

The #1 Computer Game Magazine

Computer Gaming World

Exclusive!
Jane's 688
Attack Sub 2

JANUARY 1997
NO. 150
\$3.99 USA, \$4.99 Canada

Exclusive Hands-on Report!

STAR WARS

3 Incredible New Star Wars Games

Rebellion, Jedi Knight and X-Wing vs. TIE Fighter

The Ultimate
Gaming PC

Build Your Dream Machine
With Our Picks For The
Best PC Components

Die, Robot

Ruthless Strategies
For 4 Sci-Fi Games:

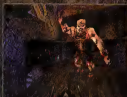
- ▶ MECHWARRIOR 2:
MERCENARIES
- ▶ CRUSADER:
NO REGRET
- ▶ STAR CONTROL 3
- ▶ DEALOCK

Dark Reign

Activision's
New C&C Killer



WE KNOW HOW YOU ARE GOING TO DIE



they never attack in his... seen in

*"The Vanguard
of a terrifying new
level of immersive
technology."*

- COMPUTER GAMING WORLD

his by
by the lightning

*"...by far the most addictive,
multiplayer action game
we've ever played."*

Quake's greatest addition... levels
feature some first...
which...
If you

- PC MAGAZINE

...as it
...in Doom, but much harder. In fact, if
...be disappointed that...
"Quake overwhelms the senses."

- USA TODAY

*"Quake is the biggest, baddest, bloodiest
and most atmospheric 3-D action game
ever conceived."*

- PC GAMER

*"Quake is the most
satisfying first-person
action game of all time."*

- SOFT MAGAZINE



www.idsoftware.com



Distributed by
GT Interactive Software
www.gtinteractive.com

Quake™ ©1997 id Software, Inc. All Rights Reserved. Published by id Software, Inc. Distributed by GT Interactive Software Corp.
MS-DOS™ is a registered trademark of Microsoft Corporation. All other trademarks are the property of their respective companies.

Q U A K E

full registered version
now available.



A Wild

in the World's Most Exotic

Race The World's Hottest
Production 4x4 Vehicles

Hummer*

**Land Rover
Defender 90**

Jeep Wrangler

**Chevrolet
K-1500 Z71***



TEST DRIVE

OFF-ROAD

Ride

Off-Road Vehicles!



True-to-life driving physics for each vehicle plus 9 camera views. Powerful 3D engine keeps the action moving at blazing speed!



12 tracks test your off-road skills. Negotiate wicked terrain including dirt, rocks, sand and snow.



Four ways to race: SINGLE RACE, FULL SEASON, CLASS LEAGUES and MIXED LEAGUES.



Engage in wild MULTI-PLAYER ACTION via network, modem or split-screen racing. Game experience of the power and speed of off-road racing awaits your friends!

Hot Soundtrack
featuring TVT Recording Artist
Gravity Kills

Available on the
PlayStation game console
and PC CD ROM

Download the DEMO today at <http://www.accolade.com>

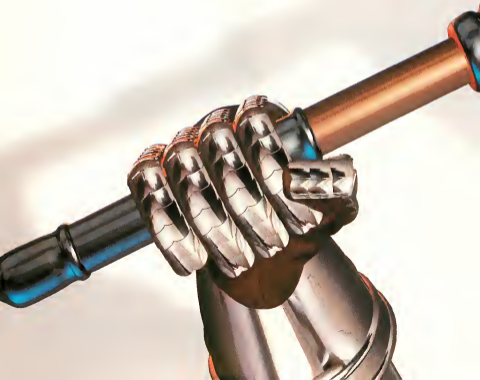
To order direct call: 1-800-245-7744



ACCOLADE

This Game is a Intellectual Property, Inc. © 1999 Accolade, Inc. All rights reserved. Developed by Eric Strydom. The Land Rover Name and Logo are trademarks of Rover Group Limited and Land Rover. Honda and Hummer are the registered trademarks of A.M. General Corporation. Jeep and Jeep's design are registered trademarks of Chrysler Corporation. U.S.A. and are used under license. © CHRYSLER CORPORATION 1999. Created in 1999. TVT and Body Design are trademarks of Gravity Kills Division, General Music Corporation, used under license to Accolade, Inc. Licensed by Sony Computer Entertainment. © 1999 Sony Computer Entertainment, Inc. PlayStation and the Computer Entertainment Rating Board (CERB) logos are trademarks of Sony Computer Entertainment, Inc. The Official Game of the PlayStation 2. © 1999 Accolade Software Association. This SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSO AND DEMO42424M.

**FOR A FREE DEMONSTRATION OF OUR 3-D GAMING EXPERIENCE,
SLAM THIS MAGAZINE INTO YOUR FACE.**





INTRODUCING THE ULTIMATE, NO-COMPROMISE, GAMER PC.

At NEC, our gaming PCs have just taken on a whole new dimension. The third, to be exact. With two dedicated 3-D graphic accelerators, the NEC PowerPlayer™ sucks you right into the action.

200 MHz Pentium Processor
Diamond Viper 3-D and All 3-D Edge graphic accelerators
32 MB SDRAM/2.2 GByte HD
NEC MultiSpan™ 6x4 CD-ROM drive

And don't worry, you'll be armed with everything a serious gamer could ask for: A 300 MHz Pentium® processor, 6 MB of video memory, and a 50-watt Advent surround sound system with subwoofer. We've also thrown in a Gravis gamepad, Thrustmaster joystick, and Logitech 3-button Mouseman® mouse. As well as a bunch of today's hottest games, all reconfigured to take advantage of our unique 3-D technology. You can even head out into cyberspace and play in real time against anyone else on the net.



POWER *PLAYER*

For more information, call 1-800-NEC-INFO. Or, for a slightly more conventional demonstration, visit your local retailer. Available at Circuit City, Comp USA, Future Shop and Fry's.

SEE, HEAR AND FEEL THE DIFFERENCE.™

NEC

Visit our web site at <http://www.nec.com>

©1998 Packard Bell NEC, Inc. PowerPlayer is a trademark of Packard Bell NEC, Inc. See, Hear and Feel the Difference is a trademark and MultiSpan is a registered trademark of NEC. Technologies. No. The Intel Inside logo and Pentium are registered trademarks and the Pentium Processor logo is a trademark of Intel Corporation. May 8, 2000

CIRCLE READER SERVICE #260



Computer Gaming

FEATURES

50 COVER STORY Star Wars!

The Force is stronger than ever! Associate Editor Elliott "Come To The Dark Side" Chin boards the Death Star to investigate the latest on LucasArts' upcoming trilogy of Star Wars games—Star Wars Rebellion, Jedi Knight, and X-Wing vs TIE Fighter. Will 1997 be the best year yet for this great franchise?



SCIENCE FICTION STRATEGY GUIDE



Having trouble colonizing that planet? Can't get your mech into fighting shape? Do a mind meld with the CGW editors as we take you through four of the hottest sci-fi based games of the year, with tips and strategies to get you out of those tough spots.

- ▶ 68 **Crusader: No Regret**
- ▶ 76 **Star Control 3**
- ▶ 88 **MechWarrior 2: Mercenaries**
- ▶ 98 **Deadlock**

HARDWARE

117 **The Ultimate Gaming Machine Part 2**

Imagine having \$9,000 to spend. Then imagine spending it to assemble the best gaming system on the planet. What would you buy? Check out contributing technowizard Loyd Case's component-by-component shopping list for the ultimate gaming rig.



- 133 **Review: Eagle Max joystick**
- 140 **Review: Jazz Speakers' JS-300 and JS-900**

SNEAK PREVIEWS!

- 171 Rocket Jockey
- 239 X-Fighters
- 248 688 Attack Sub 2 ▶
- 272 Dark Reign



STRATEGY & TIPS

- 147 Daggerfall
- 152 Scorpi's Adventure/RPG Tips
- 174 Star Control 3 Hypermelee
- 181 Quake Deathmatches
- 244 Apache
- 284 Shattered Steel
- 270 Third Reich
- 284 War Wind
- 280 Wooden Ships and Iron Men
- 286 Gene Wars
- 302 Tigers on the Prowl 2
- 306 Battleground: Waterloo Strategy Guide ▶



COLUMNS

- 113 Hardware Loyd Case shows you how to tweak your system for better gaming.
- 145 Adventure/RPG Scorpi reviews Harvester, and she's not lippy.
- 171 Action Peter Nielson previews Rocket Jockey.
- 193 Classics/Puzzles Charles Ardi looks at internet game shows.
- 203 Sports Dennis "Ironman" McCauley takes on Microsoft.
- 239 Simulations Deany Albin takes flight with Dynamix's X-Fighters.
- 287 Strategy/War Terry Coleman reviews Third Reich.
- 354 Martin Cirulis What's the deal with design hype?

DEPARTMENTS

- 12 Just the FAQs Answers to frequently asked questions
- 20 Editorial Johnny Wilson ponders gaming copyright issues
- 26 Letters Our readers speak out!
- 32 READ.ME Computer gaming news
- 45 Game Track A look at what's cool and coming your way
- 350 Hall of Fame Great games of all time
- 351 Patches Game files to kill bugs dead
- 352 Top 100 Subscribers rate the top games

REVIEWS

ADVENTURE/ROLE-PLAYING

- 145 Harvester
- 169 Albion ▶
- 182 Toonstruck
- 188 9



ACTION

- 182 Road Rash ▶
- 184 Monster Truck Madness
- 186 Deadly Tide
- 189 Manic Karts
- 188 Slamscape
- 182 3D Ultra Pinball Creep Night



CLASSICS/PUZZLES

- 180 Baku Baku ▶
- 188 Scrabble



SPORTS

- 206 Madden NFL 97 ▶
- 214 Full Court Press
- 228 Solid Ice Hockey
- 232 NFL Quarterback Club 97



SIMULATION

- 258 Hind
- 282 Shattered Steel ▶



STRATEGY/WARGAMES

- 288 War Wind
- 286 Wooden Ships and Iron Men ▶
- 294 Gene Wars
- 288 Tigers on the Prowl 2



The 1996 CGW Article Index ... see page 316

> Abort training missions

...Aborting Command and Conquer

...Aborting Warcraft 2

> Initiate full-scale war

...Initiating Dark Reign





> Advanced Unit AI

Give specific orders to each unit. Determine each unit's behavior in combat. Preset pathways and waypoints. Place a unit on sentry duty or send it on a hit-and-run mission.

> Intelligence and Realism
Sighting and attack calculations take into account true line-of-sight. Realistically modeled terrain dynamically affects unit movement... Terrain deforms when hit with weapon fire.



> Revolutionary Features

Design your own missions. Create alliances with up to eight players by sharing resources and intelligence. Also includes gigantic playing maps, never-before-seen units, and dozens of other features.



DARK REIGN

THE FUTURE OF WAR

Coming this Winter

ACTIVISION

RETURN OF KING ACTIVISION.COM

ALTERNATE

Activision is a registered trademark and Dark Reign is the name of the game developed by Activision. All other trademarks, service marks, and registered trademarks are the property of their respective owners.

Call 1-888-888-8888 for more information

This is not a game.



© 1991 Goodyear Corporation. All rights reserved. Microsoft and Windows are registered trademarks and Where do you want to go today? is a trademark of Microsoft Corporation. BF Goodrich is a registered trademark of the BF Goodrich Company.



Is it a game when your stomach lurches in the course of performing a Cuban eight?
Is it a game when beads of sweat appear on your forehead while flying under London's Tower Bridge to digitally sampled sound? No. This is not a game. This is Microsoft® Flight Simulator for Windows® 95, the latest upgrade to the most realistic PC flight simulation available anywhere.

Experienced sim pilots will relish logging time in their new Boeing 737-400 and aerobatic Extra 300S, extending the range of experience beyond the four planes already in the fleet. A heightened level of realistic flight dynamics has been achieved,

as verified by FlightSafety International, the world's leading pilot training organization.

Buzz Las Vegas by night and Martha's Vineyard at dawn with a degree of photo-realism that only satellite imaging makes possible. Soar over New York, Paris, Tokyo and other cities with more detailed 3D rendering. Improved performance delivers smoother out-the-window views and more immediate response to cockpit controls.

Challenges have been added to test your skills under daunting weather conditions, over new terrain, in varied aircraft. Fly in the face of Mother Nature as you shoot an instrument approach into the fog. Climb over the Alps through rapidly shifting winds, turbulence and changing visibility. Blow the skirts up on the Statue of Liberty.

To find out even more about Microsoft Flight Simulator for Windows 95, visit our Web site at www.microsoft.com/games/fltsim/

Microsoft

Where do you want to go today?™

Expansion Pack with southern California scenery, challenges and adventures available soon.



Where should I focus my guns on the Net? What's on the CD-ROM and how do I use it? What's coming up next month?

What's Up Online?

All hired guns are not created equal. Get full dossiers on the LANZERNETS in *MECHANICRIF 2: MERCHANTS*, and don't waste precious C-bits.

You'll also see an exclusive behind-the-scenes look at the making of *The Last Express*, Jordan Mechner's first game since *Prince of Persia 2*.

C-ON-GAME
<http://www.zdnet.com/gaming>

Plus: sneak previews, reviews, strategies and more.

What's On The CD?

If the serious drought in good role-playing games has you thirsting for some classic adventures, you'll be pleased to know that Bethesda Softworks has answered the call with *DWIGHTFALL*. For those who prefer a realistic setting for your gaming experience, try out the next tier in the superb *Links* lineup, *Links LS*. In this CGW exclusive, you can play nine holes, with or against the pros, at the beautifully rendered Latrobe Golf Course



THE LAST EXPRESS

if golf sounds just a little too relaxed for the excitement seekers in our midst, test your mettle in a 'mech with 7th Level's *G-Nome*, or *Power Droids* by Megatech Software. If you lust for good-humored adventure, watch the puns fly in *Sierra's Leisure Suit Larry 7*—not suited for children or the weak of heart! Or for the more dramatically inclined, SegaSoft's *Descent* promises to be an adventure in obscurity and darkness. Fans of the *Apache Helicopter* sim, by Interactive Magic, strap yourself into the cockpit and



enjoy the sequel, *Halo* (reviewed in this issue). *Halo* is the best combat helicopter from the Eastern Bloc. These and many more playable demos and teasers of games to come, are all on the disc.

How Do I Use It?

If you have Windows 95, installation is simple: The CD is Autoplay enabled—just lock-in-load. Otherwise, from Windows 3.x, select Run from the Program Manager menu, and type "D:\RUN-ME" (where D is the letter of your CD-ROM drive) to run it straight from the CD. Then type "D:\INSTALL" to create a CGW program group on your Windows desktop, if you have installed previous



PUBLISHER

Don Stang

EDITORIAL

Editor-in-Chief: Johnny Wilson
 Managing Editor: Ken Blawie
 Features Editor: Gerry Allen
 Reviews Editor: Terry Coleman
 Technical Editor: Dave Seider
 CD-ROM Editor: Jill M. Anderson
 Associate Editors: Jeff Green

Ellet Chen
 Eliot Chen
 Editor: Kate Hedstrom
 Assistant Editor: Allen Greenberg
 Editorial Assistant: Charlotte Pancher
 Editorial Intern: James Burns
 Contributing Editors: Scotty (Adventure Games), Charles Asch (Interactive Fiction), Loyd Case (Technology), Martin Ouellet (Science Fiction), Peter Oulson (Action Games), Paul Scheybora (Game Design), Russi Dell'Alba (Online Editor at Large), Russell Sipe

FOUNDER

Russell Sipe

DESIGN

Graphic Artist: Dan Filipskiak
 Graphic Artist: Jack Rodriguez

PRODUCTION

Production Director: Carlos Lago
 Assistant Production Mgr.: Martin Wilmski
 Electronic Prepress: Michele Kellogg, Tom Gargus

HOW TO CONTACT THE EDITORS

Address questions and feedback to CG Editor, 135 Main St., 14th Fl., San Francisco, CA 94105. Or you may contact us via:

Phone: (415) 357-4300
 Editorial Fax: (415) 357-4977
 Computer Fax: (650) 332-0221
 America On Line: CGW
 Internet: 75733@222cd.computers.com
 Web site: <http://www.cd.com/gaming>

ADVERTISING SALES

Associate Publisher: Lee Unkrus (415) 357-4315
 East Coast District Sales Manager: Laura Salerno (212) 503-4850
 East Coast Sales Assistant: Audrey Gueless (212) 503-3826
 NorthWest Territory Sales Manager: Cathy Conway (415) 357-4925
 SouthWest Territory Sales Manager: Pat Walsh (714) 851-2536
 Senior Account Executive: Marci Yamaguchi (415) 357-4630
 Advertising Coordinator: Linda Phelan (415) 357-4090
 Sales Assistant: Linda Faa (415) 357-5425

HOW TO CONTACT ADVERTISING SALES

Address inquiries to CGW Advertising, 135 Main St., 14th Fl., San Francisco, CA 94105, or call (415) 357-5425, fax (415) 357-4899.

SUBSCRIPTION INQUIRIES/ADDRESS CHANGES

For subscription service questions, address changes or ordering information, call (800) 625-8830 or the (415) 357-5425 within the U.S. and Canada. All other countries call (415) 357-4974 or fax (415) 357-4954, or write to Computer Gaming, PO Box 51767, Boulder, CO 80522-3031. The subscription rate is \$27.94 for one year (12 issues). Canada and all other countries add \$16 for postage. Annual subscriptions are \$75 per year. Payment must be in U.S. dollars made by check or money order drawn upon a U.S. bank. Visa, MasterCard, AMEX accepted.

BACK ISSUES

For back issues send \$7 per issue (\$5 for subscribers) United States only. Check or money order to Back Issues Dept., 285 Davis Publishing Co., P.O. Box 5283, Boulder, CO 80522-3028.

Top 10 reasons to play **Sister Matriarch**

#1. When she says, "Say Your Prayers Sucka" She Really Means It!

#2 Offers express E-ticket rides to the Pearly Gates

#3 Always there to administer last rites

#4 "Superior Mutha" rotary cannon guarantees 100% contribution rate

#5 Takes the whole celibacy thing seriously (thank God)

#6 Never once did an infammercial for starving third-world children

#7 Her rasary doubles as a kill counter

#8 Fills you full of holiness

#9 Non-denominational: happily exterminates all God's children

#10 Doesn't sell flowers at the airport or bring signs to football games

Dress For Success

Also Available For The PlayStation² Game Console



Take A Stroll In The Park



Play With Fire

"The mother of all blood-fests... with more gore than ever before!"
— Game Fan

12 mission-based, blood-soaked worlds demanding non-stop violence and mental marauding.

Insane weapons of mass terror including "Bloodbath Tidal Waves," "Multiplexing Molotov Cocktails," "Seismic Tantrums," "Radioactive Green Fog," and more.

Gruesomely-detailed, incredibly diverse environments full of brutal obstacles and surprises.

Radical 3/4 view with zoom allows pinpoint character control.

RELOADED

www.interplay.com

www.reloaded.com



Interplay

BY GAMES FOR GAMES

Crime: Extortion Weapon: Superior Mutha Special Weapon: Animal Magnification

© 1999 Interplay Entertainment Corporation. All rights reserved. Interplay and Reloaded are trademarks of Interplay Entertainment Corporation. All other trademarks are the property of their respective holders.

CIRCLE READERS SERVICE #3188

versions of the CG-ROM, this disc will use the program group already on your desktop.



LINKS LS



DAGGERFALL

How Do I Play The Demos?

To view the demos, first click on Editors' Hot Picks or Product Demos. Next, click on your favorite genre. Action, Adventure, Simulations, Sports or Strategy. Then click on the title of interest. Each demo has its own instructions for installation.

How Do I Get The Patch Files?

Click on Patches under the CGW Features, and then read the text window which has instructions on copying the files to your hard drive. You can also access the patches from a DOS prompt by typing "D:\PATCHES" (where D: is the letter of your CD-ROM drive) and copying them directly from there to your hard drive. We strongly recommend that you back up any previously saved games before installing a patch,

as this may overwrite your existing program.

How Do I Get The CG-ROM?

Newsstand issues come in two flavors: with and without the CD. Each type is clearly marked. If you can't find the version you want in the store you frequent, encourage your retailer to carry it (or subscribe to ensure that you get a CD every month). To subscribe, simply call (303) 666-8930, and specify that you want the CD-ROM version.

Disclosure

As a matter of record, CGW voluntarily maintains a list of companies in which SoftBank, the parent company of Ziff-Davis Publishing Co., has an interest. It is available online at <http://www.zdnet.com/gaming/disclosure.html> and is updated when we become aware of such investments.

GAMES AND GOODIES ON THE CG-ROM

DEMOS AND STUFF	PLATFORM	DIRECTORY	EXECUTABLE
Daggerfall	95/DOS	demos\dagdemo	install.exe
G-Name	95	demos\gname	setup.exe
Hind	95/DOS	demos\hinddemo	Install.exe
Leisure Suit Larry 7	Dos/Win/95	sierra	autoplay.exe
Links LS	95/Win	demos\links	Win95: setup.exe, Win3.x: install.exe
M.A.X.	DOS	demos\max	install.exe
Magic The Gathering: Battlemage	Win	demos\magic	magic.mov
Obsidian	95	demos\obsidian	install.exe
Power Dolls	DOS/95	pdolls	install.exe
Rex Blade	DOS	demos\rexblade	install.bat
Solid Ice	DOS	demos\icedemo	install.exe
Spider Man	DOS	sixdemo	setup.exe
Westworld 2000	95	ww	setup.exe
Quake Cheats & Hacks: November	n/a	via CD interface	
Quake Cheats & Hacks: December	n/a	via CD interface	
Paintshop Pro	Win/95	demos\quake\psp311 and psp41	.zip file
Meddle	DOS	demos\quake\meddle16	.zip file
Quakemo	Win	demos\quake\quakemo2 and quakemo22	.zip file
Winpack	Win	demos\quake\winpak12	.zip file
Quake C Compiler	DOS	demos\quake\qccc	.zip file
Breeze Level Editor	Win	demos\quake\bsp44a	.zip file

**BEEN SEARCHING FOR A
GREAT ACTION GAME WITH
A REAL STORY?**



BUNGIE

WWW.BUNGIE.COM

For a limited time, get the award-winning Marathon 2 for just \$29 through our secure web store, plus have a chance to win free t-shirts, just for paying a visit!

CIRCLE TRADER SERVICE #76

COMING NEXT MONTH

1001 GAMING CHEATS

Can't beat 'em? Cheat 'em! Clobber your opponents with cheats for nearly every kind of game. Our comprehensive cheat guide for single- and multiplayer games will put you way over the top.

In February Loyd Case will build a Ferrari rig on a Yugo budget in the third part of our Ultimate Game Machine series.

THE ULTIMATE GAME MACHINE PART III

Also watch for our exclusive Sneak Preview of **SOLE SURVIVOR**, Westwood's hot new **COMMAND AND CONQUER**-like Internet game.

HOW DO WE RATE?

**Outstanding:**

The rare game that gets it all right. The graphics, sound, and gameplay come together to form a Transcendent Gaming Experience. Our strongest buying recommendation.

**Very Good:**

A high-quality game that succeeds in many areas. May have minor problems, but is still worth your money, especially if you're interested in the subject matter or genre.

**Average:**

A mixed bag. Can be a game that reaches for the stars, but falls short in several ways. Can also be a game that does what it does well, but lacks flair or originality.

**Weak:**

A game with serious problems. Usually buggy, seriously lacking in play value, or just a poorly conceived game design—you should think long and hard before buying it.

**Abysmal:**

The rare game that gets it all wrong. This is reserved for those products so buggy, ill-conceived or valueless that you wonder why they were ever released in the first place.

Hot Reviews for January

Destiny
Eradicator
Syndicate Wars
Steel Panthers II
Flashpoint Korea
NCAA Basketball
US Navy Fighters 97
You Don't Know Jack 2
Heroes of Might & Magic II
Flight Simulator for Win 95

Strategies

Close Combat
Toonstruck
Hind

(All articles subject to change if we develop a focus for a new release.)

DEADLOCK



"...richly developed backgrounds of the alien races and the thoroughly refined technology tree give this game a personality all its own."



-Computer Gaming World

"...Sim-City on steroids."



-Computer Life



"...exquisitely well-balanced... deep, rich and pretty to look at... one of the best conquer-the-planet strategy games in years... a strategy gamer's feast."

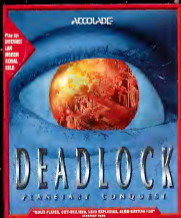
-PC Gamer

"Multi-player, city building, land exploring, alien busting fun."

-Strategy Plus

"Deadlock... truly shines as a multi-player experience."

-Computer Gaming World



ACCOLADE

Deadlock is a trademark of Accolade, Inc. ©1996 Accolade. All Rights Reserved.

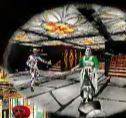




paranormal puzzles



gallows humor



A sophisticated shooter laced with dark humor, Killing Time™ is a fright-fest for the true aficionado

of first-person corridor mayhem.

You're trapped – locked in an island mansion crawling with the undead. Clear heads with a penchant for puzzle solving must prevail.



SOME GAMES ARE TOUGH.



supernatural storyline



THIS

Use your brains and shotgun blasts to shatter the spell that has kept the island in a horrific limbo.

ONE'S

Afraid? Don't be. Visit your favorite retail haunt or to order direct, dial 1-800-336-3506, or summon us on the Web: www.3DO.com/studio3do

MURDER.

Windows 95 / Power Macintosh

EGGHEAD



MEDIA PLAY
BEST GAMES, BEST DEALS, BEST SERVICE

BEST BUY

3DO, Studio 3DO, the 3DO logo and Egghead are trademarks and/or registered trademarks of the 3DO Company. All other trademarks are registered trademarks or trademarks of their respective owners.

©1995 3DO Inc. 3DO Company. All rights reserved.



CIRCLE READER SERVICE #124

Custom Levels And Scenarios Under Siege

Copyright Wars Could Cost Gamers The Right To Build Their Own

We were all set to master our CG-ROM, and we were very excited. The cover bag advertised a Dark Forces editor that gamers could use to create levels for the best-selling action game. We had permission from the author of the editor and we didn't think anything could stop us. But a legal expert did just that. He pointed out that we not only needed the permission of the author of the software that allowed you to create the new levels and characters, but we needed LucasArts' permission, as well.

We protested, "How is that any different than when a magazine publishes a macro for a specialized kind of spreadsheet or a template/word for a word processor?" The expert on intellectual property informed us that because the editor was going to allow our readers to modify copyrighted Star Wars characters and environments, we would be considered accomplices should any of those using the editor ever be brought to court. Since LucasArts was unwilling to give us permission to publish the editor, we opted to change our CG-ROM rather than go to court.

Our legal eagle felt that the original publisher stood to lose out. For example, if a gamer hacked Darth Vader and put him in the Death Star smoking a doobie or had the commander of the Death Star appearing in drag, LucasArts could claim that their intellectual properties were being devalued. After all, how could anyone fear a cloned Darth Vader or an enemy commander in a dress? Part of the mystique would be gone.

We felt that the legal opinion was overly cautious, and wondered among ourselves whether we had been too cowardly in not publishing the editor. So what happened in the next two months? Not one, but two legal actions would underscore the issue. The GT Interactive suits over Sierra's Total Mayhem and Micro Star's Nuke II took place over almost exactly the same issue. GT felt that the essence of those two add-on products devalued the franchise because the levels were not well enough designed and because their intellectual property in characterization, look, and monsters was being used without compensation. Ken Williams of Sierra contended that selling levels built with an editor that is given with a game is tantamount to selling digital art created with a paint program.

Williams' argument is fairly

“ The attack on copyright threatens your creative rights, too! ”

interesting because it touches on some issues faced by Electronic Arts in the early days of computer games. In the days when most games were 2D instead of 3D, most game art was designed using Electronic Arts' Deluxe Paint line of products. Game companies used Deluxe Paint and its offspring as toolsets in building games. If EA had received royalties from every game that used Deluxe Paint, it would be to the games industry what Microsoft is to the computer industry as a whole. Yet it did not. Early decisions concluded that EA was sufficiently reimbursed for its actions when companies purchased the Deluxe Paint products as software tools.

For gamers, such legal actions are ominous. We think that products which allow gamers to customize and expand/redo games

are far more interesting than those which don't allow such customization. You may never build a new scenario, hack a character's look, or design a new game map, but if you are like most of us, you like the idea that you might do one of those "when you get enough time." Also, if you're like us, you appreciate the fact that someone else may have designed something new and interesting that you can download to expand the game you purchased. Yet the possibility that construction sets or editors will become standard features in computer games is now under siege.

In fact, copyright is under siege, period. Phone companies, consumer electronics manufacturers, educational institutions, and some well-meaning activist groups are actively trying to exclude computer transmission and/or manipulation of copyrighted materials from both ongoing discussions regarding the establishment of uniform state laws on copyright and a new national Copyright Protection Act. They are also using their sizable lobbyist clout to attempt to discourage the Clinton administration from participating in the Geneva Conference for Transmission Rights.

The telephone companies and consumer electronics manufacturers would like for copyrights on



STAR CONTROL 3™

THE FATE OF A THOUSAND WORLDS IS IN YOUR HANDS...AGAIN.



"...epic...the story will draw you in... a blast to play."

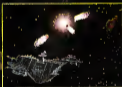
PC Gamer



"...the ultimate space adventure...great story, funny characters and huge amounts of gameplay."



Computer Gaming World



"...one of the most widely anticipated games."

Strategy Plus



"...one of the best titles of the year."

Gamespot

AT
STORES
NOW!

ACCOLADE™

Check out Star Control 3 at www.accolade.com

Star Control 3 is a trademark of Accolade, Inc. ©1995 Accolade, Inc. All rights reserved.

Created by Legend Entertainment and based upon characters created and used under license from Paul Rinco II and Fred Ford.

CIRCLE READER SERVICE #42



digital materials to simply go away. Why? So that the former will not have to police transmissions of digital information and so that the latter don't have to deal with issues related to individual copying and proliferation of intellectual properties (i.e., video and computer game piracy). The stakes are high. With Brazil, Argentina, Singapore, Malaysia, and China adding fiber optic lines at a very fast rate, illicit transmission of copyrighted property could mushroom globally.

The opponents of including digitally transmitted and manipulated intellectual properties within the protection of new copyright legislation suggest that encryption is a better tool in discouraging copy-

ular athletic teams, create new weapons and resources, and develop new missions and scenarios.

Companies who have just begun to provide editors and construction sets for their games will be forced to remove them or lose any semblance of protection for their properties. They will have to restrict access to all parts of the code by whatever frustrating encryption scheme they can devise, and they will be forced to crack down on well-meaning hackers who make unauthorized editors and utilities.

Cicero once said, "Silent leges inter arma." Literally, that would mean, "Between arms (i.e., during war), the laws are silent."

Metaphorically, it means, "Without any jurisdiction, victims of injustice have no place to appeal for justice." A computer game industry with no hope of copyright protection will be unable to sustain itself in the long run, and computer gamers will lose out on customizable games in the short run. The attack on copyright is an attack on your creative rights, too!

So if you value the editors and construction sets that enable you to really turn your games into your games, you need to stand up for them. Make sure your congresspersons know that you support the Clinton administration's participation in the upcoming Geneva Conference. Also, e-mail your support for participation in this conference to the White House. Finally, make sure that whenever you register your computer games with the manufacturer you commend them when they include customizing options and complain to them when they don't.

Like many privileges in life, the opportunity to customize games is dependent upon communicating your feelings. If you snooze on this one, you could lose for a long time to come. ☹

“Encryption will mean you won't be able to modify maps, create new weapons, or develop new missions and scenarios.”

right violation than legislation. Such a solution is both naive and annoying. It is naive since every computer gamer who has been around for more than a few years knows that no encryption scheme is perfect. For every code, there is a cracker. It is annoying because companies deprived of legal protection for their intellectual properties will have to protect their code in such a way that gamers won't be able to modify maps and levels, edit databases for classic and pop-

ZIFF-DAVIS PUBLISHING COMPANY

CHAIRMAN AND CEO: Eric Hoppel

Consumer Media Group

President: J. Scott Briggs
 Vice President: J. Thomas Collington
 Director of Electronic Publishing: Paul Corliss
 Executive Director, Research: Randy Gales
 Business Manager: Cynthia Mason
 Creative Services Manager: Tom Renshaw
 Assistant to the President: Francine Kie

Ziff-Davis Publishing

President, U.S. Publications: Ronald Gernsbacher
 President, Interactive Media And Development Group: Johnny Milano
 President, International Media Group: J.B. Harkin III
 President: Bob Gross
 President, U.S. Publications/Editorial: William Rosenthal
 Vice President, Chief Financial Officer: Timothy D. Griffin
 Vice President, General Counsel: J. Malcolm Moran
 And Secretary: Rona Brown
 Vice President, Human Resources: Dayl B. Oler
 Vice President, Production: Roger Hornsman
 Vice President, Controller: Mark Meyer
 Treasurer: Thomas L. Wright

U.S. Publications Group

President, U.S. Publications: Farnie Sorenson
 President, Business Media Group: Claude Sheer
 President, Consumer Media Group: J. Scott Briggs
 Senior Vice President, Circulation: Edith Davis
 Executive Vice President: Dan Byrnes
 Business Media Group: Tom McGrade
 Assistant to the Chairman: Jim Manning
 Vice President, Marketing Services: Bob Butler
 Vice President, Central Advertising Sales: Max Via Davis
 Vice President, Product Testing: James F. Flannery
 Vice President, Circulation Services: Al DiGiusto
 Vice President: Daniel Foster
 Vice President: Michael Miller
 Vice President: Paul Semanien
 Executive Director, Licensing: Gervais Bochart
 Director of 3D Labs: Bob Kane
 Director, Broadcast Services: Bill Cashings
 Ziff-Davis Marketing Network: Joe Cilligale
 Vice President/Marketing Director: Alice Simbala
 Executive Director: Mike Podewski
 Marketing Director: Ken Beach, Michael Gid, Jeff Brax, City Lynam, Michele Hyman, Debbie Moss, Julie Miller
 Director of Public Relations: Gregory Jackson

PERMISSIONS AND REPRINTS

COMPUTER GAMING WORLD (ISSN 0744-0287) is published monthly by Ziff Davis Publishing Division. Copyright © 1996 Ziff Davis Publishing Division. All Rights Reserved. Material in this publication may not be reproduced in any form without permission. If you want to quote from an article, write to: General Inquiries, One Park Avenue, New York, NY 10022-3002, or by fax (212) 512-5409. For more quotes on reprinting, please contact: Ziff Davis Journals at (516) 425-4237. Computer Gaming World is not affiliated with IGG. We periodically receive lists of our customers available to carefully screened matters of quality goods and services. If you do not wish to receive such mailings, let us know by writing us at: Computer Gaming World, P.O. Box 57107, Boulder, CO 80532-7167.

SOFTBANK
ZD ZIFF-DAVIS

All Rights of Creators
 Member



ABC
 AUDITED

Didn't Mother Warn
You About Playing
With Gakkars?



CAVEWARS™

You'll Never See
The Light Of Day Again!



The Avalon Hill Game Company
DIVISION OF MONARCH AWALON, INC.
8517 Harford Road • Baltimore, MO 21214
(410) 254-9200 • FAX (410) 254-0991

CIRCLE READER SERVICE #281

Available for IBM CD ROM whenever great games are sold. For More Information go to www.vlgames/avalon.html or call us @ 1-800-995-3222

Shadows

REALMS™
OF ARKANIA

OVER
RIVA



THE FINAL CHAPTER THE WAIT IS NEARLY OVER

*The award-winning Realms of Arkania series
pulls out all the stops with Shadows over Riva*

THIS IS IT!

The stunning climax to the award-winning Realms of Arkania/Northlands Trilogy.

AMBITIOUS ORIGINAL STORY

Something sinister is happening in the seaside city of Riva. When brave and honoured warriors refuse to fight for the city's good, the Orcish offense takes on a new deadly significance. What preys upon them will consume the city – mind, body and soul. Taking you beyond your wildest expectations, *Shadows over Riva* leads you through the twists and turns of one of the most innovative and ambitious stories written.

BROUGHT TO LIFE BY THE MASTERS THEMSELVES

With over 30 international awards to their credit, the original talented team that brought you the award-winning *Star Trail* has created this exceptional masterpiece.

- Full 360° 3D technology lets you explore twisting alleys, rugged terrain and underwater regions with "you are there" realism.
- Fully digitized music, speech and soundtrack.
- More than 50 fully animated monsters and over 350 weapons, magic items and spells to kill them!
- Two difficulty modes to suit you. Strip layers of detail away for easier play.
- Intelligent autopilot and diary follow you in your journey.
- Fully animated, 3D isometric phased-time combat with flexible options for manual or automated fights.

