77.95
DeluxePaint IV (while supplies last)	97.95
Demonrak	30.95
Desert Strike	31.95
Discovery Columbus	34.95
Dragon's Lair 3	34.95

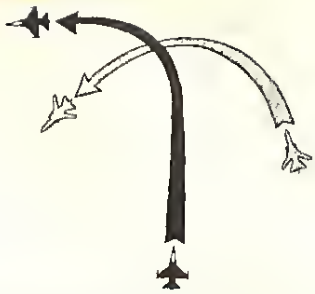
800-554-9925

- One of Wisconsin's Top 10 Women Owned Businesses.
- Corporate, Government & School POs Welcome.
- VISA MasterCard — No Surcharge on Credit Cards.
- Most Orders Shipped within 48 Hours.
- Software Shipping only $5 per order, not per title. Hardware: 5% - Min. $5. C.O.D. orders welcome, with only a $5.00 Charge
- We Ship Latest Version of Software Available.
- All Products Sold Carry Manufacturers' Full Warranties & Documentation.
- APO, FPO HI, AK Puerto Rico & Canadian orders welcome: 6% - Min. $6. International Orders Shipped First Class Mail Insured: 15% - Min. $15. If mail cost exceeds calculated amount, you'll be billed additional
- Call for Free Catalog & Items Not Listed

Prices fluctuate beyond our control & may change for better or worse. Defective returns must have a Return Authorization number. Call our 1-800# to obtain a Return Authorization or your return will not be accepted. Shipping & handling are non-refundable. All sales are final. All returns are subject to a restocking fee







Falcon 3.0

Getting The Enemy In Sight Via The Padlock View

by Tom "KC" Basham

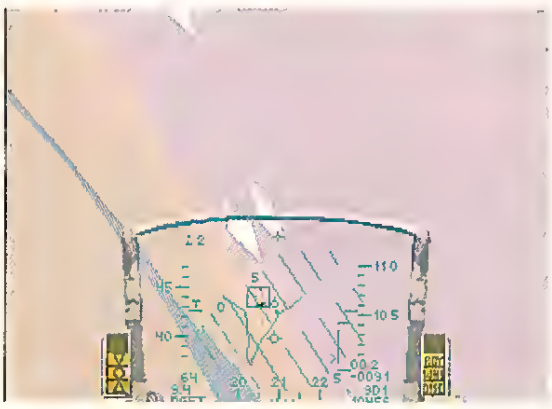
Tom Basham is the co-author of Falcon 3: The Complete Handbook, published by The Watte Group.

Su-27s and Mig-29s devouring your F-16? MiG-19s turning unbelievable circles around your mighty Falcon fighter? Tired of hearing your wingman scream, "Atoll, Atoll!" as your missile lock warning light flashes in panic? Sick of Bitchin' Betty casually announcing "Warning" as your jet tumbles out of control? Then this article is for you. Air-to-air combat in any version of *Falcon 3.0* is extremely difficult, especially for those who are game enough to use maximum difficulty settings. To survive, you must have an edge: the padlock view.

Becoming proficient with the padlock view should be your top priority. While it may be disorienting at first, it allows you the ability to maintain visual lock on the adversary while operating your flight controls, just as though you were swiveling your head in a real aircraft. Combat pilots live by a motto: *Lose sight, lose the fight!* In a dogfight, the pilot never takes his eyes of his target until it is dead. Padlock view allows you to do exactly this.

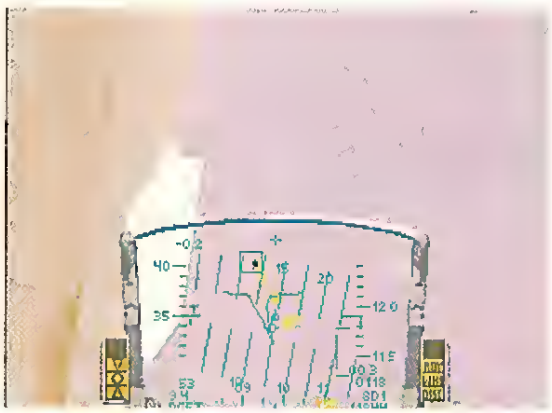
Gaining proficiency with the padlock view is a three-step process. You must begin by learning to fly your F-16 from within padlock. Try creating a Red Flag mission with no adversary aircraft anywhere near you. Then, just fly in padlock mode, using the mini-HUD in the upper right-hand corner and the data block in the upper left-hand corner to control your aircraft. Don't necessarily try any precision, Blue Angels style maneuvers, just get the feel for basic flight. Ignore the other windows in padlock and focus solely on the two in the upper corners. These will tell you your bank, pitch, speed, and altitude — everything you need to keep from colliding with the ground.

Once you can reasonably control your aircraft, add another aircraft to your Red Flag mission that starts near you. Preferably, use an allied aircraft in a separate flight, and give it many waypoints so that it will maneuver. Lock this target in the padlock mode and begin the second step of learning padlock: use the upper middle window.



The upper middle window is a 360 degree, wrap-around view. In the center is your HUD and, on either edge rests the left and right edges of your head rest. The red rectangle, or targeting box, shows the position of the padlocked target relative to your aircraft. If the box overlays the small HUD symbol, the target is directly in front of you. If the box is at either edge of the window, the target is directly behind you. If the box is at the upper edge of the window, you would have to look directly through the top of your canopy to see it.

Steer your aircraft by watching the targeting box. Don't worry too much about your flight attitude, airspeed, or altitude, as long as you don't stall or go below 4,000 feet AGL. Instead, focus on your target and steer your jet relative to it, *not* relative to the ground. Practice maneuvering the F-16 such that the targeting box moves to cover the HUD symbol.



Now comes the third phase of padlocking, learning to use the lower, full-width window. This window shows you exactly what you see as you look at the target. The upper middle window shows you how your neck is turned, the lower full-width window shows you what you see with your neck turned that way.

Although this is one of the most important components of padlock mode, it is also one of the most confusing. Often, your viewing angle through the lower window is different than that of the normal "front view," simulating a pilot leaning forward and looking below the aircraft. The HUD may be in the lower window, but the bandit is well below your nose. This often causes disorientation among *Falcon 3.0* pilots. The key is in how you use the lower window. Do not use it to employ weapons, but solely to watch your opponent's movements. Watch how his wings bank and make a counter-maneuver before he forces you to overshoot. Watch his nose; if he's above you but pointed down, then shallow your climb, roll inverted and dive after him as he passes below you. By watching his movements in this window, you can predict where he's heading and make preemptive moves to beat him there, gaining a tight position on his six o'clock!

Once you're on his six, the fight isn't over. You still have to "saddle up" or get into a position where you can fire weapons with a high probability for success. Because of the shifting view angle through the lower full-length window, it is often difficult to employ heat-seeking missiles or guns while in padlock mode. In these final moments of combat, when

AVAILABLE AT YOUR LOCAL SOFTWARE RETAILER OR DIRECT FROM NEW WORLD AT 1.800.325.8898 (OR 1.818.999.0607 OUTSIDE U.S.) P.O. BOX 4302 HOLLYWOOD, CALIFORNIA 90078

© 1992 NEW WORLD COMPUTING INC. ✱ SPACEWARD HO! IS A TRADEMARK OF DELTA TAO UNDER LICENSE TO NEW WORLD COMPUTING. ✱ NEW WORLD COMPUTING IS A REGISTERED TRADEMARK OF NEW WORLD COMPUTING INC. IBM SCREENS SHOWN. ACTUAL SCREENS MAY VARY.

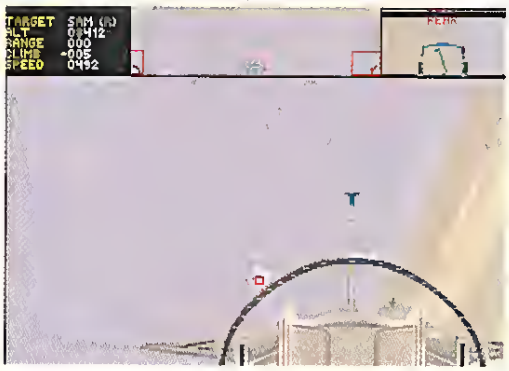
Circle Reader Service #78

you are firmly planted on the bandit's six, it's time to exit padlock mode.

For the final stages of combat, try using the forward-up view, accessed by pressing the "3" key followed by the "Scroll Lock" key. This will place your HUD at the lower edge of your screen and allow you to see more of the sky directly in front of you. By using padlock view, you should now have your bandit in view, slightly above your HUD and in the middle of yout screen. Increase your turn rate, either by pulling more Gs or executing a series of Yo-yo turns, ttading small units of speed for small bites of altitude, to pull your target directly into your HUD. Watch your speed closely; if you stall, the bandit will pull away and ruin your shot. If your speed goes too high, you'll overshoot and the bandit will reverse onto your tail, putting you on the defense!

Once you've pulled the bandit in the HUD, it's time to fire. If the bandit is less than 1.5 miles away, firing a missile has little effect. Rarely will a missile hit at this range, although the launch of a missile may frighten your opponent into making a reckless move. Your best bet is to switch to your 20mm cannon. Use short, controlled bursts of gunfire while watching the gunsight "funnel" on your HUD. Maneuver so that the wing tips of yout target touch both edges of any point within the funnel and open fite. If the target fills the gap between the lines at any point on the funnel, you should score a hit. Be warned, however, gunfire hits cause unpredictable damage — it may take several hits to down the target, so use your ammunition spatingly.

The Padlock view also works for defensive maneuvers. Using the above procedure, you can quickly locate bandits at your six o' clock position, and maneuver to force them in front of you. More importantly, perhaps, is the ability to padlock incoming missiles. Introduced in version 3.0d, the padlock view will lock onto any missiles headed your way. This is an excellent tool in evading missiles.



To avoid an inbound missile, switch to padlock. Usually, padlock will immediately lock onto the nearest incoming missile, although sometimes you may have to press the "t" key to cycle through several targets before locating the missile. Look at the uppet left hand window and identify the missile type. Knowing whether the missile is radar or infrared guided is extremely important. If the missile is radar guided, use whatevet amount of throttle you need to maintain a corner velocity of 380 to 400 knots. If, however, the missile is a heat-seeker, you should reduce throttle and reduce your heat signature. Begin firing chaff or flares depending on the missile type. Since enemies may fire both missile types at you simultaneously, it is advisable to always fire chaff and flares in unison.

Now that you have the missile padlocked, tutn in any direction you choose to gain a 90 degree flight path offset from the missile (i.e., your heading is 90 degrees different from that of the missile). That means, turn your F-16 until the red targeting box in the upper middle window is positioned halfway between the HUD symbol and either edge. Maintain enough tutn to keep the ted box in this position. Don't turn too tight ot you will turn head-on into the missile. If you have an ECM pod, turn it on now, regardless of the type of the incoming missile—your enemies launch a different missile with a different guidance type while you're preoccupied with the first.

At this point, the missile should appear as a white dot in the lower window. As it approaches it will get larger and begin to look like a missile. At some point you will be able to see the exhaust plume behind the missile and, shortly thereafter, the missile will impact. To evade the missile, you must execute a perfectly-timed, high-G break in the direction of your turn, just before the missile hits. Timing of the tutn is both critical and extremely difficult to judge. Just as the missile changes from a small white dot to a recognizable shape, you want to execute your break turn. Pull the stick all the way back to the limit and dump chaff and flares like there's no tomorrow (if you don't succeed, there may not be).

If you're successful, the missile will buzz harmlessly past you in the lower padlock window in dramatic fashion. If you fail, Betty will quickly notify you of such! Proper timing of the break turn is much more of an art than a science, but the above guidelines in conjunction with practice should provide satisfactory results against both sutface-to-ait and air-to-air missiles. Through the padlock view, your improved defensive ability in conjunction with your greater offensive skills will make your F-16 the most feared weapon in the simulated sky! CGW

Becoming a Fighting *Falcon 3.0* On-Line

by Victor "Duke" Zaveduk

One of the most populat modem games being played in Compuserve's MTM-Lobby is *Falcon 3.0* from Spectrum HoloByte. *Falcon* puts gamers in the cockpit of an F-16 fighter jet with some of the most realistic flight modeling this side of a multi-million dollar military simulator. Modem play takes ultimate advantage of the simulation by pitting one human player against another in a classic one-on-one dogfight.

The game is so populat that an ongoing competition ladder has formed. Over 70 players have signed up since the competition began last October. This means that, at any given moment, nearly 50 active players are competing in a continuing struggle to determine the top "Ace" among CompuServe members. While there are a couple of active or ex-military pilots competing, most of the players are armchair fighter jocks. Put them behind the conttols of *Falcon 3.0* and theit adrenaline starts pumping, and the experience becomes as exhilirating and exhausting as "real" aerial combat.

The MTM-Lobby often resembles a fighter jock hangout with a large number of Falcon pilots looking for "friendly" matches to keep their competitive edge finely honed. Anyone interested in joining the competition ladder should contact Victor "Duke" Zaveduk at 76711,27 in the MODEMGAMES Forum or just drop by the MTM- Lobby for a little "ftiendly" competition. Just make sure to have that helmet strapped on and that parachute packed. CGW

"...no other game, no matter how graphically advanced, captures the true essence of roleplaying like this one."
(Compter Game Review, Oct. 1992)

"...a remarkably rich playground for modem-owning role-players."
(Compter Gaming World, Aug. 1992)

Do you own a modem?

Then live out your favorite roleplaying fantasies in the finest multiplayer interactive fiction game ever

Legends of Future Past™

For Want Of A Hint A Kingdom Was Lost

Strategy Tips For QQP's *Conquered Kingdoms*

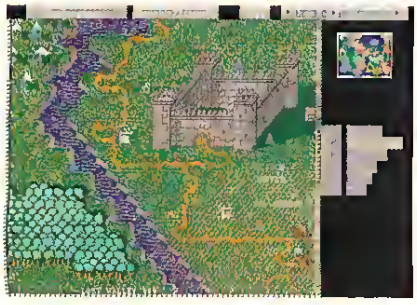
by Randall Black

With a rich armory full of pieces and a vast playing area, *Conquered Kingdoms (CK)* from QQP has the feel of chess on steroids. Only by careful placement and a mastery of the strengths and weaknesses of the 16 kinds of units can the player consistently beat *CK*'s strong artificial intelligence (AI). Winning the game requires persistent attention to key principles and, most importantly, not losing — the campaign game penalizes each loss so that success breeds success as bonus pieces and gold pile up for use on the next map.

The far flung scale of the playing surface rewards speedy acquisition of key objectives (castles, resources and cities) and transforms the first few turns into a foot race for the goods. The choice of starting cities is crucial to victory. However tempting it may be to occupy cities based on victory points alone, prudence demands starting at some low point cities for their strategic positions.

Occupation of castles should be *top* priority, and the winning player sets up fast units such as cavalry to move in as soon as possible. Once occupied, castles are vastly more difficult to take. With even a single friendly unit inside its walls, a castle can be reinforced with cheap-but-deadly units like catapults and archers that can snipe with impunity from the protected keep. Manage to take all the castles, and the enemy can't reinforce, even with a mountain of gold.

The only source of replacement units, resources, are as important as cities for ultimate victory. The proximity of these sinews of war — gold, coal and wood — should exert a strong influence on the choice of starting cities before the initial mad dash begins. If possible, keep balanced supplies of wood and coal to maximize their purchasing power.



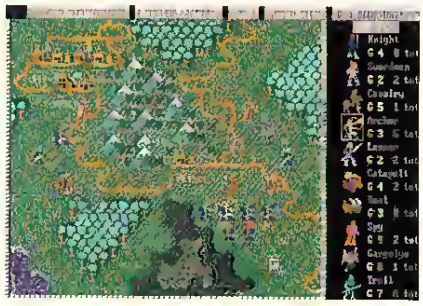
Cities should be occupied as soon as possible, but usually require well-planned garrisoning with strong forces to hold them over the long haul. An early sprint to a city by a single fast unit is often rewarded by a crushing attack, especially at the high value cities which act like magnets for enemy units.

Units purchased during the initial set-up should reflect the need for speed. Except on maps with lots of obstacles (mountains, oceans and rivers), cavalry are ideal starting units and should account for up to half of the initial budget. Spies are a must, at least one in each starting city, not only for vital intelligence but also for high-speed travel to resources and uncontested cities. Wizards may seem like powerful fighters, but they are most valuable for their speed, teleporting themselves and adjacent units to objectives 15 squares away. Beware: a wizard-borne army can be quickly decimated if it rematerializes in the midst of enemy forces.

Clusters Bomb! (Avoiding Diminishing Returns)

The early battles, usually taking place among clustered forces, are the most treacherous. The AI excels at maximizing damage in a cluster fuss, and a review of the casualty report often reveals huge losses during these early battles among bunched forces. Preserving one's units can hinge on the ability to avoid large, uncontrolled battles. Remember the strategy made famous by brave Sir Robin and his fellow Holy-Grailsmen: run awaaay!

When forces are bunched up, a single fireball can ruin your whole day. Goad fully loaded wizards into fireballing early by baiting them with a couple of units before approaching with larger numbers. Although touted for their ability to kill kings, a pair of spies are another great way to take out a 9x wizard. Dragons, too, punish clustered forces by hitting both units in a square. Spread out units to a square when these fearsome beasts are present.



Paying Scale (Dragons and Gargoyles)

Dragons may seem expensive, but they constitute an extremely desirable offensive unit. For 20 gold pieces one gets a fast, all-terrain unit that can attack at a distance, often from the safety of mountains and seas. Notice how much the AI likes dragons. In clustered battles at close quarters they can dish out up to 16 points of damage per round of combat. Once most of their impressive 32 points of damage are depleted, severely weakened dragons can move off to make excellent sentries for cities and resources. A badly crippled dragon can destroy wave after wave of small units blundering into range of its city, and dragons don't frighten easily.

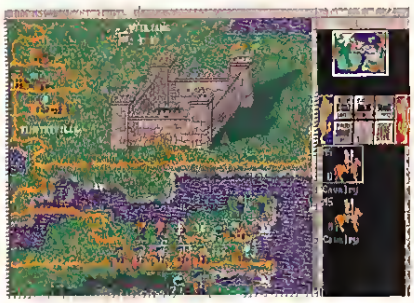
A poor man's dragon, the gargoyle, is good for crossing bad terrain to tap resources and attack out-of-the-way cities. Without ranged firing, however, gargoyles have to mix it up during combat and eventually get whittled away. At nearly half the price of a dragon, these escapees from Notre Dame are best left for spreading out over inaccessible terrain or attacking archers.

A Wiz at Some Things (Overpriced Units)

When starting in the lap of the enemy, a wizard or two can be a good

insurance policy but their best roles are those of long-range transports or keep sitters, not pitched battle fighters. Limit purchases of these exotic luxuries to the demands of specific missions.

Certain units hardly seem worth huying, excepr in very special circumstances. Phantoms are valuable for "scaring" in clustered fights, but given their low speed, exorbirant cost of 15 gold pieces, and the fact that one should be avoiding those massed atracks anyway, they are of dubious value.

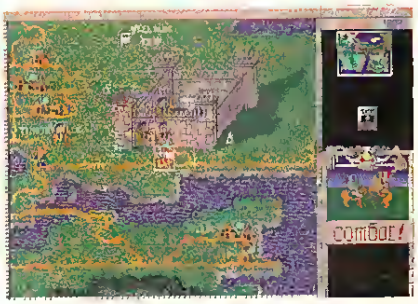


At a cosr of seven, land bound and remarkably vulnerable ogres aren't much of a bargain, even though they can attack at a range of one and inflict damage without making contact. Glorified lancers, rrolls can heal (if they live), but they cost as much as three-and-a-half regular lancers. Instead of a troll, one should try buying a squad consisting of a swordsman, a lancer and an archer for the same price. Take along an officer and they can heal as well.

Arch-enemies (The Archer Ploy)

One of the most effecrive and satisfying ploys in *CK* is loading boats with archers. Cruising out of reach of many land units, and hard to kill even with the most powerful units, archers in boats are a terror ro coasral cities and make an excellent counter to dragons. When things get hot, their high speed can get them away from trouble (spelled g-a-r-g-o-y-l-e-s).

Perhaps, the most important key ro success in *CK* is the ability to anticipare. Knowing where enemy units will be *next* turn is often more important rhan where they are now. One should set up ranged units (archers, catapults and dragons) just within srriking distance of squares where the enemy units will be *after* they move. This allows for a double barrage; first, at the end of the AI's turn, and then again on the player's turn. By simply mixing it up with enemy units, one will only trade hit points. By taking advantage of action at a distance and picking the right fights, the player's units can exacr a toll (or troll) without getting a scrarch.



Mixmaster (Strategic Overview)

Much of *CK*'s charm lies in the scissors/rock/paper interaction of the units. Even the lowly Rog can be incredibly deadly when a weakened AI begins to spit out droves of cheap lancers. Yet, a single lancer on a bridge can stop a massive cavalry charge. A knight can walk righr inro a castle held only by archers. Every unir has an Achilles Heel that can be exploited. Becoming too reliant on a few favorites can give the AI an opening. The right tool for the job is the right strategy for *Conquered Kingdoms*. CGW

FCS™ (Joystick)

WCS™ (Throttle)
Used in conjunction with your joystick

RCS™ (Rudder Pedals)

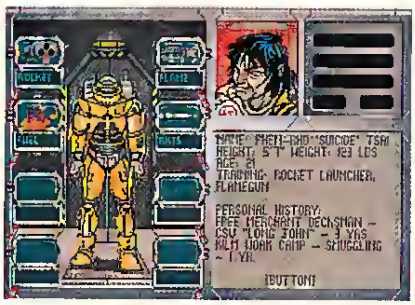
Circle Reader Service #103

Tegel's Mercenaries from Mindcraft

by Paul C. Schuytema

The time is solat year 2198 and the human race still hasn't learned ftom its history. "Destroy or be desttoyed!" is the motto of the Consortium and a growing numbet of corporations. Enter the mercenaties. Napalm and lasers for hire, these go-getters are the backbone of order throughout a multitude of worlds. Still, mercenaries are a volatile, egocentric lot and they need a lot of discipline; they need a leader.

Their leader is the B.O.S.S., the Base Operations Squad Sergeant. The B.O.S.S. maintains conttol of a handful of hand-picked mercenaries through a real-time Tactical Imaging and Synthesizing Fabricator, which gives the sergeant a bird's eye view of the entire operation and a channel of communications to each of the mercenaties.



Tegel's Mercenaries, the latest science fiction game from Mindcraft, follows the ongoing adventures of a group of mercenaries bankrolled by the gruff, enigmatic and very rich general Tegel. The player has just washed out of the Officer's Training Academy and is a little slim on prospects. Enter the good general and an opportunity to make a fast and bloody buck by commanding a ctew of metcenaries and, before the playet can think through the options, the first mission begins.

Tegel's Mercenaries is a squad-level game of combat and command where one's progress is registered by an accumulation of credits for each scenario successfully completed. A scenario begins with a short briefing from general Tegel, leaning ovet his desk and staring out of very beady eyes. The general explains the mission goals in general terms and how the mission fits into the overarching plans of the Consortium. Then, the player must select and rectuit up to six mercenaries per mission from a stable of 20. The mercenaries vaty in skill, weaponry, species and sense of just compensation — some are available dirt cheap, while others want a hefty sum for the risks they may take.

After assembling the crew, a drop ship brings the squad into the thick of the sortie and it is up to the player to issue the orders necessary to complete the mission, whether it is as simple as protecting a diplomat or as complex as weaving through a maze-like building to destroy various communications centers.

While the general premise of the game is attractive, the execution is anything but flawless. Once on the planet, the view is reminiscent of the skewed 3-D which works so well on the new *Ultima* series. The player controls a cursor with a mouse, and selecting a mercenary will bring up an opaque window which lists the various otders the player may select. Some orders, like those controlling movement orders, then require a mouse click on the location to which the player would like the mercenary to move.

The interface is poorly executed and the display flickers in blocky sections ot freezes altogether while trying to hand out orders. The metcenaries themselves seem to be a bit spaced out (pethaps the oxygen mix of their suits is a bit off), because a simple movement ordet through a door can be an exetcise in futiliry. The metcenary may simply keep bumping into the wall until the player reorders the movement, and the mercenaries seem to have amazing trouble walking around anything lying on the floor (like a body of a fellow mercenary).

The mercenaries can either be toggled to an aggressive ot passive posture, attacking any enemy on sight or needing direct orders. Unfortunately, the combat in *Tegel's Mercenaries* is the most frustrating aspect of the game. It is very difficult to tell if a being is an enemy or only a bystander (there are no friends). The only litmus test is to wait and see if the entity fires on the mercenary. A

TITLE	Tegel's Mercenaries
SYSTEM	IBM
GRAPHICS	VGA
SOUND SUPPORT	AdLib, Sound Blaster
PRICE	$59.95
PROTECTION	None
DESIGNERS	Robert Bonifacio & Dan Burke
PUBLISHER	Mindcraft Torrence, CA (800) 525 4933

UTAH BEACH • VELIKIYE LUKI • MARKET GARDEN

FOR VICTORY

WARGAMING WITHOUT COMPROMISE

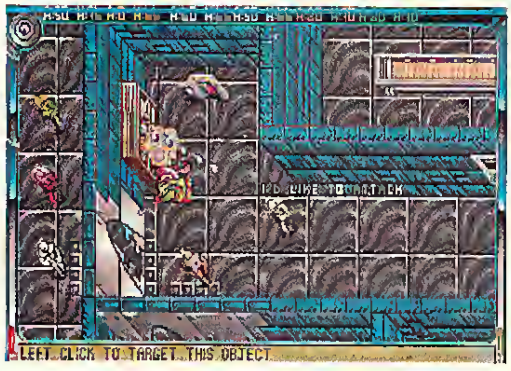
Strategy Plus Game of the Year - V FOR VICTORY: UTAH BEACH

THREE-SIXTY PACIFIC • 2105 S. BASCOM AVENUE • CAMPBELL, CA • 95008 • 408-879-9144
THREE-SIXTY DIRECT SALES: 800-653-1360 IN THE U.S. 800-697-2360 IN CANADA

AVAILABLE AT BABBAGES, COMPUTER CITY, COMP USA, EGGHEAD SOFTWARE, ELECTRONICS BOUTIQUE, WALDENSOFTWARE AND OTHER FINE SOFTWARE RETAILERS.

Circle Reader Service #40

more functional approach is to simply kill every thing in sight. Not terribly realistic, but it is a touch safer.



When the mercenaries are set to initiate attacks themselves, they seem to deliberately turn their backs from the foe and fire off in random directions. It appears to take direct attack and target orders to get the squad to accomplish anything at all.

Generally, the missions are a combination of retrieval and combat, with completion requiring the elimination of one or two specific entities, and perhaps the retrieval of a data disk. At times, doors will be locked, and a card key is necessary, which generally means finding another entity, killing it, and searching the body.

Combat, as I mentioned earlier, is best handled by a direct order. When an entity appears to be hostile, order every squad member in the area to specifically attack the enemy. Grenades seem to work the best, and they appear to be the only weapon which makes the foes stagger back from the hit. This, at least psychologically, is far more satisfying than the less efficient weapons.

Since mercs are a precious and unmodifiable commodity, a tactic to generally ensure success in a mission is to save the game immediately when the mercs are deployed. Then, scroll around the map and figure out what points need to be hit, accessed or interacted with. Bring up the file screen and reload the mission, this time armed with concrete information.

When the mission is complete, the player is paid in credits, with fees deducted for needless casualties (an odd stipulation since it's hard to tell a needless casualty during the run) and squad members killed. General Tegel will immediately issue orders for another mission, and recruiting may begin again. Since there is only a stock stable of mercenaries, it is very possible for the game to end due to a lack of warm bodies for hire. One problem with the credit system is that mercenaries aren't all that expensive to hire and there is no provision for purchasing new weapons. The only way to get new weaponry is to find it or pull it from a warm corpse. Having the option to re-equip the mercs would make the logistical aspect of the game much more appealing.

The overarching mission of the game is to find and kill the K'kistik queen who controls a race of aggressive insectoid creatures. Each mission assigned from general Tegel moves towards this end, generally by analyzing the data captured from the mercenaries' previous mission.

Beyond the standard missions, *Tegel's Mercenaries* sports a custom mission builder. The player can load any of the blank scenario maps and create a custom mission. Mission goals may be set, and enemies are placed, with the designer able to control such things as armor

THE ULTIMATE ROLE-PLAYING AID

Introducing **The Ultimate Character Editor.** This exciting new product features full mouse and keyboard support, online context sensitive help and a complete windowing system (does **not** require MS Windows to run). This editor allows you to edit most of the games listed below (including all of the Might and Magics, all of the Ultimas, all of the SSI games, all of the Bard's Tales, and more). The price for this editor is $59.95. So, for the price of 3 editors, you will be getting approximately 30 editors. Upgrades will be available to handle new games as they are released for only $9.95.

- **CHARACTER EDITORS — $19.95 each**
  Might and Magic (1, 2, 3 or 4), Drakkhen, Pool of Radiance, Hard Nova, Bard's Tale (1, 2 or 3), Wasteland, Dragon Wars, Space Rogue, Wizardry (Edits 1-3), Wizardry 4, Wizardry 5, Bane of Cosmic Forge, Crusaders of the Dark Savant, Treasurers of the Savage Frontier, Sentinel Worlds I, Knights of Legend, Secret of the Silver Blades, Curse of the Azure Bonds, Champions of Krynn, Space 1889, Keys to Maramon, MegaTraveller (1 or 2), Keef the Thief, Darklands, Escape from Hell, Ultima (3, 4, 5, 6 or 7), Dark Heart of Uukrul, Savage Empire, Tunnels and Trolls, Lord of the Rings (1 or 2), Countdown to Doomsday, Martian Dreams, Eye of the Beholder (1 or 2), Death Knights of Krynn, Fountain of Dreams, Magic Candle (1 or 2), Pools of Darkness, Ultima Underworld, Twilight 2000, Planet's Edge, Dark Queen of Krynn, and Prophecy of the Shadow

- **HINT BOOKS — $9.95 each**
  Might and Magic 1, Knights of Legend, Curse of the Azure Bonds, Champions of Krynn, Legacy of Ancients, Dark Heart of Uukrul, Wizardry (1, 2, 3, 4, 5, Bane or Crusaders), Eye of the Beholder 2, Might and Magic 3 (12.95)

IBM listed. Apple, C64 and Amiga versions also available.
Please add $4.00 for shipping and handling.
Open from 9AM - 9PM every day for your convenience.