*"Yards of detail and depth is precisely what sets
the Arkania games apart from the competition."*

PC Gamer Magazine, Cover Story, Nov. Issue

www.sir-tech.com

To order, visit your retailer, or call: (800) 447-0230. Ask for operator 75.

P.O. Box 245, Ogdensburg, NY 13669-0245
Tel: (315) 383-6633 Fax: (315) 383-5725
E-mail: webmaster@sir-tech.com



ENTER
USA
BOULEVARD

SIRTECH



CIRCLE NUMBER SERVICE #122

LETTER OF THE MONTH

SOLITARY ALIGNMENT

It seems that with each new issue of CGW I'm seeing more and more coverage about the joys of online gaming. I wonder if I speak for the silent majority when I confess that it will probably be a long, long time before I attempt to play an online game. In fairness, maybe it's just because I don't understand well enough yet how they work, and I'm hoping you can help me out here.

When I play a PC game, I want to be able to progress my way through it at my own pace, reading a well-written manual, learning the interface, figuring out strategies, solving situations and enjoying the rewards for doing so. If I have a game for any period of time, I want the comfort of knowing that when I return to the game, everything will be exactly as I left it.

If I log onto an online game where others ahead of me already know all the tricks (or even just a few of the tricks), wouldn't I be quickly and repeatedly killed? Do I have to find a group of players who are at the same skill level as me? Even if I do, what if I only play for two hours but they play for 24 hours straight? Do I have to play for endless hours in order to become king of the castle?

It's this timing thing that confuses me. For instance, if I log onto a real-time strategy game that, for other players, is already in progress, won't the resources already be used up? Even if they started just five minutes ahead of me, how would you ever

make up the tactical advantage that they would already have gained? Or if the game is turn-based, what if I only want to play for two hours per day, but my opponents want to play for six or eight?

If I log onto an RPG that's already in progress, how do I find anything to do? What if I go on a quest to slay a dragon, but someone else out there gets to the dragon just five minutes before me? Is the dragon somehow magically there for both of us to kill or do I

have to lick my toe in the dirt, go "ah shucks," and wander off to find something else to do?

Whatever the particular game objective may be, if other players are always beating me to it because of faster eye-hand coordination, more game experience, or lack of sleep, I suspect I'll soon be back in my cave playing happily by myself against a well-programmed AI that's intelligent, but fun to defeat.

Ken Pritchard
via the Internet

You're asking the same questions that a lot of folks are asking. First off, many online games do have "cultures," experienced players who hang around the spots where new players pop into the games and kill the new players. In MUDORIAN 59, the new online role-playing world from 3DO, characters who kill other players are marked by having

their names appear in red. There are fires when these characters are hunted down by other characters and killed in vigilante actions. Other games build safe areas for new pilots, adventurers, explorers or competitors to get used to the game. Some games, like AIR WARRIOR, give you an off-base tutorial of where you can play it out of the box.

As for role-playing games specifically, the worlds are dynamic. The good news is that you probably won't have to deal with the dragon decision. In GEMSTONE III, for example, NPCs as characters or experienced characters will often take you on a guided tour and make sure that you get into the center of the action. The same is true in the best game LEGENDS OF FUTURE PAST and the science-fiction trading game FEDERATION II. In MODUS OPERANDI, a mystery game, your fear is right on target. There, whoever finds the item or person first gets the points and it is hard for a new player to get started. However, these worlds are dynamic. They aren't the same when you come back to them.

With regard to strategy games, these are played by mutual consent at a given start time with a given set of rules. Games such as HARPOON ONLINE on the ARIES network, SNIPER on CompuServe, OPERATION MARKET-GARDEN on MFG-Net, CIVILIS OVERLORDS on MPlayer or PUNIER CIVILIS. ONLINE on IEN usually have a conference room where you can meet opponents and establish ground rules before beginning a game.



UNDER CONSTRUCTION

My friends and I love DUNGEONS AND DRAGONS and various other role-playing games. We make games of our own all the time, but we never play them. We all agree that if we could put them on our PCs that we would play them. So, could you please send me some information on which game creation system would

be the best for making RPGs and strategy games, where to get it, how much it costs, and whether an amateur can use it?

K. M. Rodgers
Redco, CA

We've received several such inquiries in recent weeks. For building post-and-paper adventures, the new

Firing Line

We prefer you e-mail us at one of these addresses:

CompuServe: 76703.622

Internet: 76703.622@compuserve.com

or write to:


CCW, Letter To The Editor
135 Main Street, 14th Floor
San Francisco, CA 94105

We reserve the right to edit all letters for space or clarity.

low on gas, low on ammo, and

Over the Reich™

... what do you do,
what do you do?



Here's your chance to be Squadron Commander in the Allied Air Forces or Luftwaffe...raining destruction on the German military and industrial base or defending against the incessant barrage of raids that are paralyzing the fatherland during WW2. You command a squadron of up to 16 fighter pilots among 19 different aircraft types in any or all of the 55 missions included with OVER THE REICH or serve a complete tour of duty.

Just a few of OVER THE REICH features include:

- **Role-Playing, Flight Simulation, and Strategy** where each pilot has unique characteristics affecting combat performance.
- **Variety of missions** including: fighter sweeps, airfield raids, bomber escort, interdiction, close air support, V-2 rocket site raids AND lots more!
- **Rare Video clips** of actual war footage highlight takeoff, kills, ground attacks, etc....and killer sound!
- **Five levels of difficulty** —tactical smarts are more important than reflexes!
- **Play Solo, Two Player Hot-Seat, E-mail, Network, or True Simultaneous Internet Play** (Pentium/Power Mac Recommended).



Ready to Rock 'n' Roll on your 486 IBM Compatible or Color Macintosh!



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road • Baltimore, MD 21214

Phone: 410-254-9200 • Fax: 410-254-0991

<http://users.aol.com/ahgames/avalon.html>



3 OUT OF 4 GAME CHARACTERS SURVEYED

would rather crush and destroy you while playing on a PC with

ATI 3D XPRESSION+ PC2TV.

And that's just because that one last game goon hasn't seen what this sucker can do. How the ATI 3D XPRESSION+ PC2TV™ lets you plug your PC into your TV (in addition to your monitor) for the ultimate big-screen spine-chiller that blows away those game consoles once and for all. Or how ATI's new 3D

accelerator technology breathes life into everything on your screen. With face-blasting speed, butter-smooth detail and 65,000 crazy colors.

All because we build more features right onto the board than Matrox, Diamond or anyone else.

Really cool stuff like Gouraud shading, bi-linear filtering, perspective-correct

texture mapping and fog effects. Which, as we all know, means scariest realism and faster response than dad's Porsche flat out on the freeway. You also get total game acceleration in 3D and 2D with

Direct3D and DirectDraw support for Windows 95, fast DOS performance and jaggy-free, full-screen, full-motion TV-quality MPEG video playback. Plus you get the ATI Software Superpak with the hottest

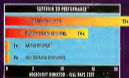
3D games and 3D Web Browser software absolutely free. So why die an ordinary death when it's so much more fun getting dusted with

the new ATI 3D XPRESSION+ PC2TV graphics accelerator upgrade. Available in 2MB or 4MB versions. See it now at your dealer.

Call us at 905 882-2600 (press 2 for faxback).

Or check out all the details at www.atitech.ca.

	ATI 3D XPRESSION+ PC2TV	MASTRO M7000	DIAMOND VANTA 20 2000
Output to TV	•		
Video RAM 64M	•		•
3D Texturing (1-pass)	•		•
Smoothed Shadows	•	•	
Price	\$179 (2MB)	\$219	\$199





Also in systems from IBM,
NEC, Seag, and Acer



NOW YOU SEE IT.™



© ATI Technologies Inc., 1996. ATI, 3D XPRESSION+ PCSTV and NOW YOU SEE IT are trademarks and/or registered trademarks of ATI Technologies Inc. All other company and/or product names are trademarks and/or registered trademarks of their respective manufacturers. 1. Test conducted using Microsoft DirectX 3D API. Run test in 4-Scan. 2. Matrix Mystique does not support hi-frames existing in hardware.

CIRCLE READER SERVICE #306

ADGD
CORE RULES
set a ideal
(available
direct from
TSR). For
building adventures on the



computer, you will need to order an old copy of UNLITHTED ADVENTURES from SSI (essentially, the editing tools for their ADGD series) or a old copy of THE BARD'S TALE CONSTRUCTION SET from Interplay (the editing tools for BARD'S TALE III and WESTLAND). Both can be used by amateurs. If you truly want to try your hand at text adventures, search for ADVENTURE GAME CONSTRUCTION KIT on the Internet. Many games are still building text games using this system and distributing them free on the Internet.

Those who want to build their own arcade games may try their hands at KLIK N' PLO from Maxis. Those who want to build their own flight sims should check out FLIGHT SIM TOUGH from Eidos. Also, those who want to try their hand at strategy games should use the second edition in STEEL PANTHERS (I and II), as well as ACE OF KNIVES.

WHAT'S WRONG WITH THAT?

I think your reviewers often spend too much time criticizing graphics. No one wants to play games with CGA graphics anymore, but no one makes 'em that way, and graphics only enhance what a good game has already simulated in the player's brain. As to Network play, although Internet play may eventually change this, most gamers still don't have access to LAN or IPX networks. While Network ability no doubt makes working in a networked office more fun, it's meaningless for 95% of PC gamers. Modern play does make a difference. But game

profiles should indicate if each network user needs their own copy of the game.

I think you spend too much time writing about games that aren't available yet. It should be nearly speed to get advance notice! It's become routine to scoop software that is months away from release, sometimes never to be released. While it's fun to get tantalizing snippets on them, 3-4 page articles are not useful. A lot of computer users wait until the inevitable patches are released before they buy games, yet you refer to games that are just maturing as if they were last week's pizza in the fridge. This kind of premature review and disposal just feeds the likewise premature release of games. Much of their size is graphics and sound. The problem is that games are released without any real serious beta testing, because the marketing department says so.

Hey! Most gamers are still using 486s, and most games still work fine on them. If a game is really gonna' be a killer, then they should write it in assembly and quit telling everyone to buy a new system every six months.

Finally, although I still love CGW, I hate you for taking away my monthly reader's poll card. Give it back to us! OK, so some people lied on the cards. Do it like the Olympics and take away the high and low scores. Don't drift away from what made CGW interesting and survive this long. I still miss "Taking A Peek."

Walt Huber
Anwar, CA

Other than that, Mr. Dale, how'd you like the election? The truth is that we wouldn't write about graphics and upcoming games if our readers didn't demand it. They also want to know about the most powerful machines

available and the most amazing programs with which to show off those machines. As for "Taking A Peek," it still ends as "On The Shelf." We changed the name because the demise of 6502 programming reduced overall game awareness of Peek and Poke commands. For once, we retired a pun before it became totally obsolete. We also believe that the current CGW Poll is more statistically reliable than the former method. However, we are always listening and your criticism does fuel discussion. As for your contention that the networking coverage was irrelevant. Check out the following example:

BUILT HIS OWN

Thank you, thank you, thank you for your September '96 Network Gaming article. It opened my eyes to the options out there, and also got rid of my excuse I had for bricking my server (that I'm "borrowing" from my dad's office, and that I use for my PC. Try it someday) and my notebook via LAN. My dad also let me install one in another computer he brought home, and now, I finally get to play DUKS, WARCRAFT 2, QUAKE and the venerable DOOM with two or three players. With your help, my network installed without a hitch, and now I'm gaming like I've never gamed before.

Thomas Edgar
via the Internet

YOU ARE CORRECT, SIR

I've been a big fan of your magazine since I saw my first ish, #113 (Dec. '95). I've had a subscription to your magazine for two years now, and I consider it to be the best mag on the market by far, and definitely

the most mature. Sometimes you can be a little harsh (esp. on RPGs), but I know you're never candy-coating a poor game.

I received issue #148 two weeks ago. On the 150 books games of all time, I didn't notice until the third time I read it that you cited HITCHHIKER'S GUIDE TO THE GALAXY as #42. You didn't comment there on the connection to the Ultimate Answer to Life, the Universe, and Everything. I'm a big fan of the books (and the text adventure, I had an Apple II for many years), and I got a big laugh out of your placement.

Keep up the fantastic work,
Matt Pfeleco
via the Internet

KOREAN WARP

Perhaps the most intriguing news in your August issue was the state-



THINKING BIG MicroProse plans to model 1,000,000 square miles of terrain in Falcon 4.0. Korea wishes it was that big.

ment that the designers of Falcon 4.0 plan to "model a million square miles of Korean terrain." Since the combined area of North and South Korea is just under 86,000 square miles, it would be interesting to know how they plan to do that.

Brian A. Libby
Painault, MN

Hmm! The numbers seemed right when we calculated them with that early Pentium chip.

**FORGET THE PLAYOFFS.
FORGET THE CAR OF YOUR DREAMS.
FORGET SIX FIGURES.**

ENTER THE MOST GRAPHIC EXPERIENCE EVER CREATED. OR DESTROYED.



IT THINKS. THEREFORE IT KILLS.

<http://www.playmatestoys.com>



Created by Shin V Entertainment, Inc. ©1998 Shin V Entertainment, Inc. MOK a trademark of Shin V Entertainment, Inc. All rights reserved.
Artwork and design © 1998 Playmate Interactive Entertainment, Inc. PIE is a registered trademark of Playmate Interactive Entertainment, Inc. All rights reserved.

Westwood's Plan To Conquer The World

The Makers Of **COMMAND & CONQUER** Prepare New Assault With Two New C&C Games And A **LANDS OF LORE** Sequel

Westwood Studios has lots in store for the coming year, so we put an extra hamster on the wheel of our VW Van and scurried east to Las Vegas to check on the company's progress. (The worst thing about the trip, other than no gam-

ing, no time to stop at the In-N-Out Burger.) Tank or the last-but-scurvy Recon Bike in our deathmatches. Theoretically, dozens of people can play in a single game, and if you don't have enough human players, the computer can always spawn several AI units and play with you.

You can choose from a number of new C&C maps, with power-up crates peppered about the level. Thankfully, the con-



quers and the placements of the crates are randomized, so no one can memorize the map and

monopolize the power-ups.

The interface for playing was very familiar, as both the look and hot key commands are straight ports from the C&C engine. The graphics are SVGA and the C&C shroud is still in effect (and one of the power ups will reshroud the map).

C&C: Sole Survivor will be an Internet-only game playable over Westwood Chat. However,

the interface for playing was very familiar, as both the look and hot key commands are straight ports from the C&C engine. The graphics are SVGA



FILED OF SOLE There are many ways to die in C&C: Sole Survivor. Fortunately, there are as many ways to kill.

the C&C shroud is still in effect (and one of the power ups will reshroud the map).

C&C: Sole Survivor will be an Internet-only game playable over Westwood Chat. However,

ON THE SHELF

Here are some of the hottest products on the market, as well as

the ones that frankly ain't so hot. Reviews for most are coming soon.

CIRCLE OF BLOOD

Paris, city of lights and love. George Stobbart sits at a Bistro sipping his cafe au lait, and watching the world go by. Sound perfect?



When a maricidal clown with a bridecade dashes away from the Bistro moments before the place explodes, you know you're in for an interesting experience.

As Stobbart, you'll play detective, trying to unravel the mystery behind the clown and the bombing. When you discover a manuscript of the ancient Knights Templar, the mystery takes on a deeper significance.

The puzzles in Circle Of Blood are



neither a pricing plan nor the next beta testing has been announced yet. Even at this admittedly early stage, *Soul Survivor* looks and plays very nicely. Playing only a single unit is a change of pace, but it's definitely every bit as fun.

Of course, the C&C game everyone is waiting for is *COMMAND & CONQUER 2: TIBERIAN SUN*. We did manage to weasel a few morsels of information from Westwood. C&C2 will have a totally new engine and will return to the GDI versus NOD storyline, taking place a number of years after *COMMAND & CONQUER*. Westwood is currently

in the early stages of development for this game, which they plan to release near Christmas, 1997. We're waiting for this game as eagerly as you are, and we'll reveal more details as they surface.

Westwood is also getting ready to release the next installment of its epic RPG, *LORES OF LOVE: GUARDIANS OF DESTINY*. After three years of work, it looks like it's finally going to ship during the first quarter of 1997. As in the first game, *LOL2* is more of an adventure/RPG hybrid than a straight-up RPG, with a greater emphasis on exploration and



AWAITING ORDERS *Soul Survivor* lets you choose among several familiar C&C units, and then seek new meat on the Internet.

puzzle solving than on character generation and advancement. You assume the role of Luther, son of Scotia, the evil sorceress from *LOL1*. As the story opens, Scotia has put a curse on you that makes you change shapes at random, to a small lizard and a giant ogre. You'll need to master the power of this curse before you can go on to defeat the dead god Belial who threatens The Lands. We spent a few hours with the game, and can tell you that with beautiful first-person 3D SVGA graphics, a massive world ranging from underground caves to

jungle thickets, and novel and exciting magic and combat, this has the potential to be one of the big RPGs of the year.

Finally, there's *BLADE RUNNER*. Westwood isn't saying much about this one yet, but what we do know is that it takes place in the same universe of the film, but you will *not* be playing the Harrison Ford character. We looked at some early screens as well as storyboards for later levels; Westwood is definitely capturing the dark atmosphere of the film. We'll keep you posted as we learn more. —Ethan Chin and Jeff Green



LORE PLAY Prepare to save The Lands again in Westwood's upcoming *LORES OF LOVE: GUARDIANS OF DESTINY*.

standard fare, and while not as outright funny as *Toonstruck*, the game maintains its own level of humor. What really makes this a good adventure game is the beautiful animation by Don Bluth Studios alumni, and a strong (not sappy, as in most other animated games) plot to boot. —T. Nguyen
Virgin/Revolution Studios, (800)874-4607
PC CD-ROM
Reader Service # 301

DESTINY

This Civ clone has an abundance of detail, and purports to examine both economic growth and expansion throughout human history. Unfortunately, *Destiny* fails



to muster much in the way of either realism or enjoyment. The graphics are far below industry standards, to the point where they distract considerably from game play. The 3D perspective is certainly innovative, but I have to question its usefulness for a strategy game, particularly when viewing the map and understanding terrain is so important.

The combat aspects of the game are weak, especially in real-time mode, and many of the generic "quicks" battles are hopelessly one-sided. There appears to be little distinction between the computer's strategy in different eras, which can lead to some interesting results, although I don't think there

were too many "overrun" attacks in the real battle of Jutland. Our tactical advice? Stay away. —T. Carter
Interactive Magic, (800) 789-1534
PC CD-ROM
Reader Service # 302

FLASHPOINT: KOREA

FLASHPOINT: KOREA is the first add-on for Jane's Combat Simulations' benchmark title, AH 640 *Loveboer*. Along with a welcome change of scenery for the new campaign and single missions, FPK boasts improvements that make it far more than a mere mission desk, including a realistic simulation of the copilot/gunner position, better avionics modeling, and improved AI for your wingman and the enemy.

continued on page 43



GO WHERE NO MAN
HAS EVER COME
OUT ALIVE. NOTICE
WE SAID "MAN."



BE THE SAME GRAPHICS
DON'T SLOW YOU AWAY,
ONE OF THESE WILL



TREASURE SEEKING,
PUZZLE SOLVING, ALLIGATOR
WRESTLING, AND STILL TIME
FOR A FIGHT



SOMETIMES, HAVING A



Sometimes, you also need guts. Or a brain. Or quick
feet. Other times, you need all of the above plus
grenades, a shotgun and a matching pair
of nine millimeters. Such is your fate
when you control Lara Croft, heroine
heartthrob of Tomb Raider.



EIDOS INTERACTIVE CORE TOMB RAIDER: LARA CROFT AND HER LIKEABLE AND FRAGILE™ AD-
VENTURES. P.C. ©1998 EIDOS
EIDOS HINT LINE 1-990-280 4263 COST OF CALL 50¢/MINUTE. MUST BE 18 YEARS OF AGE
HAVE PARENTS' PERMISSION/TODD-TOBE PHONE REQUIRED



... NOTHING LIKE A
LITTLE SWIM BEFORE
FENDING OFF A PACK
OF WOLVES ...



KILLER BODY JUST ISN'T ENOUGH.

... NOT EVERYONE DIES
A BRIGHT LIGHT
JUST BEFORE DYING
(LUCKY STUFFS) ...

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at www.tombraider.com.



EIDOS
INTERACTIVE



TOMB
RAIDER

The Quakelet Boom

4 Companies Ride The Boomstick Wave With **QUAKE'S** Engine

Since *Quake's* release, there's been a whole lotta strein' goin' on in the suburbs of Dallas, TX. Three new game companies formed within racial-launching range of miles of

Software
(Doom,
Quake) and
Apogee's
3D Realms
(*Duke Nukem*
3D)

Interestingly,
the snort-
nosed
upstart's
moving in on
their turf aren't snort-nosed at all—they're alumni from one or both companies.

We decided to get a closer look at what's boiling up from *Quake's* rubble.

Id Software: *Quake 2*

Despite John Romero's departure and Jay Wilbur's retirement, it's business as usual at Id Software, the notorious creators of *Wolfenstein 3D*, *Doom*, and *Quake*. For 1997, id will continue to

enhance *Quake*, as well as research next-generation technology.

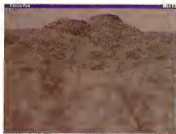
John Cash and Sandy Peterson showed *CGW* a slew of *Quake 2* play things undergoing testing. Many were inspired by the *Quake C* mods circulating among *Quake* aficionados, such as the grappling hook,



STEREOSCOPIC VISION John Carmack's monitors show the seeds of the next-generation of real-time first-person action gaming.

cluster bombs, guided missiles, pishque and flashlights. Among those unique to id are the "Frisbee o' Death," the ominous "Hellcube," and the voracious "Black Hole."

In *Quake 2*, you can also expect to see major improvements to the game's physics, especially the recoil and blasts effects. Repeated pounding, for example, from your 12 gauge boomstick will "walk" the besieged target backwards over a ledge. Particularly gratifying were



NEW GROUND Careening over this landscape, one of Carmack's new experiments, is an impressive treat.

Quake-World, as well as samples of his research into next-generation, first-person 3D technology. He hopes to make future games even more immersive games with outdoor environments, atmospheric effects and volumetric clouds.

Quake 2 is scheduled for release mid 1997, or whenever it's ready. It's next generation technology probably won't become available to the public until the end of 1998.

ION Storm!: Strategy, Action And RPG Titles

ION Storm! is the official name for John Romero and Tom Hall's new venture ION has strategy, action,

fight from the first-person on."

Romero wants to "take action games to the next level" by blending in elements from both RPGs and fighting games. He hopes to provide a strong storyline, and team the player with two computer-controlled buddies: "There will be no more 'single play' by yourself." In addition, Romero envisions supplementing the ranged combat popularized by *Doom/Quake* with the hand-to-hand combat of *Virtua Fighter*. He hopes to reward players' increasing skill with special moves, such as multiple jumps and combination attacks.

ION's highest hopes rest on Hall's 3D RPG, which Hall describes as "a



IONIC MEN Ex-iling John Romero (left) stands before the house that *Doom* built. Tom Hall has worked for both Id and 3D Realms before joining Romero to make games using the *Quake* engine.

and RPG projects in development.

Todd Portis, who recently left 7th Level, will work on what Romero describes as "a real-time strategy, first-person action, weird hybrid of a game, completely hectic and totally hot."

Romero hopes to "have it in 3D with a completely simple interface, but with layers of complexity. I want the player to say this is a crucial fight and then (be able to) zip over into that Hummer on that hill and

very shocking turbulent story; a roller-coaster of emotion" that incorporates elements from *Final Fantasy*, *Battlefield Earth*, *NightHiker's Guide to the Galaxy*, and *Mario 64*. Hall explains that it's tentatively "centered around a city where all dimensions connect. When the inhabitants see something purple lying by they don't care." The player will be accompanied by two partners, like in *Sector of Mink* and *Secret of Evermore* console games.

More dynamic than any driving game!
More explosive than any action sim!
More flammable than polyester!

They killed your sister.

Now they're out to get the U.S. of A.

They've messed with the wrong man.

Customize
25 muscle cars
with over 20
lethal weapons!

Super-realistic
dynamics based
on actual
vehicle physics!

80 Nitro-burning
missions!

Drive freely through
unrestricted environments!

Multi-vigilante action over LAN or
hood-to-hood combat via modem!



Interstate '76

ACTIVISION

CIRCLE READER SERVICE #347

Coming Soon on Windows® 95 CD-ROM

<http://www.activision.com>

Activision is a registered trademark and Interstate '76 is a trademark of Activision, Inc. © 1995 Activision, Inc. All other trademarks and trade names are the properties of their respective owners. All rights reserved.



HE'S THE BOSS Armagon, a part-alien, part-mech monstrosity, will be the last thing you see in *Hipnotic's Rift*—if you survive that long.

Hipnotic Interactive: The Rift

Hipnotic's birth caused quite a stir in the action game development community in Texas. Several members of 3D Realms—creators of *Duke Nukem 3D*—defected to form Hipnotic soon after Quake's release. Their first project is the development of a 15-level Quake add-on pack, fittingly entitled *The Rift*.

The Rift introduces three new weapons. The Laser Cannon and Proximity Bombs will be somewhat familiar to Quake C hackers. However, the Mjolnir is the weapon to behold: Charge this massive Norse hammer with enough energy cells, and smash it into the ground. The resulting spray of lightning will tan out and smite nearby targets, which in turn will spell both more lightning that smites more targets, laying waste to practically everything in

sight. BFG, anyone?

Hipnotic also adds three power ups that bring new twists to game play: the Empathy Shield, the Wetsuit, and the Horn of Conjuring. Three new helpspawns are now present. The Gremlin is a corpse-devouring nuisance with the pesky habit of stealing your weapons and using them against you. The Scourge is a giant scorpion armed with dual railguns and a stinger-tipped tail; its ability to strafe makes it a dangerous foe. The cyborg boss Armagon is your nightmarish reward for claw

ing your way to the end level.

As if the 3x3x3 onslaught weren't enough, Hipnotic managed to implement rotating objects in spite of ragsayers' claims. So, realistic mechanical

devices such as drawbridges, ladders, and rolling thresholds also *Raiders of the Lost Ark* wisely appear in the final version, which should hit retail shelves in early 1997.

After Hipnotic finishes *The Rift*,



ROGUES These ruffians are creating a Quake pack that'll just kill you, with swinging pendulum blades, electric eels, a *Wrath* and a *Dragon*.

they will use the Quake engine to create an all-new game of their own design.

Rogue Entertainment: Quake Add-On Pack

A couple strolls down the hall from id is Rogue Entertainment, which was formed in December 1994 when its founders split from Cygnus Studios after completing Apogee's *Rainbox*. Rogue jumped into the first-person 3D fray with *Sherif*, an RPG using the Doom engine, and is now developing a yet unnamed add-on pack for Quake.

Like *The Rift*, Rogue's add-on



ENTER THE DRAGON When the *Dragon* appears, it's time to beat feet or burn.

pack brings a collection of new goodies and ghouls to the party. Some of the new weapons will be familiar to Quake C hackers: multiple rockets and cluster grenades. Rogue's additions include deadlier

lava-faced ammunition and a device that launches devastating lightning balls. New power ups including a power shield and anti-gravity belt help you survive.

Rogue's assorted contraptions include massive swinging pendulum blades and quint maver boots. Riding the boats, you may avoid getting zapped by electric eels, but could become a sitting duck for snipers. A particular menace is the airborne *Wrath*.

Disappointed by the mild-mannered *Scrag* in Quake, Rogue created the *Wrath* with a Vore-like homing attack and Power Shield armor.

The crown jewel is the flying *Dragon* which Quake sorely lacked. Like a true badass boss, the *Dragon* is almost unstoppable: If it doesn't instantly flambé you with its napalm breath, it'll whack the grey matter out of your skull with its spiked tail.

Rogue's add-on pack will become available sometime in early 1997. Rogue plans to follow up with its own game based on the Quake engine—V Long



THE GREAT UNWASHED Hipnotic challenged their former boss at 3D Realms to wash this track if *The Rift* outsells his next title. Get it good and dirty, boys, but don't throw away your buckets.

BIGGER

IS BETTER.



Bigger tires.
Bigger competition.
Bigger thrills.
Bigger mud-spitting,
bone-jarring, ground-pounding racing.
This is Monster Truck Madness.[™]

Strap yourself into a 1,500-horsepower tower of American pig iron, punch it when the light turns green, and you're in for the biggest race of your life. Drag. Circuit. Rally. Race any way you want. At any level. Over any kind of terrain. On or off the track. You can even force-feed your buddies mud pies over the Internet.

So go Go Go to

www.microsoft.com/games/monster/
for a free test drive. And see how you measure up.



Microsoft

Where do you want to go today?[™]



PRINCE OF PERSIA Creator Back On Track

With *The Last Express*, Jordan Mechner wraps up a four-year labor of love. The designer of two of the best PC action games ever made, *Prince of Persia 1* and *2*, Mechner has been working on his most ambitious project yet, a CD-ROM adventure game called *The Last Express*. The game is now nearing completion, and Broderbund is slated to release it this March. Set aboard the Orient Express in July, 1914,

has been murdered. You board anyways, assuming your friend's identity, and set about to uncover the mystery over the course of the three-day trip.

The game plays out in "real time," with conversations and character interactions happening all over the train—regardless of whether you're there or not. Each of the game's 30-odd characters has an independent "life" inside the game; a complex background, behavior, tastes, sympathies, motives and so on. Some of these behaviors have direct influence on the outcome of the game; others do not, yet each character has a reason for being on the train and for acting as they do.

Depending on how you play, you can take multiple pathways to multiple outcomes. And yet, the game, as technical director Robert Cook points out, "is linear. It's on a train on a chartered course. Narrative, too. The character logic is controlling the flow, but allowing for the player's freedom at the same time."

Researching the actual Orient Express was no easy task. Books about the train were only marginally helpful, and the idea of actually finding a car from the original train seemed impossible. But when Mechner placed an ad in a European train buff magazine, he hit the jackpot when two old employees of the

Gare de l'Est responded.

As Mechner described it, "These two old men told us to meet them at the Gare de l'Est, go to track number 3, turn left, see a glass door...and enter a door marked 'No Admittance.' It really was like a game," Mechner laughed. "Patrick Ladislav (the 3D art director) and I went down these long dark corridors, and then we were in a dark room facing two ancient men surrounded by boxes."

It turned out that the two men had salvaged tons of train records that were about to be thrown out—among them, all the essential ingredients for bringing the 1914 Orient Express back to life: train layouts and blueprints, timetables and manuals, original menus, tickets and more. The employees were also able to serve as "historical debuggers" able to provide more answers to detailed questions that came up while making the game, and they were able to help Mechner track down an actual sleeping car from the 1914 Orient Express that was literally rotting at a train yard in Athens.

Mechner's team photographed and videotaped every inch of this last remaining car and, along with all the other newly discovered objects, set about to create a 3D digital version of the train.

The people on the train are rotoscoped—filmed with live actors and then redrawn frame by frame into 2D cartoon-like characters. The decision to do this was made long in advance, partly because the line-drawing appearance of the characters reflect-



CHARACTER ACTING Jordan Mechner directs actors during the filming of *The Last Express*.

The Last Express involves high adventure as the train crosses Europe from Paris to Constantinople. You play an American urgently summoned by a friend to join him on the train at the Gare de l'Est, in Paris. When you arrive, you find that your friend

Continued from page 30



Missions are more complex than in *LoneWolf* because of Korea's terrain and the increased interaction with friendly forces. Enemy units are less static, reacting to your presence by attacking, fleeing, or calling in air support. The resulting environment feels much more alive.—R. Kim
Jane's Origin, (800) 245-4525
 PC CD-ROM
 Reader Service # 303

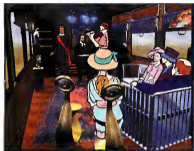
SHERLOCK HOLMES: CASE OF THE ROSE TATTOO

The fog rolls inexorably from the Thames, a perfect camouflage for the seamy underside of Victorian London. Cabs splatter mud on unfortunate passersby, bobbies patrol the streets, and the eerie glow of gaslight gives an almost supernatural cast to the surroundings.

We've all grown up with Sherlock Holmes and his faithful companion, Dr. Watson. *Case of the Rose Tattoo* is hardly revolutionary, but it does tap into the Great Detective's charm enough to elicit a smile here, a chuckle there. Like its predecessor, the *Case of the Shattered Scrupel*, this game tries too hard to be an interactive movie. Some may find the lab exper-



iments tedious and the acting less than stellar, but the plot twists, which begin with Mycroft Holmes (Sherlock's smarter brother) being injured in a mysterious accident, are often worth the occasional tedium. The game is indeed a doozy.—T. Coleman
Electronic Arts, (800) 245-4525
 PC and Win 95 CD-ROM
 Reader Service # 305



TOONCAR All of these characters were originally filmed before being re-drawn for a cartoon-like, 2D look.

ed the style of the Art Deco period and early European comic books of the same era.

For the film shoot, Mechner, with a background in filmmaking, undertook a project as ambitious as a feature film. The actual shoot took place in 1994, two years into the project. Mechner describes the shoot as being like a military operation; it went on for 19 days, followed by two years of post-production work.

Was it difficult to keep his enthusiasm alive

over the past four years?

"Keeping the excitement alive was not a problem," he says. "You get some burn-out, but after seeing the first renders of a new area, or the first film...or any of other thrilling moments tend to rejuvenate you. You need one of those every few weeks." Was it worth it? "I have no regrets. But I might not be saying that in six months."

—Alex Uttermann, *Rusel DeViana* and *Jeff Green*

CGW
ON-LINE

For more on this story and a Preview of *The Last Express*, see CGW's Web site.

MASTERPILOT

MasterPilot is a replica of an aircraft instrument panel's Multi-Function Display, with functional buttons and room for game-specific templates



where the display would usually sit. The aim of this device is to eliminate the need to use the keyboard in flight sims.

The 32 buttons and the throttle control do

indeed work well, for the 3D supported games. Unfortunately, the device is programmable only by replacing a cartridge, so you'll have to wait for QuickShot to issue a cart supporting your favorite new sim. Non-volatile memory and new configs available for download on the web would have been a better idea.

Also, functions are seemingly randomly placed, with "Afterburner" on the left on sim and on the right on the next. This inconsistency keeps you looking at the game template, obviating most of the advantage over just using the keyboard. If QuickShot would revamp this device with programmability and more consistent templates, it could easily be a "Hot" buy. —D. Alkin
QuickShot, (408) 263-4005
IBM PC
Reader Service # 307

On The ViRGE Of Something Better

With over three million ViRGE chips in the market, S3 has almost single-handedly legitimized the market for 3D graphics accelerators. Unfortunately, while the initial ViRGE and ViRGE/VX chips offered a rich feature set, they were on the low end of the 3D performance scale—on faster systems some developers referred to them as "hardware decelerators."

S3 aims to up the performance ante with the upcoming ViRGE/IX and ViRGE/IXX chips. The company claims a three-fold performance increase over the original ViRGE with the new chips, which would put them in the same league as the current kings of the hill, 3Dfx's Voodoo and Rendition's Venti.

A faster 170MHz RAMDAC will allow higher resolutions and refresh rates, so you'll be able to take advantage of all that texture memory when running 2D applications as well—

allowing 1024x768 resolution with 24-bit color on boards with 4MB of RAM.

The ViRGE/IXX uses DRAM memory, and is pin-compatible with the first-generation ViRGE chip, so manufacturers can easily update their current designs. The ViRGE/IXX can use faster SDRAM or SGRAM memory, but requires manufacturers to design a new board, so you'll likely see boards



based on the IXX part first. Prices should be in the same range as current ViRGE boards.

Both chips are software-compatible with the original ViRGE part, so existing titles should see a good performance boost with them. Because many PC makers use S3-based graphics—including Compaq, Dell, HP, and Packard Bell—game developers will be more likely to add 3D support to their games, and that's good news for gamers. Watch for hands-on testing of the new ViRGE chips in an upcoming issue of CGW. —Denny Alkin

STEEL PANTHERS II: MODERN BATTLES

To be blunt, *Steel Panthers II: Modern Battles* is a Panzer freak's dream. Not only do you get the increased lethality of modern weaponry, you may also reenact some of the largest—and wildest—armored melees in history. *Morale* is just as important as hardware in the oddly named Chinese Farm, as the professionalism of the Israeli army is put to



Online Gaming For Less

With AOL's recent changes to its pricing plan, gamers may well notice a substantial drop in their monthly bills. Instead of paying additional surcharges to individual online gaming services, gamers can now have unlimited access to providers, via AOL, for an all-inclusive monthly charge of \$19.99. AOL is also offering a lower rate package for lighter users and a "bring your own access" rate for people who already have an alternative Internet connection.

The new pricing plan comes as a result of AOL's changing revenue model. As the company gears itself more towards advertising, it is essential for them to draw in a wider range of customers. But how will this affect the online gaming services, some of whom currently charge by the hour? From a short-term perspective, it may appear

that online game providers are losing out. Cullen Couch, Marketing Communications Manager for Arias Online Games, a subsidiary of Kesmai Corporation, disagrees. He believes that the new pricing plan is going to attract



FREE FLIGHT You can now play *Anno 1602* for no extra cost under AOL's new pricing plan.

more people to Arias: "The more eyeballs we get on our products the better."

In the long term, online game providers hope the deal will prove to be an effective marketing strategy for the online gaming market. And it certainly sounds like good news for gamers—just imagine how many more hours of gaming you'll be able to fit into your budget now. —C. Pantler

PLAYING LATELY?

How are the games readers actually blowing the most time with, as opposed to the reader's overall "quality ranking" in the Top 100.

The Top 5 keep their hold on hard drives this month, with *Civ II*, *Duke Nukem 3D* and *WarCraft II* maintaining Top 3 positions for the sixth consecutive month. *Quake* makes its debut on the chart in seventh place. While *Steel Panthers* and *Panzer General* slip to the bottom of the chart.

You'll no longer find the *CSW* Poll Card bound into the magazine, but check your mail box. We mail a survey to 2,000 randomly-chosen subscribers each month, and we use the results to calculate the Top 100 and Playing Lately each month.

READERS'
TOP 10

	Last Month	Months On Chart
1. Civilization II (MicroProse)	1	8
2. Duke Nukem 3D (3D Realms)	2	9
3. WarCraft II (Blizzard)	3	11
4. Command and Conquer (Virgin/Westwood)	4	14
5. MechWarrior 2 (Activision)	5	13
6. Doom II (id Software)	7	10
7. Quake (id Software)	-	1
8. Heroes of Might and Magic (New World Computing)	8	13
9. Steel Panthers (SSI)	6	13
10. Panzer General (SSI)	9	22

ON THE SHELF

the ultimate test against a determined force of Arab armor. Those used to the static mines of *Steel Panthers* will have to change their tactics when meeting up with Claymores in the jungles of Vietnam, where Air Cav units bring a whole new dimension to the game engine. Would-be Schwarzkopfs can have a field day in Desert Storm, or tackle hypothetical campaigns in the Middle East, China or Europe (for those needing a NATO vs. Warsaw Pact fix).

It's hard to say for sure, but the AI seems tougher than the original (it could just be the annoying Viet Cong and those waves of Chinese in Korea). And while the interface will never be as seamless as *Panzer General*, SSI has done a fine job of smoothing out the learning curve, even including a decent tutorial scenario. In a year that's been rich for wargames, SSI shows why they occupy the top of the historical heap. —T. Coleman

SSI, (800) 245-4525
PC CD-ROM
Retailer Service # 309

SYNDICATE WARS

Corporate warfare takes on a more literal meaning in this spectacular sequel to the cult

favorite *Synthetic*. The great gameplay that made *Synthetic* a hit remains, but the sequel has been overhauled with a tremendous 3D engine, creative missions, and even a decent plot



Whether you choose the ruthless Eurocorp Syndicate or the righteous Church of the New Epoch, you'll embark on new missions, with that gorgeous 3D engine adding to an immersive game world. The only drawback is the mission difficulty, and some minor annoyances have also carried over from the first game.

For big explosion and *Independence Day*

fans, check out what happens to a building when a friendly SDI Laser Satellite goes berserk — T. Nguyen
Bullfrog/EA
(800) 245-4525
PC CD-ROM
Retailer Service # 310

Get **SUCKED IN** with the awesome power of **ATI 3D RAGE II.**



Warning!

The all new

ATI 3D RAGE™ II

chip is blasting a new path of

ferociously fast performance on today's

hottest new 2D, 3D and Direct3D™ games. With

absolute bleeding edge 3D realism and amazing real-time response. You get ATI 3D RAGE II on ATI

3D graphics upgrades with features like PC2TV which lets you use your big screen TV as your monitor. Plus it's built

right into the hottest new Pentium systems from top manufacturers. For the latest blast of facts on these and other

Direct3D, DirectX™ and ATI 3D enhanced games, infiltrate our web site at www.atitech.ca/3dalley. Or call us at

905 882-2600 (press 2 for faxback). ATI 3D graphics upgrades are at Computer City, Egghead and Micro Center.



NOW YOU SEE IT.™



© ATI Technologies Inc., 1996. ATI, 3D RAGE, 3D XPERIDION+, 3D XPERIDION+PC2TV and NOW YOU SEE IT are trademarks and/or registered trademarks of ATI Technologies Inc. All other company and/or product names are trademarks and/or registered trademarks of their respective manufacturers.

CIRCLE READER SERVICE #372

NEW!
Smart Games
Word Puzzles 1

New! Updated
MAC & PC VERSIONS
Smart Games Challenge 1

"4 out of 4 Stars!"

—New York Daily News

"Run out and get this disk!"

—Games Magazine

"A Puzzle-meister's delight!"

—Computer Gaming World

Everybody's raving about the best-selling *Smart Games Challenge 1™*. It's fun for your brain, not your trigger finger. Now available for both MAC and PC, it features over 300 games that stretch your mind. From wordplay wonders and strategy sticklers to perception puzzlers, *Smart Games Challenge 1* is brain-powered fun!

Play With Your Brain!



**Smart Games Challenge 1
CAR JAM** Move the red car out of the lot, ASAP. It's a real fender-bending mind-bender!



**Smart Games Word Puzzles 1
SCANAGRAMS** Disassemble (theoretically) liked words and phrases. DOGO GULK!



**Smart Games Word Puzzles 1
CROSSED WORDS** Create the crossword puzzle while you try to solve it!

New! *Smart Games Word Puzzles 1™* gives you even more ways to play with your brain! Four mind-bending puzzle categories, with hundreds of levels of brain-busting fun. *Word Hunter* treks through time, literature, sports, and movies as it reinvents word-searching puzzles for the computer age. *Crossed Words* is a wild new species of word game—you not only solve the puzzle, you actually create it! *Scanagrams* pits you against the cleverest, funniest anagrams ever. With *Word Melt* you morph one word into another word by strategically changing one, two, three, or more letters at a time. Let the fun begin!



Distributed by:
RandomSoft
A Division of Phoenix House, Inc.

Download a FREE DEMO:
<http://www.smartgames.com>

SMART GAMES™

CIRCLE READER SERVICE #379

FIRST LOOK

Here's your first look at games in development. These games aren't even playable yet, but we thought you'd want to see how they're coming along.

Army Men

Remember those plastic army men of green, tan, and gray that beckoned you from the back covers of comic books, filled toy racks at your local grocery store, and inevitably ended up being chewed into oblivion by the family dog? In 3DO's upcoming *Army Men*, they come to life.

Army Men is an entry-level real-time strategy game where four different types



BAYOU BRUISERS A valiant green tank faces off against a dastardly tan aggressor on one of the bayou maps for *Army Men*.

of military forces (roughly equivalent to Army, Navy, Air Force, and Marines) fight through 60 to 80 scenarios to determine whether the good guys or the bad guys win. The maps provide overhead 3D isometric views of the action and the animation is superb.

Every figure is rendered in 3D Studio Max with a 110-frame animated walk and movement sequence. These will be reduced to around 10 key frames per anim, as opposed to the 4-8 frames of action in most games. Perhaps most intriguing is

the way each movement resolves into a traditional plastic figure pose. It's almost like Toy Story, says the plastic bases seen in the animated film. We also like the *Movelone* News-style newscast between some maps. This footage was shot using the same plastic models that are in the game, but the black and white footage has undergone a torture test so that it looks like vintage film.

The maps offer 15 levels of fully defined terrain objects to be placed on bayou, desert,

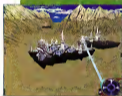
alpine, or tropical maps, and all maps have palette shifts and light sourcing for night battles. Though the scenarios won't be linked via a dynamic campaign, they offer a solid variety. Some will emphasize offense and defense, while others will provide particular problems for artillery, flamethrower units, commando units, or engineers (rebuilding a bridge, sabotaging a bridge, or building a fort). Most interesting may well be the scenario where you start with a limited number of troops and have to liberate additional forces from a prisoner of war stockade in order to be able to win the battle.

Army Men also supports two player combat via modem, LAN, or the Internet.—J. Wilson



PIPELINE

ABC College Football 07 Sports	12/95
Achtung! SpillTime Avlon Hill	4/97
Age of Empires Campaigns SS1	1/97
Agents of Justice MicroProse	Spring 97
Alde De Camp 2 IFS Simulations	Spring 97
Battle Sport Accolade	2/97
Battleground: Middle East Ironsight	2/97
Battles of Alexander Interactive Magic	Spring 97
Betrayal at Antares Sierra	Spring 97
Blade Runner Virgin/Westwood	Summer 97
Blood Appare' Spring 97	Spring 97
Blue Real Cyberdreams	3/97
Colleen's Crossline Sakana Legends	Q1/97
City of Lost Children Playgress	2/97
Croak Sierra	3/97
Dark Earth Mindscape	Spring 97
Descent to Undermountain Interplay	12/96
Deconstruction Derby II Playgress	12/96
Diablo Blizzard	12/96
Discworld II: Reality Bytes Playgress	12/96
Dungeon Keeper Bullfrog	3/96
Ecliptica II Playgress	2/97
European Air War MicroProse	Summer 97
Flying Corps Empire	1/97
Flying Nightmares 2 Dornank	12/96
FPS Football Pro 97 Sierra	12/96
Grand Slam 97 Virgin	Spring 97
Hardball 6 Accolade	4/97
Horses of Night and Magic II New Ideal	12/96
History of the World Avlon Hill	2/97
IF22 Interache Magic	Spring 97
INTA2 Abrams Interactive Magic	12/96
Jack Nicklaus Golf 97 Accolade	3/97
Joel Knight: Dark Forces II LucasArts	3/97
Jettfighter III Mission Studios/Bink 2	12/96
Lands of Lore: Guardians of Deceit Westwood/Sierra	3/97
Magic: The Gathering Accolade	12/96
Marvel Mindscape	Spring 97
Master of Orion II MicroProse	12/96
M.A.X. Interplay	1/97
MicroLeague Baseball 6.0 MicroLeague	Spring 97
NBA Live 97 EA Sports	Q1/97
NFL Legends Accolade	1/97
Pacific General SS1	Summer 97
Roch for the Stars! SSG/Microprose	Spring 97
Rebel Moon Rising Ferris Wheel	7/97
Rebellion LucasArts	2/97
Red Baron II Sierra	4/97
Sacred Ace Virgin	3/97
Shadow Warrior 3D Realms/FormGen	Winter 96
Shivers 2 Sierra	3/97
SimGolf Maxis	12/96
Spider Mac Voodoo/Focus	Spring 97
Star Craft Blizzard	6/97
Star Fleet Academy Interplay	2/97
Stars! Empire	1/97
Test Drive Drift-Road Accolade	2/97
TFX: X-22 Ocean	3/97
Theme Hospital Bullfrog/EA	2/97
Ultima Da-Lee Origin	Spring 97
Unreal Epic	Spring 97
VR Baseball VR Sports	Spring 97
VR Golf VR Sports	Q1/97
X-COM: The Apocalypse MicroProse	Spring 97
X-Wing vs. TIE Fighter LucasArts	1/97
ZooFuzzism LawMind	1/97



Stratosphere

Imagine a real-time strategy game where, instead of sending out your units to manage resources and take objectives for you, you look at a flying fortress with all of your resources available from point to point. In this 1-4 player networkable game from Acclaim, you command the flying fortress, one bulwark of a balanced neo-faustal system. Each of these balkanized realms has a specialty built around a tradition. Most of these specialties relate to different sciences, but some are part of a techno-mage tradition and add that sense of the fantastic to the game.

Imagine a flying *SerCryx* with weapons; that would be close to

some of the gameplay in *Stratosphere*. You can build up to 100 different items (defensive, offensive, and energy-related) on your flying city. Also, the higher your rank becomes, the bigger your fortress can become. Naturally, there are trade-offs between size and maneuverability, so you may not opt for the biggest fortress all the time.

Stratosphere will feature a mission-based campaign with gameplay of approximately 20 to 60 min-

utes per mission. Campaigns will differ by house because of strategies specific to the house tradition and weapons which are specific to each given house. The game is being built with campaign add-ons in mind. à la *Command & Conquer* and *Warcraft II*. —J. Wilson

Galactic Conquest

Five distinctly different races compete for control of a galaxy in *Galactic Conquest* (working title) from 3DO. Although games of galactic conquest are a dime a dozen,

this one has plenty of distinctive features. Where the traditional comic conquest game takes dozens of hours to get from colony to colony to conquer, *Galactic Conquest* is being designed as a four-hour game for up to five players via LAN or Internet. It will also have AI opponents who actually



SHIP SHAPE These sketches for a Terran warship reflect some of the design detail underlying the vessels in *Galactic Conquest*.

ISLAND IN THE SCUD Acclaim's *Stratosphere* pits flying fortresses against each other in real-time combat.

learn from your style of play.

Second, *Galactic Conquest* is being designed to be replayable with circa 60 different alien artifacts, which can affect the outcome of the game, being randomly available with in any given game.

Third, each of the alien races has a different personality, ergonomically designed ships that look and act differently for each race, and a different means of communicating and conducting diplomacy. The P'tash communicate via color; the T'garth speak with a split-lip mouth; the



P'TASHING UP TEETH Who's afraid of an alien aggressor who communicates by changing color? Gamers in *Galactic Conquest* should be.

Ismani communicate through movement; the Terrans use computers; and the Huminos speak English. The game features some of the most original alien art we've seen in a game to date, even the interface looks slightly different, depending on which race you are controlling in the game. —J. Wilson

The New World Just Got Better



Conquest of the New World Deluxe Edition takes the award-winning strategy game and adds all the elements you asked for to create the definitive gaming experience.

A Must for Strategists[™]

- Newsweek

"Strategy fans will
be in seventh heaven"
- Computer Gaming World

"Conquest of the
New World is a classic"
- PC Magazine

- new!** Expanded interactive diplomacy with the Mother Country and opponents
- new!** A custom game editor lets you preset the world with populations, armies and colonies
- new!** Extraordinary new natural wonders, resources, and goods
- new!** Advanced game scenarios let you start a game with pre-developed colonies
- Up to 6 can play over a network as England, France, Holland, Portugal, Spain or the Indies
- Head-to-head and e-mail play
- Easy to use on-screen tutorial



DELUXE EDITION
Conquest
of the
New World

Available on
pc cd-rom

Interplay

www.interplay.com



CIRCLE READER SERVICE #169

HANDS ON

These are the products in development we've actually spent some time with. They represent some of the most interesting

titles in the Pipeline, and they are complete enough to actually tell how they're going to play. Most should be released soon.

One of the first games we've seen designed to take advantage of Intel's MMX instruction set, *Rebel Moon Rising* (RMR) is the follow-on to *Rebel Moon*, a game currently bundled with the 3D Blaster board. The Win 95-native RMR is a mission-based, first-person 3D shooter whose CPU-based engine benefits from MMX.

Unlike some 3D shooters, RMR actually has a back story that figures into the game. The moon has been colonized for high-yield, low-gravity agriculture. Though under international control from Earth, the units on the moon decide to declare their independence. You're a rebel commando trying to defend lunar installations in the various levels against the terrain assault forces Farris Wolf describes RMR as kind of a hybrid between *Duke*, *Nutmeg 3D* and *MechWarrior 2*. Rather than just run through and shoot anything that moves, you have other objectives. There are four different mission types: Commando, Search and Destroy, Defense, and Rescue.

The overall feel of RMR is solid, though the graphics do feel a little dated, with one notable exception: all gunfire is accented by RMR's dynamic lighting engine (possibly courtesy of

► Rebel Moon Rising

MMX). The controls are of your standard twitch-and-splatter mouse/keyboard variant, though "mouse-look" is not yet implemented. RMR



also has a map overview mode where you can see the level map and take down bad guys simultaneously. Some elements, like switches, are somewhat difficult to identify, though two demos as well as two training missions will help get you acclimated. Because your adventures take place on the moon, you'll need to either recharge your air supply or find an oxygen recy-

cler, usually hidden somewhere on the level. Seven weapons, getting progressively more pernicious, help you reduce enemy forces to smoldering piles.

Does MMX spruce up RMR? Well, using a 2D-only graphics board and running at a 512x384 resolution (true color) on an Intel P55C (a 200 MHz Pentium with MMX), we saw frame rates stay at around 20 frames per second (fps), whereas running RMR without MMX drops the frame rate to about 9 fps.

What RMR's "2.5D" engine lacks in visual panache, the game makes up for in the different mission types. It should be interesting for action gamers who seek meaning to their death and destruction. RMR will first ship bundled with Intel's P55C Pentium OverDrive chip in January, and the retail version with modem/network/Internet multiplayer capabilities will ship in May. —Dave Salsator

Farris Wolf, (612) 484-8988
Win 95 CD-ROM

► Magic: The Gathering—BattleMage

BATTLEMAGE, Acclaim's real-time strategy game based on the *Magic: The Gathering* universe, has the feel of a duel between archmages. One to four gamers can face off against each other in Duel Mode, and software gamers can compete in an ongoing Campaign Mode. In the game, planeswalkers (wizards) conjure creatures and invoke spells to send after their rivals. The planeswalkers do not move, but the conjured creatures wing, speed, and lumber toward their rivals, as do the effects of the offensive spells, providing a sense of action at all times. Planeswalkers can battle over 30 or more terrain types, each reflecting its own type of mana and rewarding those that use its specialty spells. In the campaign mode, planeswalkers try to defeat their six different rivals

and collect enough new spells and artifacts to be able to control the entire map.

Not to be confused with the computer conversion of the card game itself (from MicroProse and Sid Meier), *MTG: BattleMage* feels like the duel that the collectible card game is supposed to simulate, yet the terms are different from those of the card games. Instead of decks, players use tomes, tomes, libraries, and armories as the depositories for their spells, artifacts, and creatures. Plus there are hidden artifacts (somewhat like the rare cards in the collectible card game) and utilities for customizing your own spell and creature combinations. Also, the designers have wisely allowed for portability

in that gamers can copy their armies of creatures and spell libraries to disk and use them on a friend's computer.—J. Wilson
Acclaim, (516) 656-5000
Win 95 CD-ROM



DON'T GO SCHIZO.



GO

beZerKSM

THE PREMIER ONLINE ENTERTAINMENT NETWORK

www.bezerk.com

INTRODUCING beZerK, the premier online entertainment network. It's the most interactive, in-your-face entertainment on the Net by far—and it's totally FREE. So, go beZerK and play YOU DON'T KNOW JACK the netshow, the irreverent quiz show party game online. It promises wild, irreverent fun, regardless of your personalities.



You must have Windows® 95 to play YOU DON'T KNOW JACK the netshow.

YOU DON'T KNOW JACK is a trademark of Jaggy Inc. © 1995 and © 1997 Jaggy Inc.
The network logo is a registered trademark of Berkeley Systems, Inc. Software, screen graphics, and artwork
© 1998 Berkeley Systems, Inc. The Berkeley Systems logo is a registered trademark and trade dress of Berkeley Systems, Inc.
Windows and Windows 95 are registered trademarks of Microsoft Corp.



The Newest Star Wars

A few short months from now, in a very familiar galaxy, the trilogy gamers have waited for will finally arrive. LucasArts will bring a new generation of Star Wars games to this world, and you'll find you're no longer alone in the universe. This multiplayer trio should keep Rebels and Imperials alike satisfied while Lucas ferments the next film trilogy. Star Wars Rebellion, a grand strategy game, makes you absolute ruler of the Empire or Alliance. Jedi Knight, of course, is the sequel to Dark Forces. X-Wing vs TIE Fighter is vying for the title of ultimate multiplayer space sim. So, suit up and climb aboard the Millennium Falcon for the ride of your life. Star Wars is back, and the Force is stronger than ever.



Trilogy

Rebellion

Striking Back At The Empire

REBELLION Gives You Full Reign Over The Star Wars Universe

by Elliott Chin

The chance to step into the Star Wars universe has long held a special lure. Yet, in previous Star Wars games, we've only had a small impact on the universe. Imagine what you could do in the Star Wars universe if you weren't a lowly fighter pilot, but rather Emperor Palpatine or Alliance leader Mon Mothma. You could crush the Rebel Alliance for good, or restore peace and freedom to the galaxy with a swift Alliance victory. Thousands of gamers and Star Wars fans have been crying out for a game of such grand design for years, and finally, LucasArts is about to answer them with the first Star Wars strategy game: *REBELLION*.

CGW recently visited LucasArts for the first test drive of *Star Wars: REBELLION*, and what we saw looks very promising. *REBELLION* is a real-time strategy game, though not in the same vein as *COMMAND & CONQUER* or *WARCRAFT II*. *REBELLION* actually



THE VIEW FROM UP HERE From the command console you'll view galactic systems and their planets, find your fleets, divisions and troops, and learn CSPO and R2D2 (or Imperial bots) help you see through all your galactic d'ets.

plays more like two games. One element is a grand strategic module which is closest in scope and gameplay to *Master of Orion*, where you manage a galactic civilization (without the research element). There's also 3D real-time tactical space combat. In both the strategic and tactical portions of the game, your enemy is moving his pieces simultaneously with you in real time.

Prelude to Rebellion

The scope of *REBELLION* is massive. The game stretches across the entire Star Wars galaxy, from the icy planet of Hoth to the Imperial Seat at Coruscant. There are three galaxy sizes—100 planets, 150 planets, and 200 planets—a parameter which you set before each game.

Cochand, *REBELLION*'s developers (their previous credit is *Hyperion 2*), refer to it as "a game about characters, fleets and planet resources." The game is open ended, and there is no campaign per se. Instead, you're given a set of victory conditions and the entire game involves you amassing enough power and resources to ultimately achieve those victory goals.

When play begins, you start with a limited number of worlds already in your command, a pre-set fleet, and a few characters. Depending on which side you choose, your starting conditions will vary. As the Empire, you begin with a greater number of worlds and a larger fleet, but your worlds are less



A NEW SAGA *Rebellion* takes place in between *A New Hope* (the first movie) and *The Empire Strikes Back*, but the Empire has been sending a humiliating d.L.T. with the destruction of the Death Star.

SURRENDER IS NOT



AN OPTION

THE EXPLOSIVE
NEW STRATEGY GAME
FROM THE CREATORS
OF MILLION-SELLER
COMMAND & CONQUER

Super VGA Graphics* intensify
realism and excitement

Multiplay features include Internet
Head-to-Head** and 8 player IPX

Fight over land, sea and air.
Thirty new units and structures to
choose from including MIGS, spies,
destroyers, submarines and more

New battle maps are twice as large

Over forty missions to play and
dozens of multiplayer maps

Two CDs—one for you and one
to lend to your favorite victim

Create and trade battle maps with
new terrain editor

Three game difficulty settings

Dozens of close-ups and action movies

Internet access tonight!* Play against
competitors across the world with
Westwood Chat**

*Windows 95 version only

**Requires existing Internet access

COMMAND & CONQUER RED ALERT

All the power. None of the responsibility.

Available now for
Windows®95 & DOS CD-ROM

Westwood[™]
STUDIOS
www.westwood.com

CIRCLE READER SERVICE #66

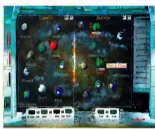


loyal and less productive. If you choose the Rebel side, you start with fewer ships and fewer worlds, but other worlds will be more inclined to side with you. You also have a mobile headquarters which you can move from system to system as you see fit.

Each side must meet three victory conditions to win the game. The Empire must capture Luke Skywalker and Mon Mothma, and



EMPEROR'S MARCH This window shows the galaxy in your selected sector and the fleets in orbit around the selected planet. From here you move ships, conduct bombardments, and spawn troopers, troops and characters.



EMPIRE VS ALLIANCE Rebellion is perfect for head-to-head play, and it will support two-player play over a direct link, modem or LAN.

destroy the Rebel base. The Alliance wins once it captures Darth Vader, the Emperor and takes the Imperial capital at Coruscant. You must satisfy all three victory conditions simultaneously if you wish to win, and you can always launch counterattacks to deprive your opponent of achieved victory conditions. If the Empire captures Luke and the Rebel base, you could reclaim the base and rescue Luke, thus stealing victory from their grasp. Theoretically, you could win the game by ignoring conquest and making a beeline to the three victory goals, but what's more likely is that you will end up conquering planets, building resources and creating armadas to give you the necessary firepower and reach to achieve your goals with confidence.

Jedi Knights

One of the key elements of *Rebellion* is the use of characters. There are over 60 personalities in the game, drawn from the three *Star Wars* movies, Timothy Zahn books, and comic books. In terms of gameplay, they operate in a much broader scope than the heroes from games such as *Master of Orion*. For one, you have to find most characters on your own, by exploring planets. To enhance replayability, the designers haven't placed characters on the worlds they inhabited in the books and movies (so you wouldn't find Lando on Bespin all the time). The personalities also aren't static in their loyalty, some can be swayed to the Dark Side and vice versa.

The characters are also integral components of the game, not just doctored stat modifiers. All missions in the game can only be performed with characters, or special forces. However, characters are always better-equipped to succeed in missions than special forces. There are at least 12 missions available for your characters to perform, including espionage, reconnaissance, diplomacy, assassination, abduction, and sabotage. Characters and their missions are actually vital to your overall success. You take direct hits in loyalty whenever you lose a fleet battle, so you'll use your characters



Instead of compromising your fleet. (You might conduct a special sabotage mission to take out the Death Star rather than committing a massive fleet to that foolish endeavor.)

Characters can work together in missions, so you can group Luke, Chewbacca, Han, Leia and Lando together and send them into the heart of the Empire to abduct the Emperor. In grouped missions, you can assign different characters to different tasks, so that Luke can act as a decoy to draw out Darth Vader, while Han and Chewbacca infiltrate the Death Star and kidnap Palpatine.

In addition to performing their missions, characters also provide bonuses in combat—Vice Admiral Thrawn will improve capital ships in his fleet, and Wedge will confer his piloting skills onto the other fighter pilots in his group.

The characters all have pasts and personalities which factor into the game. Luke, for example, will eventually attempt to leave your service to seek out Yoda and become a Jedi Knight. There's a bounty on Han Solo's head, and occasionally Boba Fett will find him and capture him. Of course, if this does happen, you can mount an expedition to rescue him. Many characters are linked, so that if Han ever were captured, Luke would go after him anyway. Other characters who are linked include Han and Chewbacca, and Luke and, of course, Darth Vader and Luke.



This space
available
for immediate
occupancy.



The darkness of ancient Egypt and evil alien forces, possessing horrifying powers, have taken possession of the ancient city of Karnak. And these landlords are exacting extremely high rents. Like an arm and a leg...or worse.

Airdropped into first person and third person landscapes, you must swim, crawl and otherwise run like hell through 30-plus levels of gameplay. Unique Stacked Sector Technology™ allows you complete 360° freedom of gameplay. With just a machete to begin with, search for 6 other

weapons like hand grenades, a flame thrower, an M60 machine gun and a magical cobra staff. Dynamic lighting allows for stunning visual effects. Cross bridges, crawl through tunnels and swim through underwater grottos. Your only salvation is the guiding Spirit of the Great Pharaoh Ramses. He's the only one in this god-forsaken neighborhood who wants to help you get a forwarding address.

So welcome to the nightmare of Ramses' tomb. And enjoy your stay. It may last forever.

POWER SLAVE

PC CD-ROM

Fully networkable up to 4 players.

<http://www.playmatestoys.com>

CIRCLE READER SERVICE #252



651 Arroyo Blvd.
Suite 500

Costa Mesa, CA 92626
(714) 428-2100





BOBA FETT? WHERE? One of the random events in the game is when a bounty hunter captures the hands of the bounty hunter Boba Fett. Other events, both random and planned, also affect gameplay.

Imperial Resources

To achieve the power necessary for a final victory, you need to build a great fleet. To do that, you need enough shipyards and resources, and to gain that, you have to control a galaxy's worth of planets. Every planet has three vital statistics: loyalty, energy, and raw materials. Both energy and raw materials exist in finite numbers. The energy of a planet controls how many structures can be built in that system. Whether it's a shipyard, an ion cannon, a troop training facility, mine or refinery, the structure will take one energy point from the planet's total. So a planet with 10 energy points can support 10 facilities.

Raw materials are basic resources which must be converted to refined materials. Everything in the game (with the exception of characters) requires refined materials for construction. To extract raw materials from a planet, you need one mine for each raw material point. Then, to convert the raw materials to refined materials, you need one refinery per mine. Your raw and refined materials are then moved to a galactic pool from which all your planets draw when they construct facilities and ships.

However, the number of mines and refineries you build is dependent on the planet's energy count, so you will have to strategically manage your facilities and materials. If your planet had 10 raw material points, and you built 10 mines, you'd have no energy available for refineries or construction yards. Since materials are pooled, you can create planets that solely extract raw materials, other planets that are filled with refineries for processing materials, and still other planets that serve only as construction yards.

Your initial planets all have pre-built facilities, but captured and colonized planets will not. The first order of business once you've taken a planet is placing a construction yard there. The other facility types are mine, refinery, unit training facility, shipyard and planet defense. What you build after the construction yard depends on what you want the planet to specialize in; if you want to start building ships, you will construct a shipyard, if you want to boost refined material production, you might build a mine and refinery first. The only restriction is the energy output of each planet.

Admiral Thrawn's War Room

The tactical module is currently taking a back seat to the strategic mode, which is nearly complete, but we did manage to play a little combat.

You don't have complete freedom over your movements, since your 2D controller (the mouse) can't pinpoint a place on the z-axis.

Movement is thus target- or waypoint-specific. You can click on targets, assign your fleet a formation and mission, and your ships will then move in 3D space toward the enemy fleet. You can also move your ships via waypoints which are scattered throughout the cube on all three axes. So if you wanted to maneuver your ship to an area and then have it attack, you would click on the waypoints you wanted him to traverse and then have him engage the enemy vessel.

Because combat will tend to get frenzied, LucasArts is providing you much more flexibility in issuing commands to

your ships so you won't have to micromanage in *Command & Conquer* fashion.

First, there will be an "action" key which, when pressed, will make your ship engage the closest target. More importantly though, you can assign formations and missions to your ships. You

can group a number of capital ships or fighters and have them form a spherical formation for defense, a cylindrical formation for offense, or more traditional naval formations such as line abreast and ahead. There is also a pickets-forward formation which places your fighters ahead of your capital ships as a shield.

Alternatively you can assign a mission to a group of ships and the computer will then pick the formation best suited to the task. Some of the missions include: the hammer, where your ships attack the enemy from above; the anvil, where they attack from below; hit and fade; frontal assault; and attacks from the left and right.



SHIP TO SHIP Tactical battle appears in a 3D cube, which requires a few adjustments for players used to traditional 2D battlefields. Keep in mind, this is an early look at the tactical module. The final version, which could look very different, will have features on the ship and more visual features.

IN THE FUTURE, YOU DON'T REBUILD. YOU RELOAD.

"This game is worth it even if you just want to see the future and load it up into one neat package."
—Tommy from *Games Strategy Plus*

"The graphics and motion effects are first rate... you can jump into this game immediately."
—Allan from *Gaming World*



90 adrenaline-pounding missions plus 15 multiplayer missions



Load and load with over 25 armaments including guided missiles, fuel-air mortars and plasma cannons!



Battle over 30 robotic alien predators rendered in real-time 3D animation.

SHATTERED STEEL™

UP TO 16 PLAYER ANARCHY
DEATHMATCHES, TEAM MISSIONS PLUS
HEAD-TO-HEAD MODERN WARFARE

Join the ranks of over 100,000 pilots and blast your way to
www.interplay.com for the interactive preview.





CHURNING OUT THE DEATH STARS This interface allows you to control planets and the scattered planets manufacturing shields, which you build facilities, ships and troops. Notice that the status windows also show planet loyalty and energy.

Fomenting Rebellion

Perhaps the most important planetary statistic is loyalty. Loyalty is a measure of a planet's allegiance to the Empire or Alliance. It affects a planet's manufacturing capabilities and production and is a dynamic number that can fluctuate as the game progresses. When you command a majority of loyalty and have a garrison or facility on a planet, it switches to your control. As long as you command 60 percent loyalty from a planet, it will work efficiently for you. However, if your loyalty dips below this number, you could face an uprising and illegal smuggling on the planet. Smuggling eats into your resources because the planet actually starts contributing a percentage of its raw and refined materials to the enemy side. When an uprising occurs, the local populace will attack your garrisons. Once all garrisons are defeated, the planet will become hostile and could switch sides.

Obviously, gaining loyalty is a huge part of the game, and as the Alliance, it is vital that you reach every planet and gain its loyalty. Various factors can affect this number. On the negative side, bombarding a planet, losing a fleet battle or destroying planets with a Death Star (if you are the Empire) will lower loyalty towards you on a given planet. However, garrisoning a planet with troops, stationing facilities on a planet or setting up your HQ there (if you are the Rebels), will improve loyalty. Also, sending characters on diplomatic missions to a planet can improve its loyalty. Only special forces (a group of units in the game comprised of spies, diplomats and commandos) and characters can perform diplomatic missions, but you will have to be careful, as your characters are susceptible to capture while on missions.

If you're playing the Empire, you can circumvent loyalty to an extent. Planetary control is calculated by totaling a planet's loyalty, the military presence, and diplomatic missions sent there. You can con-

trol a planet with a powerful army and fleet, though it will diminish loyalty on a planet, making it more susceptible to uprising and defection. Such a strategy of control through terror also stretches the Empire thin and acquires an enormous industrial machine.

War Machine

Capturing planets is your intermediate step to control of the galaxy. You can take most neutral planets by sending diplomatic missions to them to sway their loyalty, or simply assault and conquer them with troops. Uninhabited planets are easy pickings, since all you need do is simply establish one facility or station one garrison there and it automatically becomes a loyal subject.

The other types of planets (Rebel and Imperial-controlled) can only be taken by force. If a planet is guarded by an enemy fleet, you will have to clear away all enemy ships in tactical space combat. Before every tactical combat, though, the computer will ask if you want to play the combat yourself, or let the computer resolve it quickly. Sometimes, simply because of the sheer number of battles you will have to wage, having the computer abstract the battles for you will be the wisest move. Other times, especially in key battles, you will take control yourself.

If you win in tactical combat, your fleet then must destroy all planetary defenses and shields. Sometimes this is easier said than done, as you can build planetary shields, and a preponderance of shields will negate bombardment. In these cases, you will need to send characters to sabotage the shields before your ship can conduct bombardments and drop troops onto the planet. Once you've defeated all enemy troops and establish your own garrison, control will switch to your side. And at that time, you'll have to send a diplomatic cleanup crew in your wake to mop up the damage to loyalty and bring the planet into line.

The Galactic Sum of Parts

LucasArts looks on track to provide gamers with a galaxy rich with strategic challenges, innovative combat and all the personality of the Star Wars mythology. Add to this the exhilaration that comes from meting out punishment with a Death Star or directing a rescue effort with Luke and Han and you could have a dream come true for Star Wars fans everywhere. It LucasArts stays true to the design and delivers on the promise of this early version, then gamers will at last have the power to write the final chapter in the Star Wars saga.



FATHER AND SON Many characters are linked in the game; when Darth and Luke meet in a system, they will automatically engage each other. Depending on the outcome, one or both of them could end up injured or captured.

On August 30th...



DAGGERFALL

...computer role playing will be changed forever!

Reserve your copy of **Daggerfall** Today!
Now at EB Games, Electronic Software, Etc., and BestSaves

Announcing *The Elder Scrolls: Daggerfall*, Bethesda's latest installment in the Elder Scrolls Series and the sequel to the award-winning *TES:Arena*.