VISA **GOSSELIN COMPUTER CONSULTANTS** MasterCard
P.O. Box 1083 • Brighton, MI 48116 • (313) 229-2453

Circle Reader Service #60

SIDELINE SOFTWARE

ORDERS ONLY! **1-800-888-9273**
Your European PC Connection

NEW TITLES	TYPE	$
Robocop 3	Arcade Adventure	38
Reach for the Skies	Flight Sim.	45
Curse of the Enchantress	RPG	42
WWF, T2, The Simpsons: all	Arcade Strategy	45
Street Fighter 2	Arcade	40
Sabre Team	Arcade Strategy	40
Sleepwalker	Arcade Strategy	45
Ishar: Legend of the Fortress	RPG	45
Shadow Worlds	RPG Strategy	40
Amberstar	RPG	45
History Line 1914-1918	Strategy Sim	45
A 320 Airbus	Flight Sim	45
Daemonsgate	RPG	45
Space Crusade	RPG Strategy	45
Tornado Flight Simulator	Flight Sim	45
Wizkid	Arcade Strategy	40
World Wrestle Federation 2	Simulation	40

EUROMAGS

Get the latest news on the best PC titles from Europe! These high gloss, full color magazines also feature a demo-packed playable cover disk with each issue! PC Format, PC Review, PC Zone, or PC Plus only $10 each

SHIPPING (UPS Ground) For up to 3 pieces, by payment Mastercard & Visa $5.00 • C.O.D. (Cash Only) $10.00
Next day & second day air available! Call for prices on special shipping. Shipping times not guaranteed.
Price & Availability subject to change!
No refunds or exchanges. Defective products exchanged with same item. Products warrantied through Sideline.

• • • • • • • •

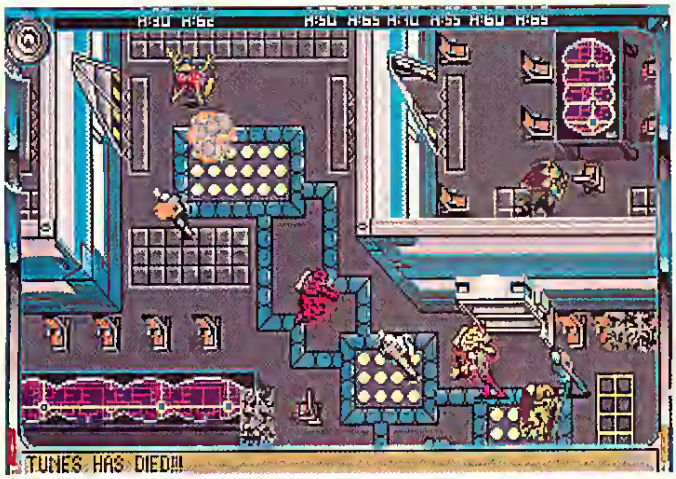
FAX ORDERS CALL (305) 491-6134
Need Info? Call (305) 491-9519 ***Dealer Inquiries Invited!***
840 N.W. 57th Court, Ft. Lauderdale, FL 33309

DISCOUNT TITLES

4-D Sports Boxing	18.95
Advanced Destroyer Sim	16.95
Arkanoid 2	16.95
Armor Alley	16.95
Austerlitz	16.95
Backgammon PC	14.95
Bard's Tale 3	12.95
BAT	14.95
Battlechess	12.95
Battletech 2	16.95
Bloodwych	16.95
Centurion	12.95
Colorado	14.95
Colossus Bridge 4	16.95
Conan the Cimmeron	12.95
Conflict Europe	14.95
Defender of the Crown	16.95
Deluxe Strip Poker	16.95
Die Hard 2	16.95
Drakkhan	18.95
Elvira 2	18.95
F16 Falcon	19.95
Fire Team 2200	16.95
Flight of the Intruder	18.95
Floor 13	12.95
Fool's Errand	16.95
Greg Norman Golf	13.95
Heart of China	13.95
Hero's Quest	13.95
Hills Street Blues	18.95
Hoverforce	14.95
Imperium	18.95
Jack Nicholas Greatest 18	16.95
Killing Cloud	16.95
King of Chicago	14.95
Mig 29 Fulcrum	18.95
Monty Python	16.95
Panza Kick Boxing	12.95
Paperboy 2	16.95
Pit Fighter	12.95
RBI Baseball 2	14.95
Realms	13.95
Rocket Ranger	16.95
Sands of Fire	13.95
Shanghai 2	13.95
Sherman M-4	14.95
Shadowlands	13.95
Sleeping Gods Lie	16.95
Special Forces	26.95
Spell Casting 101	13.95
Spot	16.95
Star Saga Two	14.95
Stunt Car Racer	16.95
Super Off Road	16.95
Super Space Invaders	16.95
Three Stooges	16.95
T.V. Sports Baseball	21.95
T.V. Sports Basketball	14.95
T.V. Sports Boxing	12.95
T.V. Sports Football	14.95
Trump Casino 2	12.95
Winter Super Sports '92	16.95
Wolfpack	12.95
World Class Leaderboard	14.95

Circle Reader Service #50

strength and the actions of the entities. The mission builder is a very helpful tool which enables the player to learn the logic behind Tegel's missions, and it is a good idea, once the player has some familiarity with the game, to go in and build a mission. When returning to Tegel's scenarios, the player is armed with a wealth of information which makes the whole system a lot clearer.



Building the missions is a trial and error affair, since the interface is as clunky and as inconsistent as it is in the game. At one point a menu will pop up which warrants a mouse selection, at another time, the player cycles through choices with the left mouse button, and in yet another instance, the player must type in the requested information from the keyboard. To make things even more inconsistent, these parsers seem to pop up everywhere: at the top of the screen, on another menu screen, or in an almost invisible message box.

The manual provides a slight and abbreviated tutorial, but nowhere does the manual even mention how to use the custom tools. It took me several attempts before I found the "Custom Game" menu selection when starting the game to be able to access my scenarios.

The graphics are probably the strongest point of *Tegel's Mercenaries.* The artists chose a cartoonish look which seems to work very well. There is very little dithering, and the colors are all vibrant, making the screens stand out exceptionally well. When in the scenario mode, the entire screen is filled with the overhead view, and menus are accessed by clicking on a squad member or one of two unobtrusive buttons. Clicking on the red button brings up the file save and exit menu, while the green button brings up a somewhat muddled, but helpful, overhead map of the entire scenario.

Sound is generally well handled, with a refreshing sparseness to the musical scores. Digital sounds are provided, but the version I reviewed was missing one of the needed drivers. The only problem with the game sounds is that they don't really help the player assess the mission any better. Sometimes a weapon makes a sound, other times not, and the threats seem to be uncomfortably quiet, making the player pay extra attention to all of his squad members to find the little blue puffs of combat smoke.

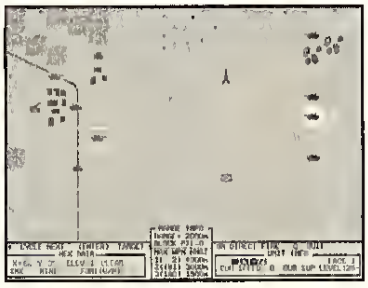
All in all, *Tegel's Mercenaries* is a pretty game with a handful of good ideas. The problem is, not many of those ideas are very well executed. Control is clunky, inconsistent, and downright frustrating at times. The logistics aspect is downplayed to a fault, and the successful completion of the scenarios is accomplished more through rote than through any intuitive and creative decision making.

Hopefully, future editions will clean up the game and add the depth needed to keep a player's attention. Until then, the twenty-second century is a hit or miss proposition. **CGW**

The WARGAMER'S Computer Company

NEW! FROM HPS SIMULATIONS

POINT OF ATTACK



Authentic weapons capabilities with authentic combat results.

Unmatched detail down to individual rounds resolution.

Over 100 weapons from 11 nations.

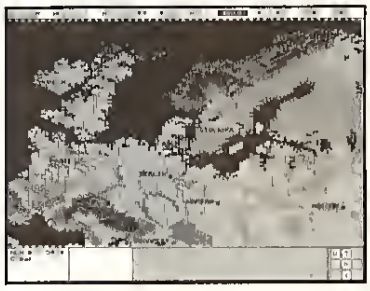
Set in the volatile Middle East, ***Point of Attack*** operates on a platoon-section level. Create custom engagements, or explore one of the five scenarios. Features night combat, adjustable weather conditions, morale and other intangible factors, advanced artillery, and lots more.

The most realistic PC tactical combat simulation available!

Requires an EGA display and at least 512K of RAM.

IBM only **$54.95**

AIDE DE CAMP



Take ANY board wargame and play it on your PC.

Play-by mail or modem.

Save floor space and playing time.

Create colorful maps, up to 30,000 hexes, by using the drawing editor to design terrain and units. Multiple user-defined zoom levels. Permanently save game set-ups as well as turns including movement and combat for later review/replay. Compatible with all game systems, theaters, scales and eras. Design your own game. Imagination is your only limit.

Requires a hard disk, VGA display, and at least 600K of RAM. Mouse optional (Board games must be purchased separately.)

IBM only **$79.95**

Available only by mail.
Please add $4.00 shipping and handling

Mail checks/money orders to
HPS Simulations, P.O. Box 3245
Santa Clara, CA 95055-3245

VISA/MASTERCARD CALL (408)554-8381
CA residents add state sales tax.
Please specify disk spec when ordering.

Circle Reader Service #61

Arrakaholics Anonymous

A Twelve Step Guide to a Happier, Healthier Harkonnen

by Jeff James

While Virgin Game's first computer gaming foray into the world of Frank Herbert's *Dune* books was well-received by many gamers, others wished the first *Dune* game was a little meatier. With the introduction of *Dune II*, Virgin Games and developer Westwood Studios have created a game that, among other things, contains more strategy muscle than its predecessor.

In *Dune II*, gamers can choose one of three houses to champion their conquest of the planet Arrakis: House Atreides, House Harkonnen or House Ordos. While the goal of each house is the same (supreme rulership of the planet), each house approaches its goal with a slightly different set of tactics. Regardless of whether gamers choose the guile of House Ordos, the overt military might of House Harkonnen or the balanced militaty doctrine of House Atreides, winning at *Dune II* can be an arduous task at best.

To aid aspiring conquerors in their conquest of Arrakis, the following strategy tips and guidelines (gained at the expense of thousands of simulated Atreides, Harkonnen and Ordos soldiers) should provide invaluable insight into the maniacal aggressiveness of a computer-controlled opponent. Although computers may have a "head for business" with regards to playing *Dune II* (after all, their tiny electronic brains are fashioned out of sand), a healthy dose of useful human behaviors (i.e. deception, trickery, chicanery, etc.) combined with the steps outlined below will help gamers along the sandy path to victory.

1. Speed is life (and victory).

From building structures to attacking the enemy, speed is invaluable. Building structures as fast as possible is the key to survival in many of the scenarios, where a fast-moving foe could easily overwhelm slowly prepared defenses. Build initial structures as quickly as possible in the following order: windtrap, outpost, light factory, windtrap, and refinery. This will work well in most scenarios. Building at least two refineries at the start of the scenario helps keep spice, the lifeblood of any military campaign on Arrakis, flowing in adequate quantities. Finally, when an opportunity presents itself, players would be wise to capitalize on it as quickly as possible.

2. When in doubt, run them over.

Although often overlooked in the combat role, the spice harvester can be a very effective weapon against infantry and troopers. No need for fancy weapons to do the job; simply point the anterior end of the harvester at a line of enemy troops and proceed to squash them into jelly. Tanks (of all varieties) also work well at clearing out thickets of infantry, with the added benefit of being more heavily armored and sporting weapons to defend themselves.

3. Lay the foundations of success.

The victorious commander in *Dune II* is not just one who can lead a brilliant attack or manage troop production and spice refinement, but one who can plan ahead, literally, from the foundation up. Players of *SimCity* will certainly have the prerequisites necessary for building a military-industrial complex that is functional and efficient. When the scenario begins, take a moment to survey the landscape and visualize the optimal military base within the specific confines of the scenario. Plan to leave a nice, breezy thoroughfare through the middle of the complex so that units can quickly get to defensive positions on any side of the base. Also, try to place Spice Refineries and their attendant Harvester docking-bays such that they are easily accessible and closest to the majority of Spice Fields. Leave room for defensive structures at the edges of the base. Often, the hasty commander will build an important structure at the very edge of the sand, leaving no room for those essential Rocket Launchers.

4. Blatant, in-your-face deception is the best policy.

Directing large-scale assaults right at the center of an enemy base is usually a recipe for ignominious defeat. The enemy will usually (especially in the last few battles) pour out units en masse to meet any threat. Then, they will systematically proceed to grind any attacking force into Sand Worm patties. Taking a less direct (i.e. sneaky and deceitful) approach is the best path towards victory. First, fully explore the area around an enemy base. When a large section of rock is discovered next to the flanks of that base, sending units to gather at that point in anticipation of a massed assault is a good idea. A good production strategy is to create two units for the defense of the player's own base, then one for attacking the enemy base. Once a force of about 7-10 vehicles has been assembled at the rendezvous, they should be sent to attack the flanks of the enemy. This strategy may take some practice; assembling units too close to the enemy base will cause them to be attacked before the force is large enough, while gathering forces too far away gives Sand Worms ample opportunity to munch on them as they stream across great distances of open desert.

5. Accentuate the deadly, eliminate the ineffectual.

Learn the strengths of each house. Each demands different tactics to emerge successful. For House Ordos, maximize the speed advantage of raider trikes and other speedy units by performing slashing hit and run raids. House Harkonnen? Try to concentrate the superior firepower of this house's units on selected targets, then proceed to divide the enemy into small, easily eliminated groups. For House Atreides, a mixture of the aforementioned doctrines is essential: use firepower on the Ordos, while emphasizing a more stealthy approach when dealing with the Harkonnen.

6. Ride the rocks.

If one thing is constant in *Dune II*, it is that Sand Worms are always on the lookout for a meal on the cheap. Also, since the favorite snack of any rapacious Sand Worm always seems to be the most expensive of military units, keeping those units out of the gullet of an ornery Sand Worm is a top priority. Since Sand Worms can't travel through rock, gamers would be advised to plot lengthy unit movements so they travel across as much rock as possible. Wheeled and tracked vehicles seem to attract an inordinate amount of attention from Sand Worms, so a wise commander would keep those units on rock at all times, even when guarding a stationary position. Troopers and infantry, while occasionally getting munched, are usually much safer guarding on open sand than any other units. When in doubt, however, keep all of your units stationed on rocks (unless the strategic value of placing them on open sand is more valuable than losing a unit or two).

7. Become one with the Shai-Hulud.

Although Sand Worms are extremely difficult to kill, they can be forced to alter their course. Pitched battles on open sand always seem to attract a great deal of attention from sandworms. In situations such as this, wise commanders will expend just enough firepower on a troublesome worm to have it change course away from his units and towards those of his enemy.

8. Follow the leader.

Using this tactic, players can lure enemy forces away from their base and into pre-defined "kill zones" around their bases. To begin with, a defensive cul-de-sac (lined with turrets and potent offensive units, such as tanks and trooper squads) should be created in front of a player's base. Next, a half-dozen or so trikes or quads should be created and then, sent to attack the enemy base. When the attacking units arrive at the enemy base, they should be directed to engage as many enemy units as possible. After fighting for a brief period of time, the attacking units should then be ordered to retreat to the "kill-zone" next to the player's base. Many of the engaged enemy units will happily follow the retreating units, allowing them to be cut apart when they arrive within the confines of the "kill zone." Used in conjunction with tactic #4, a player could use this tactic to draw off a substantial number of enemy units from their base before a surprise flank attack is performed.

9. Rockets galore.

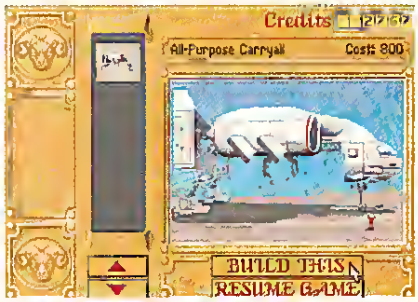
For attacking enemy bases, nothing beats the rocket launcher (also called a missile tank). Rocket launchers have greater range than almost every other unit in the game, making them well-suited to dismantling enemy gun and rocket turrets from a safe distance. A prudent commander will often use rocket launchers in conjunction with tactic #4, performing a sneak flank attack with long-ranged weapons of destruction.

10. Turrets, turrets and more turrets!

Although bashing an opponent into smithereens with waves of fast moving tanks is every commander's dream, a more pragmatic approach must also take the defense of a player's home base into account. Chief among the defensive weapons are gun and rocket turrets. Inexpensive, easy to produce and deadly accurate, a well-designed defensive wall of rocket turrets can effortlessly slice an attacking enemy force into shreds. Avoid using defensive walls; they are almost useless in the last few battles, easily falling under the heavier guns of powerful units.

11. Deal with the (Death) Hand you're dealt.

In the last few scenarios in *Dune II*, each House may build a palace. In addition to being a well-fortified defensive structure, a palace gives its owner a powerful offensive weapon. In the case of House Atreides, powerful Fremen troopers can be summoned to fight the enemies of the Atreides. The palace used by House Ordos grants the ability to create a saboteur, a stealthy unit which can heavily damage enemy structures. Finally, the palaces used both by the Harkonnen and the Emperor himself grant the ability to launch the Death Hand missile, possibly the most powerful offensive weapon in the game. Developing an effective strategy against these special weapons is crucial for victory.

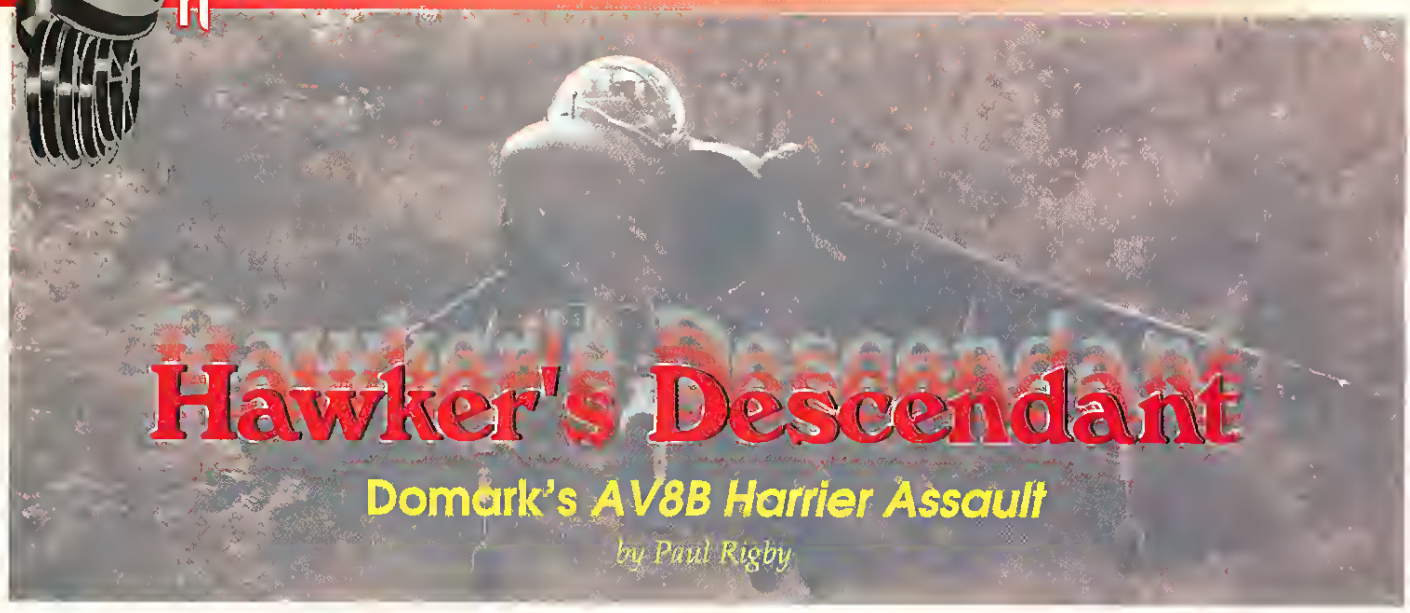


As the most powerful special weapon, the Death Hand deserves special attention. The best way to deal with the deadly Death Hand missile is to simply save the game often. Although inaccurate, a Death Hand can destroy several structures with one strike. In addition to restoring your game, creating another construction yard on a section of rock a considerable distance from most structures will serve to minimize the effect of the Death Hand.

12. Getting Your Fix

The original release of *Dune II* crept out with a few bugs (not including our Sand Worm friends). If playing with the original version, one may occasionally notice that 1) the Frigate that is supposed to service the Starport may never show up when called, 2) a Harvester may dock in a Spice Refinery and decide that it is not going to leave, 3) Team Movement does not exactly work as described in the manual. According to Virgin, these problems and more have been corrected in an update that is currently available. Call the customer support line given in the game manual for more information.

Although the tactics listed here should prove successful, many more tactics and strategies for *Dune II* can be devised by either altering the ones presented here, or by experimenting. Indeed, a *Dune II* commander with an active mind and a willingness to experiment can make the best of any situation. **CGW**



Hawker's Descendant

Domark's AV8B Harrier Assault

by Paul Rigby

It has taken until the aircraft has become well and truly combat proven in the recent Gulf War for a seemingly worthwhile flight simulation of the latest version of the Harrier family to appear on a floppy disk. Now, two new simulations have appeared almost simultaneously. *Harrier Jump Jet* from Microprose and Domark's *AV8B Harrier Assault* (*HA*). The premise to the latter simulation is that Indonesia has invaded East Timor and has occupied it since 1975. Now, hard-line factions in the Indonesian army are oppressing the indigenous island population rather heavily, and their continual poor treatment of said population, as well as frantic appeals from the legal government in exile, have pushed the United Nations into action.

The only detachment in the area is the players's own amphibious force of US Marines. It is not, however, a full-strength Matine Expeditionary Brigade. Only the Tarawa assault ship is able to launch the limited number of AV8B Harriers. Limited Harrier replacements are available from the other assault ships along with a variety of helicopters plus special force troops and the marines themselves (who are equipped with LVTP-7 assault vehicles). No reinforcements are available, so the player must utilize what he has to complete the campaign.

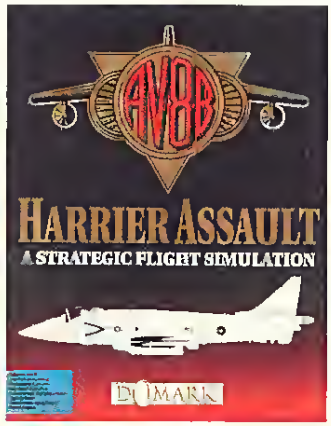
Obviously, the game comes complete with a ready-made campaign and plenty of pre-generated missions which allow the player to experience some first person simulator action via the AV8B flight model. It is really a blend of two genres: flight simulation and wargame. Indeed, it may well be the first successful integration of such a system. That is, both genre types do (just) stand alone as games in their own right.

Come Fly With Me (Flight Model)

The flight model, which can be explored with the use of the growingly popular *Thrustmaster* controls, is one of the best available. It doesn't top *Falcon 3.0*, but does present the feeling that multiple tons of metal are being thrown around the sky. This illusion is both enhanced by the flight model's inertia effects that hang on every movement of the Harrier and other unique Harrier skills which are well-depicted. For example, the Harrier's capacity to gradually come to a dead stop from high speed and hover is well-presented, as is the famous VIFFing technique first seen in the Falklands campaign.

The one dubious element of the flight model is the rudder interpretation. Releasing the rudder control forces the Harrier to bounce back onto (or near) its original orientation. It appears that Simis (designers of the flight model) attempted to copy the effect of high inertia resulting from strong air-flow acting upon the airframe. The idea being that any movement away from the central axis will be resisted by the air-flow which, in turn, will attempt to bring it back to the original position. If this was the intention, the effect doesn't quite come off.

The sound support doesn't quite come off, either. The engine noise tends to stutter on take-off, and this is more than a little unnerving. Fortunately, the graphic appeal is more fulfilling. There is an excellent haze effect which obscures distant features and the day/night transitions are nicely portrayed. The blackout effect and the jolt which occurs when one is hit are also very well done.



TITLE	AV8B Harrier Assault
SYSTEM	Amiga, IBM
PRICE	$59.99
PROTECTION	None
DEVELOPER	Simis
PUBLISHER	Domark c/o Accolade San Jose, CA

Hunter/Killer (Limited Options)

Weapon systems are numerous and include: LGBs, Mavericks, Iron Bombs and Rocket Pods. Laser-guided ordnance is illuminated via special force troops. The whole subject of laser guidance opens up a can of worms in the game, though. For example, laser-guiding a Harrier via special forces is all well and good, but what about Harriers illuminating targets, via laser, for each other? The option is a well used one and was amply demonstrated by the RAF's own Buccaneers, who illuminated targets for their Tornado colleagues. Modern Close Air Support (CAS) aircraft, including the AV8B, should have the option, but it is not available in *HA*. Harriers can easily be sent on reconnaissance missions in the game to acquire targets, so it is not as if a hunter/killer option is out of the question on theoretical grounds.

Indeed, even if the idea of hunter/killer packs could be mooted, the notion would be doomed in *HA* because wingmen are not available. This also means that Harriers must fly missions on their own with no

Ambush AT SORINOR™

Strategic Ambush Simulation from the Makers of *Siege!*

Sorinor's forests are dark and gloomy and full of dangers. But you took Clan Sernevan's money, and it's up to you to protect their princess on her journey. You peer over the shoulder of a wary swordsman into a clearing. As you're deciding whether it's safe to enter, you hear a branch snap on the trail behind! Orcs flood into the clearing! Boulders fly from the trees! ***Ambush at Sorinor!***

- Play a mercenary captain in a world of intrigue!
- Accept missions galore from the six Clan chiefs to make money—and enemies!
- Command dozens of troop types biding invisibly or charging in the open!
- Beware of traps, and set your own!
- Design your own missions and create your own maps!

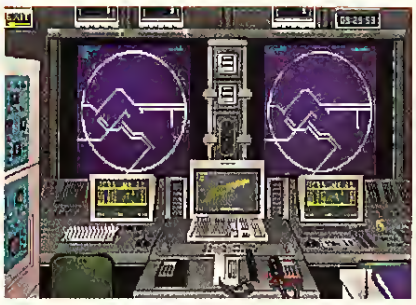
MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501

Actual IBM VGA screen photos

Circle Reader Service #73

Combat Air Patrol (CAP) options to cover each other's "six." This is a dangerous situation and one which led me into severe trouble on many occasions.



This trouble leads to the subject of air threats. I found the opposition too severe — especially for the supposed quality of the enemy I was facing. This situation was made more aggravating by the limited information received by the attendant AWACS (who offer ait threat bearing, but not range), plus the poor petformance of the AIM-9M Sidewinders which had a lowet than expected performance.

Don't Rain on my Campaign (Campaign Construction)

If the player does not wish to follow the game's campaign he can design one of his own. Using the campaign manager, TAWADS, one can allocate waypoints for Harriers (attack and reconnaissance), helicopters (attacks, teconnaissance and troop insettion) and troops (via landing craft). The fleet, itself, can be allocated waypoints along the coast of the island. However, even though TAWADS utilizes mouse commands and a menu ttee, the system is long-winded and titing to use. The command system cries out fot global commands to speed up campaign orders and tactical decisions. The ftequent slow screen updates that blank the screen also help to itritate, especially during the heat of the action.

Eccentricities also occut when using TAWADS. For example, in the wargame view, Harriers become invincible apatt from the odd loss over a tatget (presumably from SAM attack). Also, helicopters are similarly imptegnable. I never lost one chopper during the whole campaign. The Harrier situation is a temptation to cheat, however. If one's Harrier is under attack from an enemy aircfaft during the simulation mode, merely switching to wargame/campaign mode defuses the threat. Domatk has admitted that the game switches to a simplified wargame set of rules. This one point is typical of the generally poor AI routines in the game. Another difficulty presented via TAWADS is the lack of air thteat representation on the map; the only air thteat seen is the infrequent supply C-130.

One final criticism is the no-win situation. Winning the game is, apparently, triggered upon achieving 70% occupation of the island. I managed to occupy 89% of the island without seeing a "win screen." This is a bug, it appears.

On the positive side, though, the real-time action seen on the TAWADS map is made more atmospheric when one realizes that all of the movements are actually happening in 3D. It brings the normally staid 2D map to life. In addition, the map can be zoomed almost indefinitely and the presentation is commendable via the hires screen.

Amiga owners have their own problems, I'm afraid. This version does not include night missions. Domark alleges that the lack of RAM in most Amigas is to blame. However, when one considers that night missions merely warrant a simple palette change and that Domark recommends a 68020 Amiga to play the game (and most 68020 Amiga owners have 2 MB+ of RAM), this seems unlikely.

End of Strafing Run (Conclusion)

Even worse is the fact that it is so obvious that the whole thing hasn't been properly tested, just rushed out of the door. Even limited playtesting would have ptevented many of the problems occurring in *HA*. Domark deserves to be strafed with cannon fite fot this simple lack of thought.