TES: Daggerfall is one of the most ambitious computer games ever devised. This is no dungeon hack, no bit of fluff with medieval trappings. *Daggerfall's* world is twice the size of Great Britain, filled with people, adventures, and scenery as real as reality. This is a world designed to allow you to play the game any way you want. Be the Hero or the Villain... or anything in between.

TES: Daggerfall is all your favorite movies and books wrapped up in one package—with hundreds and hundreds of hours of playtime. Prepare to experience your new obsession.

"The many excellencies of *The Elder Scrolls: Daggerfall* mean that Bethesda is going to be the company defining the future of CRPG (rogue computer role playing game) on computers for some time to come. Wait for this one with bated breath."
—Strategy Plus

"This is the game that hardcore FRPG fans have been waiting for since the beginning... *Daggerfall* will introduce players to a mirror land inside their computer that looks and feels like real life..."
—Trent Ward, PC Gamer

Bad dog, don't call that spell!



Get a Free *Daggerfall* Figurine!
Cut out the corner at the bottom and send it, along with your name, address and phone number, to Bethesda Softworks. The first 100 figurines will receive a FREE *Daggerfall* figurine.



Actual IBM screen shows.



POWERED BY



THE ELDER SCROLLS
Chapter Two

BETHESDA SOFTWORKS

1370 Piscard Drive, Suite 120, Rockville, MD 20850 • US: 301 990-7552 • Fax: 301 925-0010 • Website: <http://www.bethsoft.com>

Proprietary™ The Elder Scrolls™, X-Game™ and Bad Dog™ are trademarks of Media Technology Limited. All other trademarks are the property of their respective owners. Copyright © 1994-1996 Media Technology Limited. All Rights Reserved.

Jedi Knight

Feel the Force

The Dark Side Returns In
LucasArts' DARK FORCES Sequel

by V. Long

LucasArts' *Dark Forces* was a great first-person action game, but even its biggest fans argued that *Dark Forces* could have been better...much better. In creating *Jedi Knight*, the 3D sequel to *Dark Forces*, it's clear that LucasArts intended to create a winner.

At the time of CGW's visit, the *Jedi* project had reached an exciting point where the game's elements were beginning to come together. What we saw there and describe here is not necessarily what will appear in the final product, but certainly indicates a big step into the dimension beyond "playing the game," into one of "living the game."



THE GREAT OUTDOORS One very interesting change from the standard first-person 3D "corridor crawl" is the ability to take a deep breath of fresh air. You're back there!

The Power of the Dark Side

Jedi's story unfolds via full motion video cut scenes shot with live actors. You play the role of Kyle Katarn, the mercenary from *Dark Forces*, as he trains to become a Jedi Knight. Your ultimate goal is to avenge your father's death and fulfill his quest to stop Jerec, the leader of the Dark Jedi.

Although you fight the Dark Jedi, you can still embrace the Dark Side. The development of different Force powers and the choice between the Light and Dark Sides are what truly distinguishes *Jedi*'s gameplay. By completing levels, you gain experience points for acquiring and growing Force powers. These points also determine the amount of mana—health or energy—available for using a Force power.

Whatever Force powers you saw in the *Star Wars* movies will be included in *Jedi*. Basic Force powers can boost speed, as well as increase jumping and healing abilities. Light Force powers can create forcefields and invisibility. The best known are probably the Dark Force powers, which enable players to psychokinetically throw objects, hurl lightning bolts, and even strangle opponents from afar (and yes, the gagging victims even dangle inches off the ground).

The *Jedi* team hopes to visually enhance the Force powers with particle effects. For example, a Force Push will shoot a column of particles from the hand to push against the target.

Whichever path you take, you'll need all the Force power you can summon when you encounter the seven Dark Jedi. Jerec, their leader, seeks to take the immense power of the Valley of the Jedi, an ancient Jedi burial ground. Each one represents a distinct archetypal personality as in Akira Kurosawa's *Seven Samurai*.



BOBA FETT'S BACK! LucasArts tells us that our favorite bounty hunter won't be appearing in *Jedi Knight*. But hope springs eternal.



Morgan

WeeGoo

Ani Ors

Kyle Katarn

Sariss

Boo

Jerec

Although the Dark Jedi obviously outnumber you, fear not that you face them alone. In Jedi, Rahm is your mentor, much like Obi-Wan Kenobi was Luke Skywalker's. He appears every now and then, and when he does, you'd better pay attention to what he tells you.

In Stunning 3D

For the real action, the characters and levels are rendered in true 3D texture-mapped polygons with MIP-mapping and dynamic shadowing. For eye-popping graphics, LucasArts will support 3D graphics accelerators via Direct3D. Character animations are impressively smooth because Jedi uses unlimited frames of animation; depending on the computer's power, extra frames are interpolated between key frames.

In addition to the first-person viewpoint, players can also opt for the third-person perspective, which helps for puzzle solving. Also helpful in exploring the intricately crafted levels is the crouch feature from Dark Forces.

Large open spaces, such as bottomless engine bays and vast outdoor cliffs, abound in Jedi's environment. Even underwater areas will look spectacular because of translucency and lighting effects (think *MARX 64*). The environment is also immersively interactive: stray shots will destroy various objects, and you can drive speeder bikes and flying vehicles.

Populating the scenic environment are bounty hunters, Imperial Stormtroopers, and various monsters—including some that fly or swim. Also thrown into the fray are innocent "pedestrians." Chin discourages players from wantonly killing innocent bystanders. "Jedi Kawaii is not a kill-fest. Blood, guts, gore, and gibs is not what Jedi Kawaii is about." Among the weapons at your disposal are blaster pistols, laser rifles, and thermal detonators. Realistically modeled recoil effects add to the visceral feel of Jedi.

For accomplished Jedi, the light saber will be the preferred weapon despite its limited range. We witnessed one brave programmer use a



SPAM IN A CAN. Tying down a light saber is a trick, but not around this futuristic Tepectra Inhibitor, anyway.

"mere" light saber to attack and topple an AT-ST Walker. The saber is capable of six precise strikes: left and right overhead, sidestash, and upward cuts. The Force can help you use the saber to deflect even blaster shots. Chin notes that defeating the Dark Jedi will require a light saber... and lots of Force.

Bring Your Own Saber

Those disappointed by Dark Forces's lack of multiplayer can now rejoice. Jedi supports multiplayer via DirectPlay for at least 8 players. Members on the programming team say that multiplayer performance over the Internet will be superior to Quake. There will be combat, team, and capture-the-flag modes.

Jedi promises to revitalize, if not revolutionize, multiplayer combat. Players can ride speeder bikes and flying vehicles into multiplayer mayhem. The light saber is a completely unique melee weapon, and the Force powers, such as the Force Grip, inject completely new meaning to grabbing your opponents by their jugulars. By far the most interesting aspect of multiplayer Jedi is that your character's abilities are determined by what you've accomplished during solo play for Jedi. Yes, this means Jedi has the save-game feature which was sorely lacking in Dark Forces.

COGs in the Machine

The controls will be similar to Quake's, except that the tree look feature will be always be active. If desired, the controls can be redefined. The programmers are also considering the ability to make macros. Players can easily create custom graphics and levels. Although LucasArts probably won't release the development tools, it encourages others to make their own utilities.

In addition, players can modify the behavior of nearly every discrete element via a scripting language called "COG." Nuebelner notes, "COG is a full implementation of C syntax with expandable verbs, and is more flexible." Because COG is an interpreted language, all you need is a text editor to change monster behavior, add new weapons, and even enable new Force powers: you can literally redefine the universe. During our tour of the Jedi facilities, we heard more than one programmer exclaim, "You can do anything with this engine."

When Jedi ships early in the second quarter of this year, you'll need at least a Pentium 60 with 16 MB and Windows 95 to feel the Force.



THE GANG You play the role of Kyle Katarn, whose goal is to stop Jerec from taking the legendary Valley of the Jedi and its immense power.

X-Wing vs. TIE Fighter

Aces Of The Stars

Dogfighting Gets Personal In X-WING vs. TIE FIGHTER

by Elliott Chin

TIE FIGHTER, and to a lesser extent X-Wing, were great space sims with a major omission: They lacked that special thrill that comes with battling against human opponents. However, this restriction will soon be thrown out the airlock with LucasArts' upcoming X-Wing vs. TIE FIGHTER.

X vs TIE is aimed squarely at multiplayer action; it has no solo campaign. However, if you do want to fly alone, there will be single-player "battles," which are short collections of missions strung together with a traditional Rebel vs. Empire storyline. These battles will also be playable multiplayer, and are designed for up to four-on-four play, with players picking teams and playing for the Empire or Rebellion. In single-player, you can take your pick of roles

(you could be the bomber in the Y-Wing or fly escort in an X-Wing); in multiplayer, different players assume each role. These roles will change according to each mission, giving players variety in the craft they fly and the roles they play.

There will also be multiplayer tournaments, composed of skill-based missions. One mission could be a race, another could be a dogfight, and another could be an obstacle course. Points are tallied up at the end of each mission, and

the player with the most points at the tournament's end is declared the best pilot. X vs. TIE will also offer quick-and-dirty dogfights, races, and single missions for quick action. In total, there will be around 70 missions available.

For you competitive pilots, there will be a built-in ranking system. The 25 ranks are based on amassed points. These points are determined by the quality of your opponents: If you beat a high-ranked player or a good AI opponent, you get more points than if you take out a rookie.



UP YOUR SEX: The HUD has been reworked to show your target's bearing and current action, allowing you to see when this ship he's firing at you and check his maneuverability.

The Best Fighter Yet

Aside from the jump to multiplayer gaming, X-Wing vs. TIE FIGHTER differs from its predecessors in its graphics engine and in key areas of gameplay. The graphics are now breathtakingly rendered at 640x480 resolution in 16-bit color, with gorgeous textures and fantastic detail.

Gameplay is also being balanced so that weak ships, like the shieldless TIE Fighter, won't be grossly outmatched by the more powerful X-Wings. The firing rate of all ships has been sped up, and movement has changed. Now, your turning rate is a function of your throttle and current speed. The faster you go, the harder it is to turn and take out the bogey on your tail. Redirecting energy from engines to other subsystems will hinder your maneuverability.

During multiplayer dogfights, you don't want to type while being blasted, so LucasArts is adding hot keys for simple chat messages and commands: typing P will target human players, and hitting another hot-key will broadcast a help message to your allies. The game will have pop up menus to convey data about your wingman so you need n't spend time typing to ask for information.

There is no doubt that X-Wing vs. TIE FIGHTER is one of the most hotly anticipated games of the year. Even in its beta stage it plays better than TIE FIGHTER, and it has a good mix of missions. If the final game is as smooth as the beta version, X-Wing vs. TIE FIGHTER could very well displace QUAKE, DUKE, and WARCRAFT II and become the network game of choice. ☺



PICTURE PERFECT: In addition to the upgraded graphics, the game will offer dynamic, on-the-fly gamers in progress and let you jump into dogfights ships in the dogfight after you die, though you will inherit whatever damage it has sustained.



STONEKEEP™

MECHWARRIOR® 2

WING COMMANDER™

QUAKE

Win 95 is cool, but sucks with DOS games!

Games run best on the Operating System they were designed for!

You've got great DOS games, but you really want to try that new Win 95 game. You want it all. But, if you upgrade to Win 95, it will really hose your DOS games. With *System Commander* you can play each game the way it was meant to be played...on the OS it was designed for.

System Commander allows you to boot both DOS (3.3 or later) and Win 95 on the same PC. When you turn on your machine, *System Commander* gives you a menu. Pick the OS you want and with the touch of a button *System Commander* does the rest.



Even your parents could do it!

System Commander's automatic installation will have your PC ready to add OSeS in less than 5 minutes. And unlike some utilities, it uses less than 1 MB of hard disk space and no RAM!

Get it and play it!

As you install new OSeS, *System Commander* automatically copies key files and adds the new OS to its menu. It manages unique copies of AUTOEXEC.BAT, CONFIG.SYS and COMMAND.COM for each installation of DOS, Windows 95 or any other operating system.

System Commander is only \$99.95 and comes with an unconditional 60 day money back guarantee. Mention this ad and get

FREE* overnight shipping. Call today and play your brains out tomorrow!

Available in the utilities section of most major software stores.

COMPUSA EGGHEAD EP

V Communications, Inc.
4320 Stavans Creek Blvd, #120-CGW2
San Jose, CA 95129
800-648-8266 www.v-com.com

Circle Reader Service #384

* When ordered below noon PST. No Saturday delivery. Standard shipping outside US. CA. res. add \$7.25 sales tax. Offer subject to change without notice. All logos and product names are trademarks or registered trademarks of their respective companies. V8ANCI/Amex 0/96

Unlimited Control

HYPER PROGRAMMABLE
101
HYPER PROGRAMMABLE

MORE BUTTONS!
MORE PROGRAMMING!
MORE POWER!

Success is not measured by reaching 'game over.'
Shed no tears for the loser.
Show no mercy for whoever stands in your way.
Hold no sympathy for the weaker opponent.

Get ACT Laboratory's programmable joystick and gamepad. Take unlimited control.



Available at

Electronics Boutique, Software Etc., Cabbage, The IT Computer, Good Guys, Media Play

<http://www.actlab.com/gamegear> email: hyper@actlab.com

1-800-980-9997

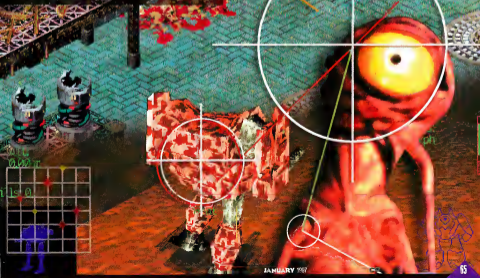
CIRCLE READER SERVICE #184



Lock On And Blast 'Em

*Strategies & Tactics For Four
Great Science Fiction Games*

In the world of science-fiction gaming, you'll fight battles that have never been fought. The new technologies and new situations presented in these games require new tactics, even for the experienced gamer. Although you may be an ace virtual tank driver, you'll find that combat in *Mezoworld 2: Mercenaries* is so radically different that entirely new tactics are in order. It's one thing to conquer your neighbors in *Civilization*, since you know they're not that much different than you. It's quite another in *Dezooz*, where their species-specific abilities can make them deadly unpredictable. So dive into the strategy guides that follow before you embark on your next interstellar journey, because in space, no one should hear you scream.

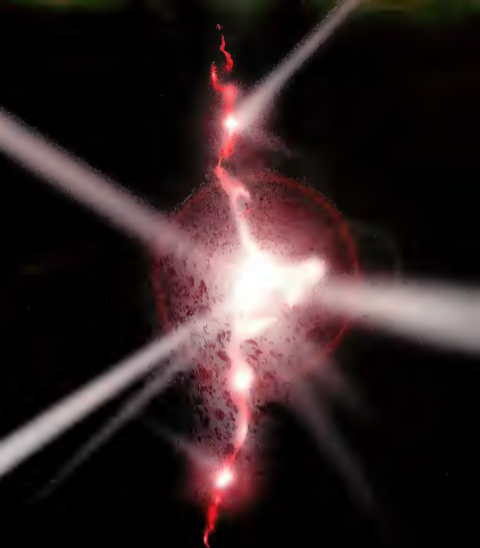


IN
THE
PAST,
WE
EXCEEDED
YOUR
EXPECTATIONS.

SOON,
WE'LL
CHANGE
YOUR
ENTIRE

DESTINY.

Westwood
STUDIOS
www.westwood.com



LANDS OF LORE
GUARDIANS OF DESTINY™

Silencer Training

Victory Through Mayhem In CRUSADER: NO REGRET

by Thierry Nguyen



lay soldier; you made it to the Moon. Of course, if you try walking in through that first room without a battle plan, you'll be a red smear on the wall instead of a red score. That's why we're here, to turn you into a lethal killing machine—one with no regret.

The bulk of this guide is devoted to general tactics. Fighting on the Moon is quite different from fighting on Earth, and I figured that you soldiers need the valuable advice. With these tactics, plus some of your own engineering, you should be able to get through most of the missions.

As a small bonus, I have run into detailed intelligence reports on missions eight and nine. I've heard many soldiers griping about the difficulty of these two missions, and I've provided solutions to the most problematic segments of these two levels.

THIS IS HOW WE DANCE

First off, you need to familiarize yourself with the interface. Quite a few mistakes can be traced back to the soldier in question pushing the wrong buttons at the wrong time. Get your interface down cold, and your skill will improve drastically.

I can hear some of you grumbling about which interface to use. Some say using the mouse for aiming and the keyboard for everything else is king. Others say the gamepad is the commando's choice. For those of you who want to take advantage of the joystick support, I have one thing to say: joysticks were made for flying, not for maneuvering a man through corridors. I like to stay with the keyboard. I use the layout hard-wired in my head from *Doom*, but the number pad is a good interface, with major keys laid out neatly and accessibly.

WATCH YOUR AIM

Now we get to the fun part: weapons training. You're now going to learn what weapons to use, when, and how. Pay attention—you don't want to be caught sleeping here!

Now, contrary to what you might think, you don't want to use those three fancy new guns all the time. In fact, you should save them for specific types of enemies, as general use would be a huge waste. Your general weapons should be the more mundane bullet shooters.

Back on Earth, you had a cozy, albeit annoying, arms dealer. Well, the Moon isn't as pushy as Earth. You will learn the true meaning of "living off the land" as you scrounge all of your ammunition and weapons off of your dead comrades. Because your ammo has to be



► **MECHANICAL MINION** Robots can be used to your advantage. Since they have unlimited ammo, use them for breaking open containers and for clearing a path.



► **DO'NT TRY THIS AT HOME** If you use the old *No Revolve* cheat, JASSICA16, you'll be greeted with this ugly scenario.

For the few, the proud, the courageous and

uncompromising

bastards

rather

die

who'd
lose



presenting the new

Firebird 2



Firebird 2 is the top of the line joystick.

It's for those of you who stop at nothing to conquer

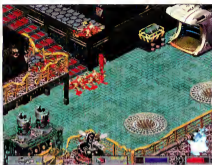
your enemy. It's loaded with features like 13 programmable buttons for dynamic keyboard control and an 8-way programmable bat switch. So you never have to take your hands off the stick, or your eyes off the action. We also designed the handle so you can play hours on end without any discomfort. Other than the psychological damage you might incur from all the death and havoc you'll wreak on your competition. Get Firebird 2 and start playing games the way they were meant to be played. Get it at your favorite store or call us at 1-800-257-0061.

CIRCLE READER SERVICE #350

www.gravis.com

GRAVIS

[getting for the 21st century]



KNEE DEEP IN THE DEAD Waspoids like the XP-5 make a nice mess, but they also fry your enemy so badly there's nothing left to scavenge. Use a bullet weapon on these guys if you want to pick up ammo from their bodies.

taken off mostly intact corpses, you'll need to use mundane weapons for the kill. Those fancy new arms don't leave anything behind to salvage.

You should be using either your RP-32 or your AC-88. The RP-32 is the gun you start out with, and it will be valuable early on. Many soldiers use it, so its ammunition supply line is good, and it deals out decent damage. The AC-88 is what you get when you make an automatic shotgun: very nice damage combined with a great firing rate. Once you grab one and have some ammo to feed it, you can start using it as your primary weapon, employing your RP-32 as backup.

So, when do you use the new weapons? Feel free to take out civilians or machinery with them. If you have the energy, the XP-5 is great against just about every robot, while the BK-16 (freezegun) and the LNR 81 (vaporizer) are about equal in power—though the nod goes to the LNR 81 due to its superior range and firing rate. Use your ARK-7 or GL-303 to destroy power generators or cameras with the splash damage.

UTILITY BELT

Some of you will probably need a primer on your new toys and how to use them properly. First, your Spider Bombs and the new Spider Mine. They're both good weapons, and the only difference between the two is that the bomb is controlled by you, while the mine is self-guiding. If you're unsure of your bomb control skills, use the mine.

The VR Imager is essential equipment; use it as much as you can until you learn to instinctively recognize clues that will help you spot all the tripwires waiting for you. However, it eats up energy, so learn to watch for patterns as you spot each successive tripwire. Soon, you may get a feel for where a tripwire might be. At that point you can stop using the VR Imager at all times and conserve that energy for when you really need it.

When you see a teleporter, you might want to use a disruptor on it. If you can't use the teleporter, chances are that it's a beam-

in point for reinforcements. Of course, you want to make sure that you preempt any reinforcements, so, if the pad isn't blinking, slap a disruptor on it, where it can greet any newcomers with a nasty surprise. If you do need to use the pad, be sure to pick up your disruptor first.

Finally, you have other potentially useful explosives. You can use the mine as a substitute for the disruptor if you don't have it handy, although that's about the extent of its usefulness. The det-pac is useful for blowing up doors and obstacles in your way. Also, if you see floating or stationary mines, use the wonderful mine detonator to clear a path for you.

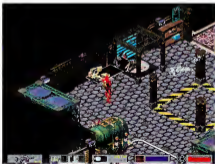
MAGIC EIGHT

For mission eight (where you need to shoot down the troop transport), many soldiers complain that they reach the top floor of the base without knowing where to go, and end up running out of time and losing the mission. You have a few minutes to find the console and shoot the marine transport down. As soon as you emerge from the elevator, run eastward, making sure to shoot cameras and the tripwire on your way. When you get out of that little passage, run northward to the computer console near the pit. If you didn't trip the red alert, you should be able to use the console to activate the light bridge.

Then make a mad dash to that light bridge, and yet another dash across it. When you reach the other side, make a final run for the northern wall (try to avoid the electric walls). Hopefully, you'll reach the right control panel, and you can just zap those incoming marmes goodbye. That takes care of the time limit, now you just have to worry about getting yourself out of the level. But that should be no problem for a soldier with your training.

SELF-DESTRUCTION

Mission nine isn't so hard, because you have a greater time limit (15 minutes), but people are confused as to how to do it. First, travel east. Once you reach the large room, go south in order to gain



HASTA LA VISTA, BABY You can use your new, more powerful weapons on the police and robots, who don't leave anything of worth behind anyway.

**DO OVERWEIGHT MEN IN LITTLE
PINK TUTUS EXCITE YOU?
ARE SADISTIC CLOWNS YOUR
IDEA OF A GOOD TIME?**

?

**DO YOU THINK SHEEP ARE
KINDA SEXY? ESPECIALLY WHEN
THEY'RE DOLLED UP IN HEELS
AND FORM-FITTING LATEX?**

Toonstruck is a new twist on twisted. No computer gamer will want to be deprived of this depravity. Not when they can watch Spike the Clown torture balloon animals. See Seedy, the tu-tu clad bartender, do a little butt bowling. And



prevent an all-out war between the cartoon forces of good and evil.

Toonstruck blends live action (starring Christopher Lloyd) with wild animation for some of the most bizarre puzzle-



based adventure gameplay ever. Toonstruck is dark, weird and has more twists and turns than your lower intestine. So go ahead. Punch out a clown. Flush fish.

**HEY W
YOUR GAME H
TOONS**



TOONSTRUCK

"...hilarious cartoon quality animation and an absolutely bizarre world make Toonstruck



**WEIRDO.
HAS ARRIVED.
TRUCK.**

an adventure game unlike any we've seen. The over-the-board humor is *delicious*," says COMPUTER GAMING WORLD. "The twisted realms of this adult cartoon adventure (has)...all the elements of a great game: beautiful graphics, challenging puzzles, outrageous humor and good ol' star power," says PC GAMES. Finally, "A must see" from COMPUTER GAME REVIEW. We are sure you'll agree

Weirdo.



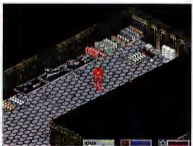


POWER HUNGRY Always try to hit power generators early, because chances are they're powering a shield for a turret or a camera.

access to the elevator platform. Continue east until you hit a laser field. Enter the room that requires the yellow key, and immediately roll to one side to avoid the rockets poised at the door. Kill everyone in the room, then use the computer to the far west (it's in its own alcove) to shut off the laser field. If you triggered the force field for this room, just use the panel on the west wall (it's behind a planet, near the foot-locks) and walk out.

You're near the objective, but also at the complicated part. First, proceed north on the catwalk. If you try to go east down the stairs, you'll likely trigger the laser field, which must be deactivated. As you go north, you'll see the floor panel that triggers another laser field; jump over it to save some hassle. If you do end up triggering that field, the switch to deactivate it is to the east, on a little catwalk. Now, continue to follow that catwalk until you get to another console; this one will deactivate the laser field on the stairs. After deactivating the laser field, carefully make your way back to the stairs.

As you go down the stairs, be sure to jump over the step with the hand sign, or you'll re-trigger the laser field you just deactivated.



WHERE'S THE BUNNY? The easter egg room is located at the end of mission six, where you'll be treated to a special scene and some prize goodies.



SELF-DESTRUCT This is the actual computer core; just walk up and "use" it to negate the 15-minute time limit in level eight.

When you get down the stairs, proceed north until you run into a massive, door-like object. This is your mission objective: simply "use" the computer core, and the self-destruct sequence ends. After stopping the self-destruct sequence, prepare to finish this level and then hop onto the last level to save the Moon.

END OF THE ROAD

Okay soldier, that's it for this round. Hopefully you've learned and refined the tactics mentioned above, and now know how to solve the two hardest puzzles in the game (besides killing the boss, but that's a different story...). Now, get going! Armstrong may have landed on the Moon, but no one can stop you from coming back to clean up the mess.

Silencer and Pagan

As in the original *Clash*, there's an Easter Egg room here packed with goodies. It's near the end of mission six (destroying the Di-Cor refinery). Here's how to get there:

Once you reach the Di-Cor refinery, instead of dropping the Fusion-Pac, jump across the conveyor belts to the other side. Then walk south (just follow the path) until you reach a small, isolated area near a vending machine.

Take a few steps northwest of the vending machine, and a secret door should open, revealing a teleporter. Walk into this teleporter, and you'll be teleported to the No Regret Easter Egg.

Walk up the middle hallway to reach the tables full of goodies. Feel free to loot the place. Then, for fun, walk up the hallway on the right. A door will open up, and you'll be treated to a scene starring the Silencer, an Ultima 8-esque Pagan, and Tony Zurovec (the designer). Don't worry, this isn't like the No Remorse Easter Egg; after viewing it you can jump back into the teleporter and finish the level properly.

If you want to jump there easily without all the complicated sopping and searching, start the game with the command "regret-warp 6-egg 00," and you'll instantly warp there.

You may also want to try No Regret's cheat code, LOOSE-CRANKIN18. Also, by typing JASSICA16 and you'll be treated to yet another (less amusing) Easter Egg.

Intense Underwater Action . . . Better Hold Your Breath!

ARCHIMEDEAN DYNASTY

- Stunning Hi-color, Hi-res graphics with 65,000 colors
- Atmospheric surround sound
- Detailed storyline with real-time battles in SVGR vector graphics
- Realistic underwater motion simulation with currents
- Impressive arsenal of weapons
- Interact with hundreds of characters
- Advanced dialog system

Available
October '96
FOR PC CD-ROM

Humanity ends where the deep begins . . .

CHECK OUT WWW.BLUEBYTE.COM FOR YOUR MISSION INSTRUCTIONS

Call 1-800-933-Byte for further information.

Blue Byte Software, Inc. / 33 South Resella Road / Suite 201 / Schaumburg, IL 60193 / Velox (047) 534-7950 / Fax: (047) 534-7951

CIRCLE READER SERVICE #171



Taking Control

Save *STAR CONTROL 3*'s Galaxy And Make New Friends With These Handy Hints

by Elliott Chin

Spoiler Alert

These tips practically give away the story of *STAR CONTROL 3*, so if you really want to enjoy the game, only use these hints as a last resort. *STAR CONTROL 3*'s ending is a big letdown, so it's the journey and not the ending that's the real fun of the game.

Playing *STAR CONTROL 3* is like putting on the giant shoes of Captain Kirk for a full season of *Star Trek*. You'll explore strange new worlds, meet new civilizations, and boldly go where no other science-fiction game has gone before—into the realm of wacky humor, colony management, and frenzied hypermelée. Of course, even Captain Kirk had a little help in the form of the passionate Doctor McCoy and the logical Vulcan, Mr. Spock. It's only fair, then, that you have a little help on your five-year voyage, too.



► **WE CAN'T STAND PAIN** Once the Spathi join the Crux, threaten them and they will give you helpful Crux secrets.

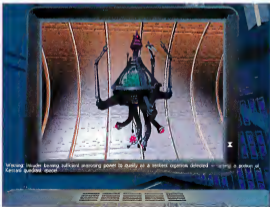
THE HUNDRED-DAY BORE

The first hundred days of your command are fairly uneventful. Make sure you destroy all Daklaklakpak ships you encounter. Once you've destroyed all the Daklaklakpak you meet, your tech team will decipher

their language. Don't worry, you'll meet more later to test your new Dak interpreter. When you do, tell them you will hunt for Precursor and Eternal One artifacts for them, and they will let you live.

At the same time, the VUX will mount repeated raids on the Mycon homeworld every 31 days. You'll find out later how they're achieving this seemingly impossible feat, but for now, answer all Mycon distress calls and destroy any VUX raiders you run into. After you stop three attacks, the raids will stop.

You'll want to explore this quadrant in search of the five Kessari Quadrant races and the six Crux races. After you've met the five of the six Crux races living in the Kessari Quadrant, Elann will collapse. Go there to investigate, but be prepared to face a Crux battle fleet. They will appear soon after with a great armada composed of ships from all six Crux races, ready to declare war on the League.



Warning: Includes bloody violence, ensuring you're not in a serious system, destroyed in a matter of Kessari quadrant space.

► **DON'T CALL THEM DAKS** This will only make them violent. Destroy all Daklaklakpak, because each planet they guard has a Precursor artifact.

You're Fighting to protect good and
Restore the Rightful King to power.



The Bad News is you're
the guy on the right.



Use your wits and a lot smarter than the guy on the left. Good thing, because you'll have to solve more than 60 puzzles in order to succeed in the twisted, one-armed world of Neverhood. You'll help Klaymen avoid getting a giant flue, and kick a little clay butt. All to defeat the evil King and bring the Neverhood back to normal. At least, as normal as it ever gets. [www.fromworks.com]

FROMWORKS
ENTERTAINMENT

"Clever, an utterly different vision and
experience from all the lookalike games."
—NEWSDAY

The
Neverhood™

"Embark on a clay adventure that breaks the mold."

SCI-FI STRATEGY

SPINELESS SPATHI

Soon after the war starts, the Crux will start bullying the Spathi, who will eventually succumb to the threats and defect. Let them defect. You can make the Spathi's cowardice work for you; threaten to kill them once they join the Crux and they will divulge Crux secrets to stave off your attacks. They can tell you where to find the missing Ultron pieces, reveal the Doog and Clairconstar debts, give you insight into the Harika disease, and tell you what the Dak have done with the Mrrrrrrrrrr Mother Ark.



THE BETTER PART OF WALDR To escape this first Crux armada at Eltarin, go there as soon as it collapses and then immediately jump to another star system. Your tech team will still report their findings, but you'll leave before the Crux slips away.



DUIH, US DOOG Ask the Spathi about the Doog debt and then buy out each Doog colony. They'll give you an anti-matter containment grid and join the League.

THE HOPELESS UTWIG

When the Utwig report their Ultron stolen (by the VUX), visit the Plunk, who will point you to Esato 6, where you will find VUX renegades and a broken Ultron. Return to the Plunk and they will tell you to find the Ivory Sheath, Marble Flange, and Crystal Plate to repair the Ultron. The Plunk will point you to the Plate, the Spathi will find the

Flange for you, and the Daktsiakpak know where the Sheath is (on Caduceus 1). However, the Ultron won't be fully repaired until you find the very last piece, which the VUX will give you only after you've found their genetic material and joined them with the Vyro-ingo (this happens very late in the game).

THE FUNGUS KNOWN AS MYCON

Once your tech team discovers that the Deep Children are sentient, go to the Mycon and demand to speak to a Deep Child. They'll put one in orbit at Janus 1, and it will join you, provided you concede that it is sentient. Then revisit the Mycon and tell them they must stop mind-wiping the Deep Children. They will refuse and join the Crux. Much later in the game, after you've re-evolved the Precursor, the Precursor will ask you whether you think the Deep Children should be free or subordinate to the Mycon. If you want to free the Deep Children, the Precursor will tell you that you can use the Plasma Regrover to do so.

POWER CHESS

"POWER CHESS" is the first innovation in chess programs in more than a decade."

- Jerry Christman,
International Grandmaster
Two-time U.S. Champion
Three-time U.S. Open Champion



More powerful than any human opponent, The Power Chess King is truly innovative - remembering what you played and adjusting to stay one step ahead.

More human than any computer opponent, The Power Chess Queen is a unique, speaking title - revisiting each game against the King - and preparing you for the next.

Together they combine computer intelligence with life-like personality - a first for computer chess - and for humans too.



WILDERA

Visit us at www.sierra.com, call 1-800-757-7707 or see your local software dealer.

© 1998 Sierra On-Line, Inc. ® and/or ™ designate trademarks of or licensed to Sierra On-Line, Inc., Bellevue, WA, 98007.

HUYGEN'S™

DISCLOSURE

THE YEAR IS 2020,
AND THE EARTH'S OZONE
LAYER IS CRUMBLING.
AS HUMANITY HANGS ON
THE BRINK OF EXTINCTION,
A SUB-SPACE PROBE NAMED
HUYGEN MAY HAVE DISCOVERED
ONE LAST GLIMMER OF HOPE. NOW
THE FIGHT TO SAVE THE EARTH WILL
TAKE YOU TO A MOON MORE THAN A
MILLION MILES FROM THE NEAREST SUN.

**DON'T
EXPECT A
WARM
WELCOME.**



FOR WINDOWS® 3.1
AND WINDOWS® 95

HUYGEN'S DISCLOSURE FEATURES
THESE EXCITING MICROFORUM INNOVATIONS:

DIMENSION TECHNOLOGY
SCALABLE CHARACTERS REFLECT
ACTUAL PERSPECTIVE WHEN MOVING
FROM FOREGROUND TO BACKGROUND
GROUP ACTIVATED INTELLIGENCE MODE (GAIM)
USER'S TEAMMATES FEATURE INDEPENDENT
INTELLIGENCE, ALLOWING THEM TO REACT
BASED ON THE SURROUNDING ENVIRONMENT



FOR A LIMITED TIME ONLY!

Huygen's Disclosure Limited Edition

Available direct from Microforum, this special
edition of Huygen's Disclosure includes:

- A special Limited Edition box
- The complete Huygen's Disclosure game
- A collection of cheats, hints and tactics for the game
- A collectible Huygen's Disclosure T-Shirt
- Original Huygen's Disclosure game artwork



Only \$49⁹⁵
plus S&H

Call 1-800-685-3863 to order. Visa, MC accepted.



Microforum

FOR MORE INFO ABOUT MICROFORUM
OR TO ORDER DIRECT, CALL 1-800-685-3863
Tel: (416) 654-8584 Fax: (416) 654-8548
INTERNET: <http://www.microforum.com>
Email: mail@microforum.com

CIRCLE READER SERVICE #283

01:00:33:06

01:00:34:37

How did we come up with the exciting
new features found in Destruction Derby 2?

By accident.

03:00:16:21

03:00:16:03



PSYGNOSIS

www.psygnosis.com



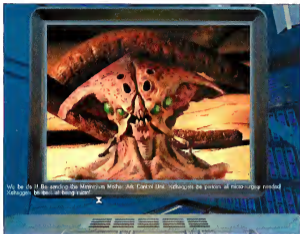
PC
CD
ROM

Destruction Derby™ 2 is the perfect combo of balls-to-the-wall racing and 3D wreckage. Seven new tracks are longer, wider, faster, plus four destruction bowls. Cars roll, cars flip, cars fly off the track. There's more deadly debris to deal with - tires, doors, hoods get jettisoned and serve as incoming missiles. There's all new fire, new explosions, and improved suspensions for more realistic handling. Destruction Derby 2. Designed exclusively for the true connoisseur of crash,

CIRCLE READER SERVICE #287

© 1998 Psygnosis Ltd. All rights reserved. Destruction Derby™ 2 and Psygnosis and the Psygnosis logo are trademarks of Psygnosis Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.





We be do it! Be sending the Mmmmmr Mother Ark. Control the Xhaggers be poken at micro-surgery needed Xhaggers be saved at being saved.

WE BE XHAGGER Make sure when you cure the Herika you also save the Xhaggers, because you'll need them to perform microsurgery on the Mmmmmr.

After this talk, all you need to do is go to the orbit screen in any Mycon system, or talk to a Mycon colony, and use the artifact. The Deep Children will thus be freed and join the League. They are in all game terms identical to the Mycon.

CHMMR BIFURCATION

Sometime during the first hundred days of the war, the Daktakiapak will tear the Chmmr race apart with their bifurcator, a device that separates the Chmmr into their two component parts, the Chenjesu and the Mmmmmr. Once that's done, all your Astars will be abandoned and all your Chmmr crewmen gone. To rejoin the Chenjesu and Mmmmmr, you need to ask the Syreen to reawaken the Chenjesu part, retrieve the Mmmmmr Mother Ark piece from Celypso 1, have the Mmmmmr pieces repaired by the Xhaggers, and then get the Sun Device from the Lk to accelerate the rejoining process. The Clarconctor and Spathi will give you clues about the Mother Ark and the Owa will give you a vessel to explore Celypso 1, which is a Rainbow World and usually inaccessible due to its radiation levels.

THE EXQUIVAN NOTHINGNESS

A few weeks after the war, you'll be told to find the Exquivan, an enigmatic Kessari race. They are very strange, and will attack you at first. Defeat them, but continue talking to them. You will need their help when you have to save the Plunk from their doltbrums. They will also offer you insight into the Clarconctor shame and will eventually join you after the Precursors reveal that the Exquivan's nothingness of mind will not save them from the Eternal Ones.

SUBPLOT DELUGE

One hundred days after the war starts, the third star system will collapse at Picus. If you investigate, you'll find some Orz at the sight, who will tell you that the Syreen are mind-controlling the League. You can confront the Syreen, but remember that the Orz are lying and that the Syreen are only trying to help. If you kick them out, though, remember to ask them to rejoin after the war ends, because at that time the Orz will try to mind attack the League and only the Syreen will be able to defend you.

Soon, the Plunk will start entering a funk. It is being caused by a crashed Precursor ship on the Exquivan home-world of Anshar 3. Before you can explore that site and retrieve the item that is plaguing the Plunk, you'll need the

Syreen to temporarily make your tech team mindless so the Exquivan will let you explore the planet surface. You'll find the Precursor data pack there with the true name of the Eternal Ones.

DAK-DAK-DAK-A-GAK

Take the Precursor data pack and use it against the Dak as a bargaining tool to find out about the Celestial Lin Devolver on Berperon 2. Then, give the data pack to the Daktakiapak in return for the Variance Key, which you will take to Berperon 2 and use to re-evolve the Precursor. Or



DONT CRUSHIFY US Use the Eternal One True Name to get the K'tang Missile and blow away the King's armor. He'll then cough up some Ploux ships.

The countdown

has begun.

Only *you*

can stop

the invasion.

THE ARRIVAL
CD-ROM ADVENTURE

COMING MARCH 1997

For your FREE CD-ROM demo call 1.800.258.3800
or reach us at <http://www.thearrival.com>

ENTERTAINMENT

An Entertainer/NovelWare Production © 1996 Entertainer, Inc. All Rights Reserved.
CIRCLE READER SERVICE #242

LIVE
INTERACTIVES

course, you'll need to find a Precursor, but your tech team will tell you who they are, so you know where to look (think Xchagger host).

You also need to trade the true name of the Eternal Ones to other Daklakpak ships to gain the K'lang King Missile. Take the missile to Argus 5, detonate it, and bully the real K'lang King. He'll give you the Plovis ships at Pauguk and the code to turn the Daklakpak into service drones. You need these Plovis ships to sneak into the Plovis headquarters at High Point 1.

BREAKING THE CRUX

To cure the Harika, you'll need to talk to the Spathi, the Dak, the K'lang, and the Harika themselves. You'll find that the Xchagger plague is actually a sentient race on Zosma 6 who you'll want to bring into the League. Send a tech team to examine them, go get a few comatose Harika bodies from the Harika, and then get a hive ship from the

Where Is Everybody?

The first thing to do when the game starts, aside from setting up a few colonies in the Helios system, is to find the lost League races. The Spathi are the closest to your location, while the farthest are the Ubwig and Comms. Here is a list of the League races and their homeworlds.

League Races

Spathi	Goshen 4
VUX	Salacia 2
Syreen	Astarte 1
Plunk	Arcadia 6
Ur-Quan	Veipunia 6
Mycon	Janus 8
Chimmr	Hypnus 2
Utwig	Formalhaut 5
Orz	Muhlflain 7

Crux Races

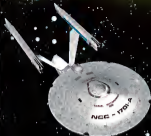
Clairconctar	Cronos 7, Enkodu 7
Doog	Adapa 1, Cerberus 1, Chloris 1, Iztanami 2, Melpomene 4, Proserpina 1
Harika	Glenah 1, Typhon 3
K'lang	Argus 5
Plovis Rebel Base	Xipe 1

Kessari Races

Exquivan	Anshar 3
Lk	Haven (Quasi Portal G)
Owa	Mnemosyne 1
Vyro-lingo	Iztanagi 5
Xchagger	Zosma 6

Rainbow Worlds

Aula 1
Calyso 1
Euterpe 1
Ganesh 1
Indra 1
Kentaurus 1
Moria 1
Penates 1
Rodia 1



• **ENEMY
ARTIFICIAL
INTELLIGENCE
THAT LEARNS
AND ADAPTS
TO YOUR
BATTLE STYLE**

“Finally a game that lets us boldly go where we've wanted to go the whole time.”
computer gaming world

TM & © P&G, Inc.

CIRCLE READER SERVICE #63

They call this the City of Angels...



but names can be deceiving.



Femme fatales, fedora-wearing henchmen and corrupt city officials—just a few of the unsavory characters you'll encounter in the urban underbelly of 1940 Los Angeles. Journey through unsolved cases ranging

from wartime espionage to the underground lairs of Chinatown and seductive excesses of Hollywood—all brought to life in dramatic black and white—as you search to discover the truth behind the disappearance of fellow P.I., Jock Sloyton.



NOIR™

A SHADY THRILLER

Order NOIR direct

ORDER ON-LINE:
www.cyberdreams.com

ORDER BY PHONE
(818) 225-1049

Now available for PC and Macintosh



CIRCLE READER SERVICE #288

Cyberdreams Inc., 23586 Colobasas Road, Suite 102, Colobasas, California 91302

Noir is a trademark of Cyberdreams, Inc. Cyberdreams is a registered trademark of Cyberdreams, Inc.

Xoltaggers. A few days later, you'll cure the Harika and save the Xoltagger people. Cure both Harika planets and they will join you.

To free the Clairconcler, you need to talk to the Spathi, K'lang, and Exulvian. You'll learn that the Cruz is holding the Clair Queen captive on Warp Station Klashog (Enkido 4c). Go there, retrieve a Conc Rock from the dig site, and show it to the Clairconcler. You can give it to them if you'd like. Once you visit the Lk, they'll tell you that the Clairconcler will follow you if you break the Rock. Go to the Clairconcler, threaten to break the Conc Rock, and then flee to Enkido 4c. When they arrive, they'll see their Queen and be released from their servitude.

You'll find the Lk on the other side of Quasi Space Portal G, located in the Azazel system. They won't trust you until you retrieve the Red Spiral Rail artifact for them from the heavily guarded planet Antaeus 1. Once you earn the Lk's trust, they'll give you the Sun Device for rejoining the Chmmr.

MASTERS OF THE RAINBOW WORLDS

To explore the Rainbow Worlds, you need to talk to the Ova. First, visit a

Managing Colonies

It is vital that you build enough colonies to provide you fuel for traveling the stars, landing pods for creating colonies, and dig sites and ships for combat.

The first rule of thumb is to specialize your colonies. Have a few colonies (usually the Ur-Ovan, Chmmr, and Ubwig) make ships and have all the other colonies make fuel. For the fuel colonies, move the slider to zero value for ships and research, and max out fuel. You should also have two or three colonies solely creating landing pods. Always have your mine, factory, and refinery slider bars at full. If you need to move resources to ship-building planets, you can always get excess resource units from those planets that aren't making any ships because they will usually have a surplus. Don't worry, colonies will continue to replenish their RUs, so take as much as you like.

You also don't want to spread your colonies too thin. If one of the race's star systems has more than one bountiful world, create additional colonies there. Since an alien race lives there, you are bound to visit that system anyway, and since you don't expend fuel within a system, you won't have to waste fuel going to the additional colony for supplies. Make sure you do visit each colony within a star system, since you have to physically orbit each colony to gain the fuel supplies there.



**TRANSLUCENT
TEXTURE
MAPPING
FOR
UNPRECEDENTED
CLOAKING
EFFECTS**

"...a STAR TREK sim worthy of a place beside the Wing Commander and Star Wars games."

PC gamer

TM & © 1997, PC

CIRCLE READER SERVICE #43

DON'T LOOK BACK. YOU'RE ALREADY IN OVER YOUR HEAD!

Ancient legend and underwater adventure come together
in a brain-twisting high tech mystery...



THE SACRED
MIRROR OF
KOFUN



The futuristic bridge of the ship is your command center.
From here you communicate and launch your explorations.



The waters and islands of Micronesia conceal puzzling
new and the master secrets of World War II naval battles.

www.interactive.com

Visit our website for clues, puzzles and prizes!



Interactive™

110 West 40th Street,
Suite 2100
New York, NY 10018
212-221-6559

To place an order call:
800-433-4464



Engel Jahnke and Gail Wain work for your adventure.



Dr. Lucienne Caproni—brilliant biologist and expert in
underwater ecosystems.

CIRCLE READER SERVICE #127

©1996 Interactive, Inc. All rights reserved. Interactive and the Interactive logo are trademarks of Interactive, Inc. The Sacred Mirror of KOFUN, KOFUN and Future Concepts logo are trademarks of Future Concepts. Jean-Michel Cousteau's logo is a trademark of Jean-Michel Cousteau Productions. Co-produced in France by Future Concept, a subsidiary of IDP and Jean-Michel Cousteau Productions, with the cooperation of the National Center of Geomorphology and The French Ministry of Industry. Developed by IDP.



MASTERING THE MELEE For strategies in hypertelem, turn to this month's Action Column.

Rainbow World and battle the Owa fleet. Then ask the Harika for the Owa homeworld location. Meet the Owa reef master and relate to him the tragic deaths of his people. He'll give you an explorer for searching the Rainbow Worlds, an anti-matter scoop for collecting the anti-matter on the Rainbow surfaces, and a password to get past each Rainbow World's Owa guardians. Use the Owa explorer to excavate a data pack on Akula 1 that reveals the Delakkakpak origin and the purpose of the Celestial Un-Devoiler.

Late in the game, you can join the Vyro-Ingo and the VUX. First, get the Vyro-Ingo to join the League by saying the Ploxis have insulted them. Your tech teams will discover DNA matrices for both races. Talk to the Uk about the two matrices and they will tell you that they should be joined. Go to Salacca with a Vyro-Ingo ship, detach that single ship, and send it to meet a VUX ship. The two vessels will join, and the VUX will suddenly be nice and give you the last piece of the Ultron.

THE FINAL HOUR

To end the war, go to the Ploxis Rebel Base at Quasi Space Portal F (the Xipe system). Retrieve the frozen rebels and take at least one crewed Ploxis ship to High Point 1 (the Chmeri will give you the coordinates to the planet). Once there, jettison the anti-matter containment grid (which should be 100 percent full from the Rainbow Worlds' anti-matter). Then fight the Ploxis Precursor ship to end the war.

Days later, the Orz will attack (remember to have the Sreen on your side), and then the Eternal One's Heralds will arrive. Destroy them with Uhwig ships and then retrieve the Sentience Thresher from their leader. You will need to create an efficient Sentience Collector in order to save the appetites of the Eternal Ones. To do that, you need the Sentience Thresher, the Sentience Collector (your tech team will find it after you find the Ploxis Rebel Base), the Sentience Notation Device (the Precursor gives it to you), and the Ebon Hinge (can be excavated at Muhltain Z). Combine them to form the Sentience Collector and then fill it up with at least 13 sentiences. Provided you finish all their story lines, up to 17 races will be available as donors (seven simply can't).

You'll have several weeks to collect the different artifacts and sentiences, but once you do, you'll feed the ethereal Eternal Ones, stave off galactic destruction, and make the universe safe once again for peace-loving sentients all across the Milky Way.



developed and published by



BY GAMERS. FOR GAMERS.™

THE FIRST
AND ONLY
STAR TREK

ACTION
FLIGHT
SIM

COMING THIS SPRING
for Win 95/98, Macintosh and PlayStation Game Console

STAR TREK
STARFLEET
ACADEMY



<http://www.interplay.com>
 Star Trek: Academy Software ©1998 Interplay Productions.
 Trademarks and ©1996 Paramount Productions. All rights reserved. Star Trek, Star Trek Academy and related marks are trademarks of Paramount Pictures. All rights reserved. Macintosh and Interplay are trademarks of Interplay Productions. Windows and the Windows logo are trademarks of Sony Computer Entertainment, Inc. All rights reserved. All other trademarks and copyrights are property of their respective owners. All rights reserved.

Battle Mechs

Mercenary Killing: A How-To Guide

by Greg Fortune

Climbing into an 80-ton, four-story walking tank with enough firepower to level a city, you peer down at the enormous jointed legs, pan-ning up to examine the turret packed with long-range missiles and high-power lasers. You're going out looking for trouble, because trouble is what pays the bills. Before the day is done you'll either emerge from the battle victorious or die atop the smoldering wreckage of your Mech. Welcome to the 31st century.

What does it take to survive in the hostile environment of *MechWarrior 2: Mercenaries*? Skill, coordination, strategy, and lots of practice. This guide isn't designed to give you packaged solutions. You won't find charts, graphs, tables, or cheat codes, because I hope you never need them. The goal here is to provide you with some concepts and techniques that will help you improve your Mech piloting skills. While winning isn't everything, it beats getting your tail blown off every time.

CONTROL YOURSELF

One of the most important aspects of successful Mech combat is control. No matter how good you are at attack and defense strateg-



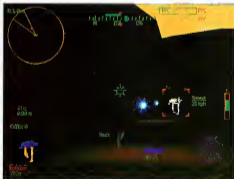
► **AGAINST THE WALL** Let the terrain take some abuse for you. This guy's gonna take some damage before he forces you out into the open.

ing, if you can't execute the maneuvers quickly and precisely, your expensive Mech is still going to end up a pile of slag.

The most effective control setup I've found combines a set of rudder pedals and a throttle controller with a standard keyboard and three-button mouse.

Configure the pedals to steer the chassis and the mouse to control the twisting and tilting of the turret. The mouse buttons can be configured to control firing, grouping, and selecting weapons. The throttle takes care of chassis speed and just about everything else. If you have a joystick, you may want to stick it aside until you boot a light sim; it can't offer the precise control of the mouse. With this setup you shouldn't need to take your hands off the controls from the time you launch until the mission is complete.

There are many systems built into a Mech, and the idea is to have as many controls instantly available as possible. It's hard enough being in battle with the odds stacked against you. The last thing you need is to have to take your hands off of your primary controller and your eyes off of the screen to enter commands with the keyboard. If you play jumping from device to device like that, you are either one heck of a typer or dead a lot. Check the accompanying sidebar, "Control Fetish," for more details about control options.



► **MICHAEL JACKSON MOVES** Try spread patterns with the slower weapons to make evasion a bit more difficult.

The world's most popular simulation finally gets some competition.



Player 1

is the server that brings the players together—before trying to bring them to their knees in a mad scramble for power.

Player 2

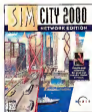
surveys the city looking for suggestions he can make to the group on how best to beautify their burgeoning burg.

Player 3

is in the midst of heated negotiations with Player 1 that could bring some much-needed revenue to her district.

Player 4

checks out the new stadium and power plant he shrewdly got approved at the city's last real-time town meeting.



After years as the only city simulator in town, SimCity 2000 now has some worthy competitors. Namely, you and three friends, competing for resources and revenue over the Internet or a LAN. Or two of you can go head-to-head over a modem. It's the SimCity 2000 Network Edition—now ready to compete for your free time.

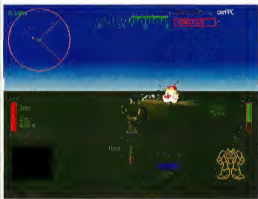
When you're building a mega-metropolis, two heads (or three or four) are better than one. So import saved SimCity 2000 cities or start a new urban sprawl. Chat live with your connected commissioners. Wheel and deal for

property and vote in town meetings.

Or forget back-scratching and try back-stabbing—in a shameless grab for political power. The Network Edition. Not just multi-layered. It's multi-played.



<http://www.maxis.com>



SMOOTH BEATS PRETTY If your graphics card can't take the heat, turn off some of the options to get a better frame rate. The game will still look great, and you'll have a much better chance of survival.

BASIC STRATEGIES

Your tactics should vary greatly upon the speed, weight, and weapon systems of your chosen Mech. Remember to use terrain to gain an advantage, especially if you have jump jets and your opponent doesn't. If you have long range weapons, you'll want to make the best of them. Try to position yourself so the landscape will slow your opponent's progress toward you, increasing the number of opportunities you'll have to get a shot in. A series of small hills or similar terrain works well—just be sure to aim for the top of the hill and fire while your target is still progressing up the slope, so that the enemy Mech gets hit as soon as it reaches the top.

The classic strategy when closing on a target is to point your chassis about 45 degrees off of your target and twist your torso so that your weapons are brought to bear. In *MechWarrior Online*, enemy AI Mechs can now lead you with their shots as well, so we have to add a new wrinkle to this strategy for it to be effective: speed variations. If you can keep your speed fairly variable, you'll keep a lot of enemy fire from hitting you. This is because the enemy AI leads based on your current speed and direction, and if that speed changes you've nullified that calculation.

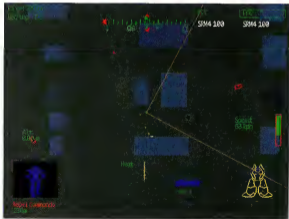
on the battlefield. Just be sure to make liberal use of the "save game" feature when driving a substandard Mech!

JUMPING MECH FLASH

Jump jets, when used properly, allow a Mech to quickly make high-speed maneuvers in unexpected directions. They are also very useful

if you have a throttle; this tactic should be easy to implement. If you don't, spend some time figuring out how to optimally configure your keyboard throttle configuration. One technique that might help is using the forward/reverse toggle to change your speed. As you're running, kick your Mech into reverse. Before you stop completely, slam it forward again and you'll accelerate to your previous speed. This works particularly well against PPCs at a distance.

With all of the Mech design variations in this game, you may be wondering which are the best and worst designs, and which weapons to load on them. Instead of giving you a guide to the hot Mech/weapon combos, though, my advice is "know thine enemy." Although some of the designs are deathtraps, I encourage you to play a couple of missions in them anyway. Yes, drive the deathtraps. You will gain a much deeper knowledge of a Mech design if you try to use it as opposed to just blowing it up. Only by experiencing the weaknesses firsthand will you truly understand how to disassemble a Mech design most effectively



SPY IN THE SKY Satellites can be useful in the city, but the view is usually too narrow to help much out in the open.

THESE REMARKABLE ADVENTURES BEGAN A LONG TIME AGO IN A GALAXY FAR, FAR AWAY.

(THE PRICE, HOWEVER, IS QUITE DOWN TO EARTH.)



You don't have to be Yoda to comprehend the wisdom of this deal. Four classic *Star Wars* games: TIE Fighter Collector's CD-ROM™,

includes the world-
wide exclusive CD,
MAKING MAGIC:
A Behind-The-Scenes
Look at the Making of
the *Star Wars* Trilogy
Special Edition.



Rebel Assault™, Rebel Assault II™, and Dark Forces™ Super Sampler Edition with 3 playable levels.

Plus, an insider's look at the theatrical release of the *Star Wars* Trilogy Special Edition.



Five Incredible titles for MS-DOS & Windows 95. All for one Incredible price.

CIRCLE READER SERVICE #119

™ & © 1998 Lucasfilm Ltd. All Rights Reserved. Used Under Authorization.

<http://www.lucasarts.com>

M.A.X.

MECHANIZED ASSAULT & EXPLORATION™

"Taking gameplay to the M.A.X."
-Strategy Plus

"C&C with a Ph.D!"
-PC Zone

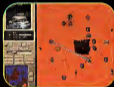
CREATE. CRUSH. CONTROL.



Simultaneous or turn-based gameplay plus adjustable turn length and game speed will challenge both real-time and turn-based strategy gamers



Running in top-down view, SVGA graphics and battle units rendered from 3D models pack an astounding visual punch!



Any combination of up to four human or computer opponents can wage war. Battle over a network or clash head-to-head via modem



Play mission and campaign games or create your own custom game where you start a colony from scratch



Play as one of eight Factions, choose from over 50 land, sea, and air units, upgrade armor, speed, and range

Interplay
BY GAMERS. FOR GAMERS.™



Available For PC CD-ROM



► LIGHTS OUT Blow a fuse in your IR system? Now we'll find out if you can fight in the dark

when someone launches a pair of linked SRM 6's at you and you need to get out of the way in a hurry. Here's a couple of my favorite jump jet-based maneuvers and when I use 'em.

"The Monkey on Your Back" is a fun little maneuver I came up with while honing my DFA (Death From Above) skills, and it is now one of my favorite strategies against slow, heavy Mechs. You can do the drive-by version of this maneuver, but I really enjoy the aerial variant. The goal of this maneuver is to jump over the enemy's Mech, twist in the air, and land behind it with all of your weapons charged and pointing up his tail pipe. Then you proceed to free the target Mech's internal systems from the confines of its torso by blowing them out through its chest.

Sound like fun? This is how I do it: As usual, I close the distance at high speed and a 45-degree angle off of the target, to make my enemy's job of leading me a little more difficult. Large Mechs usually have some pretty heavy long-range weaponry, so get close pretty quickly. You'll also want to have your jump jets ready for the next step.

Once you are within a couple hundred meters of your enemy, hit your vertical jump jets so that you have just enough altitude to clear the top of your enemy. As you begin to pass over your target, reduce your throttle to low power, use your turning jets to spin 180 degrees, and apply a little forward jet when the turn is complete.

If all goes well, you'll jump over the top of your enemy and land directly behind it with all of your weapons pointed at that lovely, soft back armor. You don't want to be too close, because the next step is to unload all of your groups, one after the other, into your target before it has a chance to turn around. The P key will fire all weapons in a group and cycle to the next by default, but I've re-mapped that function to a convenient hat position on my CH Pro Throttle for easy access.

As the enemy turns towards you, hit your vertical jump jets again; complete a short burst forward, another 180-degree twist, and another short forward blast. Now you're behind them again, usually with all of your weapons systems cycled and ready to go again.

Pay attention not to where the enemy turret is pointing but to the direction in which the chassis is heading. Try to anticipate where he'll be when you finish your jump and maneuver yourself accordingly. Use your jump jets sparingly, and when you get down to about one-quarter power on your jets, use the rest to get the heck out of there if the enemy is still standing. A word of warning: mess up and you may find yourself standing toe to toe with a really ticked off Dire Wolf—not a fun place to be.

BACK OFF, MAN

In a Mech loaded with PPCs or LRMs, leverage the range of those weapons as much as possible. If you can get into an area

SWM Seeks Lancemate

Unlike your starmates in MechWarrior 2 and GBL, all of Mercenaries' Lancemates aren't created equal.

Some of them are very good, some of them I wouldn't let shine my Mech's footpads. Regardless of how good the guy on your left may seem, you have to watch them all closely. Even an A+ pilot can screw up, and you should be ready to give them new orders at any time. The good news is that they don't tend to get stuck behind rocks and buildings anymore, so your management tasks are much easier.

Aerotech pilots are another new wrinkle in the game. They can be very effective in taking out turrets, tanks, and armored transports. They can also be useful against enemy Mechs, but don't send them after a Mech without ground support. Unescorted Aerotechs tend to get blown out of the sky by enemy Mechs unless you have another Mech there for your enemy to deal with; you'll go through a lot of Aerotechs if you send them in solo.

Don't send Aerotech pilots in after tall, stationary targets. They use the same AI as your Lancemates, which causes them to get right up next to an object before trying to go around. I had one Aerotech pilot put his nose on a tower and unload his missile racks into it, causing massive splash damage to his craft, death to him, and gales of incredulous laughter to pour from my cockpit. That was a big rookie mistake from a guy who cost 90,000 C-bills a month.

Trading can be hazardous...

RISK





► **LAST CHANCE** It's a good idea to keep a laser in your cockpit or center torso, just in case you lose everything else.

where there is a lot of wide open space behind you, turn your Mech to face the target and as it approaches, fire your weapons and shift into full reverse.

Even the slowest Mech will overtake you in a hurry if you are running in reverse, unless you have jump jets. Bursts of speed from your jets can help you keep your distance while you hit your enemy with long-range weapons and stay out of laser and SRM range. Eventually you'll have to engage in a more conventional fight, but by then your target has probably sustained massive damage and you have a distinct advantage.

POWERING DOWN

These tactics won't work in every situation, but they do demonstrate that, with a little thought, you can combine basic strategies and Mech special abilities to create maneuvers that will surprise and impress your opponents and teammates alike. The goal here is to learn your Mech and expand your skills so that piloting it is as natural as walking down the street. To reach this point, you'll have to spend hours upon hours practicing, but the practice is anything but tedious, and has its own rewards along the way. Your defeats will be experiences to learn from, and

your victories will have that sweetness that only comes from a long, hard battle that is well fought. May your plasma burn hot and your enemies grow cold.

Control Fetish

Controllers are a very personal choice. Some gamers live by the mouse; others won't go anywhere without their joystick in hand. Here's this Mech pilot's take on the various controller schemes available in the MechWarrior 2 series. **Joystick:** If you're willing to spend some time getting used to it, the joystick can be a very effective controller. The main advantage is that the number of buttons available under the thumb of your stick hand—especially on multi-button joysticks like the CH Fighter Stick and Thrustmaster F-16

FLDS—helps keep your hands in place instead of forcing you to spend time hunting for keyboard commands. The auto-centering is a bit awkward, though, and it makes precise targeting a lot more difficult. If you do use the joystick, be sure to calibrate it frequently.

Keyboard: While it's true that you can control every function of your Mech from the keyboard, this isn't the recommended way to go. For most people it's the equivalent of a "kick me" sign in the middle of their back. I played using the keyboard when I first got MechWarrior 2, and I thought I was doing fairly well. Once I started using joysticks and mice I realized how much the keyboard was getting in my way. Now I only use the keyboard to type MERDS and press Enter.

Mouse: Assigning the turret controls to the mouse gives you the ultimate in precision turret control. It's fast, accurate, and doesn't take long to get the hang of. Leading your target properly is the most basic skill one needs to master to be competitive, and using the mouse helps develop that skill faster than anything else I've used.

Throttle: If you can get your hands on a programmable throttle, do so. The CH Pro Throttle I use has four programmable buttons



and four fully programmable four-way hat switches. That's 20 functions available under my fingertips at all times. I use the buttons for switching between chain and group-fire modes, selecting nav points, overriding heat shutdown, and toggling forward and backward. The hats control jump jets, target selections, view modes, and zooming. Having split-second access to all of these controls makes all the difference in the world.

Pedals: I use rudder pedals to steer the chassis, because it is intuitive to use your feet to control the direction in which you're walking. Pedals also let you change direction without taking your hands off of the mouse and throttle. The player using all four limbs to defeat his enemy obviously has an advantage over those fighting with just their hands.

...but profit has its advantages.

REWARD



PRIVATEER 2

THE DARKENING

TIME TO GET BACK TO BUSINESS.



www.ea.com/origin

CIRCLE READER SERVICE #224



Breaking The Deadlock

Commander Carter Lays Out The Perfect Strategy For Taking Gallivus IV

by Tim Carter

DEADLOCK is one of a growing number of games designed from the beginning around multiplayer combat, a game that offers a credible human alternative to often pathetic computer AI. Of course, playing against other humans does have a downside: someone else knows when you lose, and may be apt to rub it in. The solution? Don't lose. At least, don't lose very often.

As you'd expect, the path to success lies with a solid strategy. Overconfident gamers beware, however. Even the best-laid plans can come to pieces at the hands of a crafty opponent—and they can fall apart with amazing speed when you're facing two or more opponents.

CHOOSE YOUR PLOT

The first order of business in *Deadlock* is choosing the right landing site. You want a site that gives you a fair buffer from others, but also places you close to other territories and the seas for expansion and resources (for details, see the sidebar "Plotting for Victory").

As for races, I greatly prefer the Humans or the Tarth. They are the fastest out of the gate, and many games are too short for the natural advantages of other races to have an effect. The Humans get financial bonuses, which can be converted into military power late in the game. The Tarth are just naturally stronger, with more formidable units that make military success easier.

Many gamers seem to prefer the Cyth because of their fixed morale. However, the Cyth operate at a great disadvantage, as the fixed number of unhappy Cyth greatly slow early production and expansion, and maintaining high morale with other races really isn't all that difficult. Because of this, I like to pick a landing site near the Cyth or other weak races, and away from Tarth—unless you want to fight right from the start.

ART, SCHMART

Speaking of morale, get those culture-producing facilities built early, especially in important zones, and then have them upgrade until morale becomes an issue. Plan to overpopulate every zone you can, as the morale loss suffered will easily be compensated by a decently staffed museum. The extra production you gain from fully staffing

your facilities is crucial to winning, especially if land space is limited. Also, check your morale as the game progresses. If you have extra culture, use the cushion to raise taxes as high as possible.

Fortify all your zones as soon as possible. This makes your territory



► **READY, TARTH, GO!** The Tarth are one of the best races to play. They manifest their special abilities immediately, as their units are simply physically tougher.



► **ARTS AND CRAFTS** You don't need to play the Cyth to get good morale. Staff your culture centers and build lots of art objects, and then tax your citizenry as high as possible.

WAGES OF WAR

THE BUSINESS OF BATTLE

NOW AVAILABLE

TAKE ON THE ROLE OF TROOP TACTICIAN
THE SHREWD ENTREPRENEUR AS YOU
LEAD A PROFIT-HUNGRY AND OF
BUSINESS-TRAINED MERCENARIES
ON A SERIES OF GUT-WRENCHING
MISSIONS. SUCCEED OR FAIL
EASILY BECAUSE IN WAGES OF
WAR, YOU CAN WIN AS ON
THE BATTLEFIELD BUT IF
YOU DON'T TURN A PROFIT,
YOU'RE OUT OF BUSINESS!

F@#*
the Cost!!
Get ME
Backup!



- High stakes business simulation
- Superb SVGA color



- Over 50 unique mercenaries
- Over 40 deadly weapons
- Tons of accurately researched equipment



- Powerful "Acrobat Wars" AI - the first team-based combat system yet developed
- Super-realistic troop movement
- Hours of endless gameplay

Available at your local retailer.
To order direct call: 1-800-251-9563
Outside U.S. call: 415-261-3227

NEW WORLD COMPUTING

<http://www.newworldcomputing.com>

New World Computing, Suite 302, 60 New World Computing and Suite 200, Irvine, CA 92618. All other trademarks, product registered trademarks of New World Computing. © 1999
The New World Computing. All rights reserved. All other trademarks belong to their respective owners. New World Computing is a division of The 3DO Company.

ORACLE HEADER SERVICE 1537



Plotting For Victory

Obviously, your initial landing site should allow quick growth, access to all of the necessary resources, and—if the map has one or more islands—access to the sea. As important as terrain, though, is your proximity to and relationship with opposing forces.

For instance, never choose a starting site in the middle of the map, regardless of how good the terrain is. This will leave you open to attack from all sides, and will require a much greater expenditure in garrison units and fortifications. Also, if you know your opponents, try to put at least one player between you and the opponent you fear the most. If you consider yourself fearless, put as much space as possible between yourself and the most aggressive player. Avoid at all costs that unique kind of gamer who values a good attack over all else. They usually lose, but they can take you down with them if you're not careful.

At the same time, consider the overall balance of power on the ground when choosing a site, particularly if you are one of the last to choose. Try not to allow one opponent to get an island or easily defensible territory all to himself, thus leaving the rest of you to fight it out while he consolidates and builds his empire.

a difficult conquest, and allows you to reinforce a threatened zone before it can be overrun. Rather than garrisoning all of your colony, try building a powerful rapid-reaction force, locating it centrally, and then responding as necessary. Send the rest of your units on to the attack.

Let's face it—Diplomacy isn't Civilization. The key isn't natural growth, but military conquest—the faster the better. Keep in mind, however, that you will frequently have to work as part of an alliance, and that too much success too early may bring the wrath of all the other players down upon your head. Anyone who has played Diplomacy will know what I mean. In fact, a few games of Diplomacy might serve Civilization players well, as knowing how to manage the growth of your empire without disturbing allies—and knowing when to stab them in the back—is important here.



► **IN THE ZONE** Choosing your landing site is your first strategic move. Here, the Earth is far enough away from the enemy, but close to forests and mountains and only one territory away from the sea.

THE WAR COLLEGE

The basic elements of military strategy are pretty obvious, and I won't waste too much time on them. Build the biggest, best-armed forces possible, then go on the rampage. Use combined arms—especially those powerful missiles—wherever possible, and try to capture enemy territory intact. You might want to try slash-and-burn attacks if you know you can't defend a zone, but you want to put the brakes on an opponent's economy.

Having said this, how do aspiring planetary conquerors get ahead in the world? In games against multiple human opponents, rapid and unpredictable—or at least unexpected—action can be very effective. A war of attrition is not only boring, it's easy to plan against. If you gradually grow stronger than everyone else, you can expect to watch them gradually line up against you.

On the other hand, if you can launch a series of attacks that get you what you need before anyone else can react, or at least before they can react effectively you will obviously be much better off. The simplest way to accomplish this is through technology. Getting to the Holocaust Cannon or Supernova Warheads first can give you a devastating advantage over your opponents.

Alternatively—and a lot more interestingly—with the right economic planning, you can buy yourself a superior military force. The key to using the Skirmish is having enough morale to survive the odd scandal, and having the cash to buy a serious force in a hurry.

Obviously, the higher your taxes, the better your buying power will be. Maximize your trade from idle air and port facilities. The best way to get a lot of cash in a hurry is through the sale of resources.

Buying an army serves two purposes: you get decent units quickly, and you should be able to catch your opponents unaware. The value



of surprise cannot be overestimated against a human opponent, given the time limits for turns and the high level of micromanagement needed to make a big empire work properly.

► **NUKES FOR SALE** Buying from the Skirmish can quickly lead to military superiority if you keep your morale high enough and have enough money, you can buy an instant and large army and surprise your foes.

REASONABLE FORCE

Finally, don't overcommit to foolish battles, no matter how much your

allies insist. Units are expensive and can die quickly in the face of superior forces or fortifications. Always give your units retreat orders at high damage levels, since it's better to live to fight another day.

On the defensive side, this isn't necessarily the case: it goes without saying that if an ally is getting ahead of you, you may want to encourage him to overstep his power by attacking a particularly tough zone. After all, you're all engaged in a battle for the planet, but only one of you can win. If you play your cards right, that will be you.

Sierra makes stuff for all kinds of game players.



so which kind are you?



<http://www.siem.com/rama>



©1997 Sierra Entertainment, Inc. All Rights Reserved.

RAMA™ When Arthur C. Clarke, one of the greatest visionaries of all time and author of 2001: A Space Odyssey combined forces with Gentry Lee to write the book Rama II, it was bound to be an extraordinary experience. No less so is the game based on their sci-fi masterpiece. Aboard a great interstellar ship, you'll find a world so vast, that exploring its complex secrets and mysteries will stretch both the limits of time and your mind. At first you will wonder: what goes on here? who can be trusted? where is the danger? But, as you decrypt the language of octopiders and avians, and survey the ridges of this 30-mile long spaceship, you will be drawn in to play the role of savior.



Not for The Weak-Willed or The Faint of Heart. But, definitely for The Adventurous.

WIN 95 DOS

Devotee of S&B



LEISURE SUIT LARRY®

Leisure Suit Larry: Love for Sail!™ *Adventure Party Animals!* He's back. He's biding. He's as desperate as ever. Yes, from the wicked-out mind of Al Lawdy, comes the latest misadventure of Leisure Suit Larry, *Love For Sail!*™ In this politically incorrect bikini-witch, you're given the dubious task of helping Larry court his way through sassy puzzles and brain teasers in quest of the ultimate, uh, well, uh, you figure it out. Guaranteed to pay your laugh meter. But then what would you expect from a CD game with Scratch 'n' Sniff? WIN 95 WIN OOS



©1997 Sierra Entertainment, Inc. All Rights Reserved.