However, despite the criticisms *HA* is worth a look. There are enough innovations and hooks in the game to warrant spending some time on *HA*. Doubly so when an update is promised which will tackle many of the problems described. **CGW**

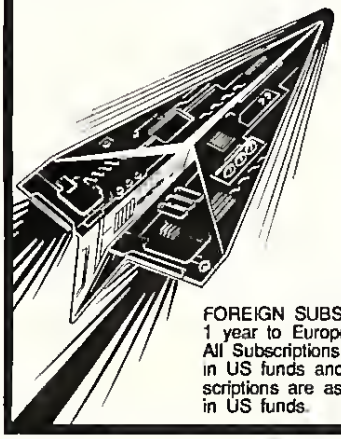
PAPER MAYHEM

"The Informative PBM Magazine"

Do your know what PBM (Play-By-Mail) gaming is? If you don't, we can help you explore the world of PBM gaming. Paper Mayhem has been leading the way for over 9 years by informing people about PBM gaming. Articles, reviews, biographies and more fill each issue. Not to mention the ratings of PBM games and companies that our readers participate in.

Paper Mayhem has been improving with the ever expanding hobby of PBM gaming since 1983. Each bimonthly issue brings you the latest on PBM news.

So why delay and miss out on all the fun? Read Paper Mayhem and take advantage of PBM gaming.



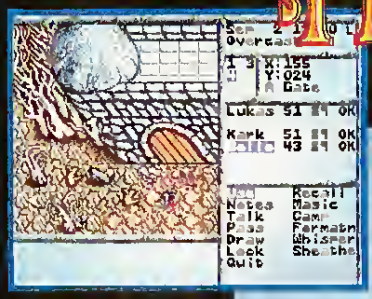
Send subscriptions to:
PAPER MAYHEM
Dept CG
1518 Adams Street
Ottawa, IL 61350-4770

US Subscriptions:
Single issue $5.00
1 year $24.00
2 year $42.00

FOREIGN SUBSCRIPTIONS: 1 year Canada $31.00; 1 year to Europe $51.00; 1 year to Australia $57.00
All Subscriptions to PAPER MAYHEM are to be paid in US funds and drawn from US banks. Foreign subscriptions are asked to use International Money Order in US funds.

Circle Reader Service #80

The Magic Candle III™



The ancient Solian lands have new arrivals: Monsters of the Blight!

The Blight is consuming the ancestral homes of the elves and humans, halflings, goblins and orcs. It's up to you and your chosen heroes to slay the Blight's monsters and solve its mysteries!

With *The Magic Candle III,* Mindcraft continues its tradition of excellence in fantasy role-playing.

Your party will have characters handcrafted by you, marching side by side with the friends old and new your hero meets along the way. They will need weapons and magic—and, most of all, their wits—to survive and defeat the Blight!

Delightful 256-color graphics, glorious music and digitized sound effects, and a compelling story with fascinating characters make *The Magic Candle III* your key to many hours of enjoyment.

MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501

(Actual screens may vary.)

Circle Reader Service #74

It's A Small, Small, Real-Time World

Crossing Computer Gaming with Miniatures

Design Notes from Impressions' Ed Grabowski

In the fall of 1989, I first decided to create a computer system whereby I could fight some of the great heroic battles of yesteryear. I had spent a large part of my youth in painting, literally, thousands of miniature soldiers and attaching them to cardboard bases for ease of movement (and for reconstruction of the battlefield whenever my sister wreaked mass destruction equivalent to an act of God).

In spite of the obvious grarification earned from this pursuit, I always felt that the "turn-based" rules could never recreate the incredible mental challenge of simultaneously commanded thousands of troops. Instead of taking the sensible approach and creating said computer program in my spare time, I decided to leave my career as a systems analyst, working in Management Information Systems which utilized large water-cooled IBM mainframes, and go for it! My original game was *Rorke's Drift*, and it has been followed by a series of games based upon new historical subjects and full of refinements.

Conquest of Japan

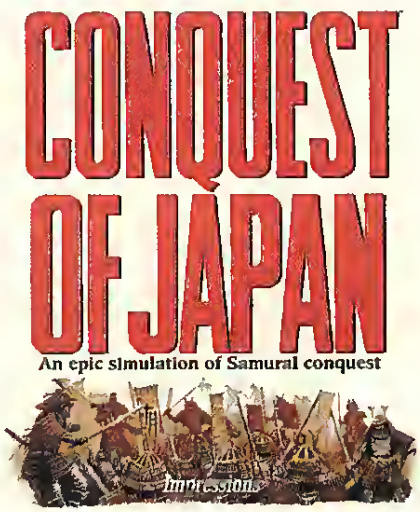
Aiming High

So, what did I really want ro accomplish. The basic aim was to recreate the same resplendent battle formations one could command on rhe table-top, but allow gamers to command rhese units in "real-time" with artificial intelligence controlling each soldier. I didn't wanr to lose one bit of the visual splendor of the armies, and I desired to animate the troops as well.

This meant that, while the battle is taking place, the machine would have ro perform the following calculations for each soldier depicted on the screen:

- work out the AI for each soldier. (Which means deciding if a soldier should stay put or move, as well as reload or fire, depending on his own local AI and the orders set by the player.);
- carry out the move and decide on the animation pose required. Three frames of animation are used for each soldier's walk, but 24 total frames are required to reflect the eight different directions in which he can walk;
- detect if said soldier has collided with a fellow soldier and work out how they can move around each other to allow both soldiers' orders to be fulfilled;
- detect collision with the enemy;
- if firing, automatically seek out the most suitable target and attack it;
- resolve any missile firing; and
- finally, draw the soldier on the screen!

Of course, the most difficult part of this algorithm is that it all has to be done in as short a time as possible — ideally, five rimes per second. To further complicate matters, gamers need to be able to scroll around the battlefield while all this is happening, so rhe compurer must also detecr and keep track of mouse clicks and key presses.



High Road or Low Road?

The next decision I had to make was whether to use a "high level" language like C or a faster "low level" assembly language. I solved this by electing ro use a mixture of the two. First, I would write the routine in C. Then, once I had it working, I would often rewrite it in assembler in order to speed it up.

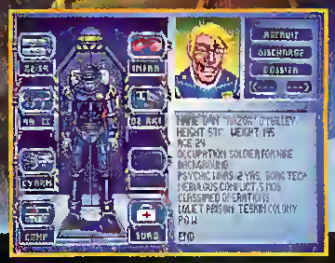
So, with a game that was both playable and working reasonably well on a 20 MHz MS-DOS machine, I suddenly discovered what a difference a higher clock speed can make. The game played entirely too fasr on a 33 MHz machine. The computer executed its battle plans so quickly that I was being outmaneuvered before I knew it. There I was, busy getting my men in formation for an assault on the enemy's left, when the rascally computer had already atracked and routed most of my right with his cavalry. So, I would have to turn and try to rally my righr while the computer nonchalanrly charged my center.

In short, I was being our-fought, not because I was being out-thought, but because everyrhing was happening too quickly. I

TEGEL'S MERCENARIES

General Tegel has plans for some covert operations. Not things he could order someone to do . . . but things he could *pay* someone to do.

And, as it happens, you—and your colleagues—can be bought.



Mindcraft presents: ***Tegel's Mercenaries*** . . . an intriguing concept in futuristic strategy gaming.

You lead a squad of interplanetary mercenaries picked from twenty of the most notorious men, women and aliens this side of the Magellanic Clouds.

- Belk Otem, with his Delaser rifle and cybereye
- "Smokey" Okrara, the green-skinned, two-trunked chlorophant
- "Bombshell" Divan, "Tunes" Krakowski, and 16 more!

Start with a "diplomatic" mission to the Ice planet of Nueva Nevada, then go wherever the general sends you next. Just remember the most important thing: you're in it for the money!

When you are through with Tegel's tours of duty, strike out on your own! Use the Scenario Kit & Working Interface Developer to build missions to challenge the most hardened mercenaries.

A new level of excitement, from the makers of the award-winning *Magic Candle* and *Siege!*

MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501
(Actual screens may vary.)

Circle Reader Service #75

Advertisers List

Amtex Software	29
Apogee Software	21
Aztech Systems	97
Blue Valley Software	24
Cactus Development	40
Cape Cod Connection	44
Cerebel Info. Arts	48
Chips & Bits	35, 37, 39, 41, 43, 45, 47, 49
Computer Express	71
Compsult	110
Computability	101
Creative Labs	58
Digispeech	133
Disk-Count Software	75
Electronic Arts	7
Flagship Magazine	61
Formgen	2
GEnie	125
Gosselin Computer	110
HPS Simulations	111
Home Base Products	80
Impressions	22-23, 25, 27
Inner Circle Software	105
Interplay	67
Keyboard Commander	44
Koei	51
Konami	127
Lance Haffner Games	66
Liberty International	137
Logitech	65
Maelstrom Games	31
MicroProse Software	15
Mindcraft Software	115, 117, 119
Mission Control	135
MPG Net	72-73
New World Computing	103
Origin Systems	148
Paper Mayhem	116
Power Players	48
Psygnosis	5
QQP	12-13, 76
Qualitas	17
Reality Simulations	82
SDJ Enterprises	100
Sideline Software	123
Sierra On-Line	77, 79, 81, 83, 85, 86-87, 89, 91, 121
Simulations Canada	123
Sir-Tech	3
Strategic Simulations	53, 62-63, 147
Spectrum HoloByte	11, 97
Three-Sixty Pacific	109
Thrustmaster	107
Twin Engine Gaming	68
U.S. Videotel	93
Viking Software	128-129
Virgin Games	56-57
Zeros & Ones	139

didn't have time to react. Therefore, I was forced to introduce an option which may increasingly appear with new generations of faster machines — a speed reduction option. With this toggle in place, the game player can set how fast the men move on the screen. This, of course, provides time to see what's happening and respond appropriately.

Looking Good

When designing this system, I wanted to select a viewpoint which would give an impression (pun intended) of a three-dimensional battlefield. I rejected a straight overhead view because I wanted the player to see as much of the uniforms as possible. After all, miniatures players spend days researching and painting the clothing and armor of a given period. I decided that my design shouldn't offer any less.

I chose, therefore, the isometric 3-D view which is used in some arcade action games. Naturally, this solution had its attendant problems, the biggest being that once a piece moves behind a tree or building, it can become temporarily hidden. My solution was to give the player the option of viewing the conflict from the opposing player's viewpoint. To do so meant having to draw the scenery graphics from two viewpoints. I didn't have to worry about the soldiers, since all of their angles were already drawn, but I did have to do this for the scenery.

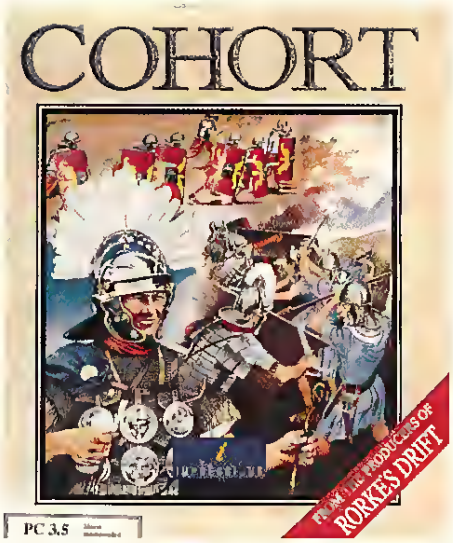
The Loyal Opposition

In the discussion to this point, I have neglected to speak of another major programming conundrum, the AI. Getting the computer to control an army is a never-ending task. The more we work on the AI, the more changes we come up with. Right now, I work on a general rather than specific approach.

Since I design campaign games (like *Conquest of Japan* and the upcoming *Blue & Gray*) where the size and composition of both armies and the terrain can be different in any battle, using general AI routines is mandatory. If I were only simulating a particular conflict, I could use pre-programmed attack/defense movements. So, I rework the general AI for the period (tactics, weapons and unit types) and geography (basic terrain advantages and disadvantages) in which the game takes place.

My routines work by looking at the army's composition, position and morale. It evaluates these points at three levels: Overall, Unit and Individual Soldier. First, it examines the overall strength of the army against the opposition, measured both numerically (number of men) and positionally (what type of terrain is held). If the AI algorithms controlling the player's units perceive that he has numerical superiority and terrain advantage, it shifts to attack mode.

Next, the routine examines each unit and follows the same procedure by zooming down



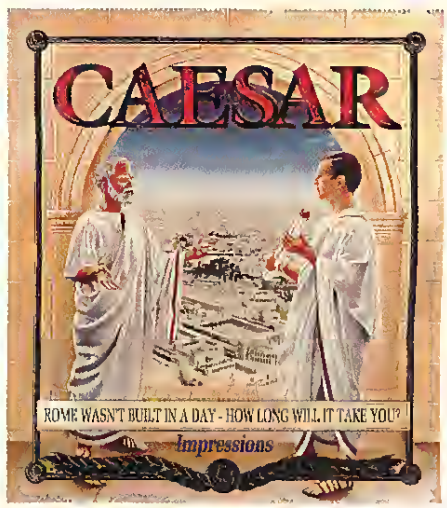
to that individual unit's perspective. Keeping in mind what overall strategy has already been factored into the process, the AI decides what the unit is most likely to do.

Naturally, however, the whole affair boils down to whether the individual soldiers are going to follow orders or not. The AI performs the same calculations on an even smaller scale for each soldier depicted on the screen. If the evaluation shows the soldier to be too weak or his morale to be too low, he simply will not obey the commands from the higher levels.

These general calculations are then supplemented by algorithms for fighting units with unique skills, such as artillery and cavalry. This keeps units from performing atypical attacks such as artillery units charging cavalry (The Charge of the Lugubrious Brigade?).

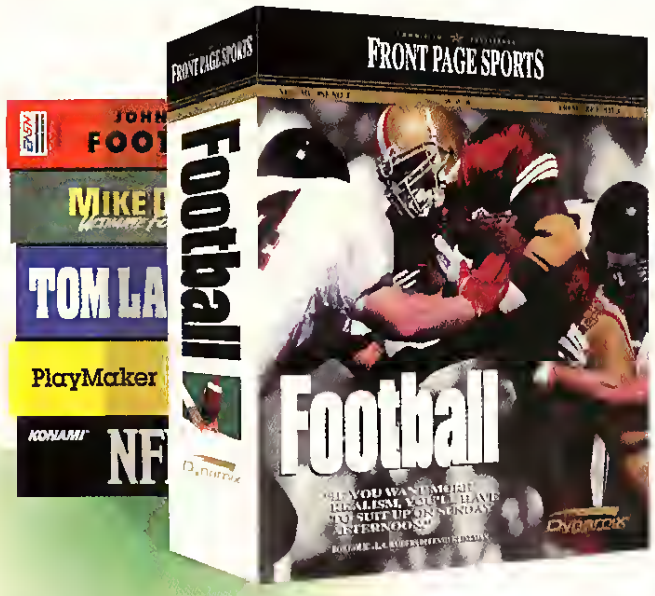
Historical Notes

Hopefully, this article has given some insight into the way my miniatures wargaming system originated and evolved. After *Blue & Gray*, we hope to create fantasy, W.W.II and space games which utilize the system. **CGW**



Play the best and we'll send you $8.00

(See details below.)



No matter what computer football game you've played (or even if you haven't played any), you'll find nothing compares to the total pro-football experience of *Front Page Sports™ Football.*

From drafting teams to forming leagues to designing plays and running the action, only *Front Page Sports™ Football* has it all. And now you can get $8.00 just for treating yourself to the the best. Here's how:

1. Buy a copy of *Front Page Sports™ Football* from your local retailer.
2. Fill out the coupon below and send it and your original purchase receipt to us.
3. We'll send you a check for $8.00.
4. Enjoy the best computer football season you've ever had.

"...the best animation I've seen in a football game...The action is fluid and easy to control...There is no better football game on the market!"

–Computer Game Review

"In play creation and editing, Front Page Sports™ Football *can't be touched...the game that brings everything to the field..."*

–PC Games Magazine

"...one of the most visually stunning and realistic simulations of the sport...It is a rare example of a football game that will appeal to everyone, from the casual arcade player to the die-hard rotisserie league fanatic."

–VideoGames & Computer Entertainment

❑ Yes! Send me a check for $8.00. Here's my coupon and my original sales receipt for *Front Page Sports™ Football.*

Name _____

Address _____

City _____ State _____ Zip _____

Daytime Phone _____

Terms & Conditions: 1.) This offer is valid only for *Front Page Sports™ Football* games purchased between Feb. 15, 1993, and June 30, 1993. 2.) This offer not valid with any other coupons or promotions. 3.) One rebate per household. 4.) This offer expires July 10, 1993. 5). Mail this coupon and your original *Front Page Sports™ Football* sales receipt as proof of purchase to: Football Rebate Offer, Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614. Offer #368

Excellence in Sports Simulation.

Dynamix®

PART OF THE SIERRA FAMILY

Circle Reader Service #116

Come to the Green Beret, My Friend

Special Forces from MicroProse

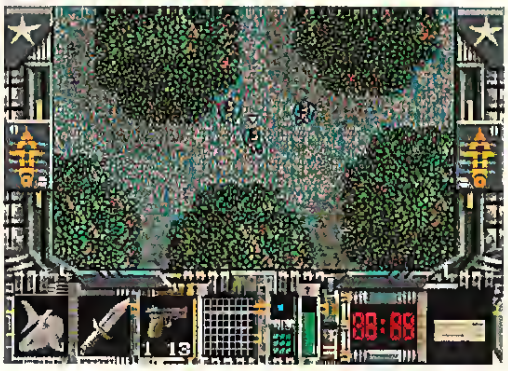
by Jeff James

TITLE:	Special Forces
SYSTEMS:	Amiga, IBM
REVIEWED ON:	IBM
PRICE:	$49.95
DESIGNERS:	Sleepless Knights Game Design
PUBLISHER:	MicroProse Hunt Valley, MD (410) 771-0440

For years, strategy gamers have used traditional pen-and-paper games to simulate the actions of squad-level infantry units. Boardgames such as Avalon Hill's *Squad Leader* allowed armchair infantry commanders to tackle the problems a real-world infantry leader might have to. From destroying ammo dumps to securing small villages, small infantry squads have traditionally served as a deft and deadly arm of a country's armed forces.

Like most other board-gaming products (such as TSR's *Advanced Dungeons & Dragons*), several attempts have been made at bringing the visceral appeal of squad-level infantry combat to the computer screen. MicroProse's *Airborne Ranger* took the "lone wolf" approach, allowing gamers to assume the persona of a single American paratrooper. Other games, with Interstel's *D.R.A.G.O.N. Force* as a prime example, took a broader approach, giving gamers a crack at commanding an entire squad of grunts. As the latest attempt at simulating small-scale infantry action, MicroProse has released *Special Forces* (*SForces*).

While MicroProse has positioned *SForces* as the sequel to *Airborne Ranger*, the two products have almost nothing in common. While *Airborne Ranger* was originally developed here in the states by MicroProse U.S.A. for the venerable Commodore 64 and IBM-compatible computers, *SForces* was developed in England by Sleepless Knights and published on the Amiga by MicroProse U.K. I had hoped that the transatlantic connection between the U.S.A. and U.K. branches of MicroProse would result in a product with a global outlook on the units the player could command. Instead of offering specific, individualized units, MicroProse has unfortunately attempted to cover all the bases with an amorphous, overly generalized unit of soldiers. Although the product packaging subtly alludes to such renowned units as the U.K.'s SAS, the Soviet Union's Spetsnatz, and America's anti-terrorist Delta Force, they are nowhere to be found in the game itself. Other elite military units such as the Navy SEALS, USMC Marine recon, US Army Rangers and others are nowhere to be found. Giving gamers the chance to choose from the world's most elite special forces would have been a welcome program feature.



Boot Camp Basics

The game begins with the roster screen, where players have the opportunity to give a custom name to their unit. After choosing one of four difficulty settings, the player is presented with a file cabinet holding all 16 missions included in *SForces*. These 16 missions are divided into four geographical regions: arctic, tropical, temperate and desert. The missions in each zone pit the player against unnamed terrorist groups, militaristic drug lords or a maniacal despot patterned heavily after Saddam Hussein. Missions can be chosen at random or played in order, allowing gamers to enjoy a quick game or to invest more time in a lengthy campaign. The objectives in each mission range from planting laser target designators (LTDs) next to scud missiles to assassinating the leader of enemy forces. Players who wish to create and name their own soldiers are out of luck; gamers can only select troopers from the included, pre-generated eight man roster. Four soldiers can be used in a mission and each can be equipped with a variety of hi-tech weapons. A variety of pistols, rifles, grenades and rocket launchers are included. Explosive charges and LTDs round out the included armaments, ensuring that nearly every obstacle a player faces can be overcome by the vigorous application of copious amounts of firepower. Once the player's team is briefed, assigned and loaded with weaponry, the war zone may be entered.

Into The Breach

Upon arrival into the war zone, the game shifts to an overhead view of the currently selected team leader and his surroundings. Two levels of magnification are supported, including a scaled terrain map which displays the entire warzone at once. Once the four troopers are on the ground, the player has a number of formation and movement options with which to order them about the countryside. By pressing the F-keys on the keyboard, gamers can direct soldiers under their command to operate in one of three different unit formations: individually, in pairs, or in team support mode (where all soldiers work in a triangular formation around the team leader). Soldiers can be moved directly by pressing the appropriate soldier's function key (F1 - F4) and steering them to their objectives with a keyboard or joystick. For more strategically minded players, movement can be set at the scaled terrain map level by establishing waypoints.

When traipsing through enemy territory, soldiers can either move in stealth mode (shooting at enemies only when necessary) or sniping mode (shooting everything that comes close). For heavily defended objectives, I discovered that the stealth mode worked best; for less armed objectives, the sniping mode seemed to be the superior choice. Regardless of which mode is chosen, the four grunts that the player controls seem to possess an incredible amount of stamina. Even at the most difficult play settings, these soldiers seem to absorb an unearthly amount of damage, taking several rounds of fire from a machine-gun pillbox at close range. Although the inherent invincibility of the soldiers can be argued for the sake of playability, gamers looking for a more accurate representation of damage received during combat will be disappointed. In many instances, *SForces* plays more like a version of the arcade blast-fest *Ikari Warriors* than a detailed wargame of small-scale infantry actions.

Purple Hearts And Promotions

Once the objective for the current scenario is accomplished (retrieving a valuable object, assassinating the enemy leadet, et al), the player must shepherd units back to "pickup zones." Once the team artives at one of the designated retrieval points, a helicopter can be called in to pluck the players from the warzone. Even here, *SForces* leans more towards the arcade end of the computer gaming spectrum. Even if the pickup zone is surrounded by dozens of enemy soldiers, gun emplacements and other enemy units, the player's chopper happily zooms into almost certain death, slowly picks up the team, and vanishes from the combat scene without even a single shot being fired in its direction. If any soldiers end up being captuted by the enemy, the player has the opportunity to fly back into the warzone and retrieve the missing soldiers. If any soldiers are killed in action, that soldier is permanently removed ftom the eight-man rostet. After playing through the majority of the scenarios at a respectable level of difficulty, this loss of soldiers can be crippling. Once lost, a soldier is not replaced; players may find themselves braving the last scenario or two with less than a complete squad of four soldiers. Once the mission has been accomplished, each of the soldiers that participated in the mission are given the opportunity to be ptomoted or decorated. This process is entirely in the hands of the player, allowing gamers to tewatd favorite soldiers with a gteater allotment of tewards. Once the 16 included scenarios are completed, the game ends and the player's squad is retited ftom active duty. Players can attempt those same scenatios at a higher difficulty level with a new squad, although the scenarios themselves will remain largely unchanged. One can only hope that MicroProse will release additional mission diskettes (or a scenario builder) to give the game playing appeal after the included scenarios are accomplished.

The playing interface is the strongest feature of *SForces.* Although mouse support is not included in the actual combat pottion of the game, moving soldiers about by way of joystick or keyboard is clean and straightforward. Switching between soldiets can be done quickly, while changing weapons is as easy as selecting the appropriate chatacter and using the "+" and "-" keys to scroll through that character's available weaponry. Graphics, though not excessively detailed, are ctisp and bright, making the flora and geographical features of the battlefield easily distinguishable. Sound is limited to firing weapons and exploding ordnance, although a fittingly sombet military melody is played whenever a mission is completed. The 88-page instruction manual is somewhat of a disappointment coming from MicroProse, which has historically produced some of the most well-written game documentation in the industry. While I had hoped that the manual might devote a dozen ot so pages profiling the elite military units of several countries, backed by a brief history of the accomplishments of special fotces used throughout history, it did neithet.

Mission Incomplete

I had hoped that MicroProse U.K. would have heaped the same amount of lavish detail upon *SForces* that other U.K. designed MicroProse products have exhibited (with *B-17 Flying Fortress* being a prime example). Unfottunately, *SForces* ends up being a tather unexciting and easily forgettable entertainment ptoduct. With the game playing emphasis resting more upon arcade action than shrewd tactical maneuveting, *SForces* appears to be aimed squarely at male computer gamers in theit eatly teens. Yet, even if *SForces* was classified as a ttue "shoot em' up," it fails miserably to compete with more focused arcade offerings. In summation, *SForces* is a product which unsuccessfully attempts to straddle the barbed wire between arcade action and detailed, realistic infantry combat. Gamers looking for a vague, oversimplified inttoductory simulation of small-scale infantry operations might see something to admire in this game. Unfortunately, mote serious minded gamers looking for a detailed, factually cortect simulation of squad-level infantry actions should count *SForces* as missing in action. CGW

HAVE YOU EVER WONDERED
WHY THOSE OTHER "SIMULATIONS"
ARE SO UNREAL?
PERHAPS, WHILE DOING MORE
PICTURES,
THEY FORGOT ABOUT
RESEARCH, TESTING, & DESIGN.

WE DIDN'T.

SIMULATIONS CANADA...
FOR SERIOUS WARGAMING

NAVAL COMBAT:
NewRED SKY AT MORNING, Global Naval Strategic Combat In The Modern Era.
NewMAN OF WAR, Grand Tactical Naval Combat Under Sail, 1765 - 1815.
THE MIDWAY CAMPAIGN, Operations In The Central Pacific, 1942.
THE SOLOMONS CAMPAIGN, Operations In The South Pacific, 1942-1943.
FLEET MED, Tactical Naval Combat In The Med, 1939-1943.
MALTA STORM, The Battle For The Mediterranean, 1941-1942.
KRIEGSMARINE, Tactical Naval Combat In The Atlantic, 1939-1944.
NORTHERN FLEET, Modern Naval Operations In The Atlantic Ocean.
GRAND FLEET, Tactical Naval Combat In The North Sea, 1906-1920.
IN HARM'S WAY, Tactical Naval Combat In The Pacific, 1943-1944.
LONG LANCE, Tactical Naval Combat In The Pacific, 1942.
SEVENTH FLEET, Modern Naval Operations In The Pacific Ocean.
FIFTH ESKAORA, Modern Naval Operations In The Mediterranean Sea.
GREY SEAS, GREY SKIES, Tactical Modern Naval Combat.

ORDERING INFORMATION, PLEASE READ CAREFULLY: All games are $60.00 each for Americans, $80.00 each for Canadians (GST included), and $65.00 each for purchasers outside North America. We will let cheques clear before shipping (6 weeks!), so, money orders are preferred. PLEASE be sure to tell us which computer you own. **Purchasers from outside of Canada should send payment in U.S. funds.** Nova Scotia residents must add an extra 10% of the total for Provincial tax.
SIMULATIONS CANADA, P.O. Box 452, Bridgewater, NS, Canada, B4V 2X6.

Circle Reader Service #96

SIDELINE SOFTWARE
ORDERS ONLY! 1-800-888-9273
Your European PC Connection

NEW TITLES	TYPE	$
Robocop 3	Arcade Adventure	38
Reach for the Skies	Flight Sim.	45
Curse of the Enchantress	RPG	42
WWF, T2, The Simpsons all	Arcade Strategy	45
Street Fighter 2	Arcade	40
Sabre Team	Arcade Strategy	40
Sleepwalker	Arcade Strategy	45
Ishar Legend of the Fortress	RPG	45
Shadow Worlds	RPG Strategy	40
Amberstar	RPG	45
History Line 1914-1918	Strategy Sim	45
A 320 Airbus	Flight Sim	45
Daemonsgate	RPG	45
Space Crusade	RPG Strategy	45
Tornado Flight Simulator	Flight Sim.	45
Wizkid	Arcade Strategy	40
World Wrestle Federation 2	Simulation	40

EUROMAGS
Get the latest news on the best PC titles from Europe! These high gloss, full color magazines also feature a demo-packed playable cover disk with each issue! PC Format, PC Review, PC Zone, or PC Plus only $10 each.

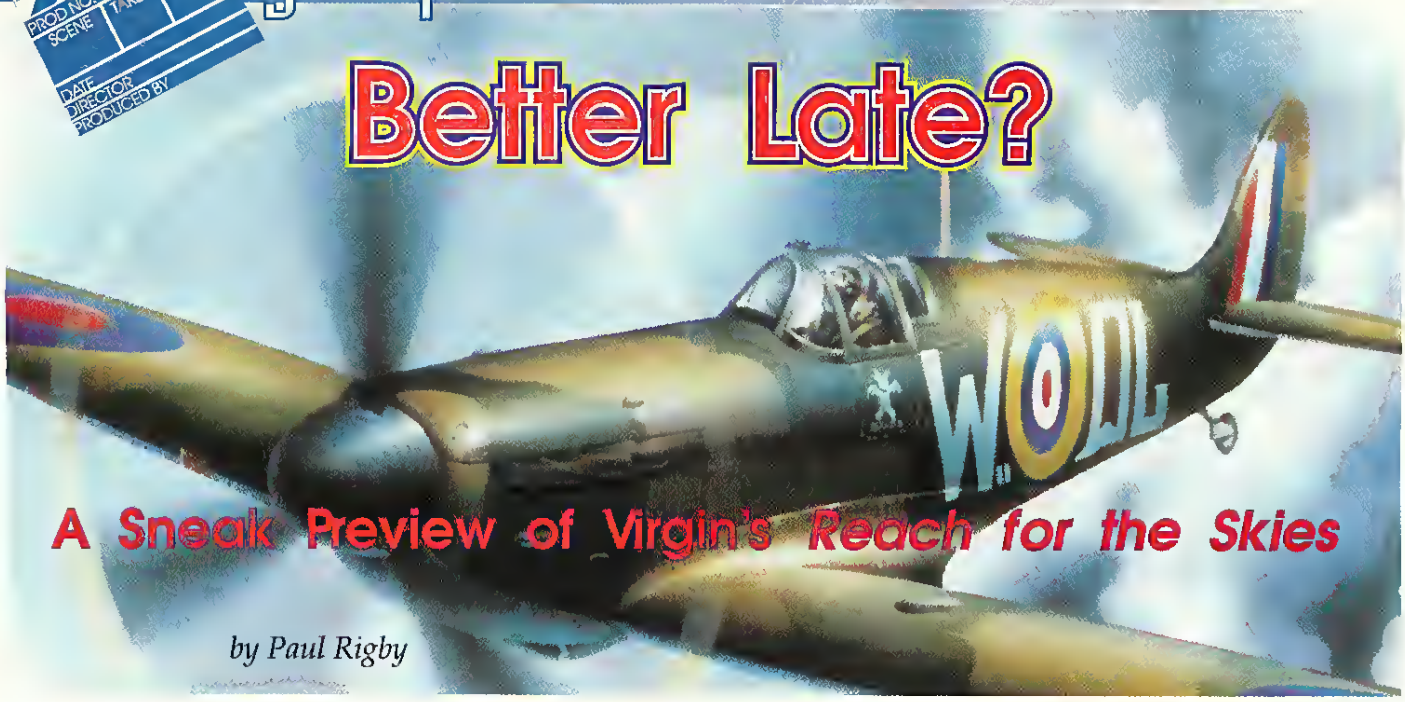
SHIPPING (UPS Ground) For up to 3 pieces, by payment Mastercard & Visa $5.00 • C.O.D. (Cash Only) $10.00
Next day & second day air available! Call for prices on special shipping. Shipping times not guaranteed
Price & Availability subject to change!
No refunds or exchanges. Defective products exchanged with same item. Products warranted through Sideline
• • • • • • • •
FAX ORDERS CALL (305) 491-6134
Need Info? Call (305) 491-9519 *Dealer Inquiries Invited!*
840 N.W. 57th Court, Ft. Lauderdale, FL 33309

DISCOUNT TITLES

4-D Sports Boxing	18.95
Advanced Destroyer Sim	16.95
Arkanoid 2	16.95
Armor Alley	16.95
Austerlitz	16.95
Backgammon PC	14.95
Baron's Tale 3	18.95
BAT	14.95
Battlechess	18.95
Battletech 2	16.95
Bloodwych	16.95
Centurion	18.95
Colorado	14.95
Colossus Bridge 4	16.95
Conan the Cimmron	18.95
Conflict: Europe	14.95
Defender of the Crown	16.95
Deluxe Strip Poker	16.95
Die Hard 2	16.95
Drakkhan	18.95
Elvira 2	18.95
F16 Falcon	19.95
Fire Team 2200	16.95
Flight of the Intruder	18.95
Floor 13	18.95
Fool's Errand	16.95
Greg Norman Golf	18.95
Heart of China	18.95
Hero's Quest	18.95
Hills Street Blues	18.95
Hoverforce	14.95
Imperium	18.95
Jack Nicholas Greatest 18	16.95
Killing Cloud	16.95
King of Chicago	14.95
Mig 29 Fulcrum	18.95
Monty Python	16.95
Panza Kick Boxing	18.95
Paperboy 2	16.95
Pit Fighter	18.95
RBI Baseball 2	14.95
Realms	18.95
Rocket Ranger	16.95
Sands of Fire	13.95
Shanghai 2	18.95
Sherman M-4	14.95
Shadowlands	18.95
Sleeping Gods Lie	16.95
Special Forces	26.95
Spell Casting 101	18.95
Spot	16.95
Star Saga Two	14.95
Stunt Car Racer	16.95
Super Off Road	16.95
Super Space Invaders	16.95
Three Stooges	16.95
T.V. Sports Baseball	21.95
T.V. Sports Basketball	14.95
T.V. Sports Boxing	18.95
T.V. Sports Football	14.95
Trump Castro 2	18.95
Winter Super Sports '92	16.95
Wolfpack	18.95
World Class Leaderboard	14.95

Circle Reader Service #88

Better Late?



A Sneak Preview of Virgin's *Reach for the Skies*

by Paul Rigby

Many moons ago, two flight simulations appeared to be on the brink of telease to commemorate and celebrate the Battle of Britain. The product from LucasArts, *Battle of Britain: Their Finest Hour*, became a huge success. The Mirrorsoft game, *Reach for the Skies*, a polygon-based simulation produced by Rowan Software, never materialized. Due to more tweaks than one could shake a stick at, *Reach for the Skies* has undergone a variety of changes. After the death of publishing magnate, Robert Maxwell, which caused great disruption to his Mitror Corporation and its subsidiaries like Mirrorsoft, the product was picked up by Virgin Games and is now finally being published in the U.S.

From Either Side of the Channel

The game focuses upon 70 crucial days of the Battle of Britain, beginning on June 10th, 1940. Depending on the difficulty level selected, play begins with the player as either a pilot (active in combat or practicing in a training mode) or a controller (where a selection of targets is offered and one's set of responses is issued). The player can control either British or German forces. In theory, the course of history can be changed by applying different tactics (as the German side) or just failing to cope with German onslaught (as the British side).

After running through the introductory demo that features digitized scenes from WW2, plus digitized noises (e.g., Churchill's voice, sirens, etc.), one will observe that *Reach for the Skies* employs an attractive feature regarding the campaign. That is, it splits the operation into four phases; they are the German airforce's attempt to lure the RAF out into the Channel; the German attack on the radar installations; the attack on RAF airfields; and the attack on industrial and civilian targets, better known as "The Blitz."

RAF Command

As the British commander, one is supplied with intelligence about the known German threats for each particular day. These are highlighted on a strategic map. The player will be told what direction the "bandits" are flying in, what type of bombers they are, their speed, and the size of their force. Only one wave of German bombers will ever appear at a time, although secondary fighter squadrons may be poaching after the bombers have swept by. Once a force is on the way, forces can be scrambled from any of England's ten Fighter Command airfields. The number of aircraft for an attack can be selected, as can their heading. Each airfield only holds one type of allied aircraft, either Spitfire or Hurricane.

From the H.Q. to the Cockpit

During flight, the player can control up to four aircraft per British squadron (or eight for the Germans). At any time, as in *Flight of the Intruder* (another Rowan Software production), the RAF player can transfer to the cockpit of any allied aircraft. Similarly, as in *Flight of the Intruder*, wingmen are available. They will watch each other's "six" but, unfortunately, no orders can be given to one's fellow pilots. The player's wingman will follow his actions while the other aircraft will take events as they come. Radio messages in textual form (and digitized via a sound card) from the radar stations and other aircraft will appear on the top of the screen as the intercept progresses.

For the Germans one can fly Me 109s, Me 110s and Stukas (plus the rear gunner).

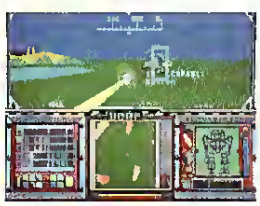
It is a shame that the heavier bombers (i.e.: He111, Do17, Ju88) cannot be piloted. One can only be a tail or forward gunner. Rowan has been quoted as stating that flying the heavy bomber is an unexciting job; that they merely flew to the target, dropped their bombs and flew back again. Try telling the actual He111 pilots that their mission was never exciting! The decision not to allow the player to fly the heavy

THIS OPPONENT IS PROGRAMMED TO BE CHALLENGING.

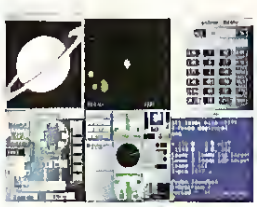
this one wants to rip your lungs out.

If you think you're good at games, then let's have some real fun. When you're online with GEnie® Multi-Player Games, you're playing real people, in real time. Some of the best players around the world. □ Splash a bandit in Air Warrior®, and you've just taken out eight other guys, who'll be back gunning for you. Blast a MechWarrior® in MultiPlayer BattleTech™, and who knows? Could be that jerk from the coast. Could be a mercenary who's looking for a few good friends. □ With GEnie, the possibilities are endless, the people are terrific, and even the prices are competitive. So put some new life into your joystick, and sign on. We'll see just how good you are. □ Sign up now: 1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud. 2. Dial toll free — 1-800-638-8369. Upon connection, enter HHH 3. At the U # = prompt, enter XTX99327,BLAST then press RETURN 4. Have a major credit card or your checking account number ready. □ For more information in the U.S. or Canada, call 1-800-638-9636.

AIR WARRIOR®



MULTIPLAYER BATTLETECH™



STELLAR EMPEROR™

GEnie®

multi-player games

100% ORGANIC OPPONENTS

KESMAI corporation

Air Warrior is a registered trademark and Stellar Emperor is a trademark of Kesmai Corporation. MultiPlayer BattleTech is a trademark and MechWarrior and BattleTech are registered trademarks of FASA Corporation.

Circle Reader Service #59

bombers is a *poor* one. It should have been up to Rowan to provide thar excitement and leave it ro the players to decide.

Readers may be pleased to know that Rowan has implemented a workable rudder into the program, controlled by either the keyboard or separate pedals (even two joysticks are supported). However, Rowan failed to include auto-centering for keyboard users. Manual centering is a trial and is completely unnecessary.

Cockpits for the British side are generic. On rhe German side there are three different gunner positions and a one-off cockpir for the Stuka. A generic cockpit is given to both the Me109 and Me110.

Esprit de Flying Corps

Unfortunately, there are no medals awarded — only points. A player flying for the British, if he does well on a particular mission, receives a visit from the King. Why the King would spare time to visit a pilot just because he had a "good day" and not ross him a DFC (Distinguished Flying Cross) through the post instead, is beyond me. I firmly believe that the awarding of medals and promotions is more satisfying. Post-mission reports could have been better structured, too. As it is, they are rather woolly and, possibly, confusing to some players.

It is good to see that morale plays a big part in the campaign. It is based, or scored, upon *average* morale of the whole airfield rather than upon individual pilots. Although, if a pilot arrives from an airfield of low morale to an airfield of high morale, the average morale of rhat airfield will be reduced. If an airfield is garnering a lot of kills, morale will go up — improving their overall skill. If they are losing pilots regularly, morale will fall. There is a slight morale loss for damaged aircraft too. Left ro recuperate, airfields with low morale will improve in morale, but only very slowly.

Where do Airplanes Come From?

There are four aircrafr factories producing one aircraft each, every four days. From these, airfields can be re-stocked. Aircraft also can be repaired at home bases. However, if an airfield is damaged, aircraft repair is slowed. If factories are damaged, they will srop producing aircrafr unril fully repaired. If the British force drops down below 50% then Britain is proclaimed lost.

What's in the Sights

Two welcome cosmetic features are gouraud shading and light sourcing, highlighted by the addition of a 256-color VGA palette. Imagine observing a 3-D rendition of a Spitfire from the external viewpoinr. Then, roll the aircraft. The effect of light-sourcing means thar, as the wing's upper surfaces roll over to face the ground, the color of the upper wings progressively darken. Well, they turn away from the sun don't they? Conversely, lower surfaces lighren. It is an extremely nice effect to see.

Sound can be driven by both Roland LAPC-1 and SoundBlaster simultaneously (via a mixer of some sort) providing satisfactory noises, but never anything special.

The basic flight model for *Reach for the Skies* is a generic form rhat obeys the fundamental laws of aeronautics. Rolls and loops are well implemented, as are stalls. Progressively tipping a wing on a lazy roll will resulr in a loss of height and a possible stall which is easily recovered from. Heighr is realistically lost while flying straight and level wirh rhe rhrottle pulled to minimum.

Checking the Specs

There are supposed to be overlaid patches that specify the charac-

teristics of each individual aircraft. However, I couldn't find any. For example, even though the Spitfire Mark I carried eighr guns, only two are simulated; its historical straight-and-level speed of 360 MPH can never be reached (speed tops out at 300 MPH); and high speed diving enforces no problem on the Spitfire where, in reality, ir almost locked the ailerons, allowing only a lirrle movement in the rolling axis, if any. Further, negative G or bunring never initiates the Merlin III engine modeled in the game to cut out as it did in real life (a significant feature and one of the very real disadvantages compared to the Me109 which never suffered from this complaint — resulting in challenging dog-fights for RAF pilots).

Flights can be recorded using a range of differenr orders, angles and so on, with the game's VCR utility. Recordings are portable and recorded files can be extremely long since the game uses expanded memory to store the information. However, options are limited and will never scale the heights observed in *Red Baron*, for example. One odd but handy urility is a DOS file rhat tidies extraneous files on the hard disk, depending upon whar one wishes to dispose of. This is, indeed, a thoughtful gesture.

A Real "No Brainer"

Until this point in the review, one mighr weigh the pros and cons and decide that *Reach for the Skies* is a pretty good simulation. Alas, I have yet to speak of the game's artificial intelligence. Acrually, it has none to speak of — or very little, at best. For all of irs technical and cosmetic excellence, *RFTS* is too easy. The enemy is no where near aggressive enough.

While playing rhe RAF, I was never aware that I was under the cosh, a srruggling narion keeping the mighty Luftwaffe at bay. Playing the RAF in *RFTS* is like shooting ducks ar a penny arcade. Bombers can be easily broughr down from any angle one wishes to fire from. The German escorts are poor and almost Gandhi-like in their aggressive-ness. Another thing: German bombers hardly ever hit their targets. After dozens of missions flown in all phases of the campaign, flying as the RAF, I experienced one target hit — *one!* I ofren repelled entire waves of German bombers plus their escorts with a single Spitfire.

Playing the Germans is not much better. Again, anorher duck-shoot. Spitfires sir on a bomber's six, just waiting ro be shot down (they always are, too). Fellow German bomber pilots/bombardiers are, again, very poor and hardly ever hit their targets, making the player very frustrated and itching to get into the cockpir — which, of course, they can't.

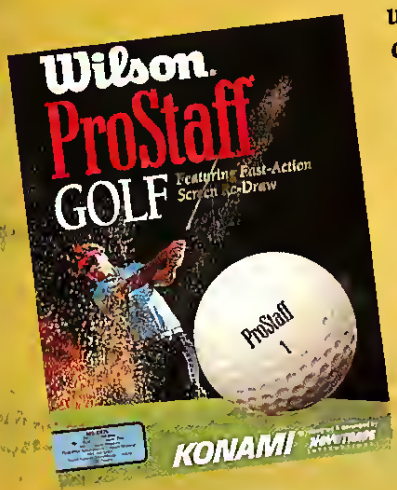
Thus, for this extremely important reason, *Reach for the Skies* cannot be recommended as a viable flight simulation. This is a shame because the game has a lot going for it. It is far more simulation-orienred than Lucasfilm's *Their Finest Hour*. However, it hardly contains a single percent of that game's challenge and gameplay. **CGW**

Slow Screen Redraw Needn't Be Par For The Course...

You know what we're talking about... those *other* golf simulations that seem to take forever to draw the screen. Well, *Wilson® ProStaff® Golf* puts an end to all that waiting with *fast-action* screen redraws! So what does this get you? Faster game play and less frustration, for one thing. Need we say more?

O.K., since you asked, we should also mention the wide variety of side-game options — things like Shoot Out, Stroke Play, Match Play and Best Ball. You get a whopping ten options in all to customize your round... simply pick and choose to create your own personal playing style.

Wilson® ProStaff® Golf is an ideal game for golfers of all levels, from beginner to expert. Making a shot is quick and easy — just select a club and adjust your stance, take aim, then choose your power level and ball spin and watch it fly! An undulating grid shows every curve and contour of the fairways and greens, for greater accuracy as you plan your shot. Finally, one game brings it all together to give golfers what they've been looking for — a challenging course, intuitive controls and realistic game play. So don't get teed off at the competition, go with a real winner... *Wilson ProStaff Golf.*



Wilson® and ProStaff® are registered trademarks of Wilson Sporting Goods Co. Konami is a registered trademark of Konami Co., Ltd. © 1992 Konami. All rights reserved.

KONAMI® designed & developed by NOVOTRADE INTERNATIONAL

7TH HOLE

Circle Reader Service #107

Viking Software, Inc.

Adventure/Role-Playing

Past

	IBM	Mac
AD&D Starter Kit	31	-
AD&D Collector's Edition	39	-
AD&D Collector's Edit. 2	43	-
AD&D Unlimited Advent.	37	5/93
Bards Tale III	31	-
Bards Tale Constr Set	32	-
Betrayal at Krondor	10	-
Black Crypt	32	-
Castles	36	2Q
Northern Camp	19	-
Castles II	37	3Q
Challenge of Five Realms	34	-
Champions of Krynn	19	-
Conquests of the Longbow	42	42
Curse of the Azure Bonds	15	37
Darklands	38	-
Art Disk w/HB	13	-
Darklands MPE	38	-
Dark Queen of Krynn	31	37
Darkside of Xeen	42	-
Dark Sun Shattered Lands	4/93	11/93
Grey Isles Camp	4/93	-
Daughter of Serpents	32	-
Death Knights of Krynn	19	-
DragonLance Collec Ed	43	-
Eric the Unready	37	-
Eye of the Beholder	19	-
Eye of the Beholder 2	37	-
Eye of the Beholder 3	42	-
Four Crystals of Trazere	34	-
Gateway Savage Frontier	31	-
Gemfire	32	-
Gryphon Master of Havlar	11/93	-
Heimdall	32	-
Inca	37	-
Inindo	37	-
King's Quest IV	39	-
King's Quest V (VGA)	42	42
King's Quest VI	47	-
King's Ransom	37	-
Legacy	34	-
Legacy of Necromancer	TBA	-
Legend of Kyrandia	37	-
Legends of Drakka	7/93	-
Legends of Valor	37	-
Lord of the Rings	36	-
Lord of the Rings 2	36	-
Lost Vikings	10	-
Lure of Temptress	37	-
Magic Candle 2	37	-
Magic Candle 3	37	-
Martian Dreams	37	-
Might & Magic I & II	-	32
Might & Magic III	39	37
Might & Magic IV	42	-
M&M Clouds of Xeen	42	-
Merchant Colony	32	-
Pirates Gold	6/93	-
Pool of Radiance	-	31
Pools of Darkness	37	37
Prophecy of the Shadow	38	-
Quest for Glory I (VGA)	22	-
Quest for Glory II	39	-
Quest for Glory III	42	-
Ragnarok	35	-
Realms	20	-
Realms of Arkania	37	-
Red Crystal	5/93	-
Return to Zork	10	-

Veil of Darkness

This gothic nightmare is not for the faint hearted. Plunge into a maze of vampires, werewolves and zombies accompanied with chilling graphics and sound F/X.

IBM $37

Savage Empire	37	-
Secret of Monkey Island	37	37
Secret of Monkey Island 2	39	37
Secret of the Silver Blades	15	37
Shadowgate	-	25
Shadowgate (Windows)	31	-
Shadowlands	33	-
Shadow Sorcerer	34	-
Spellcraft	37	-
Spoils of War	37	-
The Summoning	38	-
Tales of Magic	39	-
Treasures Savage Frontier	19	-
Ultima IV	37	-
Ultima V	37	-
Ultima VI	19	-
Ultima VII	49	-
Forge of Virtue	19	-
Ultima VII Part 2	49	-
Ultima Trilogy I	37	-
Ultima Trilogy 2	49	-
Ultima Underworld	49	-
Ultima Underworld 2	49	-
Uncharted Waters	43	43
Warriors of Legend	22	-
Wizardry Trilogy	34	-
Wizardry 4	27	-
Wizardry 5	17	-
Wizardry 6 (Bane)	39	37
Wizardry 7 (Crusaders)	42	3Q

Present

Alone in the Dark	3/93	-
Amazon	38	-
Batman Returns	42	-
Blue Force: Next of Kin	Spring	-
Carmen SanDiego Past	-	37
Carmen SanDiego Europe	34	-
Carmen SanDiego Time	34	-
Carmen SanDiego USA	34	-
Carmen SanDiego World	34	-
Carmen SanDiego Deluxe	49	-
Carmen SanDiego Amer Past	38	-
Castle of Dr. Brain	33	-
Champions	2Q	-
Classic Adv Pak (LucasArts)	37	-
Dagger of Amon Ra	42	42
Deja Vu I & II	31	25
Eco Quest 2	32	-
Elvira 1	37	-
Elvira 2	43	-
Freddy Pharkas	3/93	-
Heart of China	37	-
Indy Jones/Last Crusade	34	32
Indy Jones/Fate of Atlantis	39	37
Leisure Suit Larry Trilogy	53	-
Leisure Suit Larry 1	-	32
Leisure Suit Larry 5	42	42
Lost Files Sherlock Holmes	42	-
Lost Treasures of Infocom	42	42
Lost Treasures of Infocom II	37	37
The Manhole	32	-
Maniac Mansion 2	Spring	-
Out of this World	37	-
Police Quest 1	-	32
Police Quest 2	40	-
Police Quest 3	42	42
Rocketeer w/Sound Source	42	-
Savage Empire	39	-
Sea Rogue	28	-
Seal Team	37	-

Legacy

You've just inherited a home from your evil ancestors. Explore over 400 rooms of terror in a desperate struggle to stay alive. Excellent graphics and sound F/X

IBM $34

Realms of Arkania

Sir-Tech breaks off from the Wizardry line & brings another great role playing adventure. Utilizes excellent graphics and sound. Very hot item!

IBM $37

	IBM	Mac
Spellcasting 301	37	-
Strike Commander	49	-
Speech Pack	16	-
Uninvited (Windows)	31	-
Veil of Darkness	37	-
Waxworks	39	-
Willy Beamish	42	42
Wolfenstein/Spear Des	42	-

Future

ArmourGeddon	37	-
Bad Blood	31	-
Battletech Powerhits	33	-
Buck Rogers	15	-
Buck Rogers 2	19	-
Breach 2	19	-
Cyberspace	5/93	-
Dune	37	-
Dune II	37	-
Epic	42	-
Elite Plus	32	-
Flashback	5/93	-
Free D C	40	-
Gateway	38	-
Hard Nova	16	-
Jonny Crash	Fall	-
Leather Goddesses Phobos 2	46	-
Legions of Krella/Star Legions	37	-
M1	6/93	-
Mantis	36	-
Speech Pack	22	-
Martian Memorandum	30	-
Mechwarrior 2	40	-
Megatraveller 1	15	-
Megatraveller 2	39	-
Nova 9	25	-
Out of this World	37	37
Planet's Edge	22	-
Powerhits Sci-Fi	32	-
Privateer	9/93	-
Protostar War on Frontier	2Q	-
Rex Nebular MPE	38	-
Ringworld Revenge Patri	37	-
Rise of the Dragon (VGA)	39	-
Space Hulks	37	-
Space Quest I-II	-	32
Space Quest III	37	37
Space Quest IV	42	42
Space Quest V	42	-
Spelljammer	37	-
Star Control 2	37	-
StarFlight 1 & II	16 ea.	37 ea.
Star Trek 25th Anniversary	36	-
Star Trek: Next Generation	3Q	-
Strike Commander	49	-
Speech Pack	16	-
Terminator 2029	42	-
Twilight: 2000	32	-
Ultrabots	37	-
Wing Commander I	19	-
Secret Mission 1 & II	19 ea	-
Wing Commander I Deluxe	49	-
Wing Commander II	49	-
Special Operations 1	19	-
Special Operations 2	19	-
Speech Pack	13	-
Wing Commander III	3Q	-
X-Wing	42	-

Hint Books

A-Train Official Strat. Guide	12
AD&D Clue Books	10-12
Avatar Adventures	11
Bard's Tale III	10
Chaos Strikes Back	10
Chuck Yeager Handbook	12
Civilization	12
Clouds of Xeen	15
Dagger of Amon Ra	10
Darklands	13
Dungeon Master	10

X-Wing

Pilot X-wing, A-wing, or Y-wing against the Imperial Empire. Includes combat training, tours of duty, promotions, decorations, replay camera. Digitized music and dialogue from the movie. Must have!

IBM $42

Dungeon Master Scrolls	12
Elvira I & II	10 ea
Empire Deluxe Strat. Guide	12
Eye of the Beholder 2	12
F-15 Strike Eagle III Guide	12
Falcon Air Combat	12
Falcon 3 Strategic Guide	17
Global Conquest. Guide w/disk	15
Great War Planes	12
Gunship 2000 Strategy Guide	12
Jetfighter II Strat. Guide	12
Legend of Kyrandia	10
Legends of Valor	10
Lemmings w/companion disk	15
Lord of the Rings	10
Lost Files of Sherlock Holmes	10
Lucasfilm Air Combat	12
Lucas Arts Adv. Game Book	12
Harpoon Battlebook	12
Heaven & Earth. Strat. Guide	12
Magic Candle 2	10
Martian Dreams	10
Might & Magic Official Guide	12
Might & Magic III	15
Patriot. Official Strat. Guide	12
Planet's Edge	15
Pools of Darkness	12
Powermonger Official Strat.	12
Populous I & II Off. Strat. Book	12
Quest for Clues. Book of Orbs	11
Quest for Clues Man. of Swords	11
Quest for Clues 3 & 4	16 ea.
Railroad Tycoon	12
Ragnarok Strat. Guide	10
Rex Nebular	10
Ringworld	8
Run 5 Magazine 1-17	5
Secret of Monkey Island I & II	10 ea
Sherlock Holmes	11
Sierra Hint Books	8
Sim Earth Official Strat. Guide	12
Sim Life Official Strat. Guide	12
Star Control 2	11
Starflight 1 & II	8 ea.
Star Trek 25th Anniversary	10
Strike Commander Guide	10
Stunt Island Guide	12
Summoning	15
Ultima. Official Book	12
Ultima III-VI	9 ea.
Ultima VII	10
Ultima VII Part 2	10
Ultima VII & Underworld	11
Ultima Underworld I & II	10 ea.
V for Victory #1 Battle Book	12
Veil of Darkness	10
Wing Commander I & II Guide	12
Wizardry 6 (Bane)	10
Wizardry 7 Hint Book	13

Hardware

AdLib	49	-
APS 2001 Cobra Joystick	52	-
CH Flightstick	37	-
CH Virtual Pilot	66	-
Flight Yoke 2000	42	-
Gravis Eliminator Gamecard	29	-
Gravis Joystick	39	-
Gravis Pro	41	-
Gravis UltraSound	130	-
Pilot Control Stand	21	-
Pro Audio Spectrum 16	210	-
Pro Audio Spectrum Plus	145	-
SoundBlaster ASP 16	235	-
SoundBlaster Pro	180	-
SoundBlaster Pro Basic	150	-
SoundBlaster Microchannel	269	-
Thunderboard	99	-
ThrustMaster flight stick	69	-
ThrustMaster Pro	114	-
ThrustMaster Rudder Pedal	109	-
ThrustMaster Throttle	79	-
ThrustMaster TSR s	12	-

March Specials

	IBM	Ami
A.T.A.C.	29	-
A Line in the Sand	19	-
Champions of Krynn	19	-
Centurion	16	-
Death Knights of Krynn	19	-
Eye of the Beholder I	19	-
F-16 Combat Pilot	10	-
Int. Sports Challenge	-	19
Links/Bountiful Course Disk	-	5
MBT. Cen. Germany	-	19
Overrun	-	10
Secret of Monkey Island I	-	19
Sim City Add-ons 1 & 2	-	5
Space Quest IV	-	19
Starflight I & II	16 ea.	-
Stratego	-	15
Test Drive II: Supercars	-	5
Treasures of Savage Frontier	19	-
Ultima VI	19	-
Wing Commander I	19	-

Latest and Greatest

Battles of Destiny
Conquered Kingdoms
Dune II
F-15 III
Front Page Sports: Football
Mercenaries
Pacific War
Star Control II
Ultima Underworld II
V for Victory Series

For information and release dates 1-(404) 840-7906
To place orders in U.S. and Canada 1-(800) 852-6187
Fax 1-(404) 840-7925

2890 Lake Colony Drive, Suite 12, Norcross, GA 30071
Please have credit card ready! Open Saturdays 10-5 for your convenience.