SIERRA™

Sierra Adventure Games: Ideal for



and



PHANTASMAGORIA® II

Robert Williams' Phantasmagoria terrified and captivated more than a million horror and mystery lovers as one of the unqualified successes of the past year. Now the terror is back, intensified and more controversial than ever in an all new story, *A Puzzle of Flesh*™. A game that will appeal to The Suck-Nerved, this richly woven tapestry of psychological horror pulls no punches. The scenes are often all too graphic, the fare you'll feel will be all too real. Fortunately, the designers have thoughtfully provided a password-protected way to set the level of intensity, should this game be a little too much for some members of your family. Or, perhaps, even you. **WIN 95 • LINUX • MAC**



<http://www.sierra.com/phant2>

Buy 2 Sierra CDs and get a 3rd free and enter to win a \$5,000 home theater PC

See mail-in cards or call 1-800-757-7707 to enter direct.



© 1997 Sierra Entertainment, Inc. All rights reserved.

FRONT PAGE SPORTS™: FOOTBALL PRO™ '97

When Computer Gaming World says you're the "Sports Game of the Year" three years in a row, you better come back with something spectacular for year 4. Done. The '97 version of Football Pro adds network and mod-in play, so if you're one of The Really Competitive, you can get even with The Insufferable Bragbarts, no matter where they live. The fantastic motion-captured graphics are better than ever, too. Same goes for the exclusive CAMS™ system that lets you scope out the action from any spot in the stadium. Add in all the NFL teams, players and current stats and it looks like a "four-peat" could be on the way this season.

Official licensed product of the NFL and NFL Players. Copyright 1996 Turner Inc. Team names, abbreviations, logos and other indicia are trademarks of the teams indicated. All other trademarks are the registered trademarks of their respective owners. © 1997 Sierra.

WIN 95



Sierra Sports Games:

Made with



and



© 1997 Sierra Entertainment, Inc. All rights reserved.

FRONT PAGE SPORTS™: TROPHY BASS™ 2

Are you The Fishing Fanatic on your block? Well, even the most methodical can't be on the lake all the time. But now you can sit at the keyboard and do your fishing with Trophy Bass 2. You get to choose the weather, water temperature, the season, and time of day to choose the right tackle. Then, pick your spot on one of 10 bass-paddled lakes, and make just the right moves to catch where babba's hiding out. Here's another exclusive angle: You can go on-line to challenge other cyber-fishers head-to-head in a bass battle. WIN 95 WIN



SIERRA™



<http://www.sierra.com/nascar2>

NASCAR[®] RACING 2

What do you get when you take the most popular racing game ever made (the one PC GAMER called "the best racing sim ever mad...") and the only one licensed by NASCAR) and tell the pit crew to do a major overhaul? You get a game with '96 cars and 16 NASCAR Winston Cup circuit tracks. You get 8-driver network play, a faster frame rate, and a new arcade mode that helps you start driving faster. Another most cool addition: simulated spotter and crew chief communications so you'll know who's on your tail and when it's time for new rubber. Is there a better game for The Avid Lover of Realism and Racing? Negatory.

NASCAR[®] Racing 2 is officially licensed by NASCAR. The name and likeness and marks of the #1 GM Goodwrench Pontiac stock car and the Dale Earnhardt name are licensed with Dale Earnhardt, Inc. The rights to use the name, likeness and image of the #14 Ford Motorsports car #5, Kellogg's Backley and Terry Labonte are granted under license from Goodrich Motorsports. Title and Logo are registered trademarks of Procter & Gamble and may not be used without written consent of Procter & Gamble. Procter & Gamble has licensed their rights to Playtex Design Group's name, name and likeness of the #10 Tide Car is used under license with LOR, Inc. The right to use name, likeness and image of #14 Ford Motorsports car #20 DuPont Automotive Fluids and Jeff Gordon are granted under license from KV Motorsports, Inc. The name of Johnny Benson, his name, marks and logo are owned by Robert Racing's #30 car including the trademark of Pennzoil Castrol, are used under license with Robert Racing and Johnny Benson.

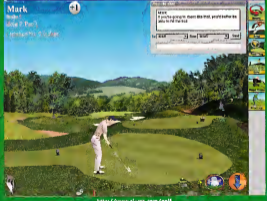
NASCAR Racing is also available for Mac and the PlayStation[™] game console.



FRONT PAGE SPORTS[®]: GOLF

What does swinging a golf club have in common with clicking a mouse? If you ask us: nada. That's why we invented TrueSwing[®]. You pull the mouse back for your backswing, then thrust it forward for your shot. Now we're talking golf. We're also talking down-to-the-inch realism on the world-class courses you'll play and the 3D animated golfers you'll watch. And, thanks to network play, you can hit the links with up to 255 of your closest friends. Anything else? Y-ess. This game was designed by Vance Cook, the genius behind the original Links 386. So, basically, it's the golf game to get if you're The Settle-For-Nothing-But-The-Best kind of gamer.

WIN 95



<http://www.sierra.com/golf>

Buy 2 Sierra CDs and get a 3rd free and enter to win a \$500 home theater PC. See mail-in cards or call 1-800-757-7707 to order direct.



<http://www.sierra.com/lords2>



<http://www.sierra.com/cyberg>

LORDS II The original *Lords of the Realm*™ was named "Best Historical Simulation" by PC Gamer. Now they say this all new sequel, "combines the best of two worlds," referring to the real time battles and the turn-based strategy game that is *Lords II*. In other words, you can lay siege to your opponents with catapults, flaming arrows, pikes, axes, and the ever popular balling oil. But, first, you need to come up with a brilliant strategy for managing your lands and serfs. Build up a strong kingdom and it's plunder time. Play up to three others head-to-head via modems and networks, then watch those head-to-heads roll. **WIN 95 DOS**



CYBERGLADIATORS™ What's 12-foot tall, weighs 3½ tons, is made from toxic waste and military wreckage, and is capable of kicking your sorry butt into next Tuesday? Duh. They're CyberGladiators—the most aggressive, unpleasant, and downright vicious opponents ever to appear on a PC monitor. You can interrupt and change moves on the fly (a first). Plus you can kick your opponent's head off and watch his life force ooze away (another first in computer gaming, and in civilization in general). Ideal for The Manly-Man. Not recommended for anybody who goes by the nickname "Wuss." **WIN 95**



SIERRA™



<http://www.sierra.com/hunter>

HUNTER/HUNTED™

Take a deadly arsenal, a computer, a couple of life forms, and then put the whole works on bovine steroids and you've got the idea behind the furiously paced *Hunter/Hunted*. You can be the "hunter," a two-horned monster having a serious bad-hair day, or the "hunt.d," a human who does not think it is fun to be placed in a life-and-death battle simply for the amusement of a race of super-aliens. You'll encounter flesh-eating tunnels and booby-trapped sewers in the first



PC game that lets you fight head-to-head with a split screen so you can keep a blood-shot eye on your nemesis.

WIN 95



Sierra Action & Battle Games: They're What to Get



and



Buy 2 Sierra CDs and get a 3rd free and enter to win a \$500 home theater PC

See mail-in cards or call 1-800-757-7707 to order direct



<http://www.sierra.com/antara>



BETRAYAL IN ANTARA™

In our realm's (role-playing computer games) glorious medieval period (about three years ago), a great lord known as the Empirical Scribe (editor) of a journal of an eminent repute (*COMPUTER GAMING WORLD*) bestowed a great honor ("Hall of Fame") upon the forebearer (*Betrayal at Krondor*) of the newly conceived *Betrayal in Antara*. And so, from these royal roots, comes a rich, complex brew of secrecy, magic and combat. More than 50 spells are placed at your diabolical disposal, as you hinder the corrupt agenda of the Antaran empire. For The Magical, Tactical Wizard in your realm. Mere mortals need not apply.

WIN 95 IBM



Nikolai Hagalla HP:17420 AC:12
Luka 3 points damage

Terrance Grubbin HP:16
Yvon 10 points damage

Wynne Bessano HP:1120 AC:20
Sulphur 9 points damage

<http://www.sierra.com/birthright>



BIRTHRIGHT™

There are certain things one approaches very carefully: dragons, swords, spells, treachery, and taking a legendary *ADVANCED DUNGEON & DRAGONS®* game like *BIRTHRIGHT* and putting it on a CD. So let's just say we treated *BIRTHRIGHT* with more respect and authenticity to the TSR™ way than you might expect from a computer game. This first game in the *BIRTHRIGHT* trilogy gives you the opportunity to share the realms of Anuire with other players over the internet and networks. Discover what happens when fantasy role-playing meets strategy and war—and when the magic of *BIRTHRIGHT* meets your computer.

BIRTHRIGHT and *ADVANCED DUNGEON & DRAGONS* are

TRADEMARKS OF TSR, L.P. © 1997 TSR, L.P. ALL RIGHTS RESERVED.

WIN 95 IBM



SIERRA™

POWER CHESS™ Here, finally, is a computer-based chess game, made to satisfy The Computer-Based Chess Game Skeptic. Why? Because *Power Chess* doesn't just beat you to a pulp like a microchip Grandmaster. Instead, it uses artificial intelligence to actually figure out how good you are. Then the computer plays just a few rating points beyond you to keep you challenged and sharp in your game. There's also a personal coach who will analyze your moves and give expert suggestions in clear, non-computery, spoken English. Now, what are you going to do with your new chess skills? How about taking them on-line to beat other *Power Chess* players (preferably, to a pulp). **WIN 95**



<http://www.sierra.com/powerchess>

Sierra Adventure & Chess:

Welcome Additions
to the CD Collection of



and



Buy 2 Sierra CDs and get a 3rd free and enter to win a \$5,000 home theater PC
See market cards or call 1-800-757-7707 to order direct.

© 1997 Sierra On-Line, Inc. All rights reserved. TM & ® are trademarks of or licensed to Sierra On-Line, Inc. All rights reserved.

Sierra for the Home and Family: Perfect for



The Budding Genius

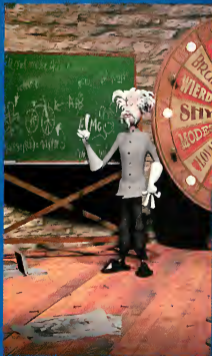


the Multi-Tasking Mom

and



the Do-It-Yourself Dad



<http://www.sierra.com/drbrain4>

THE TIME WARP OF DR. BRAIN™

Are you one of those Research-Things-To-Death-Before-You-Buy people? Well, last year, a magazine that reports on consumer matters and who would sue us in an instant if we used their name, said that *Dr. Brain* is the best software you can buy for your kids. And what would they say to our latest installment? We bet they'd like the way *Dr. Brain* lets you travel through time. But mostly, they'd be impressed by the ten new 3D puzzle areas, over 600 new puzzles, and the three levels of difficulty that make *Dr. Brain* fun and challenging for all ages—including yours.



WIN 95 WIN MAC



SIERRA'S SCHOOL HOUSE™ / EAGER TO LEARN™

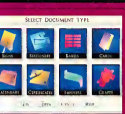
Here are two CDs from the people who brought you *Dr. Brain* (as) for The Soon-To-Be-Preocious in your house. *Eager To Learn* gives your pre-schoolers a valuable head start by helping them learn to count, recognize letters and numbers, and do simple math problems. With *Sierra's School House*, your school-age kids will get extra attention in math, science and English— from 2nd all the way through 5th grade. Either way, they won't mind learning with these "games," because they'll have fun and get to be creative.



WIN 95 WIN MAC



SIERRA™



1. Print Artist 4.0 starts you out with hundreds of cards, signs, invitations, and designs you can modify.



2. More than a recipe collection, MasterCook Deluxe helps you work out nutrition, meals and your shopping list.



3. Plant your dream garden with LandDesigner 3D; this lets the computer show you how it will look through the years.



4. Collier's Encyclopedia isn't a toy or a "sound bite" collection. It's a serious, authoritative reference.

SIERRAHOME: 4 "MUST-HAVE" PRODUCTS AT 1 INCREDIBLE PRICE.



<http://www.sierra.com/print-art>

SIERRAHOME You know these software collections they make for business—? Well we've brought that same idea home, by taking the best software for families and putting it all together in one first-rate, reasonably-priced, indispensable package. Here's what you get: **Print Artist™ 4.0**, acclaimed by PC MAGAZINE and FAMILY PC as the best all-around home publishing software for invitations, cards, signs and more; **MasterCook™ Deluxe**, with 1,600 rather tasty kitchen-tested recipes and nutritional data; **LandDesigner 3D®**, a detailed reference on plants and vegetables that lets you create gardens you can walk through in remarkably realistic 3D; and **Collier's® Encyclopedia**, the most serious, information-packed CD reference available, and an invaluable resource for students and adults.



WIN 95 WIN

Buy 2 Sierra CDs and get a 3rd free and enter to win a \$5,000 home theater PC
See mail-in cards or call 1-800-757-7707 to order direct.

Sierra Arcade & Family Games: For



the Guy with Lots of Quarters

and



the Cyber-Gambler



<http://www.sierra.com/hoyle/classic>



HOYLE™ CASINO™

Here's a game that will hit the jackpot for *The Riverboat Gambler*, *The Slick-Talking Dude*, and *The Incredible Cheapskate* in all of us. It features the games you'll find in casinos: poker, blackjack, roulette, craps, slots, and more. But, it also includes a cast of witty, sharp-tongued, animated characters for you to play against. If you're up to human competition, you can go on-line and match your luck with real gamblers from around the globe. Thankfully, no actual money changes hands, so you'll never have to explain things to your spouse in the a.m.

WIN 95 WIN



Sierra On-Line is an official licensee of Hoyle®, a division of Encore & Sigsbee, Inc.

3D ULTRA PINBALL™: CREEP NIGHT™

If you're one of The Over-Stim Deprived, do we have a game for you. Following on the incredibly hot heels of last year's best-selling *3D Ultra Pinball* comes this all-new edition, with three separate tables brimming with moving zombies, skeletons, gargoyles and ball-st-aling ghosts. (Bet you've never seen that in a quarter-gobbling table.) And here's something you don't see in other PC pinball games: Sierra's physics-based ball movement, extra wide tables, and super-fast play action. Exciting? Exciting! We're getting wired just telling you about it.



WIN 95 WIN MAC



<http://www.sierra.com/3dupb2>

SIERRA GOOD AS GOLD

OUR PROMISE COMES WITH EVERY SIERRA PRODUCT

◆ Satisfaction guaranteed or your money back. ◆ Free technical support. ◆ Auto-update downloader built in.



SIERRA™ Buy 2 Sierra CDs and get a 3rd free

©1998 Sierra On-Line, Inc. and its "Sierra" trademark or its service to Sierra On-Line, Inc. All rights reserved.

Performance PC Tuning

A Faster System May Be A Few Tweaks Away



This month I had the chance to build a gamer's dream machine, which is a nice solution if you can afford it. In the real world, though, most of us don't have \$9,000 to create our vision of the perfect hot rod, so we have to make some compromises. With a little help from a few friends, I've assembled some suggestions for tuning up your own machine to get the best performance. Some of these involve spending some hard-earned cash, but others simply require a little patient breaking of your system.

THANKS FOR THE MEMORIES

An area of performance often overlooked is memory. Modern operating systems like Windows 95, Windows NT, or OS/2 like lots of RAM—the more the better, within reason. A P166 with 32 MB of RAM might actually run better than a P200 with only 16 MB. If you're running DOS games under Windows 95 from the desktop, not as an MS-DOS exclusive application, you should think about upgrading to 32 MB of memory. Most of the more recent DOS games require at least 8 MB of memory, and a lot of them want 16. Given that Win 95 needs about 12 MB, then you're looking at 28 MB—12 for Win 95 and 16 for the game. The alternative is to reboot to exclusive MS-DOS mode.

Whatever you do, don't get one of

those memory compression programs. Even the ones that work can adversely affect the performance of DOS games.

Let's talk about types of memory for a moment. In the past, all you had to worry about was speed: Should I get 80, 70, or 60 nanosecond (ns) memory? (A nanosecond is one-billionth of a second.) Then came Extended Data Out (EDO) DRAM, which requires newer motherboard core logic to work. Lately, there's been a lot of hoopla, mostly in ads, about Synchronous DRAM (SDRAM).

Your system may support SDRAM, even if you're not running it correctly. Systems using Intel's 430MX motherboard chip set can use SDRAM. Its access time is pretty typical, 60 ns, but SDRAM offers a higher clock rate (90 MHz), while other memory technologies usually run at 66 MHz. In theory, SDRAM should yield faster performance since it runs at clock rates closer to that of the CPU. In practice, it's not so obvious. Using the Winbench 96 benchmark, I found the differences between EDO DRAM and SDRAM ranged from three percent faster in CPU/mark performance to four percent slower in Graphics Winmark performance. These data are actually within the margin of error for Winbench, so if your board supports SDRAM, don't pay a premium for it, because you won't get much payback.

What about graphics memory? Memory used in graphics adapters offers an even more stunning array of confusing acronyms than system RAM—SRAM, RDRAM, VRAM, MDRAM, WRAM. Despite all the marketing hype, you can usually find excellent, fast graphics cards

using any of these technologies (see the CGW Web site for more). As I've noted in past columns, the quality of the drivers is often much more important than hardware details, especially when you consider that graphics cards often use the same accelerator chip.

OVERCLOCKING: DON'T TRY THIS AT HOME

A number of users have discovered that it's possible to set jumpers on many motherboards to run their processors faster than their rated speed. In other words, by changing a couple of jumpers, a Pentium 133 can be run at, say, 150 MHz. This trick is called "overclocking," and my suggestion is to avoid it. When CPU chips come off the fabrication line, they're all together on a single wafer of silicon. Vendors test the processors at different speeds, then sort them into appropriate bins. All companies allow for a slight margin of error. You may be lucky and get a chip that can be clocked higher without any problems—then again, you might not. The problems might be obvious (the system doesn't boot) or insidious (mysterious lockups or program crashes). Also, overclocking generates more heat, which can have an adverse effect, possibly shortening the life span of the chip. As the disclaimer goes, unless you're a trained professional, don't try this at home.

BIG WHEELS KEEP ON TURNIN'

Here are some things you can do to help speed up your disk. One obvious tip that's often overlooked is to simply defragment your hard disk periodically. Files

“Tuning your system can improve performance, and may yield more frames per second.”



For detailed info on CGW's 3D graphic accelerator tests, hit the Web at www.zd.com/gaming.

live on a disk as discrete pieces, called clusters, which may not be contiguous (meaning that they all may not be adjacent to each other). Also, as files are created and deleted, gaps between clusters will be created. Over time, your disk will seem to be running slower and slower. Running Win 95 Disk Defragmenter utility brings all the files together, re-arranging them so that all files are stored contiguously.

Here's a useful trick if you have two separate hard disks, and are running Win 95. If Windows 95 is on drive C, tell it to put the swap space on drive D (as an example). You can change this setting by bringing up Control Panel, selecting the System icon, clicking the Performance tab, and then pressing the Virtual Memory button. Click on "Let me specify my own virtual memory settings." You can then pick the drive from the pull-down list. Note: make sure that the drive you select has at least 30+ MB of free space.

CD-ROM PERFORMANCE

One of the most underrated performance metrics for CD drives is CPU utilization. What good is an 8x drive if, while transferring data, it eats up so much of your processor's time that the game stalls? EIDE CD-ROM drives often have high

CPU utilization, whereas SCSI CD-ROMs don't. Here's where a little extra investment can pay off in terms of performance. On top of that, SCSI CD-ROMs are finally starting to drop in price, with 6x and 8x SCSI drives dropping below \$200. Yes, you'll need a SCSI host adapter, but if it's only for the CD-ROM, you can find decent ones for well under \$100.

If you're running from Win 95, make sure your CD-ROM cache is at its highest setting. Right-click on the My Computer icon, and select Properties, then select the Performance tab. Click on the File System button, and set Supplemental Cache size as high as it goes—assuming you have at least 16 MB of RAM—and set the CD-ROM drive type to "quad speed or higher."

BIOS TWEAKING

One little-understood area that offers some potential for better performance is the ROM BIOS. You may have gotten into your BIOS setup program, usually by pressing a specified key during boot-up, to set up a new hard disk. Not all BIOSes offer a lot of adjustment, but some versions of the AMI and Award BIOSes are tweaker's heaven. Be warned, though: messing with the BIOS is dangerous—it's possible that the system can get into a state where it won't boot. One word of

advice: never, ever mess with PCI interrupts unless you know what you're doing.

The area in the BIOS offering the biggest potential for performance increases is the area of memory timing. For example, the Pentium Pro system we built for this year's ultimate gaming rig allows you to set the memory speed to 50 ns. There isn't much in the way of true 50 ns DRAM out there, but the parity EDO DRAM we used seems to support it.

Tweaking memory timings isn't dangerous, but it can cause lockups, system hangs, and even the dreaded "blue screen of death" in Windows 95. If you're tweaking memory timings and get erratic behavior in your system, restore the default.

FINAL THOUGHTS

Spending a little time tuning your system can smooth overall performance, and may yield more frames per second. You may suddenly discover that processor or motherboard upgrade wasn't as urgent as you thought. At work, you'll develop a little more familiarity with the inner workings of that virtual world engine on your desktop. Who knows, maybe your ultimate rig will be faster than ours.

For more detailed information on upgrades, search for Lloyd Case's Ultimate Game Machine, Part IV in March.

CG TIPS!

Dedicated Game Ports and the Microsoft Sidewinder
Gamedrop Microsoft's new

Sidewinder gamepad looks really cool, but it has a potentially dangerous flaw. The Sidewinder works only from within Windows 95, and installs special drivers for its operation. Unfortunately, the Sidewinder becomes very cranky when more than one game port is present. This can happen when, for example, you have a Plug-and-Play (PnP) sound card installed and a dedicated game card, such as the CH Gamecard or the Thrustmaster ACM card. You need to make sure that the game port on the sound card is disabled in Windows 95. Go to the Device Manager in Control Panel and deselect "original configuration" for the game port on the sound card. Cards like Creative Labs' PnP cards also come with a configuration utility—make sure you disable the game port there, too. If you don't, Windows 95 may refuse to start, and then might even need to be reinstalled.

Matrox Cards and the 3D Checkbox If you've toiled around

with the neat little utilities that Matrox ships with its cards for configuring resolution, color depth, and so on, you may have noticed a little checkbox labeled 3D. Don't check it—it's there for certain kinds of 3D acceleration used for CAD programs and other similar applications, not for 3D games. If you do check it, your Windows performance will degrade substantially, and there will be no benefit for 3D games. If you're playing 3D games in Windows 95 written with Microsoft's Direct3D, they'll take care of turning on 3D acceleration automatically.

Venté Version of Quake 1.05 Available If you've gotten one of the new cards with the Rendition Venté 3D accelerator, then you've probably been playing VQuake, the Rendition-accelerated version of Duke. There's now a version of VQuake available that works with Duke 1.06. It's better tuned and runs more efficiently than the original VQuake, so you won't notice any difference on benchmarks, but it runs more fluidly overall, and the mysterious hesitations that would occasionally occur with the 1.01 version are mostly gone. You can get the updated version from Rendition at: www.rendition.com/quake.html

WICKEDLY FAST 3D, WINDOWS & VIDEO

Matrox
MYSTIQUE



From the company that consistently delivers high performance graphics accelerators, comes the next wave of graphics innovation for your home PC.

Matrox Mystique's state-of-the-art technology combines the new MGA-1064SG 64-bit graphics chip, an integrated high speed 170 MHz RAMDAC and powerful SGRAM memory for mind altering performance.

From now on your Windows 95 applications will explode onto your screen at over 44 million Winmarks and at resolutions as high as 1600 x 1200. You'll also play back TV quality MPEG and AVI video clips at a smooth 30 frames/sec.

And unlike many of the competition's 3D accelerators, Mystique delivers true 3D game power with the highest frame rates possible and a unique set of 3D features not available with other products. You'll also get blazing fast DOS game acceleration with Mystique's superior 32-bit VGA engine.

By adding on the Matrox Rainbow Runner series of upgrades, you'll discover an exciting new universe of digital video and make obsolescence nightmares a thing of the past (Q1 '97). You'll be able to send video over the internet, play PC games on a big screen TV, decode MPEG video in hardware and watch TV on the PCI. Explore all the possibilities at incredibly low prices.

Satisfy your desire for the fastest, most complete 3D, Windows and video accelerator available. Discover the plug and play world of the Matrox Mystique. Starting at only \$179 (ESP 2 MB, PCI bus).



**new
low price of
\$179
(ESP)**

FREE SOFTWARE BUNDLE
(AVAILABLE WITH RETAIL VERSION ONLY)

matrox

COMP USA
The computer specialist

BEST BUY

MICRO CENTER
The computer superstore

ASTRION
PSYONIX

RESEARCH 2
ACTIVISION
SCORCHED PLANET
DISTRIBUTION

MPEG
RENDER

StarLine

1-800-362-9349 <http://www.matrox.com/mga>
Matrox Graphics Inc., 1205 St. Regis Blvd. East, Dublin, Canada, M9P 2T1 Tel: 514 961-8300
Fax: 514 958-0343 In Quebec, call 514 953-8332

All DirectX 3D tests conducted by Matrox Graphics Inc. on a Gateway P5-166 configured with Intel P5-166MM, 16MB of EDO SDRAM with 256K cache, Matrox Mystique, Diamond Stealth 3D 2000A and PCI-3D XPR-2000. PCITY was configured with 2 MB of memory for the PCI bus using their release 1.1A, 4.00.03.2181 and 3.0 respectively for Windows 95. DirectX 3D tests done using "Turbo" from the DirectX 2.0 SDK. Diamond Stealth 3D 2000A and PCI-3D XPR-2000. PCITY tests were conducted at 512 x 384 @ 15 bit while Matrox tests were conducted at 640 x 400 @ 16 bit based on Diamond Stealth perspective correct feature, game supported. 30 fps per point only, all did not include polygons.

Wow! A Free Set of Yamaha Headphones!

Retail Value Up To \$29.95. With Purchase of M15, System 35 or System 45 Only. Limited Time Mail-in Offer Ends 1/31/97.

You've got a CD-ROM drive, a wavetable sound card and you've got computer speakers with the power and fidelity of a 1963 transistor radio.

You've got to get Yamaha YST™ Multimedia Speakers.

It doesn't matter if you're conquering virtual alien hordes or calming your nerves with a Vivid CD while balancing the check book

Yamaha YST multimedia speakers release the stunning audio performance that's already right there in your computer.

Try playing an audio CD in your CD-ROM drive to hear how your speakers really stack up. If you had Yamaha YST speakers you'd hear smooth, crisp, clean sound. And you'd have plenty of power—with ratings from 5 watts per speaker to 45 watts of total amplifier power.



Active Servo Technology

Thanks to Yamaha active servo technology the speakers, amplifier, and enclosure actually interact to deliver deep, tight, satisfying bass. The kind of bass that brings energy and excitement to music and computer games. And for the ultimate in bass power and performance you've got to have a subwoofer. For a complete satellite/subwoofer system choose the System 35 or System 45. Or add the MSW10 subwoofer to your existing speakers to bring them to life.

And if you look at the bottom of this page, you'll find a computer retailer who's got Yamaha multimedia speakers. You've got to go get them.

YAMAHA
The Way Your Computer Should Sound.



YST-6AT Multimedia Speakers



YSF-MSW10 Sub-woofer



System 45 Multimedia Speakers

Yamaha multimedia speakers MSRP from \$69.95 - \$249.95 at these fine retailers.



To receive product literature, call (800) 823-6414 Ext. 503. ©1997 Yamaha Corporation of America, Computer Related Products, 6840 Dwanthorpe Avenue, Brea, CA 92603. All rights reserved. Yamaha, YST, and the Yamaha logo are registered trademarks of Yamaha Corporation of America.

CIRCLE READER SERVICE #135



The Ultimate Gaming PC

Or, What Will Nine Grand Get You In The Real World?

BY LOYD CASE

For me, the defining moment in the film *Indiana Jones and the Last Crusade* is the scene where the last Knights Templar guarding the Holy Grail gazes down at the ashes of one of the villains who had drunk from the wrong cup, and intones, "He chose... poorly."

Every time we buy a new piece of hardware, or even a whole system, we're faced with choices, and many times,

those choices are compromises. What if we didn't have to compromise? What if we could build a system from scratch, that uses nothing but best-of-breed components? We asked these questions in last year's edition of the Ultimate Game Machine, and the answer was a Pentium 133 with lots of bells and whistles.

Now it's a year later, and the Pentium 133 is the entry level. The good news is that computer components don't follow the national inflation rate, so this year's system is actually less expensive than last year.



Virtual Pool from MacPlay has all the angles and shots of the real game—and then some. Features a great pool games, full-on-action library, realistic physics and graphics, easy multiplayer modes, realistic 3-D perspective and graphics plus a virtual jukebox.



The best? Know Jack, Hitman 2, is the brilliant sequel to the original award-winning game. This Jack covers complete with 800 all-new questions, new question types, celebrity guest appearances, new features and more. From the Only System



The irreverent quiz show party game



Five hundred years ago, Europe's conquering banner pursued dreams of a new world. MacPlay's Conquest of the New World is a strategy game where you command explorers, settlers and necessary soldiers as they discover a new world and build the ultimate nation.



In Zork Visions, you're beckoned to the Forbidden Lands, a cursed world occupied only by the darkest spirits trapped there. Travel through 5 mind-bending worlds to discover the ancient secrets of alchemy that will free the trapped souls from evil's grip. From Activision.



Is that th



MacPlay's Terminal Velocity offers fast 3-D texture-mapped graphics, full 360-degree flight movement and 7 weapons of extraordinary destruction as you fight your way through 5 unique planets with an immense array of air-to-air and air-to-ground combat action.



Technod Master's Command and Conquer takes you into a gritty, high-tech world where the art of electronic intelligence and covert intelligence reigns supreme. Here you make strategies and manage combat over the net. Master forces and locate your enemies in the base.



The best CD-ROM game of 1992, *Monty Python and the Quest for the Holy Grail* from 7th Level, Inc. It will take you on a romp through King Arthur's England, uncovering clues, solving puzzles and playing whole new games like "Turn the Witch" and "Spank the Ninja."

Wing Commander by Eidos Interactive slots you into the cockpit of an *X-11* Alliance tank as you test your split-second decision skills against enemy tanks in over 25 fully textured missions. Destroy T-72, Leopard and Challenger tanks with over 7 weapons.



With its incredibly realistic flight models, 3-D photo-realistic landscapes and the use of real-world physics, *Flight Unlimited* re-creates the most accurate simulation of aerobically flying ever experienced on the Macintosh. For best results, play before lunch.



Origin Systems' *Wing Commander* is one of the latest space-combat games for the Mac. Take on the role of Colonel Blake, played by Mark Hamill in breathtaking space battles and heart-pounding drama, as you fight your way through the most spectacular *Wing Commander* yet.



Get ready for the biggest adrenaline rush of the holiday season. We're talking new games for the Mac. We're also talking sweaty palms, heart-pounding exhilaration, stomach-to-throat thrills—the works. And here's the best part: with thousands of titles to choose from, you may never come down from that gaming high. Piqued your interest? Good

smell of chestnuts burning? Or just your neurological

receptors going into overdrive?



So now you're probably wondering how to get your twitching fingers on these games. Just visit stores like CompUSA, Staples, Micro Center and Fry's Electronics. Or flip through any Mac mail-order catalogs. Or hop on the Net. But no matter where you go to find them, remember to look for the smiling Mac OS logo. (All great software wears this face.) If you're ready to take your adrenal glands on the ultimate ride, visit www.macsoftware.apple.com. And learn more about games for your Macintosh® and how to find them. Of course, if you want to, you can always use a phone. **call 800-500-4862**

Even if you had an unlimited purse, there are still lots of choices to make. You can't even go by magazine reviews, because different magazines often contradict each other. In my case, I applied 15 years of performance tuning, hardware experience and good old gut-level instinct to come up with this year's ultimate rig. You may quibble with some of the choices I made, and there may be products available now which I couldn't test when I wrote this, but overall I know you'll be pleased with this system's performance and peripherals. But enough talk, let's see the system.

The Brains of the Operation



There's no competition here, yet. Intel's 200 MHz Pentium Pro **1** is the current king of the heap for X86 compatible processors.

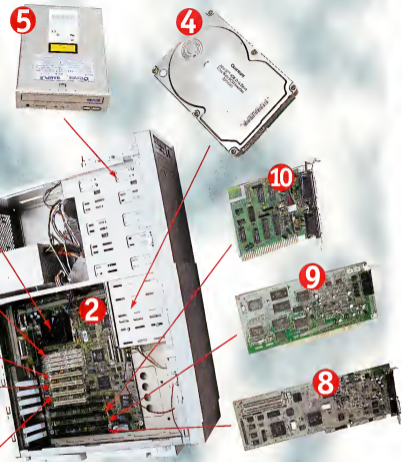
In most cases, the Pentium Pro is at least as fast, if not faster, in 16-bit performance than a Pentium 200 (see last month's Tech column). In 32-bit apps, it's not even a contest—and most games these days are 32-bit applications. A few games, such as Duke Nukem 3D, make heavy use of 8 and 16 bit operations, which is not the Pro's strong suit, but even then, Duke's performance on a Pentium Pro should satisfy even hard-core Dukeheads. And for those of you in the Quake camp, the Pro's superior floating-point performance makes game-play at 640 x 400 smooth instead of jorky.

The Pro got a bad rap early on for a couple of reasons. For one, Intel released the 150 MHz Pentium Pro, which didn't clock as fast as the high end of the Pentium family at the time, the Pentium 166. In addition, the sole core logic chip-set—which lets the CPU talk to the PC motherboard—was supplied by Intel, and had a couple of major performance draining bugs.

That's all over now. The 200 MHz chip is as fast as the Pentium Pro line comes, and the best chip-set currently is the Natoma 440FX chip-set, also from Intel, that fixes many of the problems of the older Orion glue logic. Natoma supports EDO DRAM, PCI concurrency and a host of other neat features that help speed data through the system. It's even capable of supporting two Pentium Pros, but we decided that would be overkill—there aren't any commercial games that support multiple processors.

One very handy tool is a piece of software, FastVid, that turns on key Pentium features to accelerate graphics data, particularly DOS VGA and SVGA data. Without FastVid, you have a very fast computer that has okay graphics. With FastVid, you have a very fast computer that also is a game graphics hot rod—if the graphics card can handle it.





- 1** Intel 200 MHz Pentium Pro processor
- 2** AIR P6NPI motherboard with Natoma chip-set
- 3** 64 MB of EDO DRAM
- 4** Quantum Atlas II ultra-wide SCSI 4.4 GB hard drive
- 5** Plextor 12x SCSI CD-ROM drive
- 6** Matrox Millenium graphics accelerator
- 7** Drchid Righteous 3D accelerator (3Dtx Voodoo)
- 8** Creative Labs AWE-32 PnP sound card
- 9** Yamaha SW60XG Waveforce wavetable card
- 10** CH GameCard 3 joystick card
- 11** 3CDM Etherlnk XL network card



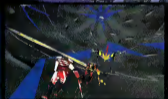
BATTLE 12 TEAMS FOR THE LEAGUE CHAMPIONSHIP!
SLASH, BODY CHECK AND HACK YOUR WAY THROUGH
THE KILLING SEASON.



EACH TEAM'S DROME ARENA HAS ITS OWN LETHAL
COMBINATION OF WEAPONS, RAMPS, POWER-UPS AND
AMPUTATING OBSTACLES.

IN THE SPORT OF THE FUTURE

SCORE WITH THE "ROK" OR YOUR OPPONENT'S
SEVERED HEAD. YOUR EQUIPMENT IS ESPECIALLY
DESIGNED FOR SCORING AND BUTCHERING.



ENGAGE IN 4-PLAYER NETWORK ACTION THAT
FEATURES THE SPEED OF HOCKEY AND THE SAVAGERY
OF COMBAT. BE THE MVP OR BE DOA.



DEVELOPED BY
NEZDANG!
IN COLLABORATION
WITH
ACTIVISION.



THERE ARE TEAM CORONERS.

THE DROME IS NOW OPEN.

HYPER BLADE™

ACTIVISION.

AVAILABLE ON MS-DOS™/WINDOWS™95 CD-ROM.