SAME DAY SHIPPING on items in stock
Hours: Mon-Fri 10am-10pm EST (6am-7pm PST)

UPS Rates:	Ground	$5.00	3-day Air	$6.00
	2-Day Air:	7.00	AK & HI:	12.50
	COD Add:	5.00	Overseas	Avail
Mail Rates:	AK & HI	6.00	Canada	6.00
	Overseas:	Avail		

Prices are subject to change so please call first!
PHONE: (404) 840-7906
24 HR. FAX: (404) 840-7925

Strategy

Pre-WWII

	IBM	Mac
Ambush	4/93	-
Ancient Art of War Skies	37	-
Blue and the Grey	5/93	-
Caesar	37	-
Centurion	16	-
Civil War Vol 1, 2 or 3	27	32
Cohort 2	18	-
Conquered Kingdoms	37	-
Conquest of Japan	37	-
Discovery of Columbus	37	-
Genghis Khan	37	-
Gettysburg	39	-
Gold of the Americas	26	29
L'Empereur	38	-
Liberty or Death	37	-
Merchant Colony	32	-
No Greater Glory	22	-
Nobunaga's Ambition 2	39	-
Paladin II	37	-
Prelude to Jutland	26	-
PTO	3/93	-
Rampart	25	-
Red Baron (VGA)	42	42
Mission Builder	19	-
Romance of 3 Kingdoms	42	-
Romance of 3 Kingdoms 2	42	-
Siege	38	-
Dogs of War	19	-
Warlords/Enhanced	19	-
Warlords II	6/93	-
Waterloo	19	-

World War II

	IBM	Mac
Aces of the Pacific	47	-
WWII 1946!	25	-
RAF in the Pacific	1Q	-
Aces Over Europe	1Q	-
Campaign Disk 1	2Q	-
Action North Atlantic	26	-
Action Stations v3.2	32	-
Data Disk	17	-
Air Raid Pearl Harbor	26	-
Air Warrior	37	-
B-17 Flying Fortress	38	-
Banzai	26	-
Battleaxe Barbarossa	39	-
Bismarck	26	-
Campaign	37	-
Carriers at War	42	35
Const. Kit	37	30
Carrier Strike	42	-
Expansion Disk #1	21	-
Clash of Steel	4/93	-
Fleet Commander	6/93	-
Fleet Med	39	-
German Raiders Atlantic	26	-
Grand Fleet	39	-
Great Naval Battles	42	-
Super Ships/Atlantic	19	-
Scenario Builder	25	-
America/Atlantic	19	-
High Command	44	-
High Cmd. Enhan. SVGA	5/93	-
In Harm's Way	39	-
Malta Storm	39	-
Mananas Turkey Shoot	26	-
MBT Central Germany	39	-
MBT Kursk	39	-
Midway	26	-
New World Order	2/93	-
Pacific Theater Op	5/93	-
Pacific War	47	-
Panzer Battles	26	29
Patton Strikes Back	17	19
Reach for the Skies	18	-
River Plate	26	-
Rommel North Africa	26	29
Second Front	22	-
Secret Weapons Luftwaffe	44	-
OO 335 plane disk	20	-
HE 162	20	-
P-38	20	-
P-80	20	-
Seventh Fleet	39	-
Silent Service 2	34	-
Silent Service 2 Classic	22	-
Task Force 1942	39	-
Their Finest Hour/Bdhwks.	44	-
Third Reich	28	-
V for Victory: Utah Beach	43	37
V for Victory: Velikiye Luki	43	43

Empire Deluxe

This is the modern version of the award-winning EMPIRE. Now with Super VGA, digitized sound F/X, network & modem capability, scenario editor, and more. A must!

IBM $37

	IBM	Mac
V for Victory: Mkt. Garden	43	43
V for Victory: Casserine Pass	2Q	2Q
V for Victory: Stalingrad	3Q	3Q
Victory at Sea	1993	-
Warlords	-	37
Western Front	22	-
WW II: Battles of Pacific	5/93	-

Modern

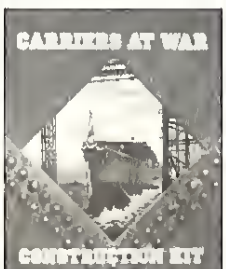
7th Fleet	39	
A.T.P.	39	-
A-10 Warthog	12/93	-
A Line in the Sand	19	-
ATAC	29	-
Air Force Commander	37	-
Allied Forces	29	-
Comanche: Max. Overkill	43	-
Expansion Disk 1	25	-
Expansion Disk 2	25	-
Conflict: Korea	19	-
Conflict: Middle East	19	-
Crisis in the Kremlin	42	-
F-117A Nighthawk (VGA)	40	-
F-15 II Classic	22	-
F-15 III	42	-
F-15 III Voice Commander	18	-
F-19 Voice Commander	18	-
Falcon 3.0	45	-
Operation: Fighting Tiger	25	-
Falcon MC	-	42
Flight Sim 4.0	40	-
Flight Planner	27	-
Sound & Graphics	27	-
Rescue 911	19	-
Scenery Design	28	-
Global Effect	34	-
Gunship 2000	38	-
Campaign Disk 1	22	-
Halls of Montezuma	27	29
Harpoon v1.3	25	37
Battleset 2 or 3	20	20
Battleset 4	22	24
Harpoon Designer Series	32	32
Harpoon Scenario Editor	25	25
Harpoon Challenger Pak S.E.	49	49
Harpoon II	1993	-
Harrier Assault	37	-
Jet Fighter 2	42	-
Add on disk	18	-
JF2 w/add on disk	47	-
Jump Jet	34	-
Jump Jet "Ace Pack"	38	-
KGB	22	-
M1 Tank Platoon	29	-
MacArthur's War	32	-
Megafortress	28	-
Mission Disk 1 or 2	24	-
Megafortress Megapack	37	-
Pacific Islands II	32	-
Patriot	43	-
Red Storm Rising Classic	22	-
Shadow President	42	-
Shuttle	38	-
Special Forces	32	-
Utopia	32	-

Sci-Fi

Battlefield 2000	37	-
Breach 2	19	-
Cyber Empires	31	-
Fireteam 2200	34	-
Global Effect	31	-
Imperium	25	-
Mantis	41	-
Speech Pack	18	-
Mechamander	10/93	-
Mercenaries	37	-
Mercenaries 2	6/93	-
Reach for the Stars	28	28
Robosport (Windows)	38	37
Rules of Engagement	39	-
Rules of Engagement 2	4/93	-
Second Conflict (Windows)	34	-
Space Inc.	6/93	-
Spaceward HO! (Windows)	37	-
Spaceward HO! (DOS)	37	-
Spectre	37	-
Star Legions	37	-
Star Legions 2	8/93	-
Theatre of War SVGA	31	-
When Two Worlds War	37	-

General

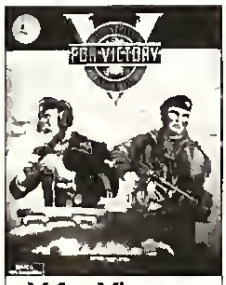
A-Train	42	42
Construction Set	24	24
Air Bucks	37	-
Are We There Yet?	16	-
Battles of Destiny	37	-
Battle Chess	22	32
Battle Chess (Windows)	32	-
BattleChess 4000 (VGA)	32	-
BattleChess 4000 (SVGA)	37	-
Buzz Aldrin's Race to Space	42	-
Caesar's Palace	-	18
Caesar's Palace (Windows)	18	-
Chessmaster 3000	34	-
Chessmaster 3000 (Windows)	43	-
Civilization	38	38
Civilization Master Edition	45	42
Classic 5	1Q	3Q
Classic 5 (Windows)	2Q	-
Club Racquetball	-	18
Command HQ Classic	22	-
Design Your Train	49	-



Carriers at War Construction Kit

This kit allows modification of existing CAW scenarios or the creation of new scenarios. New scenarios include Wake Island, Guadalcanal, and Tarawa.

IBM/Mac $37



V for Victory: Market Garden

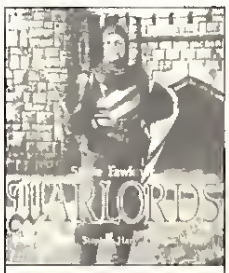
The most popular WWII series in gaming software adds another proud product. Simulates Allied airborne invasion of Germany in 1944. SVGA graphics required.

IBM/Mac $43

	IBM	Mac
Design Your R.R.	38	-
Design Your Landscape	57	-
Dominant Species	32	-
Dominion	9/93	-
Eco Quest 2	32	-
El-Fish	37	-
Empire Deluxe	37	-
Eric The Unready	37	-
Facetris III	17	17
Flight Sim 4.0	40	39
Sound and Graphics	27	-
Global Conquest	39	-
Gobliiins	37	-
Grandest Admiral	8/93	-
Grand Slam Bridge II	34	-
Heaven and Earth	32	-
Hong Kong Mahjong	33	-
Hong Kong Mahjong Pro	31	-
Hoyles/Classic	32	-
Incredible Machine	32	-
Ishido	-	34
Lemmings	32	32
More Lemmings & Game	33	-
More Lemmings	22	-
Lemmings 2	37	37
Lexi Cross	27	32
Life & Death II	32	-
Lost Admiral	38	1993
Lost Admiral Enhanced	12/93	-
Monopoly	28	-
Monopoly Deluxe OOS/Win	37	-
Origin F/X Screen Saver	25	-
Perfect General	38	-
WWII Scenario Disk	22	-
Great Battles 20th Cen	25	-
Perfect General Enhanced	8/93	-
Pinball Windows	32	-
Pool Shark	18	-
Populous	16	-
Populous 2	37	-
World Editor	3/93	-
Powermonger	31	-
WWI Scenario Disk	3/93	-
Power Politics	32	-
PowerHits: Movies	32	-
R.R. Tycoon Classic	22	-
Reach for the Skies	22	-
Risk	26	-
Risk (Windows)	32	-
Sargon V	32	32
Scrabble Deluxe (Windows)	32	-
Sharif On Bridge	32	2Q
Sharif On Bridge (Windows)	32	-
Shuttle	38	-
SimAnt	38	38
SimCity	32	-
SimCity (Windows)	38	-
SimCity Supreme I	-	37
SimCity Supreme II	-	47
SimCity 2000	3Q	-
SimEarth	42	42
SimEarth (Windows)	42	-
SimFarm	3Q	-
SimLife	42	42
SimLife (Windows)	47	-
Solitaire (Windows)	32	-
Solitaires Journey	38	-
Spoils of War	37	-
Stunt Island	37	-
Super Tetris	32	32
Super Tetris (Windows)	32	-
Tristan	32	37
Utopia	32	-
Virtual Reality Studio 2	57	-
Wacky Funsters	18	-
Ween: The Prophecy	37	-
Wordtris	29	32

Sports

	IBM	Mac
4-D Boxing	16	31
All-Amer. College Ftbll 92	37	-
Andretti's Racing Challenge	16	-
ATP Tennis	31	-
Bill Elliot - Nascar	32	32
Car and Driver	37	-



Warlords Enhanced

This classic wargame has been on top of CGW's Reader Poll for 2 years. Addictive medieval strategy game with 1-8 human/computer players. A+ rating.

IBM $19

	IBM	Mac
Complete PGA Tour Golf	31	-
Earl Weaver Baseball	-	31
Earl Weaver Baseball II	16	-
Front Pg. Sports: Football	42	-
Front Pg. Sports: Baseball	3/93	-
Front Pg. Sports: Basketball	'93	-
Games: Summer Challenge	35	-
Games: Winter Challenge	35	-
Grand Prix	37	22
Grand Slam Bridge II	32	-
Hardball 3	37	-
MLBPA Player Disk	15	-
Stadium Disk	18	-
Hockey League Sim II	29	-
Indy 500	16	-
Jack Nicklaus Sig. Ed. Golf	42	-
Course Disk #2	15	-
John Madden Football II	31	-
Jordan - Flight	37	-
Links	39	-
Links 386 Pro	42	-
Mauna Kea Crse. Disk	19	-
MicroLeague Baseball 4	33	-
NCAA College Football '92	37	-
NFL Challenge	56	-
NFL Video Pro Football	47	-
PGA Tour Golf	19	37
PGA Tourn. Crse. Disk	15	15
PGA Tour Golf (Windows)	37	-
PGA Tourn. Crse. Disk	15	-
Pool Shark	22	-
Pro League Baseball	37	-
PowerHits: Sports	32	-
Tony LaRussa Ult. Baseball	19	-
Add-On Disks	ISea	-
Tony LaRussa 2	37	-
'92 Stats Disk	12	-
AL/NL Stadiums	18	-
Fantasy Draft	12	-
Wayne Gretzky Hockey 2	36	-
Hockey League Sim	28	-
Wayne Gretzky Hockey 3	37	-
Wilson Pro Golf	27	-
World Circuit	34	-

Keyboard Overlays

A-10 Tank Killer	10
A.T.P.	10
Aces of the Pacific	10
B-17 Flying Fortress	10
C. Yeager Air Combat	10
F-15 Strike Eagle II	10
F-117A Nighthawk	10
Falcon 3.0/3.0 1	10
Flight Simulator 4.0	10
Jetfighter I and II	10
Megafortress	10
Secret Weapons Luftwaffe	10

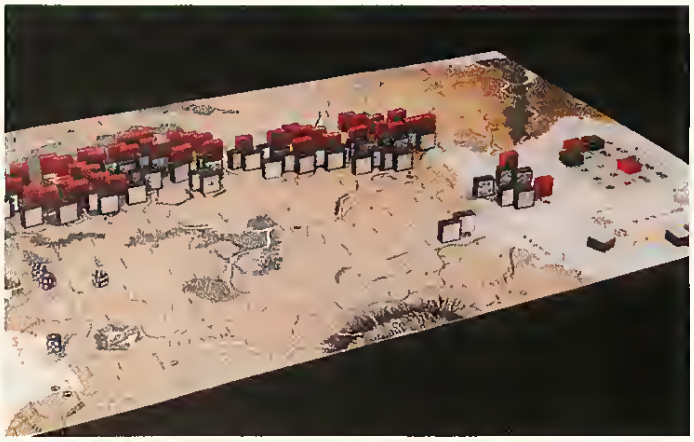
CD-ROM

	I	M
12 Roads to Gettysburg	42	42
The 7th Guest	57	-
Amazing Universe	47	47
Battle Chess	47	47
Battle Chess Enhanced	47	47
Blade	-	57
Buzz Aldrin's Race Space	57	-
Campaign	37	-
Case of Cautious Condor	37	-
Challenge of Five Realms	2/93	-
Chessmaster 3000	57	-
Conquest of the Longbow	42	-
Creepy Castle	-	32
Cyberspace	5/93	-
Dagger of Amon Ra	42	-
Dark Sun	9/93	-
Destination: Mars	37	-
Dune	42	-
Eco Quest	42	-
Great Naval Battles	7/93	-
Gunship/Midwinter	57	-
Guy Spy	32	-
Iron Helix	-	62
Jones in the Fast Lane	42	-
King's Ransom	37	-
King's Quest V	42	-
The Legend of Kyrandia	42	-
Loom	47	-
Lost Treasures Infocom I	47	47
Lost Treasures Infocom II	37	37
M-1 Tank Platoon	57	-
Magnetic Scrolls	47	-
Maniac Mansion 2	3/93	-
Mantis	42	-
Manhole Enhanced	37	-
Murder Makes Strange Deadfellows	37	-
North American Indians	42	-
Pacific Islands	32	-
Pacific Islands II	32	-
Prince of Persia	57	-
The Secret of Monkey Island	47	-
Secret Weapons of Luftwaffe	57	-
Sharif on Bridge	47	-
Sherlock Holmes Cons. Det. I	43	43
Sherlock Holmes Cons. Det. II	43	43
Shuttle	57	-
Spaceship Warlock	-	55
Space Quest IV	42	-
Star Trek 25th Anniv. Edition	47	-
Total Baseball	42	-
Total Distortion	-	62
Ultima I-VI Bundle	57	-
Ultima Undwld./Wing Co. II	47	-
Victor and Yondo	-	37
Where World Carmen Deluxe	52	-
Willy Beamish	42	-
Wing Commander + Secret Missions 1 & 2	47	-
Wing Commander II Deluxe	47	-
Wing Commander/Ultima VI	57	-
Wolfpack	3/93	-

EASTWARD HO!

A Replay of Columbia Games' *EastFront*

by Michael Peck



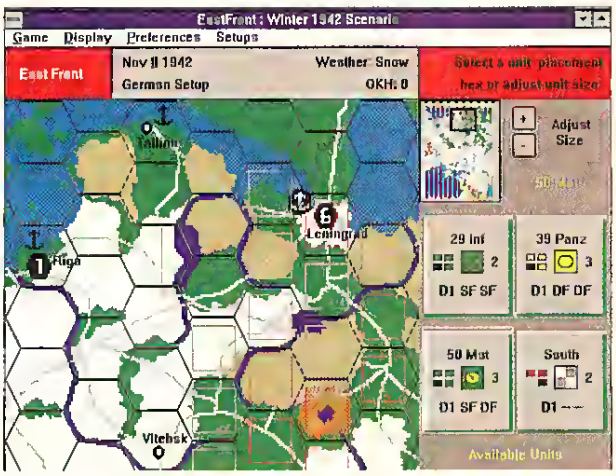
German player: Paul Saunders

Soviet player: Michael Peck

The following article is a replay of *Computer EastFront* by Columbia Games Inc. *Computer EastFront* is a faithful translation of the popular board game of the Russo-German war. The article describes the opening terms of the Summer 1942 scenario, when the Germans grasped their last opportunity to defeat the Soviet behemoth. The scenario was played using the game's electronic mail feature.

Situation and Deployment

The Germans stared into the jaws of a strategic dilemma as they gazed across the immensity of the endless Russian steppes. With the Russians still groggy from their drubbing the previous summer, the Wehrmacht still dominated the battlefield. Yet, it was too weak to seize all of its strategic objectives. The Germans had a good shot at taking Moscow, Leningrad or the Caucasian oil fields, but *not* all three. Moscow and Leningrad were right on the front lines, but surrounded by dense forests and rivers. So, the Germans opted to thrust across the open southern steps between Moscow and Rostov. To ease the way, they used the game's limited intelligence feature, which hides the strength and type of enemy units not in combat, as well as the ability to reallocate steps among units before a scenario begins. Each of the corps in front of Leningrad and Moscow were depleted to their minimum one step, and their strength points were used to bring the armor and infantry in the south to full strength. The southern armor was also dispersed so as not to tip off the Soviets. The German plan was to kill Soviet units (and get victory points) and then execute a hook on Moscow from the south.



For their part, the Soviet dilemma was no less acute and a lot more frightening. The front was huge and their units and HQs were weaker than their German counterparts. Seeing what appeared to be strong stacks around Moscow (and not knowing their strength) the Soviets built a strong line in the north to hold the vital production centers. An infantry screen was left in the south with reserves in the cities behind the front.

Turn 1 (First half of June 1942)

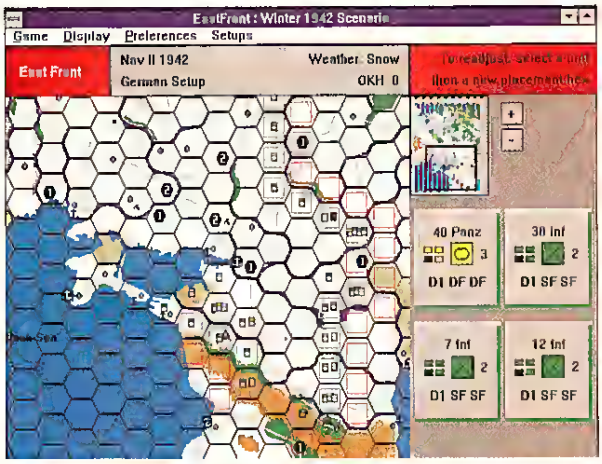
The great drama along the Don unfolded as the Soviet defenders in the south melted under waves of dust-covered panzers. Voroshilov fell, and the gap between the Don and Donets rivers was threaded. The Germans struck in groups of four panzer corps — the maximum allowed by stacking. Although not bringing along infantry maximized striking power, it also meant the expensive armor absorbed all the losses.

The Germans had ordered one HQ to blitz, which gave a second movement and combat phase, though at the cost of depleting the HQ. German armor and infantry pour through the ruptured line to penetrate as far as the outskirts of Stalingrad. Two German infantry corps also tried to seize Rostov, but suffered heavy losses in the built-up terrain. The Soviets moved swiftly to plug their shattered line. Because using HQs is expensive, they only activated the STAVKA HQ, which had an unlimited command range. But with a six-unit limit, STAVKA couldn't both maneuver units in the south and pull reinforcements down from the north. So, the Soviets used local forces to form a hasty line along the Don and in front of the open terrain near Stalingrad. Even a precious HQ, locked in combat with a panzer corps, was left behind to shore up the line. As a small consolation, two German mech corps out of supply range of a friendly German rail hex suffered attrition.

Turn 2 (Second half of June)

The Germans chose not to blitz this turn. Blitz commands deplete an HQ's strength, and with two turns to go before replacement time, HQ's must be rationed. Yet, the Wehrmacht still created big headaches

for the Red Giant when an isolated panzer corps used strategic movement to move into empty Stalingrad. Meanwhile, three infantry corps piled onto the fortress of Sevastapol while the panzer battering ram again slammed the Soviet line between Rostov and Voroshilov. The Sevastapol and Rostov defenders inflicted heavy losses upon the attackers, but again the Soviet line was ruptured.

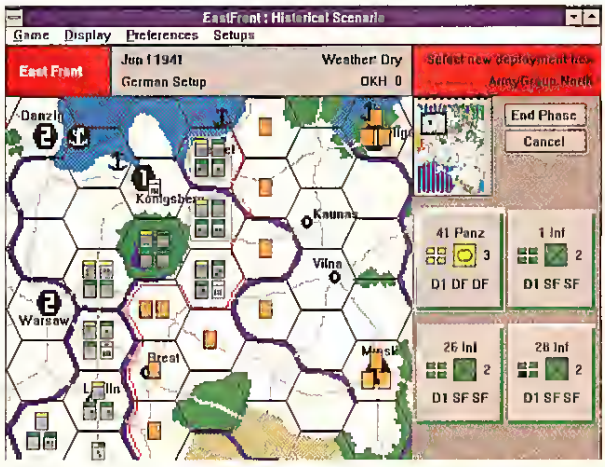


Fortunately, no blitz gave the Soviets time to again reform their line. But Marshal Zhukov cursed as the swastikas flew over Stalingrad. With units only able to move two and three hexes normally, tail movement is vital, and a hostile Stalingrad blocked rail transit between Moscow and the Caucuses. This time, the Soviets activated STAVKA and the local southern HQs to take advantage of a fragmented German line. With supply restricted to two hexes from a friendly rail hex, supply effects are harsh, particularly since cutting supply lines depletes enemy units at the end of the friendly turn. Soviet armor managed to cut German supply and rail lines, and seven German mech corps lost a step apiece at the end of the Soviet turn. Still, after one month the Germans have managed to open a bulge between the Caucuses and Voronezh south of Moscow.

Turn 3 (Beginning of July)

During production, the Germans and Soviets both gave priority to augmenting their HQs first. Without them, combat units are essentially patalyzed. The Germans used their remaining resources to augment panzer forces. The Soviets concentrated on rebuilding destroyed cadres. Though more expensive than augmenting on-map forces, STAVKA wanted as many maneuver units as possible in the south. The new cadtes were placed in the Caucuses and on the rail lines on the eastern edge of the map.

In July the Germans begin with attacks at two crossing sites over the Don south of Votonezh. One was tepulsed, but the other established a bridgehead. In the North, the Getmans finally stirred with a bloody and unsuccessful assault into the fottress of Leningrad. The Soviets responded by forming a line south of Moscow. In a sneaky move, a lone tank corps locked in battle east of Rostov disengaged and moved to cut the German railhead in the south. The Germans watched with dismay as a panzer corps in Stalingrad and two infantry corps in Rostov died for lack of supply, while several other units suffered attrition. Dismay turned to confusion as they realized it shouldn't have been happening. In the boatd game, units locked in battle or out of supply exert no zones of control, so some of their corps should be able to trace a line along the Don. A computer glitch seems to be the only explanation.



At this point the game is called, with the Getmans well ahead on points. Although the Soviets will be stronger by winter, they have lost too many cadres and a precious HQ. In hindsight, the Red Army should have been stronger in the south. But the Germans needed to be more careful of theit supply lines, and probably should have ttied more to husband their armor.

Tips

Since *Computer EastFront* is a faithful translation of the board game (except for tracing supply lines), many of the same cautions apply. First, think long and catefully before activating HQs and, especially, blitzing with them. Blitzing consumes two steps in a single tutn and, with two tutns a month and only one step replaced at the beginning of each month, players can easily find themselves with a pile of useless HQs. The Soviets must be particularly careful; once their two-step HQs blitz, they are completely depleted. The three-step Getman HQs have a slightly easier time. One good technique is to cluster two or three HQs together and blitz on alternate tutns. Nonetheless, with only four or five HQs on each side, only select portions of the front will be in command. That's why the STAVKA and OKW high command HQ's are so valuable; they can command units anywhere on the map. One should also remembet that units can make unsuppotted attacks. Although their offensive power is halved in such a case, it is a way to get units into a hex in preparation for a later attack.

Next, decide where to concentrate. *EastFront* is an attritional game, and units tend to die slowly unless hit by strong forces. Particularly in cities and forests, where the defender takes one-half or one-third normal losses, dislodging a sttong force is nearly impossible. It is easier to try and isolate those points and let supply attrition do the work. Remember that four corps may stack in a hex, but only two may ctoss a single hexside in a single movement phase, so plan on striking the enemy line from multiple hexsides. Only one unit may cross an enemy-contiolled river line at a time, so use less expensive infantry to force the bridgehead — and take the losses — and then, move the armor across.

Though the computer chooses losses, it will always take from the strongest piece first. This puts players in a dilemma since striking with pure armor doubles offensive power, but lets armor get shot up. The Germans must be especially watchful because their replacements are twice as costly as each Soviet step. Also, players must decide whether to allocate replacements to existing units or return destroyed cadtes to the map. German teplacements are more expensive but their cadres ate cheaper compared to their Soviet counterparts. Nonetheless, cadres statt weak and only one step can be added to them per month, so losing a cadre means that corps won't be full strength for three or four months.

A vital factor is supply. Despite the glitch, the computet version still demonstrates the danger of outrunning supply lines and of a narrow thrust. A two-hex range is short, and rail lines can be easily blocked by zones of control. A hard-pressed defender can try to maneuver along the attacker's flanks and cut his supply lines. What is devastating is that enemy units suffer attrition at the end of the friendly turn, so they don't have time to re-establish supply.

Finally, both the computer and the boardgame fiendishly use hidden combat values to turn any game into a tense game of bluff and feint. Probe the enemy line to see how strong he really is and use fast mech units to suddenly descend on an outnumbered defender. Enjoy the feeling of surprising an opponent, and don't be surprised when that stack of weak infantry turns into an armored unit that completely turns the tables. CGW

Taking a Peek

Access Software, Inc.
4910 West Amelia Earhart Dr.
S. Lake City, UT 84116
(800) 800-4880

MAUNA KEA - LINKS CHAMPIONSHIP COURSE: Aloha — the very versatile Hawaiian word meaning "hello," "good-bye," and "the pig is butning" — can also replace "Fore!" in the vocabulary of the golfer, at least if the golfer is in Mauna Kea. Access' excellent golf system does a beautiful job of depicting this paradisiacal tropic landscape, with gtaceful palms, rich azure seas, and coarse volcanic rock. The new course can be used with any of the three Access-developed programs; *Links*, *Links 386 Pro*, and *Microsoft Golf*. Hang loose but watch the hook left. IBM ($29.95). Circle Reader Service #1.

Mauna Kea - Links Championship Course

Activision
11440 San Vincente Blvd.
Los Angeles, CA 90049
(310) 207-4500

RODNEY'S FUNSCREEN: "Provides five essential games," reads the package designed to patody the typical children's cereal box. "Sold by fun not by volume," watns the side panel, and fun it may be for its preschool audience, though there's plenry of volume in the copious sound effects and nartation ftom Rodney. The five games included are very simple and are designed to introduce very young kids to the computer and its mysteries. At Dinky's House, kids will try to find which shade-drawn window Dinky is hiding behind. Kids can also go inside the house and click on the various rooms to see what Dinky does in his daily life. (See screen shot.) There is a primitive paint program that allows kids to draw silly accessories on ptovided faces. Other games include the typical Concentration adaptation, a monstet counting exetcise, and a cute diversion that inttoduces kids to the alphabet. All told, a great tasting, mentally nutritious bowl of goodies for the young ones, though it may get soggy in milk. IBM, Mac ($49.95), IBM CD-ROM, Tandy VIS ($59.95). Circle Reader Service #2.

Rodney's Funscreen

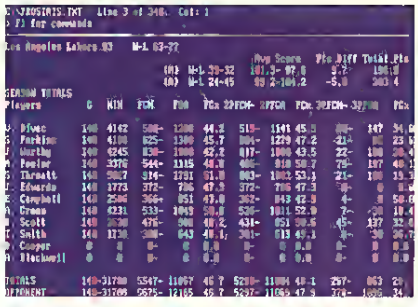
Bethesda Softworks
1370 Piccard Drive
Rockville, MD 20850
(301) 926-8300

HOCKEY LEAGUE SIMULATOR II: Criticizing the general manager of one's favorite team seems to be the sports fanatic's pastime of choice. Either a trade was poor, ot a coach should be fited, or a dtaft was ineptly run. Regardless of the situation, the armchair GM can usually do better. Now they can prove it with this update of Bethesda's original hockey league simulator. The new vetsion sports an improved interface and menuing system, bettet negotiation attificial intelligence, and a horde of other gamer-suggested enhancements. The program is fully compatible with *Wayne Gretzky Hockey III*, so one can draft a team, organize its schedule, hire or fire its coach, and then play each game of the season with either *Wayne Gretzky* or with a quick simulation mode. It's an excellent simulation of franchise sports from the executive's box. IBM ($44.95). Circle Reader Service #3.

Hockey League Simulator II

BOBBALL, Inc.
1523 Felton Road
South Euclid, OH 44121

B-BALL - PRO BASKETBALL FOR THE COMPUTER: Originally created as a tool for NBA teams to analyze team and playet petformance, this text based statistics program is now being marketed to the general gaming public. The package comes with team statistics for all teams from 1973-93. Players can coach single games or statistically genetate an entire season of games and stats. A "prediction" module allows rotisserie league gamers to play theit totisserie team against other teams in the league to predict statistical outcomes. The statistics generated are inctedibly detailed, including league leaders, single game highs and lows fot teams and individuals, and top league performances. Though it is not the most user-friendly program, it seems like a must-have tool for rotisserie players and stat freaks. IBM ($29.95). Circle Readet Service #4.