PLAY THE DEMO ON THIS MONTH'S COVER CD

DOWNLOAD IT AT [HTTP://WWW.ACTIVISION.COM](http://www.activision.com)

CIRCLE READER SERVICE #96

Motherboard, Disk Controller and Accouterments



One of the key issues with the creation of any new system is balancing the components. A really fast processor can be seriously hobbled by inadequate memory or a very slow disk. We went for the fastest disk we could find, which meant SCSI—not just plain, vanilla fast SCSI, but ultra-wide SCSI, capable of moving data along the SCSI bus at 40 MB/sec. While ultra-SCSI is a bit of overkill for a system with only a single hard disk, this is, after all, the ultimate game PC.

For the motherboard, we picked the Advanced Integration Research (AIR) P6NPI. In addition to the Natoma chip-set, this board has 4 PCI slots and 4 ISA slots (one pair shared) and an onboard Adaptec ultrawide SCSI controller. This board adopts the new ATX form factor, which makes for much less cable clutter in the system—parallel, serial and mouse ports are attached to the back of the board—and better cooling since processor is placed closer to the cooling fan. It does require an ATX-style case and power supply. We chose an In Win ID-500 full tower case (fewer bleeding knuckles that way) and a PC Power and Cooling Standard ATX power supply. The In Win case has some nice features—especially the slide-out motherboard tray, which makes installation much easier. PC Power and Cooling is the undisputed leader in high-quality PC power supplies.

Of course, with a Pentium Pro, you'd want to have enough DRAM, so we went with 64 MB of true parity EDO DRAM. The Pentium Pro processor itself has 256 KB of onboard cache that runs as fast as the processor.

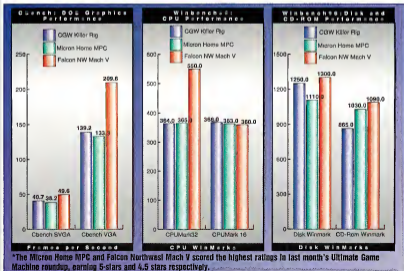
Mass Storage



We wanted the fastest possible hard disk for this system. After much digging, we found that Quantum was preparing to ship its Atlas II ultra-wide SCSI 4.4 GB drive. This disk rotates at 7200 RPM and has an access time of 8 milliseconds—among the fastest around. The Quantum also has a very high bit density, cramming the 4.4 GB onto five platters, possible because of a technology called magneto-resistive heads, or MR for short. Because of the high density of bits on the platters, data can stream off the disk very fast, indeed.

The Atlas II is well matched with the AIR motherboard's onboard SCSI hardware. We wanted a CD-ROM drive that's equally well-matched, so we chose Plextor's new 12x SCSI CD-ROM drive. It boasts an access time of 105 milliseconds and a staggering 1.8 MB/sec max transfer rate, while offering caddyless tray loading.

Finally, you need good backup for any system with this much hard disk space. On the other hand, most gamers don't have gigabytes of mission-critical data, so something like a high-capacity tape drive isn't really necessary. We gamers are, however, an impatient lot, so being able to save and restore backups quickly is important. At first, we considered Iomega's Zip drive, but the low capacity and slowness put us off. We settled on the new Squest EZ-Flyer 230, the SCSI version, of course. The EZ-Flyer sports hard disk-like performance, along with 230 MB for each 3.5-in. cartridge. The cartridges themselves retail for a mere \$29.95, cheaper than some high-capacity tapes.



This drive's capacity is unlimited.

(The offer, however, is not.)



While technology is making the world smaller, it's also making your applications and files larger.

The perfect situation for the EZFlyer™ 230MB. Since it's

an actual hard drive, it's faster

than most removables. Which

means you can run applications straight

off the 230. Plus, you can keep adding cartridges,

giving you the flexibility of unlimited capacity.

SyQuest
LINKED SYSTEMS™ Technology

Apparently, space is no longer the final frontier.

\$55 MAIL IN
REBATE.

Purchase a SyQuest® EZFlyer™ 230 drive by Jan. 31, 1997, and receive a \$55 mail-in rebate. Use this card as a rebate coupon. For each SyQuest® drive you purchase, you must include the following items: This rebate coupon, original sales receipt, dated Nov. 1 through Jan. 31, 1997. No photocopies. Completed registration card included with the drive. UPC label from box. Serial number from box. Self-addressed, stamped envelope.

Mail To:
\$55.00 Rebate, c/o S&S Services, Inc.,
P.O. Box 1200,
Getzville, OH 43015

Only 1 rebate per household. Please allow 6-10 weeks for rebate fulfillment. Must be postmarked within 30 days of purchase and received by 3/31/97. Void where prohibited or restricted by law. Not to be used in conjunction with any other offer.

©1997 SYQ

AVAILABLE AT COMPUSA, BEST BUY, COMPUTER CITY, EGGHEAD, OTHER LEADING RETAILERS AND MAIL ORDER COMPANIES.

1-800-243-2278 OR www.syquest.com

CIRCLE READER SERVICE #112

Graphics: Something Old And Something New



Last year we used the Matrox Millennium as the graphics card for the ultimate gaming machine. This year, we're sticking with the Millennium, **6**, which is still at or near the top of the heap in Windows performance and posts very good DOS game bench-

marks as well. There are cards faster in one area or another, but there isn't a better-balanced graphics card on the market, especially matched with our choice of monitor.

The Viewsonic PF-810 uses something Viewsonic calls Sonictron, which is their version of Vinitron technology. The PF-810 has a very sharp image and is also capable of 77 Hz refresh rate at 1600 x 1200 resolution—a perfect match for the Matrox card's capabilities. It's hard to beat CIVILIZATION 2 played at 1600 x 1200 on a 21-in. monitor.

Calling All Control Freaks



The subject of controllers always results in a heated discussion among gamers. The choice of joysticks or

gamepads seems to be one of the most personal ones any game player can make. This year, we went unambashably for the high end. For flight controls, we chose the Thrustmaster F-22 Pro control stick **1**, paired with their TCS throttle quadrant.

2 We stuck with the CH Pro Pedals **3**, preferring the closer spacing and overall feel of the CH pedals to the Thrustmaster RCS. However, there's always a need for a joystick that you can just plug in and go for

quick games, so the CH F18 Combat stick is still a solid alternative to the F-22's need for extensive program downloads.

Finally, gamepads. Though great for certain kinds of action games, the action and feel of various gamepads seems to be 1 over the map. After some deliberation, we decided on the Gravis GRIP **4**

system, whose gamepad controllers offer very good basic functionality. The GRIP's MultiPort "hub" can take up to four of these controllers and has pass-through connectors for two joysticks as well. Gravis has just shipped its GamePad Pro, a PlayStation-like controller, which

can also be used with the GRIP system.

Of course, if you're into racing games, you need to have a real steering wheel—joysticks just don't cut it. We went back to Thrustmaster again, for their Formula T2 driving wheel **5** and foot pedal combo.

Topping all of this off is a good mouse and keyboard. The Microsoft Natural Keyboard is just the thing for those heavy gamers that risk carpal tunnel syndrome. The mouse we chose is the Logitech Cordless Mouseman 96, which uses radio frequencies instead of the more common infrared for remote control, and eliminates at least a bit of the cable clutter so common to gamers' desktops.

PC CD ROM
WINDOWS 95

ARE YOU THE CRACK PILOT
THE POPULATION IS
DYING FOR?

EXTREME PROGRAMS
RP
CONTENT RATED BY
ESRB FOR 17+



PHILIPS

© 1995 RELEASE UNDER SEVERAL NAMES

But what about 3D? The Millennium's 3D capabilities are pretty bare-bones, at least compared with the current crop of 3D accelerators. That's why we mated it to the Droid Righteous 3D, which uses the 3Dfx Voodoo chip-set, and works well with the Millennium. The Voodoo has garnered wide industry support for its high-performance 3D technology, and is ideal for our ultimate rig

The Sound and the Fury



No gaming rig would be complete without sound cards and a hot speaker setup. Like last year, we went with Creative Lab's AWE-32 Plug-and-Play. The AWE's MIDI sounds are a little weak, so we added a Yamaha SW60XG Wavefront standalone wavetable card. The Yamaha card uses an 18-bit DAC (digital-to-analog converter) to render the 4 MB of wavetable RDM, and sounds superb. You can route the AWE-32's line-level output to the line-in on the SW60XG, and control it using Yamaha's mixer applet, thereby preserving the 18-bit output from the SW60XG's DAC.

Of course, you wouldn't want to pipe these cards through a pair of \$40 speakers. Last year we suggested a complete audio system with speakers and separate receiver. Since then there have been some pretty hot speaker setups for computers, with better quality drivers and cleaner amplifiers. This year we went for the CrystaLake Multimedia 700 speakers. These speakers will

rock your world, though they command a hefty \$700 price tag.

Since most sound card joystick ports tend to be twitchy, we added CH's GameCard S speed-compensated joystick port card. This card has higher-quality components for reading in values from your joystick, and keeps thermal drift (calibration degradation) to a minimum. It comes with CH's TestAll utility, which is useful for verifying calibration settings, and you can reset the card with new speed settings in DOS by reinitializing their driver.

The Most Dangerous Prey

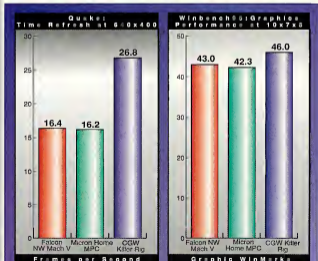


Last year, multiplayer games emerged as the hot feature every game needed to be considered complete. Of course, any computer claiming to be an ultimate game rig couldn't be complete without appropriate ways to connect to other systems for mutual mayhem.

Despite the increasing importance of Internet gaming, nothing beats the visceral experience of getting together with a bunch of friends, networking all the computers together, and having at it. There are a growing number of network gaming groups forming around the country. The minimum requirement is to have a good networking card. One of the best around is the 3COM Etherlink XL 10/100, which can actually connect at 100 Mbit/sec, but will also mate up with

networks supporting a more mundane 10 Mbit/sec. No local gaming group will likely spring for the \$600-\$1500 for a 100 Mbit hub, but 10 Mbit hubs are now below \$100, and twisted pair network cabling is much easier to configure than coax. (For a complete guide on assembling a game network, see the Sept. '96 issue of CGW!)

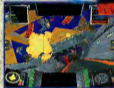
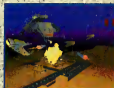
For those times when you yearn to mix it up with real humans, but can't get your friends together, you need a good modem. Diamond Multimedia's Supersonic 336V+ is an excellent Plug-and-Play external modem, supporting connect speeds up to 33.6 kbps. All you need then is a Kail license, or hook up with one of the



*The Micron Home MPC and Falcon Northwest Mach V scored the highest ratings in last month's Ultimate Game Machine roundup, earning 5-stars and 4.5 stars respectively.

REMEMBER WHEN PLAYING IN THE SAND WAS SAFE... ...THOSE DAYS ARE OVER!

Can you destroy the evil Set Empire and capture the Sandships of the Gods before his armies do? Or will you be left stranded on your dying planet? Soar through pyramid cities blasting enemy soldiers and civilians in a barrage of missiles and hi-tech weapons. Dogfight through the twisted desert rock formations and push your stealth fighter craft to the limit.



- Pilot your A.V.C. (Advanced Vector Craft) armed with up to ten lethal weapons, engines & shields
- Develop your own killer strategies using 7 sophisticated preprogrammed flight maneuvers
- Pilot your way through day and night time missions, laying waste to entire cities, blowing up dams and destroying enemy convoys
- Fly through a fully interactive 3D world complete with light source shading, animating texture maps, horrendous explosions and state-of-the-art terrain graphics
- Over 20 different missions with campaign play and fully animated 3D mission briefings

SANDWARRIORS™

Available on PC CD-ROM
WWW.INTERPLA.COM



Interplay
FOR GAMES. FOR GAMERS.

An aerial view of a Command & Conquer GDI base. A large GDI Goliath tank is in the foreground, firing a missile that streaks across the sky towards the background. The terrain is a mix of brown and green, suggesting a desert or semi-arid environment. The GDI logo is visible in the top left corner.

To those million fans who are
addicted to Command & Conquer...

We just upped your dosage.

**COMMAND
&
CONQUER™**

FOR WINDOWS® 95

Command & Conquer Gold Edition for Windows® 95!

ALL-NEW GOLD EDITION FEATURES

Super VGA Graphics intensify
realism and excitement

Internet Head-to-Head play

Play against competitors across the world
with Westwood Chat*

New Command & Conquer Theme Pack includes
screen savers, icons and desktop patterns



Incoming! This Winter!



For Windows® 95.

Westwood
STUDIOS

www.westwood.com

CIRCLE READER SERVICE #228

* Requires existing Internet access

Command & Conquer is a trademark of Westwood Studios, Inc. ©1995, 1998 Westwood Studios, Inc. All rights reserved. Windows 95 is a registered trademark of Microsoft Corporation.

The Shopping List

Component	Street Price	Web Address	Phone Number
AIR P6NFI Motherboard	\$550	www.airwebs.com	(408) 428-0800
200 MHz P6/256 KB L2 cache	\$900	www.airwebs.com	(408) 428-0800
64 MB Parity EDO DRAM	\$516	www.airwebs.com	(408) 428-0800
Quantum Atlas II 4 GB Ultra Wide HD	\$1,100	www.quantum.com	(408) 934-4000
3.5-in. floppy drive	\$29	(commonly available)	
Plextor 12x CD drive (w/tray)	\$305	www.plextor.com	(408) 980-1838
Syquest EZ-Ryder 230 MB removable	\$235	www.syquest.com	(510) 226-4000
Two EZ-Ryder cartridges	\$60	www.syquest.com	(510) 226-4000
Motrox Millennium 4 MB Graphics card	\$280	www.motrox.com	(800) 361-1408
Orchid Righteous 3D	\$299	www.orchid.com	(888) 545-5733
Viewsonic PF-810 21-in. monitor	\$1,800	www.viewsonic.com	(609) 869-7318
In Win MW-500 17-in. disc	\$139	www.in-win.com	(816) 338-1966
PC Power & Cooling 250W ATX PS	\$89	(Not available)	(800) 722-6555
Suersonic 33.6 external modem	\$260	www.suersonic.com	(360) 404-4300
Etherlink XL 10/100 LAN card	\$139	www.3com.com	(408) 764-5000
PWE-32 Pro Sound Card	\$225	www.preciseweb.com	(408) 424-6000
Yamaha SW60XG MIDI synth card	\$180	www.yamaha.com	(800) 823-6414
Thrustmaster 1CM game card	\$35	www.thrustmaster.com	(619) 491-3000
Thrustmaster F22 Pro joystick	\$130	www.thrustmaster.com	(503) 615-3200
Thrustmaster TCS Thrust	\$140	www.thrustmaster.com	(619) 491-3200
OH Pro Pedals	\$89	www.ohproducts.com	(619) 599-2518
Gravis GRP System	\$99	www.gravis.com	(800) 454-1010
CrystalLake Speakers	\$700	www.crystalake.com	(503) 222-2800
Microsoft Natural Keyboard	\$95	www.microsoft.com	(206) 852-8000
Logitech Cordless Mousaman 96	\$75	www.logitech.com	(510) 795-8500
Thrustmaster Formula T2 Wheel	\$100	www.thrustmaster.com	(619) 491-3200
Microsoft Windows 95	\$189	www.microsoft.com	(206) 852-8000

Total

\$8,826

multipayer gaming services, and you're now connected to a huge universe of would-be targets.

Some Assembly Required

Once you have this huge pile of boxes in your house, the next step is to put it together. While we can't give you a tutorial on computer assembly, here are a few hints.

Make sure you have a good surface that minimizes static electricity. If possible, a bare concrete floor and a grounded table is the best surface, but barring that, you need to make sure you ground yourself frequently by touching the computer's chassis often. You can get an inexpensive anti-grounding strap for a few bucks at Radio Shack.

There are three tools that are invaluable in computer assembly. The first is a power screwdriver—the long, skinny kind, not the one that looks like a power drill. The second is a pair of small surgeon's forceps, for extracting and inserting jumpers in awkward places. The third is a set of spring-loaded claws that allow you to retrieve screws and other tiny objects that may have fallen into awkward locations.

The Greater Whole

But how does it perform once it's all together? Check out our performance table—the benchmarks tell the story. The CPUmark is pretty much the highest we've seen, the disk Winmark is a staggering 1300 and the CD-ROM Winmark almost reaches 1100. More importantly, DOS games cook along too, as evidenced by Duke running quite smoothly at 640 x 400. The Orchid Righteous 3D runs like greased lightning on the P6 setup, posting very high scores on the D3Dtest.

Wrapping It Up

Building a computer like this is no task for the faint-hearted. It's not so much the assembly that's difficult, but the time it takes to tear down and identify best-of-breed components. Even if you can afford the \$8,900 cost of entry, that's a lot of money in one fell swoop for something that will be obsolete shortly. Still, like the guys who build hot rods in their garages, there's something deeply satisfying about building your own machine, and knowing it's the best damn system money can buy—at least this month.

4MB
of Graphics Memory
Order Reactor Direct!
1-800-692-8069

**Unleash a
3D Graphics Meltdown!**

REACTOR™ GRAPHICS

Fast action and stunning realism — that's the promise of new 3D games and edutainment software. But if your Super Star Fighter jerks along instead of zooming and your "terrifying" monsters are gloriously pixelated — face it. You're not having much fun.

Don't just play it...Live it!
With a Reactor 3D graphics accelerator on your PC, expect a whole new interactive experience!

Plus IndyCar II™ and HellBender™ **FREE!**

BEFORE AFTER



IndyCar with SVGA Graphics

Notice the jagged lines and edges and the flat, dull colors. Where's the crowd? What are those blocky things in the background? Are you really in the race?

IndyCar with Reactor Graphics

Now you're racing! See the detail on most cars. Watch these rearview mirrors — that's real 3D! Notice the crowd in the stands and the mountains in the background. And how about that sky!



Want to know more? Call 800-763-0242 or reach us on the Internet at <http://www.intergraph.com/ics/reactor>.

Intergraph and the Intergraph logo are registered trademarks and Reactor is a trademark of Intergraph Corporation. HellBender is a trademark of Intergraph Corporation. HellBender and Reactor are registered trademarks of Intergraph Corporation. All other trademarks are the property of their respective owners.
Intergraph Software Corporation is not responsible for the content or accuracy of any advertisements. Copyright 1994 Intergraph Corporation, Huntsville, AL 35894-0001.

INTERGRAPH

IN THE WAR OF THE GAMING MACHINES, THERE WILL BE NEW ENEMIES THAT DO NOT KNOW HOW TO PLAY THE GAME...

"I guess the thing that strikes people first about the MACH V is how bleedin' fast it is."
-PC Gamer

"In terms of raw performance, the MACH V easily bested the other systems in our roundup. It surpassed the other systems in every benchmark."
-Computer Gaming World

"Sessemokin! The MACH V just might be the only computer hardware you'll need. This system is that good."
-Best - 92% rating

"Best Hardware of the Year" [1995]
-ComputerGameReview

"It's top-notch performance is key, but you'll also appreciate the MACH V's little extras."
-PC Gamer - Rating: A

"The MACH V may cost a bit more than other systems, but hardcore gamers will find it worth the investment."
-PC Magazine - 4/4 stars

"The system's performance was nothing short of excellent, chewing through every benchmarking program thrown at it, scoring an overall average of 20% better performance than a similarly equipped Gateway 2000."
-Next Generation

FALCON NORTHWEST
COMPUTER SYSTEMS

...AND FALCONS
WILL FLY
OVER THEIR
BROKEN HULLS.



GET FAST ...

OR GET OUT OF THE WAY

THE FALCON MACH V GAMING PC

200MHz Pentium

3 Graphics processors

Over 45 megabytes of total memory- 8 dedicated to high speed graphics

33.6 Kbps Internet ready

Dolby Surround™ Sound

3Dfx Voodoo™ accelerated 3D graphics

GS, GM, & XG MIDI standards 676 wavetable instruments

Ultra-Wide SCSI data channels

NO compatibility hassles

The highest quality gaming peripherals

Supports the hottest new technologies: USB, SDRAM, I/OA, P200+, MMX and more!

And each system is custom built to meet your needs
by Falcon's veteran technicians no assembly lines or "pre-packaged" systems

CALL TOLL FREE:
1-888-FALCON-1
or 1-800-258-6778

<http://www.falcon-nw.com>

Custom built PCs starting at \$2,995 for game
playing, graphics, game design or even getting
some work done



Trade names and the property of their respective owners. Optimal equipment pictured.

Consulting The Ouija Board

This year's Ultimate Game Machine was the ultimate rig we could build at the time. Last year's system was a Pentium 133, but by the time the issue was out, the Pentium 166 and Pentium Pro had already begun shipping. Likewise, there are new technologies on the radar that will render obsolete even this year's ultimate system.

Unless you're really driven to skate on the bleeding edge, obsolete isn't necessarily bad, because it also means that the technology has usually improved. So a Pentium Pro 200 will be rendered obsolete by Intel's upcoming Klamath processor, but that doesn't make it a lousy system—it's still damned fast.

Processors

In the near term, MMX is the buzz. MMX is basically a set of matrix math instructions built into the P55C Pentium processor and the Klamath update to the Pentium Pro line. MMX can have a significant impact on the performance of certain graphics and audio applications. However, one thing is important to note: MMX will have a greater impact on the low end than the high end. A user who invests in high-fidelity audio cards and the hottest 3D accelerator may not benefit from MMX as much as someone with a Sound Blaster 16 and a low-cost 2D accelerator. Still, it's an exciting technology with some interesting possibilities.

The P55C Pentium processor will bring another performance enhancement to the table: a bigger Level 1 cache—32 KB instead of 16 KB—which will almost certainly improve performance across the board. The Klamath line will finally separate the Level 2 cache from the CPU, allowing for snap-in cache modules of varying sizes. Klamath may also have a bigger Level 1 cache, and will also be available with clock rates exceeding 200 MHz.

Further down the road, there will be the Merced (P7) and other successors in the Intel line. Both Cynix and AMD have new CPUs in the works—the M2 and the K6, respectively—that they claim will deliver Pentium Pro-class performance, and will have MMX instructions as well. Unfortunately, these chips weren't available at press-time, but we'll evaluate them soon and let you know what we find.

Graphics

The big news in graphics will be the arrival of Intel's AGP (advanced graphics port) on motherboards later this year. AGP will offer a very fast pixel pipe, allowing for data transfers as fast as the processor will allow. Unlike PCI, AGP is a true local bus, tied directly to the processor bus. Expect Intel's 3D graphics hardware, based on Lockheed Martin's Real 3D engine, to arrive in fairly short order after AGP hits the streets. Other graphics vendors are planning significant enhancements to current 3D accelerator technology. Some new high-end graphics hardware will likely be based on the Microsoft Talsman 3D reference architecture.

The good news is that VGA will finally give up the ghost (we hope).

Connectivity

Another huge area of growth will be online, multiplayer games. Face it, folks: 28.8 modems really don't cut it for online play. Expect 56 Kbps modems to be shipping by the spring in quantity. Some of the phone companies are already experimenting with ADSL (Asymmetric Digital Subscriber Line), which allow very high speed into the home and reasonably high speed back out. Cable modems may finally become viable, although that's somewhat questionable, given the lack of standards. ISDN will still be a player, but the single biggest block to ISDN acceptance is the crazy-quilt tariffs charged by the different phone companies nationwide.

One sleeper technology is ATM. Already, 155 Mbit/sec ATM cards are available, but ATM lines into the home are too expensive right now for the average consumer.

Controllers

The analog game port may finally breathe its last sometime in 1997. USB (Universal Serial Bus) is already beginning to show up on newer systems, such as Toshiba's Infirnia systems. The advantage of USB is that a single port can allow daisy chaining of multiple peripherals. You could have your keyboard, mouse, joystick, rudder pedals and throttle all on a single USB chain.

Force feedback technology will finally arrive on the market, with CH's force feedback joystick and Thrustmaster's force feedback steering wheel adding a little more verisimilitude to the gaming experience.

Storage Technology

The big news will be DVD, the next-generation digital media after CD-ROMs. DVD discs will look similar to CDs, but they'll be able to store 4.7 gigabytes of data or more per side, which should make game developers go berserk with more graphics and sound. Already delayed, DVD will probably arrive in a big way in 1997, though don't expect a preponderance of DVD-based titles for a while. That's okay, because DVD drives will read standard CDs, though early reports suggest disappointing performance reading standard CD-ROMs. DVD may also finally herald full acceptance of MPEG-2 video compression on desktop computers, since MPEG-2 will be used as the compression scheme of choice for consumer DVD movie players.

Hard disks will continue to plummet in price-per-megabyte ratios, but the voracious appetite for disk space will still have us buying bigger and bigger disks. Ultra SCSI will become the replacement for fast SCSI, and a new standard, ultra-ATA may start replacing EIDE for low cost drives. The 1.44 MB floppy may finally fall by the wayside, with either the 120 MB, backward compatible optical floppy or Iomega's Zip drive taking the leadership role for "SneakerNet" storage.

Onward and Upward

All in all, it will be another busy year for the computer industry. Trying to keep up with it is a dizzying proposition. That's what we're here for, though, to help guide you through the technological minefields and find solutions that will help you create your own ultimate gaming platform. ☘

If you play only one real RPG this year, it will have to be...



Fallout

A GURPS Postnuclear Adventure

"Fallout has everything necessary to be the best roleplaying game of all time"

— *Next Generation*

Interplay

BY GAMERS. FOR GAMERS.™

www.interplay.com

Coming Soon for
Win 95/DOS, and Mac



MACPLAY



© 1994 Interplay Productions. Fallout, A GURPS Postnuclear Adventure and Interplay are trademarks of Interplay Productions. All rights reserved.
GURPS is a registered trademark of Steve Jackson Games Inc. Used under license by Interplay. All rights reserved.

CIRCLE READER SERVICE #384

Frequent Flier

Decent Stick Offers On-The-Fly Programmability For A Song

by Dave Salvator

Joystick preference among sim connoisseurs is often the subject of heated debate. The downside is, many of these sticks, rock-solid though they are, tend to be expensive. ACT Laboratory has taken a different tack with their Eagle MAX, building a programmable joystick for well under \$100. Some joysticks make programming a chore, but the Eagle MAX offers both an easily navigable Windows front end and on-the-fly programmability during gameplay.

The stick attaches to your joystick port. It has a pass-through for your keyboard's plug—to paw keyboard strokes from the stick's 10 programmable buttons—and a two-way rocker switch. Each of the 10 buttons can be programmed to either as

many as 10 keystrokes. Eagle MAX can emulate both a CH Flightstick Pro as well as ThrustMaster's Flight Control System Mark II. To program Eagle MAX during gameplay, you simply flip its Setup button on, hold down the desired joystick button, and press a key on your keyboard. Switch the Setup button off, and it's a done deal.

We put the Eagle MAX through its paces in *MIG-1 WARRIOR 2*, *LONGBOX*, and both the DOS and Win 95 versions of *FLIGHT UNLIMITED*. Despite some interesting features and ease of programming, the stick does have shortcomings. It's a little stiff and lacks the subtlety and precision in more expensive sticks. You have to choose between using the view

hat or the throttle, though you can enable the throttle and program the view hat to enter keystrokes.

Despite its shortcomings, the Eagle MAX does bring quite a bit to the party for about \$70. For flight sim newbies or fly-boys on a budget, this stick could be a good fit. ☺



Price: \$69.95

Manufacturer: ACT

Laboratory, Ltd.

Richmond, BC, Canada

(604) 278-3550

www.actlab.com/games

gear

Reader Service #: 316

APPEAL: For gamers on a budget looking for an easy-to-program joystick.

PROS: Easily programmed during gameplay, good Windows utility to download up to four sets of commands.

CONS: Response not as subtle as more expensive sticks, and the view hat has imprecise feel.



THUNDERSEAT

Feedback System Used in
Real F-16 Simulators

"VIRTUAL UTOPIA!"
COMPUTER SHOPPER

Now Available
to the Public



Whether it's the rumbles of your
NASCAR or recoil of your Chain Gun, the
ThunderSeat lets you blast off to a new
level of realism.

"A DOUBLE MUST-HAVE.
Anyone who plays computer games
will want this AMAZING CHAIR!"

Mario Spivak
POPULAR ELECTRONICS

"I could actually FEEL the punch of
the afterburner!"

Ed Dine, ELECTRONIC GAMES

HOW IT WORKS

A 100 watt subwoofer built into the base generates low frequency sound that resonates through the wave chamber hidden inside the chair. Thus you not only hear but FEEL your simulation. Paired with your amplifier, the ThunderSeat makes your favorite flight sim as realistic as it can be without a motion simulator!

OPTIONAL SIDE CONSOLES

Put your favorite joystick controls and mouse at a convenient position. Add a keyboard holder and you have the perfect setup for both flight simulation and office work.

**Shake Rattle and Roll
for as little as \$159.95!**

For a FREE CATALOGUE CALL
1 • 800 • 8-THUNDER

ThunderSeat Technologies

17835 Sky Park Circle • Suite C
Irvine, CA 92614-6106
714 • 851-1230 Fax 714 • 851-1185

29 SENATORS MURDERED.
A SABOTEUR LOOSE IN THE CITY.
MARTIAL LAW DECLARED.
FLOODS, FIRES AND RIOTS.
(JUST ANOTHER DAY IN ROME, 205 A.D.)



CyberSins, Inc.
www.cybersins.com

US FROM
WINDOWS 95/3.1
AND MACINTOSH



GT Interactive Software
Preview SPQR for yourself at
www.gtinteractive.com -SPQH

Totally immersive and faster than the hit web game, SPQR takes you inside an historically accurate reconstruction of Imperial Rome. Only catch is, there's a plot afoot to destroy it. As a gifted inventor's apprentice, you must discover the true identity of the saboteur. You'll call upon your knowledge and skill to navigate a labyrinth of politics, murder and deceit. Succeed, and the Empire is saved. Fail, and it's turn out the lights. Don't feel pressured or anything, though.



S · P · Q · R

THE
EMPIRE'S
DARKEST
HOUR

CIRCLE READER SERVICE #204

SPQR, SPQR: The Empire's Darkest Hour and CyberSins™ are trademarks of CyberSins, Inc. ©1998 CyberSins, Inc. All Rights Reserved. Created by CyberSins, Inc. Published and distributed by GT Interactive Software Corp. Windows is a registered trademark of Microsoft Corporation, Macintosh is a registered trademark of Apple Computer, Inc. All trademarks are property of their respective companies.

Listen Up

Good Sounds Despite Somewhat Silly "3D" Features

by Dave Salvator

To get great sound out of your PC, you need a clean-sounding sound card and a respectable synthesizer with a good General MIDI patch-set. But if you run them through a pair of capable speakers, the overall effect will be disappointing. As with a home audio system, your largest investment should probably be your speakers. Jazz Inc. has been in the multimedia speaker game for some time, so we tried out their JS-300 satellites with their JS-900 woofer.

The JS-300s feature three "3D" stereo field enhancement settings using a technology from NEC. The 3D enhancement can be disabled, and has three different settings when enabled: Theater, Music, Game. Simple volume, bass/treble, and

balance dials, along with headphone and microphone jacks and a mute button, round out the front panel controls.

During gameplay, we turned the JS-300s "3D" effect on, and tried the Game setting. The net effect seemed to be a slight widening of the stereo field and a gain boost in some of the midrange frequencies. We also listened to some CDs to try out the other "3D" settings (Music and Theater), and here we got roughly the same result. One annoyance with the volume knob at about 30 percent maximum gain, we noticed a fair amount of ambient hiss coming from the JS-300s when they were sitting idle.

All told, the JS-300s deliver pretty good performance for both gaming audio and music. The 3D features do add a slight



enhancement, but aren't really "3D" per se. Considering that sound card makers, and Microsoft has shipped its Direct3D Sound API, speaker-based field widening may soon be of little use. But that feature aside, this combination of Jazz speakers performs reasonably well. ☺

Price: \$100 for JS-300 satellites, \$90 for JS-900 woofer (approx. street prices).
Manufacturer: Jazz, Inc.
(818) 336-2689
www.jazzspeakers.com
Reader Service #: 317

PROS: Good basic overall sound, beefy bass with some tweaking.

CONS: "3D" effects don't help improve overall sound. Some



HELL
JUST GOT
A LOT
NASTIER!

Experience
Stereo 3D with
the VR Surfer™

In your face, incredibly
believable 3D effects popping off
the screen with images so real
you'll think all hell broke loose!

The VR Surfer...the only wireless 3D
eyewear compatible with your PC and
TV, yet costs under \$100. Gaming and
interactive entertainment with depict-
defying visuals put you in the action.
You can also build your own 3D reality.
Easy plug and play kit with free software
lets you develop
3D content using
popular graphics
programs.



\$99.95 Introductory price includes:
lightweight, wireless 3D eyewear (battery liquid
crystal shuttling technology LCD)
*shaped 3D transmitter
*3D game video
*compatibility with Windows-based application software
(e.g., VR™, MMV™, and 3D Animator™)
*Exclusive VR Distribution Software, 3D Post™,
and 3D People™
*Long Life (1,000hrs) of alkaline battery
*3.5" and TV cables

Available at local retailers or toll free
1-888-VR SURFER
to order your VR Surfer today, or visit our website at
<http://www.vrex.com>

To order, please give order code #11CW.
Major credit cards accepted. Shipping and handling additional.
*See site for where applicable. 30-day return 5-90-day warranty.

© Vrex, Inc. All rights reserved. VR Surfer is a trademark of Vrex, Inc.
The virtual Surfer is a 3D stereoscopic image. Patent pending.
Microsoft's Distribution Agreement is a trademark of Microsoft Corporation.
All other trademarks are properties of their respective owners.

**Napoleon had a brilliant strategic mind.
Imagine what he could have done with a body like this.**

**REAL TIME
STRATEGY GAMING
MODERN &
NETWORK PLAY**

LICENSED FROM


Introducing Blood & Magic.™
The first ever REAL TIME AD&D® strategy game.




Enchanted forests. A land of floating islands. You're in the FORGOTTEN REALMS WORLD®, but in regions never before seen. Five entirely new realms. Each with its own landscape and hidden treasures. Its own perils.

You have command of up to 30 unique characters. Of armies brought to life with stunning animations,

in horrifyingly clear detail.

It is by your wits that you build armies, withstand advancing legions, transform your Acolytes and exploit the landscape to your purpose. It's a world of strategy. Of fantasy. A place you have never been before.

And it definitely isn't Waterloo.

-  **5 Realms (30 total missions), each with its own unique landscape & exotic magical items to manipulate**
-  **Fantastic weapons, treasure chests, magical potions and violent spells await your discovery**
-  **Command 30 unique AD&D FORGOTTEN REALMS® characters and monsters from wyverns to wizards**

Blood & Magic™



Interplay™
BY CIPHER. FOR GAMERS.™



MAC OS X



YOUR FAVORITE
Macintosh CLASSIC™

Download the interactive preview at [www/interplay.dragonplay.com](http://www.interplay.dragonplay.com)

© 1998 TSR, Inc. All rights reserved. INTERPLAY and MACPLAY are trademarks of Interplay Productions. All rights reserved. Licensed and published by Interplay Productions. All rights reserved. BLOOD & MAGIC, ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS and the TSR logo are trademarks of TSR, Inc. All rights reserved.

Available on PC and Macintosh CD ROM

REFERENCE GUIDE TO MENTAL DISORDERS



**BUY 2 GAMES AND
GET A THIRD ONE FREE***



GT
Interactive
Software

www.gtinteractive.com

CD-ROM



For details on how to get your free game see your local participating retailer or call 1-800-438-5493 ext. M306

*Buy any 2 titles on these pages plus the following (not shown): Gender Wars, Kingdom O' Magic, Vikings: The Strategy of Ultimate Conquest, Just Me and My Mom™ and Just Me and My Dad™ and get any title free (plus \$6.95 shipping & handling) from the following list: Amok, Bodlam, XS, EPO, Saurcher, Kingdom O' Magic, SPQR, "S", Imperium Galactica, Vikings: The Strategy of Ultimate Conquest, Gender Wars, Just Me and My Dad™, Lotus, Ice & Fire. Offer expires January 31st, 1997. Availability dates subject to change. Void where prohibited. Offer open to residents of Continental U.S. Not all games available on all platforms or operating systems. For game ratings, please contact the ESRB at 1-800-771-8772.