B-Ball - Pro Basketball for the Computer

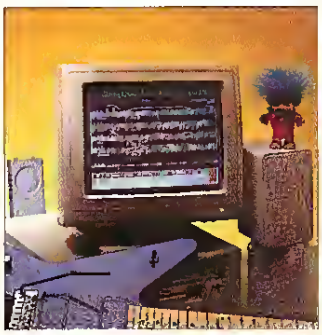
Broderbund Software
PO Box 6121
Novato, CA 94948-6121
(800) 521-6263

ARTHUR'S TEACHER TROUBLE: The person has ptobably not yet been born who would dislike one of Broderbund's "Living Books." Following up on theit delightful *Just Grandma and Me*, *Arthur's Teacher Trouble* is even bettet. The story is of one Arthur, your average third gtadet suffeting the afflictions of grammat school: a tough teacher, a pestering younger sister, a landslide of homework, and a school-wide spelling contest next week. Each word of the story's text is highlighted as the story is read aloud, allowing kids to follow along and improve their reading skills. In addition, every scene is a point-n-click toy box full of highly amusing animations and sounds. The package also includes a story-book that early grade-schoolers can enjoy when

Arthur's Teacher Trouble

We're playing serious games.

Close the door. Plug it in. Turn on the computer. And brace yourself for all the outrageous 16 bit CD quality sound you can handle.



Whether you're behind enemy lines or slamming one out of the park, PORT•ABLE Sound sends you on a sensory collision course. The most war torn battlefields come alive. Fantasies scream into reality. And, the grunts and groans of the gridiron are enough to bruise even the toughest soul.

Whatever your pleasure, you won't find more real sound. PORT•ABLE Sound is based on advanced Digital Signal Processing technology, so you'll enjoy the greatest compression capability with the highest quality sounds. Here's something else that will make your pulse race. With PORT•ABLE Sound you have all the right connections including an "Audio-in" for direct recording from a CD or tape player and a "Line-out" for powered external stereo speakers. To make things even cooler, PORT•ABLE Sound comes with an external speaker cable for outrageous sounds when you plug it into the hottest speakers you can find. Or take it to a friends house. It's totally portable.

So get ready. There's nothing to do except buy PORT•ABLE Sound and plug it in. Plug in your speakers. And play. But, just one word of caution. Once you're plugged into PORT•ABLE Sound, you can kiss the day good-bye.

PLUS, FREE SOFTWARE INCLUDING: Lotus Sound™ for Windows 3.1 a utility employing OLE (Object Linking and Embedding technology). WinReader for Windows 3.1, Digispeech's DOSTalk and DOSReader text-to-speech applications. Show & Tell For Kids™ for Windows – an easy to use Multimedia Authoring program.

PORT•ABLE Sound Features: • Stereo or Mono playback 16 or 8 bits per channel, (sampling rates: 11.025KHz, 22.050KHz and 44.1KHz). • Synthesized music, 9 melodic or 7 melodic and 4 percussive voices. • Completely integrated solution. Supports DVI audio compression and all Windows 3.1 programs incorporating the Multimedia standard sound interfaces (WAVE, MIDI). • Sound Blaster/AdLib compatible. • DC powered. • Smart printer parallel port pass through. • An external speaker cable with a telephone type connector.

MINIMUM SYSTEM REQUIREMENT: • For DOS PORT•ABLE Sound applications, an IBM PC or compatible with 8086 CPU, 640KB RAM running MS-DOS 3.3 or greater. For Windows 3.1 or Sound Blaster/ AdLib applications, an IBM PC or compatible with 80386 CPU and 2 MB RAM. Package includes software on 3.5" High Density diskettes.

PORT·ABLE sound

IBM

Digispeech™ inc
THE SOUND SOLUTION

Corporate Office 2464 Embarcadero Way, Palo Alto CA 94303 • Telephone (415) 494-8086 FAX (415) 494-8114
Sales Office 550 Main Street Suite J, Placerville, CA 95667 • Telephone (916) 621-1787 FAX (916) 621-2093

Circle Reader Service #53

they can't get Mom or Dad off the computer. Macintosh CD-ROM, IBM CD-ROM ($49.95). Circle Reader Service #5.

Capstone
7200 Corporate Center Dr. Suite 500
Miami, FL 33126
(800) 468-7226

TRUMP CASTLE 3: This latest incarnation of the *Trump Castle* casino games offers several interesting new features. In addition to SVCA graphics and sound, more casino games have been added, including a good selection of slot machines and an adequate range of poker games (which, ironically, are illegal in New Jersey, site of the real Trump Castle). Even keno and baccarat have been added to the roster. Cambling buddies can even play together using the two-player modem option or the one-to-four-player network option. IBM ($59.95). Circle Reader Service #6.

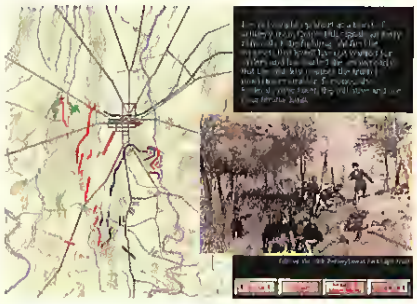
Ebook
c/o Electronic Arts
San Mateo, CA
(800) 245-4525

TWELVE ROADS TO CETTYSBURG: "If I had something like this when I was in high school..." seems to be the favored response to this *excellent* multimedia documentary of a seminal period in the American Civil War. While it couldn't touch the acclaimed *Civil War* PBS special on its detail and breadth of scope, this CD-ROM has one advantage over the television documentary — it's interactive. Players watch animated battles from a bird's-eye view as the narrator calls the dance for the blue and red units as they illustrate the progression of the battle. Period engravings add extra flavor to the narration, while hypertext "hot spots" allow the user to access descriptions of the personalities and places that played crucial roles in the battle. Frankly, all previous CD-ROM releases from Ebook have failed to meet our expectations; this product makes amends. A must for CD-owning history buffs. IBM with CD-ROM ($49.95). Circle Readet Service #7.

Impressions
7 Melrose Drive
Farmington, CT 06032
(203) 676-9002

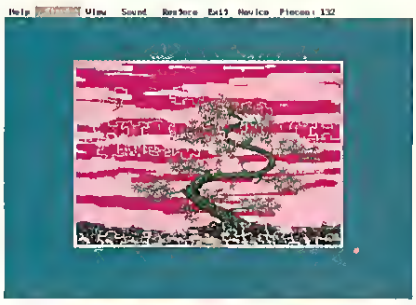
CAESAR: As previewed in *CGW* #103, *Caesar* can glibly be described as "*SimCity* with columns," but it is much more. While one must build up provincial capital cities by placing the necessary urban features a la *SimCity*, one must also protect it from roving barbarians. The various urban elements include water supplies, troop barracks, roads, plazas, walls, forums, temples and many others. Unlike

Trump Castle 3

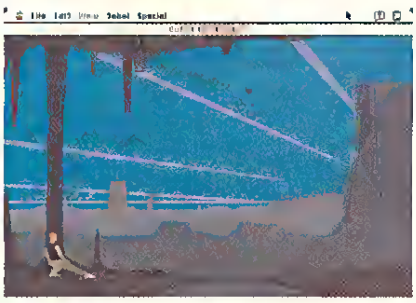


Twelve Roads to Gettysburg

Caesar



Jigsaw Puzzle



Out of this World

SimCity, the player's city does not operate in a bubble; the economic model is based upon the performance of the player's city, the province in which it is located, and the Empire as a whole. If the player is successful as urban planner/military leader, he or she may be promoted to governor of another province, and, ultimately, to Caesar. IBM ($59.95). Circle Reader Service #8.

InTime Corp.
PO Box 1873
Brookline, MA 02146
(617) 232-3264

JICSAW PUZZLE: Is it just us? Or does jigsaw puzzling seem like one of those activities that need not be computerized, like backpacking or crochet? Well, for those who might find it appealing, there is *Jigsaw Puzzle* from InTime which offers 15 VCA puzzles and "six hundred game variations" (which they arrive at by generating all possible permutations of puzzles and the 40 different ways that they can be cut). Players can either take their time and relax while solving a puzzle, or they can race against the clock. In Expert and Master modes, if one doesn't place pieces fast enough, the computer will start removing the correctly positioned pieces and place them back in the unplaced pile (the computerized equivalent of a young child or the household cat). While it is a decently made piece of software, we still see little advantage of the computer version over the real thing, except perhaps that one won't get that cardboard dust in the cracks of the coffee table, and it would be very difficult, short of a power outage, to lose a piece. IBM ($34.95). Circle Reader Service #9.

Interplay
17922 Fitch Avenue, CA 92714
(714) 553-6678

OUT OF THIS WORLD: While this game is actually a conversion of the earlier Amiga, IBM, and cartridge product, we thought we'd take the opportunity to introduce a new division of Interplay Productions. MacPlay is a group of "MacHead" programmers whose purpose in life is to bring more quality products to the hard drives of Macintosh gamers. Their first telease, *Out of this World*, is an adaptation of Delphine Software's excellent polygon-graphic action game. Camers take the role of Lester Chaykin, the young, Coke-pounding, particle physics prodigy, who finds himself in the middle of one of those everyday laboratory accidents that open doors to another space-time plane. The alternate reality in which he finds himself is rife with nasty foot-long leeches, bloodthirsty beasts, and a race of enslaving aliens. Escaping these horrors requires solving a series of action-oriented puzzles interspersed with cine-

CD ROM HEADQUARTERS

Specialists in International Sales • Competitive Pricing • Same Day shipping

International Order Line (201) 677-1400 Fax (201) 677-9484

MISSION CONTROL

GAMES

Alone in the Dark 37
Amazon 43
A-Train 43
A-Train Construction Set 25
Barbie's Glamorous Quest 27
Bard's Tale Construction Set 34
Bard's Tale III 31
Bart Simpson Arcade Game 32
Bart Simpson House Weirdness 32
Batman Returns 43
Battle Chess 4000 SVGA 37
Beat the House 32
Black Crypt **33**
Bridge 7.0 32
Buzz Aldrin's Race Into Space **43**
Caesar 37
Civ & Dryad 40
Castles 2: Siege & Conquest 37
Challenge of the 5 Realms 42
Civilization 43
Cobra Mission 47
Creepers 32
Crisis in the Kremlin 37
Crusaders of the Dark Savant 42
Cyber Empires 33
The Dagger of Amon Ra 43
Daemonsgate **37**
Darklands 43
DarkSun: The Shattered Lands **47**
Daughter of Serpents **33**
Design Your Own Railroad 37
Dragon's Lair 3 37
Dune 2 37
Eco Quest 2 32
Empire Deluxe **37**
Enc the Unlendy 37
Eye of the Beholder III **43**
Global Effect 33
Grand Slam Bridge 2 33
GODS 27
Guy Spy 32
Heaven and Earth 32
Home Alone 2 30
HongKong Mahjong Pro 33
Hoyles Book of Games 3 32
The Humans 27
Indiana Jones 4 Fate of Atlantis 40
Inspector Gadget 37
Island of Dr. Brain 32
King's Quest 5 37
King's Quest 6 47
Leather Goddesses Phobos 2 43
Legend of Kyrandia 37
Leisure Larry 5 37
Lemmings 2 32
Life & Death II The Brain 27
Lord of the Rings II: Two Towers 37
Lost Files of Sherlock Holmes 47
Lost Treasures of Infocom 43
Lost Treasures of Infocom 2 37
The Lost Tribe 27
Magic Candle 3 40
Mantis:Experimental Fighter 43
Megatraveller 3 43
Mercenaries 40
Might/Magic:Clouds of Xeen 43
Monopoly Deluxe 37
Oh No! More Lemmings! (Add) 22
Out of this World 37
Paladin II 37
Populous 2 ..... **40**
Powerhits: Battletech 32
Putt Putt Joins the Parade 33
Quest for Glory 3 43
Railroad Tycoon Classic 22
RoboSport for Windows 37
Rome ..... CALL
Rules of Engagement 2 40
Scrabble Deluxe 27
Shadow of the Sorcerer 33
ShadowLands 32
Shadow President 43
Sharif on Bridge 37
Sharif on Bridge for Windows 32
Sim Ant 37
Sim Life 43
Sim City 30
Sim City for Windows 37
Sim City Graphic: Ancient Cities 24
Sim City Graphic: Future Cities 24
Sim Earth 41
Sim Earth for Windows 43
Solitaire for Windows 32
Space Ace 2: Borf's Revenge 37
Space Quest 5 37
Spaceward Ho! 37
Spear of Destiny 37
Speedball 2 27
Spellcasting 301 37
Spellcraft:Aspects of Valor 37
Star Control 2 37
Star Trek 25th Anniversary 37
Strike Commander **52**
Strike Command Speech Pak **22**
Strip Poker 3 33
Stunt Island 37
Super Jeopardy 27
Super Space Invaders 27
Super Tetris 32
Terminator 2029 43
Tracon for Windows 47
Tracon 2 Air Traffic Controller 43
Turtles Arcade Game 32
Turtles Manhattan Missions 32
Ultima 7: The Black Gate 52
Ultima 7's Forge of Virtue 22
Ultima 7: Serpent Isle 52
Ultima Underworld 52
Ultima Underworld 2 52
Ultima Trilogy 2 52
Ultrabots 39
Virtual Reality Studio 2.0 57
Veil of Darkness 39
Waxworks 37
Wheel of Fortune w/ Vanna 27
Where in Time is Carmen 32
Where in USA is Carmen 32
Where in USA Carmen Deluxe 47
Where in World is Carmen VGA 47
Wing 2 Special Operations 1 27
Wing 2 Special Operations 2 27
Wing Commander 2 52
Wing Commander 2 Speech Pak 21
Wing Commander Deluxe 52

WARGAMES

Air Duel 37
Aces of the Pacific 47
Air Force Commander 37
Ancient Art of War in Skies 37
A.T.A.C. 37
A.T.P. Flight Commander 37
Aces of the Pacific 43
Ancient Art of War 31
B-17 Flying Fortress 42
Campaign 37
Carrier Strike 43
Carriers at War 34
Carriers War Construction Set **37**
Command HQ Classic 22
Commanche: Maximum Overkill 47
Commanche: Mission Disk 1 ..... **28**
F15 Strike Eagle 2 Classic 22
F15 Strike Eagle 3 47
Falcon 3.0 47
Great Naval Battles 1939-43 47
Global Conquest 37
Harpoon 30
Harpoon Battle Set # 2 or 3 21
Harpoon Battle Set # 4 28
Harpoon Challenger Pak 46
Harpoon Scenario Editor 28
Jump Jet **43**
Line in the Sand 27
Lost Admiral 37
Patriot 47
Pilatze Gold **43**
P.T.O. ..... CALL
Silent Service 2 Classic 22
Task Force 1942 43
V for Victory 47
X-Wing 45

SPORTS

3D Boxing 22
Bill Elliot's Nascar Challenge 32
Car & Driver 40
Front Page Sports Football 43
Hardball 3 37
Hardball 3: Park Disk ..... Call
Jack Nicklaus Signature Ed 43
Jack Nicklaus Tour Disk 1 or 2 20
Jordan in Flight **39**
John Madden Football 2 33
Links 386 PRO 42
Links: Mauna Kea Course Disk 20
Links: Course Disks 18
MicroLeague Baseball 4 42
NCAA Road to Final Four 2 ..... CALL
NFL Pro League Football 47
NFL 32
NFL Full Motion Video 47
PGA Tour Golf 32
World Circuit Racing **37**
Tom Landry Football 32
World Tour Tennis **30**
Wayne Gretzky Hockey 3 37
Hockey League Simulator 2 37

EDUCATIONAL

Algebiaster Plus 32
Grammar Gremlins 32
Kid Pix 37
Kid Works 2 37
Mario Teaches Typing 32
Math Blaster Plus 32
Math Blaster Plus Windows 37
Oregon Trail Deluxe **37**
Read & Roll VGA 32
Reader Rabbit 2 37
Reading Adventures in Dr. 37
Reading & Me 32
Storybook Weaver 32
Spell It Plus Talking 32
Super Munchers 32
What's My Angle 32
Word Munchers 32
ZooKeeper 37

PRODUCTIVITY

AutoMap 57
AutoWorks 47
BodyWorks 47
Chemistry Works 43
Family Doctor 35
GameMaster 29
Giffs Galore 22
Golf Guide 45
Grammy Awards 9
Grolier's Encyclopedia 99
Guinness Disc of Records 39
Expert Office Design 14
Expert Pal Car 14
Expert Dos Tutor 14
FloorPlan Plus 47
Mavis Beacon 2 Windows 37
PrintShop Deluxe for Windows 47
Guy Spy 39
Ham Call 49
Jets & Props 44
KGB/CIA Factbook 35
Legend of Kyrandia 49
Lion Share 34
Loom 34
Lost Treasures of Infocom 2 47
Lost Treasures of Infocom 47
Mantis Experimental Fighter 49
Mayo Family Health Book 42
Mixed Up Mother Goose 30
Monster Disk (2 Disk Set) 49
Mother Earth 39
Omar Sharif On Bridge 46
Our Solar System 22
PowerPack Gold 34
Publishers Paradise 33
Publish-It 2 D 39
Readers Library 29
Reference Library 34
Secret of Monkey Island 29
Secret Weapons of Luftwaffe 29
Shareware Overload 19
Shareware Studio 29
Sherlock Holmes Detective 39
Sleeping Beauty 39
Software Jukebox 45
Space Shuttle Simulator 27
Star Trek 47
Super CD 32
Talking Classic Tales 39
Talking Schoolhouse 39
Too Many Typefaces 19
Toolworks Reference Library 39
US Atlas with AutoMap 42
US/World Atlas 39
US History 34
U.S. Presidents 39
U.S.A. Wars: Civil War 39
Where in World Carmen 29
Windoware 19
Windowmaster 32
Windows 1993 34
Wing Commander 2 Deluxe 52
Wing Commander/Ultima 6 39
World Atlas (MPC) 34

SOUNDCARDS

Ad Lib Gold 1000 179
Ad Lib Music Card **47**
Pro Audio Spectrum 16 199
SoundBlaster 99
Sound Blaster Pro 189
Sound Blaster Pro Basic 139
Sound Blaster 16 249
UltraSound Card 139

JOYSTICKS

Analog Plus 25
BeeShu Colored Joystick **9**
Flight Stick by CH Products **42**
G-FORCE Yoke 49
Gravis PRO Joystick for PC 39
Gameport Auto CH Products 34
Gameport (MicroChannl) by CH 48
Flight Control 69
Weapons Control 69
Thrustmaster Game Card 35
FX 2000 27
Mach 1 19
Mach III by CH Products 33
Mouse Wheel 49
Mouse Yoke 34
PC Gamepad by Gravis 25
Quickshot Aviator S 32
Quickshot Intruder 5 29
Virtual Pilot 69

CD ROM

7th Guest 64
Adventures of Willy Beamish 29
American Bus. Phonebook 39
American Heritage Dictionary 64
Animals in Motion 37
Animals (MPC) 34
Barney Bear Goes to School 29
Barney Bear Goes to Space 29
Basics Electronic Cookbook 49
Battle Chess (Enhanced) 29
BattleChess 47
Beauty & the Beast 39
Bible Library 34
Bibles and Religion 29
Britanica Family Choice 33
Business Master 29
CD Powerbox 32
ChessMaster 3DDD (MPC) 32
CIA World Fact Book 2 24
Clip Art Galore 29
Colossal Cookbook 24
Compton's Encyclopedia 99
Conan the Cimmerian 27
DeathStar Arcade Battles 29
Deluxe Scrabble 37
Desert Storm 39
Dictionaries & Languages 27
Duna 47
Education Master 32
Electronic Library 34
Encyclopedia of Clip Art 34

ADULT CD ROM

Animation Fantasy 1, 2 or 3 69
Asian Ladies 44
Busty Babes 69
Erotic Encounters 44
Esctacy Hot Pix 69
Hot Pix 2, 3 or 4 44
Island Girls 39
Local Girls 39
Lovely Ladies 49
Moving Fantasies 44
My Private Collection 1 or 2 44
Private Pictures I 69
Smutware 29
So Much Stareware 69
Storm I, II or III 69
Triple X Extreme 44
Visual Fantasies 69
Volcano 69
Women of Venus 69
Women in Motion 49
Virtual Valerie 69
Visual Fantasies 44

Over 21 ONLY for Adult CD Rom!

Strike back and surprise your opponent with the APS 2001 Cobra, the only fully programmable, microprocessor controlled, optical joystick that works through the keyboard port. Experience the ultimate in performance without paying for costly gamecards or separate control devices.

APS 2001 by Maxximum $69.

YOU MUST BE 21+ TO ORDER!

Ecstasy contains over 500 megs, over 330 Adult Animations, 2000+ HiRes SVGA pictures, 470 erotic stories.

Animation Fantasies: Vol. 1, Vol. 2 or Vol. 3 contain over 100 Adult Animations each. Busty Babes includes over 4,200+ files featuring over 800 film stars!

Order All 3 and Save.

One for $69. Two for $130. or 3 for $120.

Not a Clone! Genuine Soundblaster chipset means 100% Soundblaster compatability. Includes High Performance Speakers, An Ergonomically Designed Joystick & Gameport. Software includes Voxkit Voice Utilities, Talking Parrot, FM Intelligent Organ, Jukebox for Windows 3.1 & Castle Wolfenstein.

By Bondwell.....$99.

Virtual Pilot

Virtual Pilot puts firepower right under your thumbs, gives you advanced aileron and elevator trim controls and extra throttle control for high-powered games. It's as close to reality as you can get without leaving your computer.

by CH Products ...$69.

Weapons Control - A hands on throttle with seven independent controls including radar mode, weapons select, waypoint select and counter measures.....$89.

Flight Control -The best joystick for Flight Simulators. Compatible with all flight simulator packages as 2 button joystick.....$69.

Flight Control Pro.....$119.

Rudder Pedals.....$115.

ACM Expansion Game Card.....$35.

Ultrabots skillfully blends a futuristic robot theme with fully interactive, simulation-style cockpits and military battle tactics. Astonishing 3-D ray-traced graphics, digitized special effects, and a stunning soundtrack make Ultrabots a spectacular audio visual experience!

By Electronic Arts .....$39.

THEY'RE BACK!!! WITH NEW SKILLS, FOR A NEW WORLD.

12 brand new tribes of Lemmings, each with their own skills • skiers, surfers bongo players, snake-charmers, & more . • puzzling problems with hilarious animation • enhanced sound support

by Psygnosis.....$32.

Call us and use your MC, Visa or Discover

800-999-7995

International 201-677-1400

Fax 201-677-9484

Methods of Payment: We accept Visa, MC, Discover Card & Money orders. Personal checks allow 14 days to clear. School, State & City purchase orders accepted. Please send $2.00 for our Mission Control Communique 24 Page catalogue (free with order)

Shipping: UPS Ground ($5 minimum) / UPS Blue ($7minimum) APO & FPO ($7 minimum)

Overseas minimum $30 shipping (please fax orders) Send money orders or checks to:

MISSION CONTROL, 551 Valley Road Suite 211
Dept. CGW593, Upper Montclair, NJ07043

Overseas & Military Orders given special attention!

matic sequences. The Mac conversion is a faithful one, and if its quality is any indication of MacPlay's potential, Mac gamers can look forward to an increased selection of quality games in the coming months. Mac. Circle Reader Service #10.

Keyboard Commander Corp.
4839 SW 148 Ave., Suite 402
Davie, FL 33330
(800) 262-6066

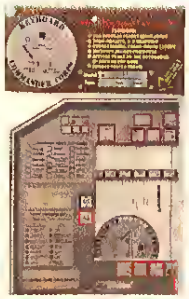
F-3.01 KEYBOARD TEMPLATE: The situation is probably familiar to most flight sim jocks: while madly searching for that vital key on the keyboard, one's tail gets peppered by machine gun fire from a Mig. During that slow parachute ride to the ground, one has just enough time to go back to the manual and find the key that could have saved the mission. An equally frequent problem with complex sims is the re-learning curve necessary when jumping between, say, *Falcon 3.0* and *F-15 Strike Eagle II*. Keyboard Commander's series of keyboard templates are designed to reduce this confusion and increase one's gaming pleasure. The templates are printed on card-stock and fit nicely over most keyboards, and have color-coded icons for quick access (i.e. flight controls in blue, navigation commands in peach). Templates are available for most complex sims including, but not limited to *Falcon, Aces of the Pacific, S.W.O.T.L., Chuck Yeager, A-10,* and *Megafortress*. IBM Enhanced Keyboard ($11.95). Circle Reader Service #11.

LucasArts Games
PO Box 10307
San Rafael, CA 94912
(415) 721-3300

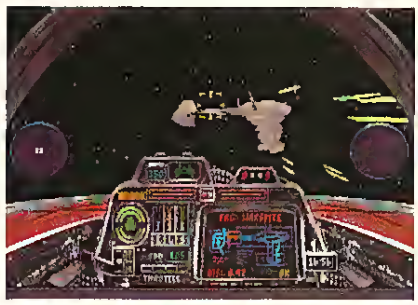
X-WING: Stepping into their Star Wars universe, LucasArts has put together a package that is aimed to impress the many dedicated fans of *Wing Commander*. With considerable panache, *X-Wing* starts the player on a safe, slow learning curve as he joins the Rebel Alliance as a new recruit. Training missions and "historic" simulations will bring pilots up to speed as they acquire the feel for their X-Wing, Y-Wing and A-Wing craft. The three campaign games included (and more are promised in future expansion disks) each progressively develop the Rebel cause and place an important role on the player's shoulders. For space combat simulator buffs, *X-Wing* is an absolute must. IBM ($69.95). Circle Reader Service #12.

Mallard Software, Inc.
3207 Justin Road
Flower Mound, TX 75028
(800) WEB-FEET

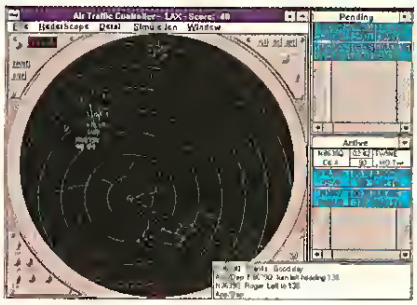
ATC: Ulcers, neuralgia, arteriosclerosis, nervous break downs — all the occupational hazards of game designers and air traffic controllers. Now gamers can experience the nail-biting drama of directing dozens of aircraft under dangerous conditions. *Air Traffic Controller* is a revised version of Wesson International's acclaimed simulation, *Tracon*. The new version allows gamers to direct pilots in six heavily trafficked metropolitan airports, the player-controller vectoring departing and arriving traffic under normal and emergency conditions. The revision adds new weather and pilot models, and spoken word communications from the pilots and controllers with most major sound cards. Ardent enthusiasts can even hook up by modem or null link with four friends flying aircraft in Microsoft's *Flight Simulator*, who can then be ordered around by the master controller. IBM (runs under DOS and Windows), Mac ($59.95). Circle Reader Service #13.



F-3.01 Keyboard Template

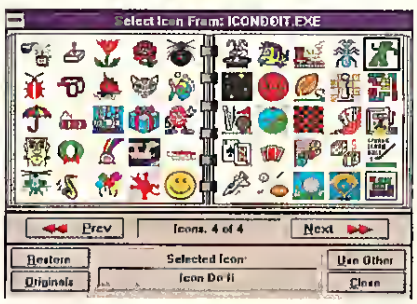


X-Wing



ATC

Rescue Air 911



Icon - Do It

RESCUE AIR 911: A few issue back we "peeked" Mallard's *Aircraft and Adventure Factory*, a program which allows creative sim-fanatics to create their own *Flight Simulator* scenarios. If one hasn't the time or the talent to create their own, Mallard has provided a few ready-made scenarios with digitized audio voices. *Rescue Air 911* takes pilots through eight rescue scenarios varying from fires to auto wrecks on the interstate. Two other adventures are currently available as well. *Flight Adventures Nos. 685* and *701* include short-hop flights under both VFR and IFR flight rules. A great way for "real" pilots to practice for their VFR/IFR certifications. IBM ($24.95 each). Circle Reader Service #14.

Moon Valley Software
706 East Bell Road, Suite 112
Phoenix, AZ 85022
(602) 375-9502

ICON MAKE IT - DO IT - HEAR IT: Some people seem compelled to assert their individuality. Personalized license plates, bumper stickers, "shocking" fashion choices, pink trim on their houses. These same people may enjoy these three packages that allow one to add a touch of the human to his or her Windows environment. In addition to screen-savers and Windows wallpaper, *Icon Do It* offers 200 designer icons and 50 custom cursors to replace the drab ones that come as factory equipment on the PC. *Icon Hear It* adds 200 more icons, 50 more cursors, and 50 animated icons, in addition to 100 sound effects that one can link to any application. *Icon Make It* hands the creative power to the individual, allowing one to create their own animated icons, mix and dub their own sounds, and put it all together into an iconic movie of sorts. Creative types and office practical jokers will have a blast. IBM with Windows (*Do It* -

Cobra Mission

You stumbled back to your office after a long day of detective work. But before you can get cozy with a whiskey bottle, there's a message waiting on the phone machine.

"This is a life and death emergency!! Young ladies have been disappearing left and right, and now, Donna is missing!! We need your help!! Please come quickly!!!

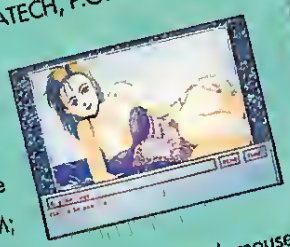
Donna's rescue is only the beginning of this sizzling adventure. There's dozens more tantalizing women held against their will. Free them from the evil clutches of General Kaiser, Cobra's psychotic master criminal overlord, and they will thank you in ways that will leave you screaming in ecstasy

You'll be dazzled by the quality of the full screen ANIMATION graphics and find yourself reacting physically and emotionally to them! It's AWESOME!!

To purchase your copy of Cobra Mission, visit your favorite software retailer.

Or call 800-258-MEGA

$79.95 (suggested retail) plus $5.00 shipping and handling and use your VISA or Mastercard. Or send check or money order to CA residents add 8.25% sales tax MEGATECH, P.O. BOX 11333, TORRANCE, CA 90501



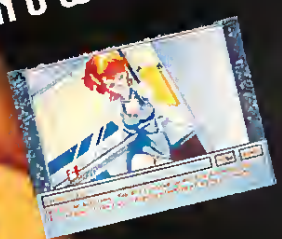
System requirements: 286 or faster machine with 640K RAM; hard disk with min. 8 megabytes of available space required, mouse recommended. Graphics compatible with EGA, MCGA and VGA (VGA highly recommended). **Sound support:** Sound Blaster Pro, Adlib Gold

R RATED R (This program is voluntarily rated due to the partially violent and adult nature of the graphic imagery.) This program is intended for mature audiences only!!! No sales to minor under 18 and where prohibited by law

BOND WAS HOT STUFF.

SO WAS ARNIE.

NOW IT'S YOUR TURN.



CALL 800-258-MEGA

MEGATECH

Circle Reader Service #69

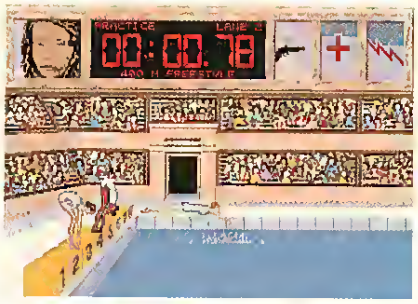
$29.95, *Hear It* - $49.95, *Make It* - $69.95). Circle Reader Service #15.

Ocean of America
1855 O'Toole Avenue, Suite D-102
San Jose, CA 95131
(408) 954-0201

ESPANA - THE GAMES '92: The last straggling competitor in the Olympic games rush of 1992 has finally limped across the finish line. Despite their poor sense of riming, Ocean has put together a decent collection of Olympic contests. With over 30 events, *Espana* offers the most variety we've seen in this sort of game, including rarities like the steeplechase (both the 800m and 1500m varieties), judo, wrestling, boxing, and several less popular swimming styles. Like Psygnosis' *Carl Lewis* program, *Espana* allows the player to train athletes before the events, designing training programs that will maximize their stamina and skill without causing burn-out. Beyond all this, *Espana* is the same joystick breaking, keyboard pounding diversion that blistered our hands on the Atari 2600 and will continue to blister our hands in 1996, 2000, 2004, ... Amiga, IBM ($39.95). Circle Reader Service #16.

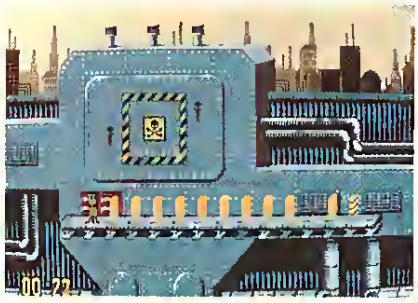
HOOK: Based upon the flashy Spielberg film, Ocean's *Hook* is the tale of Peter Pan's quest to recover his children from the nasty hook-fisted pirate of the title. It is a typical graphic adventure which flirts with mediocrity. It's a point-and-click adventure with a five-icon command system, and it has more than its share of typical graphic adventure problems (we haven't seen so many "Why-would-you-want-to-look-at-thats" and "You-can-do-that-heres" in quite a while). It has a colorful setting and a decent story, but fans of recent Sierra and LucasArts adventures will probably feel as if they've taken a flight back to graphic adventure never-ever-again-land. Amiga, IBM ($49.95). Circle Reader Service #17.

PUSH-OVER: Once beyond the contrived fictional set-up, one finds *Push-Over* to be a rather nice puzzle game with a lovable protagonist, G.I. Ant. With an acknowledging nod to Psygnosis' *Lemmings*, *Push-Over* is composed of multiple levels of puzzles set in nine different graphical settings. On each level is a configuration of dominoes which must be toppled over by G.I. Ant. G.I. only has one "push" in him per level, so the dominoes must be arranged such that they all fall in one continuous reaction. To ensure a complete domino effect, G.I. must lug dominoes around the screen and place them in the proper sequence. To make things especially interesting, there are eight special domino types with special properties to deal with. G.I.'s antics are as cute as any lemming, and the puzzles are devious enough to provide gamers many hours of delicious frustration. Amiga, IBM ($49.95). Circle Reader Service #17.



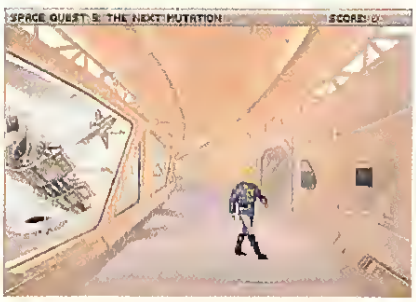
Espana - The Games '92

Hook



Push-Over

Creepers



Space Quest V - The Next Mutation

Psygnosis
29 St. Mary's Court
Brookline, MA 02146
(617) 731-3553

CREEPERS: There seems to be a regular phenomena in computer gaming. A company puts a new sort of product on the market with limited expectations of success, and then finds, to their surprise, that the product is a major hit. Then they try to recreate the phenomena with successor products that employ the new idea in another way. Without exception, the successors don't enjoy the same sort of success. Witness *SimCity*, and now *Lemmings*. *Creepers*, like Psygnosis' recent *Bill's Tomato*, is undeniably a *Lemmings* "me-too." It has cute but stupid creatures (in this case, inchworms) that require the guiding hand of the gamer through multiple levels of puzzles. It has a menu bar at the bottom of the screen that provides access to a number of tools necessary for the task (in this case, the tools are fans, ramps, girders, and fly swatters). It even borrows the cute "paws" command from *Lemmings*. Unfortunately, the inchworms aren't half as endearing as the lemmings, the puzzle screens are cluttered and confused, and the game is simply lesser in many ways. Puzzle gamers may want to wait for the eventual return of our original furry friends in *Lemmings 2*. IBM ($49.99). Circle Reader Service #18.

Sierra On-line
Coarsegold, CA
(209) 683-4468

SPACE QUEST V-THE NEXT MUTATION: The Space Quest series is nothing but garbage, and will always be nothing but garbage — at least as long as Roger Wilco, janitorial prodigy, is involved. In his latest mis-adventure, Roger has faked his way through the Space Academy and has taken control of his own ship — a garbage scow. Mounted proudly upon his reeking steed, Roger rides out to save the universe from your everyday nefarious race of mutants. In the process he will: die many horrible deaths; encounter a grab-bag of very silly though deadly aliens (a baby-faced hugger with unusually acidic, uh, liquid waste product); and meet the woman from the holodeck in *Space Quest IV*. It's all very twisted and juvenile and pant-loads of fun — just the sort of thing the editors of *CGW* enjoy, though they'll never admit it. IBM ($69.95). Circle Reader Service #19.

ZERO'S & ONE'S

MAY SPECIAL

BUY ANY GAME-PAY GROUND, WE SHIP 2-DAY AIR!*

BUY 3 OR MORE GAMES-GET FREE 2-DAY AIR!*

*(CONTINENTAL US)

ORDER LINE: (800) 788-2193 MON-FRI 8-6, SAT 9-4 PDT

CREATIVE LABS

CD Rom Kit	349.95
MM Upgrade Ext	569.85
MM Upgrade Int-Edutainment w/99 Pro, speakers, microphone, 7 CDR software	469.95
MM Starter	439.95
Snd Blstr Pro Dlx	149.95
Snd Blstr 16 Bit	239.95
Video Blaster	349.95
Wave Blaster	tbs

MEDIA VISION

Fusion 16 MM Kit	499.95
PAS MM Kit Int.	799.95
PAS 16 MM Kit Int.	959.95
PAS 16 BitSnd Crd	169.95
Pro Movie Spectrum	267.95

OTHER CDR DRIVES

Pana521A for SBPro	256.95
Texel DM3024 Int.	419.95
Tosh 3401 200ms	495.95

VIDEO BOARDS

Al Tech Pro PC/TV Plus	323.95
Al Tech Pro VGA/TV Plus	636.95
Video Surge	915.95
ATI Ultra Graphics 1mb	489.95
Computer Eyes Real Time	434.95
PC Tele-vision	265.95
Televeyes VGA-TV	229.95
Magni VGA Producer Pro	1574.95
WIN TV	439.95

CH PRODUCTS

Flight Stick	41.95
Game Card 3 Auto	29.95
Mach III Joystick	29.95
Virtual Pilot-Yoke	63.95

GRAVIS

Game Pad	24.95
Eliminator Game Cd	29.95
Joystick Analog Pro	39.95
Ultra 16 Bit Sound Card	139.95

THRUSTMASTER

Weapons Control	72.95
Flight Control	89.95
Flight Control Pro	99.95
Rudder Control	89.95
Game Card	26.95

WE ALSO CARRY:

VESA LOCAL BUS UPGRADES
DRIVES
14.4 FAX/MODEMS
MEMORY
MICE/ROLLERMICE
HINT BOOKS

FLIGHT SIM/WAR

A Line In Sand	29.95
Aces of Pacific	44.85
Aircraft & Scen. Design	27.95
Air Force Comander	35.95
Air Warrior SVGA	35.95
Ancient Art War in Skies	35.85
Armored Fist	42.95
ATAC	34.95
ATP	36.95
B-17 Flying Fortress	41.95
Birds of Prey	31.95
Carriers at War	41.95
Carrier Strike	34.95
Comanche	43.95
Conquest of Japan	35.95
Conquered Kingdoms	35.95
Empire Deluxe	35.95
F-15 Strike Eagle III	47.95
Falcon 3.0	44.95
Global Effect	19.95
Great Naval Battles	43.95
Heroes of 357th	31.85
JetFighter II	39.95
Jump Jet	39.95
Mallard Add Ons	call
Mercenaries	37.95
MS Flight Sim 4.0	37.85
Pacific War-Grigsby	47.95
Patriot	44.35
Red Baron	39.95
Secret Weapons	42.95
Strike Commander	47.95
Task Force 1942	41.95
Theater of War	19.95
V for Victory	43.95

SPORTS

Car & Driver	37.85
Front Page Sports-Football	41.95
Greens	29.85
Gretzky 3	35.85
Hockey Sim 2	28.85
Hole/One Mini Glf Dlx	24.95
J Nicholas Sig Golf	41.95
Jordan in Flight	41.95
Links 386 Pro	41.95
Mauna Kea Add On	19.95
Pinehurst Add On	19.85
NFL (Konami)	29.85
NFL Pro Fbl 1992	34.95
NFL Video Football	44.95
Road&Track Grnd Pre	34.95
Road to Final Four	35.85
Summer Challenge	32.95
World Circuit	35.85

GAMES

A-Train	41.95
Air Bucks	35.95
ADD-Eye Shdlr 3	49.95
Alone in the Dark	35.95

GAMES (continued)

Amazons Guard Eden	38.95
Ambush	42.95
Aspects of Valour	35.95
Bart Simpson Weirdness	28.95
Batman Returns	19.95
Ceasar	35.95
Castle of Dr Brain	29.95
Castles II	35.95
Civilization	38.95
Dagger of Amon Ra	41.95
Design your Railroad	34.95
Discovery:Columbus	35.95
Dragon's Lair III	35.95
Dune II	35.95
EcoQuest-Rainfrst	29.95
Eric the Unready	35.95
Incredible Machine	29.95
Island Dr Brain	29.95
LA Law, The Game	34.95
Lucas Classic Advent.	35.95
Magic Candle III	37.95
Mario is Missing!	34.95
Might & Magic IV	41.95
Paladin II	35.95
Planet's Edge	36.95
Populous II	37.95
Rex Nebular	35.95
Siege	22.95
Sim Ant	35.95
Sim Life	41.95
Space Quest V	41.95
Spear of Destiny	35.95
Spaljammer	36.95
Star Control II	35.95
Star Legions	35.95
Star Trek 25th Anniv	35.95
Stunt Island	33.95
Terminator 2029	41.95
Ultima VII Part 2	47.95
Ultima Underworld II	47.95
Veil of Darkness	36.95
Wing Commander II	47.95
Wiz VII-Crusader Bauvent	41.95
X-Wing	41.95

BOARD/CARD/ CASINO

Battle Chess 4000	35.95
Beat the House	29.95
Bridge Master	29.95
Femme Fatale	24.95
Grand Slam Bridge 2	31.95
Heaven & Earth	35.95
Hong Kong Majong	31.95
Monopoly Deluxe	35.95
Omar Sharif Bridge	29.95
Strip Poker 3	29.95
Super Jeopardy	24.95
Tristan Pinball	29.95
Vegas Video Poker	14.95
Wheel Fortune/Vanna	23.95

CD ROM SOFTWARE

Aesop's Fables MPC	29.95
Amanda Stories	35.95
Animals MM Encyclopedia	47.95
Arthur Teach Trouble	41.95
Atlas US Pres MPC	24.95
Autodesk MM Explr	127.95
Battlechess MPC	47.95
Beethoven 9th MM	54.95
Berlitz:French, German, Italian,Spanish ea	119.95
California Travel MPC	32.95
Carmen SD World Dlx	62.95
Composer's Quest MPC	54.95
Desert Strm w/Coalit	29.95
Distant Suns (Astron)	83.95
Don Quixote MPC	27.95
Encarta MM Encycl	264.95
Fontmaster	24.95
Game Room (Sharewr)	29.95
Goferwinkel Comic Book	32.95
Golf Guide:CA/HI & Links	32.95
Grammy Awards	37.95
Inspector Gadget	34.95
Jazz MM History	64.95
Just Grandmas & Me	38.85
Kings's Quest V MPC	41.95
Lost Treas Inforcom II	36.95
Macmillan Child Dictionary	39.95
Mantis w/Speech	47.95
Monarch Notes	91.95
MS Cinemania	54.95
MS Musical Instrum.	54.95
MS Video for Win.	127.95
Night Owel 7 (Shareware)	42.95
Phoenix 3.0 (Shareware)	42.95
Play w/Lang-Eng, Germ,Fren, Japan or Span ea	42.95
Putt Putt Joins Prade	44.95
Rodney's Funscreen	39.95
S Holmes Consult III	46.95
Space Adventure	61.95
12 Roads Gettysburg	46.85
Ult Underwld/WC II	56.85
Willy Beamish Enhanced	41.95
Wing Commander II Dlx	56.95

WINDOWS

Alphabet Blocks (3-8)	29.85
Auto Map	57.85
Blackjack (Masqua)	29.95
Chessmaster 3000	34.95
Distant Suns (Astron)	47.95
Intermission Scrn Svr	29.95
Kid Pix	34.95
Mavis Beacon Typing	35.95
Entertainment Pack ea	27.95
Monopoly Deluxe	34.85
Microsoft Golf	42.95
MS Sound Bits ea	27.95
True Type Font Pk #2	45.85
Omar Sharif Bridge	29.95
Origin FX Scrn Svr	24.95
Playmation (Animatr)	299.95
Power Politics	29.95
Print ShopDeluxe	45.95
Right Paint	93.95
RoboSport	34.95
Scrabble Deluxe	29.95
Sim Ant	34.95
Sim Earth	42.95
Spaceward Ho!	35.85
Star Trek Scrn Svr	44.95
Super Tetris	29.95
Take Break Crossword	22.95
True Type Fonts:Eurosft	19.95

EDUCATION

Ancient Empires	29.85
Berenstain Bears Letters	24.85
Carmen San Diego	call
Dinosaur Adventure	32.95
GRE Studyware	29.95
Kid Cuts	34.95
Lost Tribes (Social)	24.95
Mickey's ABC's	19.95
Mutenoid Word Ch(7+)	29.95
Mystery at Museums	34.95
Oregon Trail Dlx	35.95
Playroom	29.95
Rock & Bach Studio	34.95
Science Adventure	47.95
Time Treks	35.95
Treasure Math Cove	35.95
Treasure Math Storm	35.95
True Type Font Pk #2	45.85
Turbo Science	29.95
Wild Science Arcade	34.95
Zoo Keeper	35.95

ART/MUSIC/PRINT

Aladdin Print Kit	14.95
Send in a Box	64.95
Barbie PC Fashion & Color	16.95
Batmen Clip Art (Konami)	16.95
Beauty & Beast Print	14.95
Boom Box (Or T)	35.95
Comic Book Creator	19.95
Disney Animation Studio	77.95
Delux Paint Animation	84.95
Delux Paint II	95.95
Expert Animator	11.95
Expert Color & Paint	11.95
Fractile Paint Plus	77.95
Music Mentor w/Rec. Sess.	77.95
Music Time	162.95
Musicator GS (Windows)	197.95
NFL Clip Art (Konami)	16.95
Print Shop Deluxe	45.95
Tempra Pro - Imaging Tool	299.95
Virtual Reality Studio 2.0	54.95
Vista Pro	54.95
Vista Pro Flight Director	41.95

ZERO'S & ONE'S 6472-B Windy Rd Las Vegas, NV 89119
FAX 702-897-1571 INFO/TECH SUPPORT 702-897-2797

ALL ITEMS ARE IBM COMPATIBLE

Prices and availability subject to change. All sales final. We do not guarantee compatability. All software is factory fresh and unopened. We are not responsible for manufacturer's defects. SHIPPING-CONTINENTAL USA: GROUND 1st game $5; additional games add $1 each. 2-DAY AIR-CONTINENTAL USA: $8 1st game, additional games add $1 each. COD available only in USA add $5. All prices are USA DOLLARS

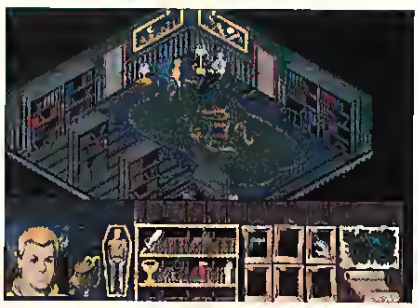
Sound Source Unlimited
2985 E. Hillcrest Drive #A
Westlake Village, CA 91362
(805) 494-9996

VISUAL CLIPS - STAR WARS: The quest to personalize our computing environments continues. Screen savers, animated icons, sound packages, oak cases for CPU chassis, latge fuzzy dice hanging from our screens — why not video footage to accompany system events? With this package for 68020+ Macs, your computer can now greet you with a scene from the alien cantina, tutn your system beep into a wookie's cry or an android's prattle, eject your disks with a disgusted rematk ftom Lord Vader, ot empty your trash can with the violent desttuction of Alderaan 2. Once past the arduous installation procedure (probably designed by Vader himself), one will have a large library of video clips to impress friends and irritate neighbors. Look fot collections from *Empire* and *Jedi* to follow shortly. Mac ($89.95). Circle Reader Service #20.

Visual Clips - Star Wars

Strategic Simulations, Inc.
675 Almanor Ave. Suite 201
Sunnyvale, CA 94086-2901
(408) 737-6800

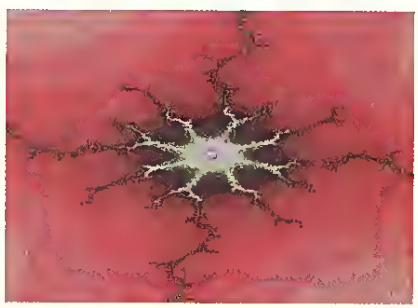
VEIL OF DARKNESS: Fans of Event Hotizon's adventute *The Summoning* may find love at first byte in their new tale, *Veil of Darkness.* Set in an isolated community in the Romanian highlands, this 3-D isomettic adventure pits the solitary adventurer against an ancient vampire and his possessed minions. Event Horizon has teally spruced up their gtaphics in this one, offering extraordinatily rich visuals and sttong cinematic cut-screens. Though the game mechanics may be a bit over simplified for some, the story is artfully told and the setting tefreshingly diffetent (no Orcs!). Packaged on three disks, it won't suck much hard drive blood, though it may suck away your late night hours. IBM ($59.95). Citcle Reader Service #21.



Veil of Darkness

Waite Group Press
200 Tamal Plaza, Suite 101
Corte Madera, CA 94925
(800) 368-9369

FRACTAL CREATIONS: Aftet running our article on fractals in the February issue, we were bombarded with e-mail suggesting that we check out this book/software from the Waite Group. We'd like to thank you all, because the book and its program FRACTINT turned out to be quite a find. Developed by a group of programmers on the CompuServe network, FRACTINT is a fractal creation program that not only includes dozens upon dozens of formula for the quick genetation of fabulous ftactal images, but allows one to program his or her own formula. In addition to generating the images in two dimensions, it also has the ability to "stretch" an image through three-dimensions. Very neat stuff! It supports a huge variety of video cards and screen resolutions, and generates the most beautiful fiactals we've yet seen on a petsonal computet. The companion book offers a nice introduction to fractal geometry and clearly covers the specifics of the program and all its wonders. Highly recommended for the beginning fractal buff. IBM DOS & Windows ($34.95). Circle Reader Service #22.



Fractal Creations

THE IMAGE LAB: Along with *Fractal Creations* came an intriguing collection of shareware progtams packaged with a companion book, *The Image Lab.* The book offers both a genetal introduction to the fascinating and complex world of computer gtaphics, and a step-by-step tutotial of the softwate. Among the collection of programs is PICLAB, a shateware image processing/enhancing tool that does color reduction, image sharpening, contrast adjustments, and the addition, subtraction, and overlaying of images. CSHOW allows its uset to display any image regardless of one's scteen resolution. IMPROCES is a Supet VGA paint program that does special effects, mirroring, flipping, color reducing, etc. IMAGE ALCHEMY is a handy tool that converts any graphic format to any othet. But the most interesting progtam is POV-Ray, or Persistence of Vision Ray Tracer, which generates incredible tay traced images like the one on this page. These programs ate not as easy to use as the ftactal program mentioned above (one will have to invest some time with the book and program) but the diligent user will be rewarded with a set of very powerful cteative tools. IBM ($39.95). Circle Reader Service #23.

The Image Lab

Walt Disney Computer Software, Inc.
500 Buena Vista Street
Burbank, CA 91521-6385

ALADDIN PRINT KIT: Forty-six images from the Disney hit *Aladdin* are awaiting a master who can rub the magic mouse and allow them to serve his or her desk-top publishing desires. Abu, Aladdin, Genie, Jasmine, Rahjah, and even that bad guy whats-his-name are all here, along with 18 borders and several fonts. Suggested uses include the creation of letter-head, posters, placemats, signs and greeting cards, though budding publishing Sultans can certainly do as they wish. IBM ($19.95). Circle Reader Service #24.

CGW

Aladdin Print Kit

COMPUTER GAMING WORLD HALL OF FAME

The games in *Computer Gaming World's Hall of Fame* have been highly rated by our readers over time. They have been rated for their impact on the computer gaming hobby during their peak period of influence and acceptance by our readership. Note that the dates listed for each game are the copyright dates and may precede the actual release dates. Specific formats listed are those which *CGW* has in its possession. This month, we welcome a much loved game to these hallowed halls.

The Bard's Tale (Electronic Arts, 1985)
Many formats
Chessmaster (Software Toolworks, 1986)
Many formats
Dungeon Master (FTL Software, 1987)
Amiga, Atari ST, IBM
Earl Weaver Baseball (Electronic Arts, 1986)
Amiga, IBM, Macintosh
Empire (Interstel, 1978)
Amiga, Atari ST, Commodore 64, IBM
F-19 Stealth Fighter (MicroProse, 1988)
IBM
Gettysburg: The Turning Point (Strategic Simulations, Inc., 1986)
Amiga, Apple, C-64, IBM
Gunship (MicroProse, 1989)
Amiga, C-64, IBM
Harpoon (Three-Sixty Pacific, 1989)
Amiga, IBM, Macintosh
Kampfgruppe (Strategic Simulations, Inc., 1985)
Many formats
King's Quest V (Sierra, 1990)
Amiga, IBM
M-1 Tank Platoon (MicroProse, 1989)
Amiga, IBM
Mech Brigade (Strategic Simulations, Inc., 1985)
Many formats
Might & Magic (New World Computing, 1986)
Apple, C-64, IBM, Mac
M.U.L.E. (Electronic Arts, 1983)
Atari 8-bit, C-64
Pirates (MicroProse, 1987)
Many formats
Railroad Tycoon (MicroProse, 1990)
Amiga, IBM, Macintosh
Red Baron (Dynamix, 1990)
Amiga, IBM, Macintosh
SimCity (Maxis, 1987)
Many formats
Starflight (Electronic Arts, 1986)
Amiga, C-64, IBM, Sega
Their Finest Hour (LucasArts, 1989)
Amiga, Atari ST, IBM
Ultima III (Origin, 1983)
Apple, Atari ST, C-64, IBM
Ultima IV (Origin, 1985)
Amiga, Apple, Atari ST, IBM
Ultima VI (Origin, 1990)
Amiga, IBM
War in Russia (Strategic Simulations, Inc., 1984)
Apple
Wasteland (Interplay, 1986)
Apple, C64, IBM
Wing Commander (Origin, 1991)
IBM, Sega
Wizardry (Sir-Tech Software, 1981)
Many formats
Zork (Infocom, 1981)
Many formats

The Newest Member to the CGW Hall of Fame

Red Baron
(Dynamix, 1990)
Amiga, IBM, Mac

Red Baron may well be Damon Slye's masterpiece. Damon is the designer/programmer who has been pushing the edge of 3-Space since his first vectored graphics game of space-age tank combat, the original *Stellar 7* on the 8-bit computers. At **Dynamix**, Damon moved the company through the *Skyfox* and *Airfox* series of 3-D action games (published by **EA**) and on toward their current success with *A-10 Tank Killer*, *Red Baron* and *Aces of the Pacific*.

Red Baron not only features terrific graphics that dress up the traditional polygon-filled look with occasional bit-maps and shading, but offers campaign play from both sides, the largest selection of aircraft in a WWI air combat simulation, and a multitude of quick-combat missions. It is a rich, satisfying simulation that not only held a prominent position in the top ten of *CGW*'s Top 100 for more than a year, but still stands as the high watermark of realistic air combat for many gamers.

Top Adventure Games

	GAME	COMPANY	SCORE
1	King's Quest VI: Heir Today ..	Sierra	10.40
2	Star Control II	Accolade	10.12
3	Indiana Jones: Fate of Atlantis	LucasArts	10.02
4	Monkey Island 2: Le Chuck	LucasArts	10.00
5	Les Manly in: Lost in L.A.	Accolade	9.73
6	The Secret of Monkey Island	LucasArts	9.72
7	Lost Files of Sherlock Holmes	Electonic Arts	9.71
8	Quest for Glory III	Sierra	9.66
9	Sherlock Holmes CO	ICOM	9.55
10	Amazon	Access	9.34

Top Role Playing Games

	GAME	COMPANY	SCORE
1	Ultima Underworld	Ongin	10.45
2	Wizardry VII: Crusaders of Savant	Sir-Tech	9.60
3	Eye of the Beholder II	SSI	9.56
4	Might & Magic III	New World Computing	9.45
5	Might & Magic: Clouds of Xeen	New World	9.43
6	Ultima VII	Origin	9.39
7	Eye of the Beholder	SSI	9.10
8	Bane of the Cosmic Forge	Sir-Tech	9.05
9	Ultima V	Origin	9.00
10	Elvira	Accolade	8.82

Top Simulation Games

	GAME	COMPANY	SCORE
1	Comanche. Maximum Overkill	NovaLogic	9.77
2	Falcon 3.0	Spectrum HoloByte	9.63
3	Aces of the Pacific	Dynamix	9.53
4	Stunt Island	Disney	9.53
5	Secret Weapons of the Luftwaffe	LucasArts	9.33
6	Gunship 2000	Microprose	9.06
7	Chuck Yeager's Air Combat	Electronic Arts	9.06
8	Red Storm Rising	MicroProse	9.04
9	Silent Service II	MicroProse	9.03
10	F-117A	MicroProse	8.92

Top Strategy Games

	GAME	COMPANY	SCORE
1	Civilization	MicroProse	10.75
2	Solitaire's Journey	QOP	10.26
3	Hong Kong Mahjong Pro	Electonic Arts	9.85
4	Chessmaster 3000	Software Toolworks	9.32
5	Oune II	Virgin	9.32
6	The Lost Admiral	OOP	9.05
7	Mech Warrior	Activision	8.94
8	Populous II	Electronic Arts	8.90
9	Hoyle Book of Games, Vol. 3	Sierra	8.78
10	Siege	Mindcraft	8.77

Reader Poll #104

COMPUTER GAMING WORLD
The Premier Computer Game Magazine

Top 100 Games

	Game	Company	Type	Score
1	Conquered Kingdoms	OOP	WG,ST	10.76
2	Links 386 Pro	Access	SP	10.75
	Civilization	MicroProse	ST	10.75
4	Ultima Underworld	Origin	RP	10.45
5	Front Page Sports Football	Dynamix	SP	10.43
6	King's Quest VI: Heir Today...	Sierra	AD	10.40
7	Wing Commander II	Origin	AC	10.31
8	Solitaire's Journey	QOP	ST	10.26
9	V for Victory: Velikiye Luki	Three-Sixty	WG	10.20
10	Star Control II	Accolade	AD,AC	10.12
11	Indiana Jones: Fate of Atlantis	LucasArts	AD	10.02
12	Monkey Island 2: Le Chuck's Revenge	LucasArts	AD	10.00
13	Hong Kong Mahjong Pro	Electonic Arts	ST	9.85
14	Wolfenstein 3-D	Id Software	AC	9.80
15	Comanche. Maximum Overkill	NovaLogic	SI	9.77
16	The Perfect General	OOP	WG	9.75
17	Les Manly in: Lost in L.A.	Accolade	AD	9.73
18	The Secret of Monkey Island	LucasArts	AD	9.72
19	Lost Files of Sherlock Holmes	Electonic Arts	AD	9.71
20	Ouest for Glory III	Sierra	AD,RP	9.66
21	Falcon 3.0	Spectrum HoloByte	SI	9.63
	V for Victory: Utah Beach	Three-Sixty Pacific	WG	9.63
23	Wizardry VII. Crusaders of Savant	Sir-Tech	RP	9.60
24	Hardball III	Accolade	SP	9.58
25	Eye of the Beholder II	SSI	RP	9.56
26	Sherlock Holmes CD	ICOM	AD	9.55
27	Great Naval Battles	SSI	WG,ST	9.54
28	Stunt Island	Disney	SI	9.53
	Aces of the Pacific	Dynamix	SI	9.53
30	Links	Access	SP	9.47
	Warlords	SSG	WG,ST	9.47
32	Might & Magic III	New World Computing	RP	9.45
33	Might & Magic: Clouds of Xeen	New World	RP	9.43
34	Ultima VII	Ongin	RP	9.39
35	Battles of Destiny	QOP	WG,ST	9.36
36	Amazon	Access	AD	9.34
37	Pacific War	SSI	WG	9.33
	Secret Weapons of the Luftwaffe	LucasArts	SI	9.33
39	Dune II	Virgin	ST	9.32
	Chessmaster 3000	Software Toolworks	ST	9.32
41	High Command	Colorado Comp	WG	9.29
42	Jack Nicklaus Signature Golf	Accolade	SP	9.27
43	Lemmings	Psygnosis	AC	9.21
44	Second Front	SSI	WG	9.17
45	Spellcasting 301: Spring Break	Legend	AD	9.16
46	Carriers At War	SSG	WG	9.15
47	Tetris Classic	Spectrum HoloByte	AC	9.14
48	The Castle of Dr. Brain	Sierra	AD	9.11
49	Eye of the Beholder	SSI	RP	9.10
50	The Dagger of Amon Ra	Sierra	AD	9.09

The Computer Gaming World Poll

A monthly survey of the readers of Computer Gaming World Magazine.

Top Wargames

	GAME	COMPANY	SCORE
1	Conquered Kingdoms	QQP	10.76
2	V for Victory: Velikiye Luki	Three-Sixty	10.20
3	The Perfect General	QQP	9.75
4	V for Victory, Utah Beach	Three-Sixty Pacific	9.63
5	Great Naval Battles	SSI	9.54
6	Warlords	SSG	9.47
7	Battles of Destiny	QQP	9.36
8	Pacific War	SSI	9.33
9	High Command	Colorado Comp.	9.29
10	Second Front	SSI	9.17

Top Action Games

	GAME	COMPANY	SCORE
1	Wing Commander II	Origin	10.31
2	Wolfenstein 3-D	Id Software	9.80
3	Lemmings	Psygnosis	9.21
4	Tetris Classic	Spectrum HoloByte	9.14
5	Oh, No! More Lemmings	Psygnosis	8.92
6	Terminator 2029	Bethesda	8.85
7	Out of this World	Interplay	8.51
8	Conan the Cimmerian	Virgin	8.10
9	Speedball 2	Konami	7.92
10	Ancient Art of War in the Skies	MicroProse	7.32

Top Sports Games

	GAME	COMPANY	SCORE
1	Links 386 Pro	Access	10.75
2	Front Page Sports Football	Dynamix	10.43
3	Hardball III	Accolade	9.58
4	Links	Access	9.47
5	Jack Nicklaus Signature Golf	Accolade	9.27
6	Indianapolis 500	Electronic Arts	8.83
7	Tony LaRussa's Ultimate Baseball	SSI	8.60
8	4-D Boxing	Electronic Arts	8.56
9	NFL Pro League Football	Micro Sports	8.54
10	The Games: Winter Challenge	Accolade	8.50

Poll is based on reader survey cards in each issue of *CGW* and published two issues subsequent. Data on more than 100 games is archived and top ten lists may contain games which scored below the Top 100 cutoff.

	Conflict: Korea	SSI	WG	9.09
52	Chuck Yeager's Air Combat	Electronic Arts	SI	9.06
	Gunship 2000	Microprose	SI	9.06
54	Bane of the Cosmic Forge	Sir-Tech	RP	9.05
	The Lost Admiral	QQP	ST	9.05
56	Red Storm Rising	MicroProse	SI	9.04
	Conquests of the Longbow	Sierra	AD	9.04
58	Silent Service II	MicroProse	SI	9.03
59	Quest for Glory II	Sierra	AD,RP	9.02
60	Police Quest 3	Sierra	AD	9.01
61	Ultima V	Origin	RP	9.00
62	Space Quest IV	Sierra	AD	8.98
	Western Front	SSI	WG	8.98
64	The Adventures of Willy Beamish	Dynamix	AD	8.96
65	Mech Warrior	Activision	ST,SI	8.94
66	F-117A	MicroProse	SI	8.92
	Oh, No! More Lemmings	Psygnosis	AC	8.92
68	Populous II	Electronic Arts	ST	8.90
69	Rise of the Dragon	Dynamix	AD	8.89
	Martian Memorandum	Access	AD	8.89
71	Terminator 2029	Bethesda	AC	8.85
72	Indianapolis 500	Electronic Arts	SP	8.83
73	Elvira	Accolade	RP	8.82
74	Command HQ	MicroPlay	WG,ST	8.81
75	Rex Nebular	MicroProse	AD	8.79
	Gateway to the Savage Frontier	SSI	RP	8.79
77	Hoyle Book of Games, Vol. 3	Sierra	ST	8.78
78	Siege	Mindcraft	ST	8.77
79	The Summoning	SSI	RP	8.76
80	Heart of China	Dynamix	AD	8.75
81	Castles 2: Siege and Conquest	Interplay	ST	8.72
	Battles of Napoleon	SSI	WG	8.72
	Battlechess	Interplay	ST	8.72
	Gateway	Legend	AD	8.72
85	Starflight II	Electronic Arts	RP	8.71
86	F-15 Strike Eagle II	MicroProse	SI	8.69
87	Action Stations	RAW Entertainment	WG	8.68
	Pools of Darkness	SSI	RP	8.68
89	Typhoon of Steel	SSI	WG	8.67
90	Armada 2525	Interstel	ST	8.63
91	Tony LaRussa's Ultimate Baseball	SSI	SP	8.60
92	Buck Rogers	SSI	RP	8.57
	Legend of Kyrandia	Virgin	AD	8.57
	Carrier Strike	SSI	WG	8.57
95	4-D Boxing	Electronic Arts	SP	8.56
96	Megafortress	Three-Sixty Pacific	SI,ST	8.55
97	NFL Pro League Football	Micro Sports	SP	8.54
98	Out of this World	Interplay	AC	8.51
99	The Games Winter Challenge	Accolade	SP	8.50
	Martain Dreams	Origin	RP	8.50

Games on unnumbered lines have scores equal to the line above.
AD=Adventure, RP=Role Playing, SI=Simulation, ST=Strategy, WG=Wargame, AC=Action, SP=Sports

PC Research Hits List of Top-Selling Software

January, 1993

PC Games (MS-DOS)

Rank	Title and Source
1.	F-15 Strike Eagle III (MicroProse)
2.	Ultima Underworld II (Origin)
3.	Front Page Sports: Football (Sierra On-Line)
4.	Comanche: Maximum Overkill (Nova Logic)
5.	Wing Commander (Origin)
6.	Kings Quest VI (Sierra On-Line)
7.	Sim City (Maxis)
8.	Microsoft Flight Simulator (Microsoft)
9.	Falcon 3.0 (Spectrum HoloByte)
10.	Links 386 - Pro (Access)
11.	Civilization (MicroProse)
12.	Silent Service II (MicroProse)
13.	F-15 III Aces Pack (MicroProse)
14.	Police Quest (Sierra On-Line)
15.	Links - Mauna Kea (Access)
16.	Aces of the Pacific (Sierra On-Line)
17.	Hardball III (Accolade)
18.	Monopoly (Virgin Games)
19.	Star Control II (Accolade)
20.	Beat the House (Konami)

Amiga Games

Rank	Title and Source
1.	688 Attack Sub (Electronic Arts)
2.	AD&D Gateway to Savage Frontier (Strategic Simulations)
3.	Realms (Virgin Games)
4.	AD&D Eye of the Beholder (Strategic Simulations)
5.	Operation Combat (Merit)

Macintosh Games

Rank	Title and Source
1.	Civilization (MicroProse)
2.	Prince of Persia (Broderbund)
3.	Sim City Supreme (Maxis)
4.	Microsoft Flight Simulator (Microsoft)
5.	Award Winners: KQ V & Red Baron (Sierra On-Line)

CD-ROM Products

Rank	Title and Source
1.	MPC Wizard (Aris Entertainment)
2.	Cinemania (Microsoft)
3.	Wing Commander/Secret Missions I & II (Origin)
4.	Battle Chess (Interplay)
5.	Street Atlas U.S.A. (Delome)
6.	World View (Aris Entertainment)
7.	Mantis (MicroProse)
8.	Where in the World is Carmen Sandiego (Broderbund)
9.	Lost Treasures of Infocom (Activision)
10.	Adventures of Willy Beamish (Sierra On-Line)

This list is based on units sold by Software Etc., Babbages, Waldensoftware and Electronics Boutique. For more information, please contact PC Research at (703) 435-1025.

What You've Been Playing Lately

The Feedback Forum of Reader Response

Every month our mailbox fills to capacity with hundreds of Reader Input Cards from our many loyal and outspoken readers. Over the years we've found these cards to be an invaluable source of feedback. Within 10 days of the release of our latest issue we can expect to see dozens of cards begin pouring in with comments, suggestions, encouragements, tirades and many good laughs, in addition to the data for our Top 100 game poll. Through your efforts, we know which articles were hits, which flopped, how many typos an grammatical errors we've let slip through -- in addition to the many well-articulated opinions on anything and everything related to gaming. This column is set aside to give our readers a voice, and to display the results of our "Playing Lately?" field on the Reader Input Card. Thanks for taking the time to fill them out—and keep 'em coming!

Playing Lately? Results For CGW #104, March 1993:

1. Conquered Kingdoms (QQP)
2. Ultima Underworld II (Origin)
3. Civilization (MicroProse)
4. Front Page Sports Football (Dynamix)
5. Wizardry VII: Crusaders of the Dark Savant (Sir-Tech)
6. Dune II (Virgin)
7. V For Victory: Velikiye Luki (Three-Sixty)
8. Star Control 2 (Accolade)
9. F-15 Strike Eagle III (MicroProse)
10. Gary Grigsby's Pacific War (SSI)

Mandates from the People

"The depth and realism of Shadow President are so good that sometimes I think I can understand why the world is so screwed up. This game is a classic!"

- J. Tusk, Des Plaines, IL

"I never enjoyed a football game like I do with Front Page Sports Football. Just outstanding. A touchdown for sports fans."

- Kirk Williamson, Mosinee, WI

"Sex is great but Front Page Sports Football is better because you don't need a helmet!"

- M. Crudder, Hobbs, NM

"In your Star Control 2 review you mention a modem option. I have been unable to locate such a feature. Am I missing something?"

- Chris Haswell, Austin, TX

[Ed: No, the editors are. Star Control 2 does not have a modem option. Sorry. Those responsible for the sacking have been sacked (again).]

"All auto racing simulations need to use the algorithms from World Circuit. It is as close to being in the cockpit as there is. Well done!

- Anonymous Enthusiast, Waco, TX

"Playing lately? As in late night, every night and every morning before work and lunch time also. My wife is in the process of making a SirTech voodoo doll.

- Bill Sasscer, Chesapeake, VA

"Travel agents should keep copies of Underworld and Underworld II stocked with their brochures of other exotic destinations. As someone who travels extensively, I prize new opportunities for adventure and discovery. The Underworld games have given me a wonderful way to visit yet another vacation spot — and at a very reasonable fare."

- Brian Schuh, North Lauderdale, FL

[Ed: Uh huh. Try telling your Significant Other that you're taking him/her on a two-week vacation to Britannia. We don't think you'll get far, no matter how lovely the Gargoyles are in Spring.]

The Patch File

Computer game programs have grown so massive and the number of possible configurations has become so huge that incompatibilities and glitches seem to be breeding at an exponential rate. Consumers and publishers are both frustrated at the need for adding patches into "buggy" programs, but they seem to be an interim solution that is going to be with the hobby for a while (presumably, until a standard platform configuration is agreed upon). So, until the golden age of standardized platforms and bug-free programs, *Computer Gaming World* will publish a regular list of the latest updates of which we are aware.

These patches can usually be downloaded from either Compuserve or GEnie, but can also be obtained from individual software publisher's own BBSs and direct from the publisher, with proof of purchase. We continue to urge publishers to keep us updated on the latest versions/patches to their games.

("*" indicates new files.)

Air Force Commander Slowdown Patch: Makes the game playable on high-powered machines. 11/24/92

Amazon Raft Bug Fix: Fixes the problem getting the raft out of the box in the airplane. 12/12/92

B-17 Flying Fortress Version 2 Update: Adds many new features and tweaks some of the existing ones. 11/17/92

Batman Returns Update: Latest version of Konami's Bat-venture. 1/24/93

***Civilization Version 1.0.8 (Macintosh):** Latest and greatest version of the reigning king of strategy. 2/23/93

Darkseed Version 1.5 Update: Latest version of CyberDreams' adventure. 1/20/93

F-15 Strike Eagle III Install Update: For those having trouble with the install program. 12/23/92

F-15 Strike Eagle Help Info Text. Text file containing known problems and suggestions for those having problems with the sim. 1/08/93

***F-117A Stealth Fighter V.04:** Update to MicroProse's jet simulator. 1/29/93

***Front Page Sports Football:** A new version is available which improves upon the original release in many ways. 2/15/93

Full Count Baseball V5.1 Upgrade: Expands play-by-play and offers a new screen layout. For owners of V5.0 only. 12/06/92

Greens Version 02 Update: Addresses the problems reported with scoring, Sound Blasters, etc. 11/22/92

***Great Naval Battles/North Atlantic Update:** Updates all GNBNA files to version 1.2. 2/23/93

***Gunship 2000 Islands and Ice Patch Version .085:** Corrects keyboard lockout problems some gamers are having. 2/11/93

Hockey League Simulator 2 Update V1.11: New version for the IBM. 2/3/93

Island of Dr. Brain Update: Fixes "Ooops 10" error, music room puzzle, and several other problems. 12/23/92

Jack Nicklaus Signature Edition Rev 1.5: Fixes the Mini-Moss effect caused by several objects being placed after a hill crest. 12/16/92

Links 386 Pro Update Version 1.08: Allows game to run under OS/2 and other DPMI operating systems and software. 11/14/92

***Magic Candle III Version 1.16:** Fixes problems with Sound Blaster support, mirror of honesty/candlewick problems, difficulties with tranferred characters from MC2, and other minor glitches. 2/17/93

NFL Pro League Football '92 V1.1: Contains many upgrades, fixes, and additional schedules. 1/26/93

Pacific War V1.06: Fixes the bombardment bug, the West Coast defense bug, the missing unit bug, etc. An "unofficial" upgrade from Gary Grigsby — not supported by SSI. 1/24/93

Power Politics Update: Fixes all known bugs. 12/11/92

Quest For Glory III "B" Patch: Corrects all known game play errors. 12/03/92

Rex Nebular Update 8.49 (IBM/VGA): Corrects the chicken-bomb and poly-cement problems. 11/13/92

***Shadow President Update Version 1.0b:** This version will run in ca. 30k less memory than the previous version. It also includes minor adjustments to the internal processing. 2/12/93

***SimLife Upgrade V2:** Fixes minor problems in Maxis' A-life simulator. 2/10/93

***Solitaire's Journey Patch V1.03:** This is a patch for those having problems with saved Tournament games and those having mouse troubles. 2/12/93

Spelljammer Update V1.1: Latest version of the game. 11/21/92

Star Control 2 V1.1: Fixes several small problems. 12/11/92

Star Legions Update: Fixes some machine-specific lock-ups, problems with phasers firing out of the FOV, changes to mission ratings, fixes to award sequence. 1/15/93

Stunt Island Update: Fixes a minor bug in the Install program that was causing some system lockups after the hardware autodetect sequence. 11/27/92

***Task Force 1942 Update:** Corrects the waypoint problem, among others. 2/15/93

***TL's Ultimate Baseball V1.1:** Upgrades SSI's baseball simulation to the latest version. 1/29/93

Tom Landry Football V. 1.02 Update: Corrects problems with modem play, excessive penalties, Sound Blaster problems, and improved animation choreography. 12/03/92

Twilight 2000 Colonel Upgrade (VGA only): Adds extra sounds and graphics, and adds a new ending to the game. 2/2/93

***Ultima VII Version 3.4:** Lord British fixes some minor leaks in the roof of Castle Brirannia. Updates from Version 3.0 to 3.4. 2/17/93

***Ultima Underworld II Patch:** Fixes the "strike" problem, local bus difficulties, and a few others. 2/24/93

Wayne Gretzky Hockey 3 Version 1.10: Fixes many bugs, including the Canadien.VOC file, the computer scoring problem, CH FlightStick problem, penalties, referees, coach's clipboard and others. 11/24/92

The PRODIGY Weekly Top Ten

Computer Gaming World is Prodigy's on-line games expert. Look for us in their Game Center, a forum where users read articles posted on-line by CGW and exchange messages on the bulletin boards (we can be reached there at EXPT40B). The Prodigy Game Poll is run by Prodigy based on a list of games provided by CGW and is updated weekly. Note that it is not a cumulative rating over time (like the CGW Top 100 Poll). Instead, the Prodigy Game Poll is a weekly "snapshot" of game popularity with gamers rating their favorites on a 1 - 10 scale. The highest total point earners make their Top 10. We provide this data to our readers as another barometer of "what's hot" in computer gaming.

Awards — Thy Name Is Controversy

State of the Industry: Last issue, we touched on the issue of awatds. We observed that appending a superlative like "Best" to any product is tantamount to painting a bull's-eye upon it. This virtually allows any would-be critic to come along and castigate the flawed selection process, alleged political influences and supposed ignorance of the voters. Awards selected by members of the press represent the elitist perceptions of jaded critics who are out of touch; those chosen by working members of an industry represent unenlightened selections from those who are so focused upon their own products that they do not know the products of others; and those selected by the public ate mere popularity contests because the "gteat unwashed" cannot possibly understand the subtle nuances of each new innovation.

The Software Publishers Association probably didn't help their case with the selection of the new nickname for their annual "Excellence in Softwate" awards. Believing that a gala black tie dinner and dance, complete with celebrity MC and multi-media fanfare, did not sufficiently emulate the ceremonies surrounding the Oscars, Emmys, Tonys and Grammys, the SPA nicknamed them the "Codies" (one wag immediately maligned them as the "Cooties"). Nevertheless, there were only a couple of surptises and plenty of the criticism typical of any system of award selection.

SimLife was selected as Best Simulation. In a sense, this seems a reasonable choice. It does an admirable job in simulating biological systems and it has the abbteviation "Sim" in its title. Yet, one wondets if it is ttuly a simulation in the tradition of fitst-person petspective, 3-D polygon-filled graphic games which simulate vessels and vehicles. Maxis has ruled this category for four years, but even Maxis' president, Jeff Braun, seems uncomfottable with theit dominance in the category. He wishes there was a "software toy" category so that "so many of the other worthy ptoducts" would be able to win "without us having to lose."

Maxis continued their winning streak with *A-Train* being selected as Best Stiategy Progtam. *CGW* readets didn't seem to gravitate toward *A-Train*, having trouble with an economic model that seemed foreign to U.S. business practices. It is very likely that they would have selected Dynamix' *The Incredible Machine* ot Virgin's *Dune II: The Building of a Dynasty* as the winner in this category, since the buzz has been more favotable fot the latter two products. Note, however, that SPA winnets in the strategy categoty have rately squared with gamers' tastes.

CGW Publisher Russell Sipe presents Critics Choice award for *Stunt Island* to Disney Software's Kirk Green.

One close observer of the SPA awards pointed out the obvious fallacy of the Best Fantasy Role-Playing/Adventute categoty. The observer commented that any organization that could combine the two genres had a fundamental misunderstanding of both genres. A graphic adventure from a new player won the honors in this category. Cyberdreams' *DarkSeed*, an intense graphic experience built atound the fantasy att of H.R. Giger (designer of the original *Alien* creatute). Again, the game offets a certain aesthetic quality which appealed to the voters, but does not rate highly among *CGW* readets.

In the Spotts category, golf games from Access have won the award for sevetal years in a row. This yeat, the competition from MicroPtose's *World Circuit*, Dynamix' *Front Page Sports: Football*, Accolade's *Jack Nicklaus Golf: Signature Edition*, Accolade's *Al Michaels Announces Hardball III* and newcomer Merit Software's *Tom Landry Strategy Football* seemed to offet the stiffest test yet. *Links 386 Pro* continued the domination of the category for Access. Upon being congratulated for their victory, company representatives said, "Wait till you see the technology in our next generation product!"

It may well be, however, that the Action/Arcade category brought the biggest surprise. In an awards ptocess where politics often seems to rule, the underdog managed to win. *Wolfenstein 3-D*, id Software's first-person 3-D action game (published by Apogee Software) took the ptize. To our knowledge, it is the fitst time that a shareware game has taken honors in the SPA voting. Furthet, id Software is probably the smallest software house to win such honors. The entire operation is six employees (two programmers, two artists, one ctreative director and one business person).

As noted earliet, no awards process is so removed from potential flaws that it does not engender some debate and dissatisfaction. One SPA award that has consistently teduced the amount of controversy has been the Critics Choice Awards. These awatds are selected by a panel of judges who cover their respective fields all year long. This year, The Critics Choice Award for Best Consumer Product went to Walt Disney Software's *Stunt Island*. The winning margin seemed to be the game's unique capacity for filming, editing and saving to disk a custom "film" of one's play session. Aftet sevetal years, the Critics Choice seems to be the one award that most often rewards design innovation.

Yes, awards can be conttovetsial. Without awards, though, what would we have to talk about? CGW

Advanced Dungeons & Dragons® COMPUTER PRODUCT

FOR THOSE WHO WOULD GIVE ANYTHING FOR A THIRD EYE.

THE GRAND FINALE OF THE MEANEST 3-D GRAPHIC ADVENTURE SERIES EVER!

If you thought it would be impossible to top the first two "Eye of the Beholder" adventures, you're in for a deadly surprise in ***EYE OF THE BEHOLDER III: ASSAULT ON MYTH DRANNOR.*** Behold Eye III, with the hottest graphics, a devilishly deep plot, and more cinematics than ever.

This time you're transported to the ruined city of Myth Drannor in the FORGOTTEN REALMS® world, where you must wrest an artifact of divine power from the dread lich Acwellan. A massive monster bestiary awaits your journey through the forest, mausoleum, temple, and guilds.

The never-ending complexity with more character action, plots and subplots requires you to think on your feet or perish.

The streamlined interface with the new ALL ATTACK button gives you the smoother moves you'll need to survive in combat.

Eye III is an assault on your senses, with three times more cinematic intermissions and five fully-scored music pieces. Plus the ability to import your favorite characters from Eye II, along with weapons, treasure and experience levels.

The way the developers of Eye III see it, if you're going to go out, you might as well go out in style. Who knows, 40-100 hours later, you might just see the light at the end of Eye III. Then again, you might not.

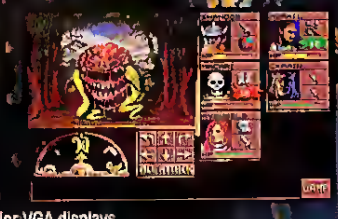
SSI

IBM

CLUE BOOK AVAILABLE!

ADVANCED DUNGEONS & DRAGONS, FORGOTTEN REALMS, and the TSR logo are trademarks owned by and used under license from TSR, Inc. ©1993 TSR, Inc. ©1993 Strategic Simulations Inc. All rights reserved.

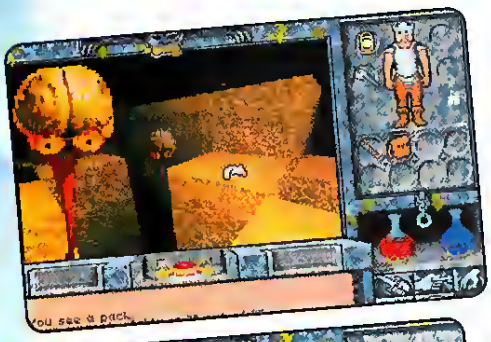
TO ORDER: Visit your retailer, or call 1-800-245-4525 with Visa/MasterCard orders (USA and Canada only).

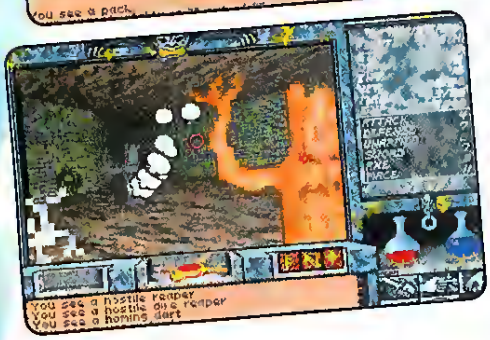


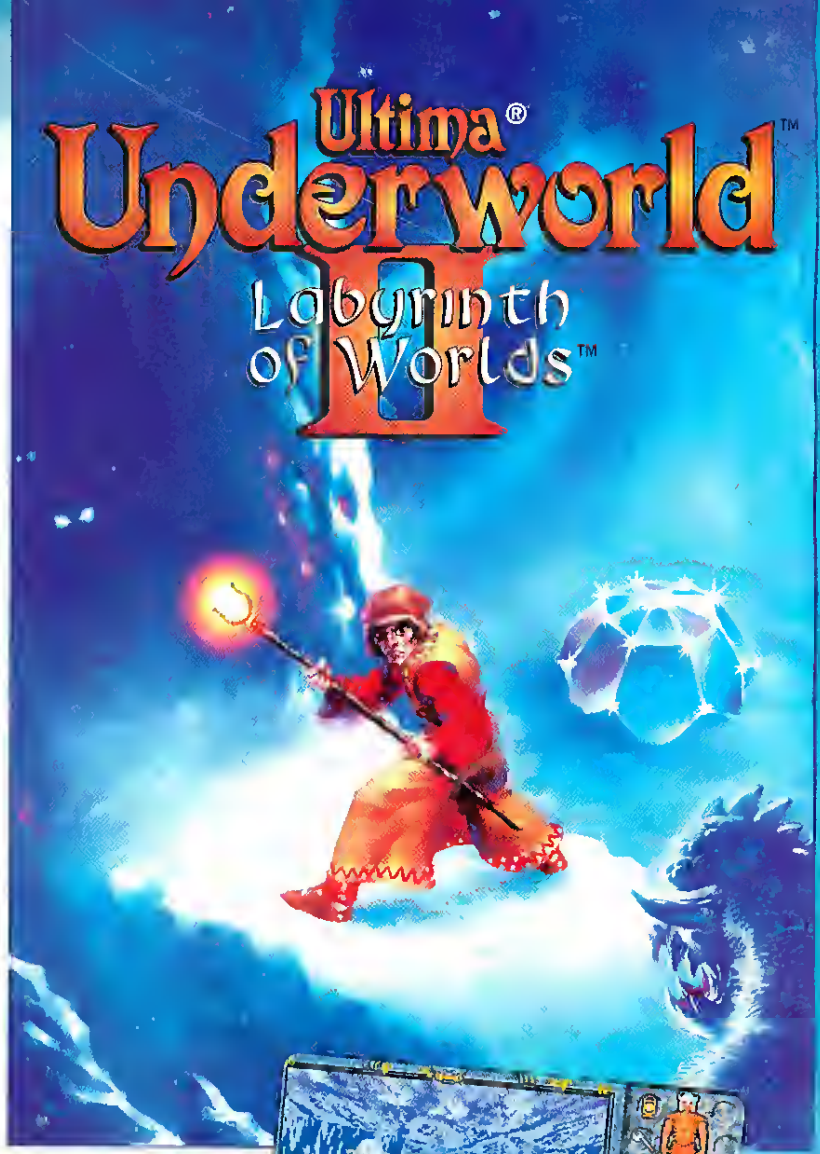
*IBM 256-color VGA displays

The Thrilling Sequel to Computer Gaming World's Role-Playing Game of the Year! It's not just a dungeon game anymore!

Ultima® Underworld II™ Labyrinth of Worlds™







UNDERWORLD The Stygian Abyss™ was hailed as the first in a new generation of fantasy adventures. *UNDERWORLD II Labyrinth of Worlds* delivers a new, sharply realistic look. With smoother animation, more detailed creatures and a spacious view window, it's the most realistic gaming environment on a PC.

The world of *Underworld II* is more varied and engaging than ever before. We've added new terrain features (like shifting floors, water currents and thin ice), new spells (like *Shockwave* and *Portal*), new and nastier traps and puzzles, and new creatures (we'll let you discover these for yourself...)

Underworld II takes you beyond the traditional dungeon environment. Deep in the earth, the Guardian's magic has cracked the walls of reality, opening the way to eight new worlds beyond Britannia: a city buried in ice, a floating castle, an ancient tomb and more... From the halls of Lord British's castle, it's time to carry the battle forward and into the *LABYRINTH OF WORLDS*...

Actual screens may vary.

ORIGIN®
We create worlds.®
An Electronic Arts® Company

P.O. BOX 161750 • AUSTIN, TX 78716

Available at a software retailer near you or call 1-800-245-4525 for MC/Visa/Discover orders.

A LookingGlass Technologies™ Design

Origin, Ultima and We create worlds are registered trademarks of ORIGIN Systems, Inc. Underworld, The Stygian Abyss and Labyrinth of Worlds are trademarks of ORIGIN Systems, Inc. A LookingGlass Technologies is a trademark of A LookingGlass Technologies Design. Electronic Arts is a registered trademark of Electronic Arts.