© 1997 GT Interactive. All Rights Reserved. ® 1997 Electronic Arts. All Rights Reserved. Content developed by Tandy Media, Inc. Bellin™ is a trademark of MCA Technology Marketing Ltd. © 1997 MCA Technology Marketing Ltd. All Rights Reserved. 2PC™ © 1997 James G. G. & John G. G. © 1997 James G. G. & John G. G. All Rights Reserved. Developed by Spire Technology, Inc. EPO™, Grand Operations, Inc. All Rights Reserved. Developed by Spire Technology, Inc. © 1997 Spire Software Corporation. All Rights Reserved. Painted by Vankovsk, Inc. Year™ © 1997 Spire Software Corporation. All Rights Reserved.

DELUSIONS OF GRANDEUR:

Delusions of inflation of worth, power, knowledge, identity or special relationship to a deity or famous person. (e.g., all powerful sorceress, assassins, ancient Romans, commanders of inter-galactic space ships)



Now Available



Available October '98



Available November '98



Available November '98

ANTISOCIAL PERSONALITY DISORDER:

A pattern of disregard for and violation of the rights of others. Elaborate weaponry is often involved.



Now Available



Available November '98



Now Available



Available October '98



Now Available

OBSESSIVE / COMPULSIVE:

Repetitive behaviors or mental acts (e.g., performing magic, killing) that the person feels driven to perform in response to an obsession.



Available October '98



Now Available



Now Available



Now Available

Fight your way through time. Or you're history.



Prohibitoric



Nine Distinct Worlds

Battle through nine time zones: Prohibitoric, Roman Times, Feudal Japan, Medieval, Conquistador, Western, Modern Wars, The Future and the ultimate showdown against The Virus itself.

Roman Times



Feudal Japan



Medieval



45 Deadly Weapons

Master dozens of lethal weapons - from Prohibitoric clubs to Wild West guns to futuristic lasers.

Conquistador



Over 80 Fierce Enemies

Defeat more than 80 real-time polygon 3-D enemies from past and future battlefields.

Modern Wars



Western



Incredible Environments

Journey through stunning locales as characters are seamlessly integrated with gorgeous pre-rendered backgrounds.

The Future



The Virus



TIME COMMANDO

Check out the demo at <http://www.activision.com> or <http://www.mcafee.com/forbunker/> or visit us on America Online at keyword "Activision" or on CompuServe at keyword "Go Activision". Now available on MS-DOS/Windows 95 CD-ROM and Sony PlayStation.



ACTIVISION

Activision is a registered trademark of Activision, Inc. Activision Software International and Time Commando are trademarks of Activision Software International. © 1998 Activision Software International. All Rights Reserved. Activision, the Activision logo, and the Activision name are trademarks of Activision, Inc. All other trademarks and trade names are the property of their respective holders.

Bad To The Bone

HARVESTER Is So Lousy, It Isn't Even Worth The Hype

HARVESTER arrives with a slightly sinister pedigree and a lot of hype. You may have heard about, or seen ads relating to, its "controversial" nature. In actuality, that is just so much talk-bait. While the game is hardly worth bothering about, the attendant publicity makes some coverage necessary, so here it is.

Our hero, Steve Mason, wakes up in what is apparently the year 1953, with little or no memory. Yep, we start off with the tired old amnesia gambit, and it's all downhill from there. Steve has a mom who is forever baking cookies, and a kid brother forever parked in front of the TV, watching *Ronny Ryder* blast an endless succession of hapless American Indians into bloody puddles. Steve's dad is seclud-



CAN'T TALK; BLEEDING This is the kind of fun you'll have while playing *HARVESTER*. Come to think of it, this might be more fun than the game itself.

ed behind a locked door with a mysterious illness.

Wandering around the town of Harvest, Steve becomes acquainted with the inhabitants, many of whom have distinctly unpleasant personalities. The closest to

normal are Edna, the widow who runs the local diner, and Stephanie, the girl Steve is supposed to be marrying soon. Stephanie, it turns out, is in the same predicament as Steve: she has no memory either. She's also the only one who doesn't urge Steve



“ Harvester parades around as ‘controversial’ when it’s really just silly and unpleasant. ”

HARVESTER

Price: \$49.95

System Requirements: IBM-compatible 486DX-33 or better processor, MS-DOS 5.0, 8 MB RAM (16 MB recommended), 2x CD-ROM (4x recommended), VESA-compatible SVGA video card, Sound Blaster-compatible and other major sound cards

Protection: None (CD must be in drive)

Developers: DigFX Interactive and Merit Studios

Publishers: Merit Studios

Dallas, Texas
(214) 385-2353

Reader Service #: 318

CRYSTAL BALL

► Along with the upcoming *BETRIWAL AT ANTARA*, Sierra is hard at work on another big RPG title, *BETRIWAL: THE GORDON'S ALLIANCE*, their first game based on the *Advanced Dungeons and Dragons* Birthright world licensed from TSR. Along with standard role-playing elements, the game, according to Sierra, will also feature both real-time and turn-based strategy (gamers can choose one or the other), along with internet, LAN, and modem play. Sounds ambitious—now let's hope they can follow through.

► Last month we reported on Activision's "upcoming" graphic version of *PLANETBALL*. The company has subsequently announced that it's been put "on hold."



BIRTH TO SIERRA Sierra's upcoming *Betriwal* will combine RPG, strategy, and combat elements in single- and multiplayer settings.

**YOU DON'T NEED GUTS
TO PLAY THIS GAME,
YOU JUST GOTTA KNOW
WHERE TO PUT 'EM.**



Want to play doctor? Here's your chance to diagnose, treat and, hopefully, discharge a healthy, living patient. CD ROM Today calls *Emergency Room* "a fast-paced, realistic



medical adventure." Be prepared to face over 400 possible cases—from hangnails to gunshot wounds. All brought to life by over 30 minutes of digital video, a Hollywood cast and 1,500 photo-realistic 3-D graphics. Lives are hanging in the balance, so rush to your local

software dealer. Code Blue. Or visit www.pc.ibm.com/multimedia.

IBM

IBM is a registered trademark of International Business Machines Corporation. © 1995 IBM Corp. All rights reserved.



Daggerfall Update

Last month's issue featured my review of *Daggerfall*, but for several reasons an update is necessary. In particular, a report is needed on how well the patches are holding up, and, perhaps most important, I must make a correction to a major error in my previous article.

In the review I said that if a primary or major skill reached 100 percent, the character would stop gaining levels. That is not true. You can continue to gain levels after a skill maxes out at 100. The mistake came about because the official hint book explicitly stated level gains would stop, and—silly me—I believed it and passed that along (with some rather strong comments) in the review.

Sometime late, I was talking about this with someone who told me he thought he had seen a message somewhere online that indicated the cap had been removed. He couldn't recall what the message had said, or where he had seen it. Still, it was enough to make me nervous, as by then I had come across some other discrepancies in the book. The only way to be sure was to test it out myself. I created a custom character, parked him in the Fighters Guild, and began tedious rounds of spellcasting to force his primary magic skill to 100. After that I



started working on a second magic skill, and, sure enough, not too many increases later he gained another level. So there was no doubt that the cap had been taken off.

While it was good to know the artificial limit had been removed, it wasn't so good that I had passed on erroneous information in the original article. Even though one expects the official hint book to be accurate on a matter this important, I should have checked it out first. My apologies to all for misleading you.

Patch Work

Moving to the patches, I have been through the game completely now a second time, and play has certainly been improved by the updates. The first one (v173) cleared up the problem I had been having with the game

continued on page 149

ADVENTURE/RPG

S3d and Interplay
make *Descent II*
scream.



Alien hordes close in. You wheel, circle, fire desperately. You wonder: How many levels of hell are there? With S3d™ on board, it's time to start counting.



S3d technology makes games, Internet 3D, and Windows® applications come alive. So get extreme.

Get *Descent II* from Interplay™ and demand software and hardware with the S3d logo. Now at stores everywhere.

SEEK
FIND
DEMAND.



Designed for



©1995 S3 Incorporated. All rights reserved. S3 is a registered trademark. S3d, the S3d logo and "Seek, Find, Demand" are trademarks of S3 Incorporated in the United States and other countries. Microsoft, Windows, and the Windows logo are registered trademarks of Microsoft Corporation. Descent and Interplay are trademarks of Interplay Entertainment.

to join the "Lodge," which is the Order of the Harvest Moon. No one can really say much about it, except that it's the most important thing in town. For the game to progress, Steve has to join the organization.

OH BOY

Here's where the "game" begins. First he has to obtain an application from the postmaster, who happens to be a closet wizard. Steve manages that by stealing police evidence and testing it for the application. Then he has to prove his worthiness by completing several tasks assigned by the Lodge's sergeant at arms.

These tasks begin with simple vandalism and conclude with torching the town driver. Except for the vandalism, all these acts lead one way or another to the deaths of several people. Are we having fun yet?

Having proved himself, Steve now goes through Lodge initiation. Up to this point, there has been little actual violence on screen. That changes here, as the Lodge is three levels full of hostile people and critters, which Steve has to fight his way through using whatever weapons he can find. It is in this section of the game that has the majority of the unpleasant graphics.

At the end of his journey through the Lodge, Steve is in the Chapel of Love,

AMBER

Journeys Beyond™



Death Is Not The End

An adventure game of supernatural beauty & haunting elegance for Win '95™

Journey into the unknown. Unravel mysteries hidden within compelling stories of heart-rending tragedy, mind-ravaging obsession, and child-like innocence.



CIRCLE READER SERVICE #390

Daggerfall Update

Continued from page 147

crashing at random times, particularly during saves, along with some bugs in the code.

The second patch (v177), released much sooner than anticipated, fixed the incompatibility problem with Cynx-based CPUs, as well as a few bugs. Bethesda, incidentally, tells me Cynx will be engineering some changes in their chip to prevent similar problems with any other software.

The third patch (v179) contained more bug fixes, and, yes, a fourth is imminent; it should be out by the time you read this. All the patches are cumulative, incorporating previous fixes, so you only need the most recent patch file. You may also need the special FDSAVE utility, since it's known that sometimes data becomes corrupted and this can't be repaired by a patch. FDSAVE and the most recent patch (whatever it may be at the time) can be obtained from Bethesda's Web site, www.bethsoft.com, as well as from many of the online services.

For all that, you may still have problems. Two friends of mine are playing *Daggerfall* with the patches installed, yet the game crashes on them with a certain degree of frequency, and one has had other weird things happen from time to time as well. It turns out they are both playing under Windows 95.

My suspicion is that *Daggerfall* and Win 95 don't get along too well, in spite of the patches to date. I base this on the reports from my friends, messages I've seen online, and my own experience running strictly from DOS (I don't have Win 95 installed on my system). My suggestion is to play the game from DOS only, if at all possible, with the latest patch and with FDSAVE on hand just in case. It certainly worked for me (though I never needed to use FDSAVE at any time during play).

Obviously, any game that requires four patches in its first month on the shelves is not in good shape, and this points up all the more just how premature *Daggerfall*'s release was. Yet there is no getting around the fact that the game is playable nonetheless, at least for some of us.

Second Time Around

Having been through the game fully twice, and partway with two other characters (for the Thieves Guild and the Dark Brotherhood), I can say it is certainly better to join several guilds than to concentrate on only one. Variety is the key to keeping the game fresh, and the legitimate organizations are the best for this purpose. The Mages, Fighters, and various temples offer a good mix of dungeon crawls and day jobs (anything that doesn't send you into a dungeon). An occasional street quest can

Continued on page 151 ■■■■

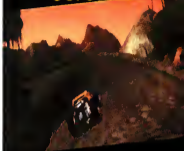
along with Stephanie. Now comes the explanation (and be forewarned that I'm



I LOST MY HEAD This has to hurt. Almost as much as the \$50 it would cost you to play the game.

giving the story away here), except for the two teenagers, none of this is real. Steve and Stephanie are "enjoying" the very latest in VR technology, courtesy of the Order, whose purpose is to turn people into serial killers. Really.

Steve has to make a choice here: He can kill Stephanie (who will really die) and return to the real world. Or he can "marry" Stephanie, and they will appear to live out a full life in *Flare* while the techs disconnect life support and kill them both in a matter of minutes. These are the game's only endings.

S3d and Mindscape
make *MegaRace 2*
scream.

You. The finish line. And seven nasty drivers determined to keep you from getting there. With S3d™ on board,



it's a race with reality. S3d technology brings games, Internet 3D,

and Windows® applications to life.

So get extreme. Get software and hardware with the S3d logo.

Now at stores everywhere.

SEEK.

FIND.

DEMAND.



Designed for

Microsoft
Windows® 95

©1996 S3 Incorporated. All rights reserved. S3 is a registered trademark. S3d, the S3d logo, and "Seek, Find, Demand" are trademarks of S3 Incorporated in the United States and other countries. Microsoft, Windows, and the Windows logo are registered trademarks of Microsoft Corporation. Mindscape is a registered trademark and its logo and stylized face are trademarks of Mindscape, Inc.

**IS YOUR
PC LESS THAN
CONVINCING?**



REAL SOUNDS.

Sound Blaster® audio cards include awesome wave-table synthesis providing the most realistic PC sound in the universe.



REAL GRAPHICS.

Graphics and video products deliver faster performance, higher resolutions, more colors and full motion video playback and capture.



REAL SPEED.

Sound Blaster multimedia kits give you high speed CD-ROM performance with wave-table sound and the software you really want – top sellers from current hot lists.



REAL FREE SOFTWARE.

To join our new on-line membership club and receive \$200 worth of free



software, go to the 'Creative Connection' at

www.soundblaster.com/

Do it today. And learn more about upgrades so real, they're unreal.



GET REAL.

CREATIVE
www.soundblaster.com



SHOOT FIRST Steve Mason, here, prowls through the game looking for things to lift.

tion, the voice-overs distinctly anticlimactic, the puzzles unimaginative, and the ending quite unsatisfying. This mediocre product—and that's being charitable—would certainly sink from the shelves without a trace except for the inclusion of some blatantly offensive material and several nasty pictures.

STUPID IS AS STUPID DOES

My general impression while playing *HARVEST MOON* was of something concocted by a couple of bright but immature high school students trying to gross out their elders. The game has little merit, as either an authentic or a stem. The premise is ludicrous, the graphics are mostly pedes-

So that's what we have here: an under-tinglished game trying desperately to sell itself on the basis of nothing better than cheap shock value, parading around as "controversial," when it's really just silly and implesant. Any way you look at it, *HARVEST MOON* isn't worth any one's time or money. ☹

Daggerfall Update

HW continued from page 148

also help to park things up a bit.

The Thieves Guild seems to be all day jobs. They start you off with fetch-and-carry ("take this there and bring something back"), then move you up to actual thefts at higher ranks ("go to this building or shop and steal this particular item"). I got my thief up to rank five in the guild, and the assignments didn't vary much but the pay certainly became better.

The Dark Brotherhood turned out to be something of a disappointment. At the lower ranks, they give only dungeon assignments and don't even pay for the work. It wasn't until my assassin reached Exorcutioner rank that some gold was forthcoming and day jobs started showing up. These were always of the "go to a certain building in a certain town and kill someone" type; the "someone" made it easy by appearing almost immediately and attacking my character. At least so far as I got here, there seemed no room for any finesse or sneaky stuff.

Neither the Thieves nor the Brotherhood offer much in the way of neat benefits, and there didn't seem to be much reason to join either group, unless you happen to enjoy being on the "opposite" side of the law. Belonging to either of these has no material effect on the game proper, so very likely, if you don't get caught in the act, you can go on to win as a thief or assassin.

One thing I felt lacking in the side quests (and which I'd like to see in the next game) is some tangible result from completing, or not completing, a quest—not necessarily affecting the main line, but just something somewhere in the game that occurs because of your having done/not done a particular task.

Overall, *DAggerfall* has been much improved by the patches to date. While the game is still far from being 100 percent, it can certainly be played and enjoyed in its current state without too much frustration.

S3d and GTE make FX Fighter Turbo scream.



You've battled aliens. But this one,

Linna, she's new. And before you can blink, she launches into your face with a deadly combo that makes you question whether you'll live to see the sun rise.



With S3d™ on board, perception becomes

reality. S3d technology

brings games, Internet 3D, and Windows applications to life. So get extreme.

Get software and hardware with the

S3d logo. Now at stores everywhere.

SEEK.
FIND.
DEMAND.



Designed for

 Microsoft
 Windows 98

© 1998 GTE Entertainment. All rights reserved. S3d is a registered trademark. GTE, the S3d logo and "SEEK, FIND, DEMAND" are trademarks of GTE Entertainment. The Internet 3D and Windows logos are registered trademarks of Microsoft Corporation. The S3d logo is a trademark of GTE Entertainment. FX Fighter Turbo is a trademark of GTE Nintendo Inc.

All The Clues Fit To Print

Scorpius's Pen May Be Mightier Than Your Sword

It's that time of year again. Fiedl's putting up his shrunken head garland, the Christmas tree monster is standing in the corner, and everyone is waiting for Santa Claus (ahem, Claus) to come by with all sorts of gaudy goodies to warm up those cold winter nights. In the meantime, though, we still have to deal with the mail on some older (and not-so-old) products.

CURSUMS OF THE DUAL SWORN: A classic returns, and so do the questions. The issue by Str-Tech has introduced the wonders (and wiles) of Wizardry to a whole new set of gamers. For instance, the problem of the Serpent Mountains has proved difficult for some. You need a particular item, and you can only get that item from the top of Dune Tower. Waving it around in the right place at the right time just might open things up for you.

DAGGERPALL: These are a com-

pile of points in the game where you have to talk to people on your own to keep the main story line going, you won't receive any happy little love notes from a courier. One of these is Drena Tower—you don't have to go running right there after you know about the place. The other is getting to see Myntara about the missing letter—you have to talk to someone not very far from her first. In both cases, you can take your time in awaiting the quests; they'll wait until you get to them (especially handy if you want to take some time out to build up your character a bit).



CARIEL KNIGHT 2: Many gamers have trouble with

Neuschwanstein still blinking (not finished) on the map, even though they've been through it with Grace many times (probably too many). One thing a lot of people miss (and it's easy to do) is the fact that they have to look twice at the fancy basin in the bedroom. Remember to play the tape, too.

HOW NO MOUNTAIN I MUST SCREAM: Some folks playing the Corbier scenario tend to be a bit bloodthirsty. There is no need to kill anyone during this section, and it's much better all around that you don't. If you're feeling heartless, take your beef out on something else (or use that take something out on the bee?—either way, a very close look is a good idea).

NORWALT: Coving that Waffle statue in Mist Mall a coat of yellow paint is

involved, but not really difficult. You can't, however, do it yourself; you'll need to trick someone else into doing it for you. First you have to get him out of the way (a dog-gone tricky task), then you beat things up a bit. The rest is automatic.

THE PANDORA DIRECTIVE: Dealing with the alien thing at



Roswell is tough, and time is of the essence.

You have to get rid of it before you can do anything else in here, this is not

the moment for sight-seeing. Everything for this segment takes place on the entry level of the main complex; you don't use the elevators. The only rooms you need to visit are the kitchen, the two storage rooms, the dorms, and the generator room. Be prepared to restore once or twice anyway until you figure out exactly what needs to be done.

RUMBLE: That clock puzzle in the Wolford house has given some adventurers fits. First, you have to figure out which country each clock represents. Then they all need to be set to the same time. Which time? Ah, that's the question. Perhaps there's another clock around somewhere that could provide a clue for this. Don't let it stop you.

STONEKEEP: Having a hard time seeing the Faerie Queen? You need some flowers for this, and only one kind will do. By any other name, it would be the same. And besides that, you may find yourself going in circles, too. ☹

Reach Scorpius at:

MAIL: Scorpius's Lair (keyword: scorpius)

DELPHI: GameSIG (Groups and Clubs menu)

GENIE: Games RoundTable (type: Scorpius)

INTERNET: scorpius@aol.com

U.S. MAIL: (with a self-addressed, stamped envelope if you live in the United States):

Scorpius
P.O. Box 338
Graze Station
New York, NY 10028

S3d and Diamond Multimedia make your system scream.

Fast forward to the future of 3D
multimedia. Supersonic graphics.
All the power 3D has to offer for
business and entertainment on
your PC, right here—right now.

Stealth 3D™ 2000 
from Diamond

Multimedia™ does it all with the
S3d™ chip on board. Use Diamond's
Stealth 3D 2000 together with S3d
logo software. They'll make
your system scream.



hit our web site for the
real stuff: seek.s3.com

Designed for



S3d is compatible with
Windows® 95, Windows 3.1,
Windows NT, and OS/2®

SEEK, S3d, S3d Onboard™, and Stealth 3D™ are trademarks of S3 Incorporated in the United States and other countries. S3d Onboard is a registered trademark of S3 Incorporated. Diamond Multimedia and Stealth 3D are trademarks of Diamond Multimedia Corporation. All other trademarks are property of their respective companies.

When the
award-winning
Descent game engine
landed in AD&D® game's
most famous world, the
FORGOTTEN REALMS®...

...it left in its wake the most revolutionary new



All the wizards and magicians in the Realms could never have predicted what happened that mystical night in the dungeons of Undermountain. After all of their spells, conjuring, and attempts to see the future, the future literally crashed down upon them. With deadly force. It left an indelible mark. It affected their vision. Their movement. Their way of life and death. It changed their history as well as their future.

Introducing **DESCENT TO UNDERMOUNTAIN**™, the most revolutionary new AD&D® FORGOTTEN REALMS action RPG game in centuries. Based on the hugely successful Descent engine, the dark inhabitants of Undermountain's stone belly now experience 3D vision and 360° movement. Perhaps it was the strange visitor from the future. Perhaps just the trauma. But multiple characters are now developing in the cracks and under the rocks of ancient caves.

All of this, along with multiple player options has forever changed the face of the AD&D® FORGOTTEN REALMS world. What came down from the hereafter that fateful night, is certain to continue down into history. And down. And down. And down.

DESCENT TO
UNDERMOUNTAIN™



Download the interactive preview at www/interplay.dragonplay.com

© 2002 Interplay Productions. All rights reserved. Descent® 1994 Parallax Software. All rights reserved.
DESCENT TO UNDERMOUNTAIN™, ADVANCED DUNGEONS & DRAGONS®, AD&D®, FORGOTTEN REALMS®, and the TSR logo are trademarks of TSR Inc. All rights reserved.
DESCENT™ is a trademark of Interplay Productions. All rights reserved.

FORGOTTEN REALMS®

RPG game to date.

- 3 THE AWARD WINNING DESCENT™ ENGINE MEETS THE MOST FAMOUS AD&D® WORLD, THE FORGOTTEN REALMS®
- 3 FULL 3D, 360° FIRST PERSON ACTION BASED ON THE HUGE SUCCESSFUL DESCENT™ ENGINE
- 3 CHARACTER DEVELOPMENT IN OVER 20 DIFFERENT MAGIC-RIDDEN DUNGEON LEVELS
- 3 FIRST AD&D® ACTION RPG WITH UP TO 4 PLAYER. MODEM/NETWORK OPTION.



Interplay
BY GAMERS. FOR GAMERS.™



CIRCLE READER SERVICE #123



Space Quests

ALBION Explores Role-Playing With Old-Fashioned Style

by Petra Schlunk

NOW THAT DRAGONBALL and Diablo are finally here, long-suffering role-players finally have something to sink their teeth into. After digesting those two, serious RPG fans may also want to check out Blue Byte Software's debut into role-playing games,

ALBION, which has none of the hype of the bigger games but is actually quite good. Mislabeled by some as a science-fiction game, ALBION is instead a lengthy fantasy role-playing game reminiscent of older Ultima games.

CRASH LANDING!

You play a pilot named Tom Driscoll who is on a large spaceship, the *Toronto*, in the year 2227. Tom must explore the ship before taking one of its shuttles down to

a new, apparently barren planet — Albion — that is fated for resource exploitation. Unfortunately, something goes wrong and Tom crashes to the planet's surface.

Tom is rescued by some aliens, the Iksai, who nurse him back to health. Although he thought Albion was a lifeless desert rock, Tom soon discovers that the planet is actually rich with life. The story proceeds from here, with Tom visiting several areas of Albion. In each area there is a quest to complete before Tom can move on to his overall quest to find the *Toronto*. During Tom's travels he will pick up other party mem-

bers (up to six in all), including an Iksai warrior and mage. While ALBION does not let you roll your own characters, character development proceeds through gaining experience levels, using skills such as spell casting, and toning.

ALBION uses a first-person perspective with an automap in dungeons and many towns. The automap in towns marks places of note, and clicking on these marks will take the party to that location. In the many large and multi-levelled dungeons, of course, no such

is very easy to use once you are familiar with it. There are many objects to find, and it's okay to pick up what you see, as long as you don't steal something from stores. One nice feature is that it's impossible to drop necessary objects.

Unfortunately, gold is in short supply throughout the game. You can run around outside towns killing monsters to collect items to sell, but that is a problematic process, partly because combat is lengthy and partly because you don't get a lot of money from selling

objects. Still, it pays to take time to do this, especially at the beginning of the game.

One difficulty of collecting items (even gold) is that characters can only carry so much, depending on their strength, and if they are carrying more, the party will not be able to move. Therefore, sell or drop what you



FLOWER POWER Wandering around a large town shows off Albion's exotic flora and an example of one of the new races, the Iksai, that you will encounter.

convenience exists. When traveling can whenever possible. For traveling, it

overland and inside buildings, the perspective is three-quarter overhead, and no maps hasten your travels. Traveling overland is particularly onerous since there is little to find and it takes a long time to get from one place to another.

The game's interface is somewhat painful to learn, but it

Shopping Tips

ALBION lets you sell weapons, armor, potions, and other items you find, but selling items at shops requires some discrimination. All items you sell end up in the store's inventory, which has limited space. While this is good in that you can buy back items later, it's bad in that you can't sell everything you have. Sell only the most expensive (and expendable) items, dropping the cheap ones, and you should be fine. In addition, be sure to examine all the articles in the shops you visit, as you will frequently discover valuable magic items and powerful weapons or armor to buy!



Price: \$50.00
System

Requirements: 486 or better processor, MS-DOS 5.0 or higher (or Windows 95), 8 MB RAM, 3 MB hard disk space, 2x CD-ROM drive, VGA 256-color graphics, Microsoft-compatible mouse, supports most major sound cards.

Protection: None (CD must be in drive)

Publisher: Blue Byte Software
Schaumburg, IL
(847) 534-7950

Reader Service #: 320

Play FREE!
Download Today
meridian.3do.com/trial/



MERIDIAN™ 59 is waiting.
It's waiting for you to log on
to the first *next generation*
role playing game on the



Internet. It's waiting for
you to succumb to the addiction of its uncertain,
medieval time. Thousands of crafty players await you online –
each a brave explorer living a second life in this



Next Time
Someone Tells You To Get A Life,
Tell Them You've Got One.
Meridian 59 Online.

continually evolving, wonderful
dimension. Fantastic monsters, clever characters, and
special events arrive and surprise with every passing day.
Each to confront, challenge and confound you. The perilous
quest lies ahead! See you in the game. *Visit your favorite retailer*

or to order direct, dial
1-800-336-3506.



Requires 512Kbps Internet connection. Retail
package includes 30 day free play trial. 3DO,
the 3DO logo, Studio 3DO and Meridian 59 are
trademarks and/or registered trademarks of the
3DO Company. StarCraft, Navigator and the
StarCraft Navigator (StarCraft logo) are trademarks
of Blizzard Communications, Inc. All other
trademarks under registered trademarks are the
property of their respective owners.
© 1998, The 3DO Company. All rights reserved.



EGGHEAD



CIRCLE READER SERVICE #307



CHILL OUT Against Demons and Fears, cast Frost Avalanche—the game's best spell—to injure and paralyze your foes.

pays to be well stocked with food, since it is required for healing and magic point regeneration when you rest. Unfortunately, your party can only rest when it's tired, which isn't necessarily

when everyone needs healing. This makes potions extremely valuable, as these replenish hit points and magic points.

CLOSE COMBAT

There are a lot of interesting characters in the world of ALBION. When conversing with an NPC you can choose from a list of topics to ask about, or you can give or show the character items in your inventory.

ALBION features a great deal of text, both through conversations and in various automated sequences at critical junctures. This may be disheartening for some, but I enjoyed it. Most of the text is not critical (skimming works well) and generally serves the function of fleshing out the often world and its inhabitants for the game.

Of course, you will not only meet pleasant and interesting characters but also come across a lot of monsters, particularly in the game's many dungeons. This means that you'll spend a lot of time in ALBION's turn-based combat system. Combat takes place on a grid, and you can give orders to each of your

Plant Trees for America™



Trees provide food, shelter, and nesting sites for songbirds.

Trees increase property values, and make our homes and neighborhoods more livable.

Trees help conserve energy. They cool our homes and entire cities in the summer, and slow cold winter winds. Shade trees and windbreaks can cut home utility bills 15-35%.

Trees clear the air we breathe. They provide life-giving oxygen while they remove particulates from the air and reduce atmospheric carbon dioxide.

America needs more trees

The United States has lost a third of its forest cover in the last 200 years.

Our towns should have twice as many street trees as they have today.

We need more trees around our homes and throughout our communities. We

need more trees to protect our farm fields and our rivers and streams. To provide wood for our homes and a thousand products we use every day.

10 Free Trees

Ten Colorado blue spruces, or other conifers selected to grow in your area will be given to each person who joins

the Arbor Day Foundation.

Your trees will be shipped postpaid at the right time for planting in your area, February through May in the spring or October through mid-December in the fall. The six to twelve inch trees are guaranteed to grow, or they will be replaced free.

To become a member and to receive your free trees, send a \$10 member-

ship contribution to Ten Blue Spruces, National Arbor Day Foundation, 100 Arbor Avenue, Nebraska City, NE 68410.

Join today, and plant your Trees for America!



**The National
Arbor Day Foundation**

IT JUST MIGHT GIVE YOU A GOD COMPLEX...



Fragile Allegiance gives you ultimate control and power in building a galactic empire. Managing every detail—from providing a stable atmosphere to

securing adequate power, and constructing a profitable mining operation—will require impressive resource skills. Whether you build alliances, stay neutral, or go to war, you must keep everything under control. Your control.



- Negotiate face-to-face with alien species in stunning 3D motion-captured video and digitized speech.
- Encounter 6 diverse alien cultures in a randomly generated universe.
- Research and develop an incredible array of spacecraft, weaponry, mining techniques, and intelligence systems.
- Compete with up to 8 human players via network or modem.
- Define your gaming experience with custom options including game length, universe size, alien hostility, and micro or macro management style.

FRAGILE ALLEGIANCE

Available on PC CD-ROM

Interplay

BY GAMERS FOR GAMERS™

www.interplay.com



AT&T

Win \$250,000.
Watch your friends grovel.

Enter the AT&T WorldNetSM Service "Internet for Everyone Sweepstakes" and you could win the cash or one of hundreds of daily prizes.

Your friends could be bowing and scraping in no time. To enter, simply visit one of the web addresses below, hit the "sweepstakes" button and follow the prompts. And if you don't have AT&T WorldNet Service, look for AT&T WorldNet software bundled with other leading software packages at your local retailer. Or, return the attached card. Or just call.

1-800-WORLDCOM, ext. 126

To enter the sweepstakes, visit www.att.com/worldnet
or www.worldnet.att.net or www.lyll.com





A Perfect Toon

Virgin's TOONSTRUCK Is A Wild And Woolly Comic Adventure Delight

by Petra Schlunk

It's been a long time since this reviewer has laughed out loud while playing a game. Computers and punch lines, it seems, often have a hard time mixing. But Virgin's new animated adventure, *Toonstruck*, has me singing a different tune. This whacked-out game, which puts human cartoon Christopher Lloyd into a crazy animated universe, is a howling success—probably the funniest adventure game to grace our computer screens since LucasArts' classic *DWIGHT*. **TRUCKED.**

DRAWING BLANKS

When the game begins, we are introduced to haggard, absent-minded cartoonist Drew Blane (Lloyd), the creator of the highly successful "Fluffy Fluffy Bun Bun Show." His day has started badly with a missed dentist appointment, and now he's late for a meeting with his boss. Rushing in belatedly, he learns that the boss has done a little "creative" thinking and has decided that the "Fluffy Fluffy Bun Bun Show," featuring a disgustingly cute bunny of the same name, needs some new life, even more disgusting, cute little bunnies. And Drew has just 24 hours to come up with the new artwork.

Sometime in the middle of the night, while Drew is still drawing blanks, his television suddenly lights up with the "Fluffy Fluffy Bun Bun Show," and before he knows what's happening, he finds himself



PURPLE HAZE Human cartoon Christopher Lloyd finally meets his match in the animated world of *Toonstruck*.

wacked into the cartoon world of Cutopia, a place where everyone is so cute and nice and wonderful you'll positively want to vanish. Here he comes face-to-face with his favorite cartoon creation, a sarcastic purple toon named Flim, Willy, who joins him as he sets out to look for a way back to the real world.

To get home, Drew consults the King of Cutopia (a giant smiley face on a tube), who agrees his escape only if he will help

Cutopia counter the nasty plots of Count Nefarious, ruler of the nearby Malevolands. Nefarious has constructed a Malevolator that zaps cute toons and their neighborhoods, turning them into evil, nasty toons and slams. The king wants Drew to help his engineer construct a counter-Malevolator, a Cuttler, that will reverse these effects. This is the point at which you, as Drew, enter the action of the game.

TOON TALK

Traveling through the cartoon lands of Cutopia, Zanyda, and the Malevolands is quite a treat. Everything you see and experience in the game is as if you were watching an old Warner Bros. cartoon. In each area of the game, peppy and creative cartoon music plays in the background, and standard cartoon sound effects highlight many of the animations.

With humor that ranges from cutesy to risqué, *TOONSTRUCK* keeps the laughs coming nonstop. Among the many characters you'll meet on your travels is an



ANIMAL MAGNETISM You'll need to collect more than the usual adventure game bag o' tricks as you guide Drew and Flim through *Toonstruck's* myriad puzzles.



Price: \$59.95
System:

Requirements: 486-66 (Pentium recommended), MS-DOS 5.0 or higher, 8 MB RAM (16 MB recommended), 30 MB hard drive space, 256K SVGA video card (1 MB recommended), 2x CD-ROM drive (4x recommended), mouse, 16-bit stereo sound card (recommended)

Protection: None (CD must be in drive)
Designer: Burst
Publisher: Virgin Interactive
Irvine, CA
(800) 674-4607
Avatar Service #: 319

Die. Die. Die.

FREE
Ultra rare DRAGON MASTER
Die in Every Dragon
Dice CD-ROM!



Survival comes down to two things, the role of strategy.
And the roll of the die.



INTRODUCING DRAGON DICE ON CD-ROM. Not since the invention of the broadsword has there been a more realistic way to experience the pace of battle. The new CD-ROM version of TSR's blockbuster hit, DRAGON DICE, takes you on a dangerously realistic journey into one of the most challenging and popular fantasy dice games ever.

This animated DRAGON DICE adventure, begins in cons post, when the strength of the sword or the spell power of a sorcerer was the only difference between a glorious life, and a vicious, terrible death.

You'll have to use all 128 of the games built-in computer dice to build your own dice armies, to scout enemies, and to avoid traps. Plus, each DRAGON DICE CD-ROM comes with a limited and collectible, TSR

sanctioned DRAGON MASTER die.

It's the most true-to-life dice battle of strategy you've ever encountered. But beware, because only the extremely talented, or the unbelievably lucky will survive.

- BASED ON TSR'S BLOCKBUSTER STRATEGY HIT, DRAGON DICE.
- CUSTOMIZE ENDLESS ARMIES FROM EVERY DIE AVAILABLE FOR TSR'S ORIGINAL DRAGON DICE (ALL 128)
- SINGLE PLAYER OR A 4 PLAYER NETWORK MODE DRAWS YOU INTO THE RICH HISTORY AND STORYLINE OF AN ANCIENT AD&D® UNIVERSE
- BEAUTIFUL ARTWORK AND DICE-TO-CHARACTER ANIMATION BRING THE POPULAR DICE GAME TO LIFE, CREATING A RICH GAME PLAYING EXPERIENCE



Coming soon for Windows 95® Download the interactive preview at www.interplay.dragonplay.com
Check out TSR's DRAGON DICE game available now.

DRAGON DICE™ and DRAGON MASTER Die™ are trademarks of TSR, Inc. © 1995 TSR, Inc. A subsidiary of Interplay Productions. All other names, AD&D and the TSR logo are trademarks of TSR, Inc. Windows 95 is a trademark of Microsoft Corporation. All rights reserved.



Interplay
BY GAMERS. FOR GAMERS.™

Irish-Scottish bartender—a shantrock in a kilt—whose speech alternates between an Irish brogue and a Scottish burr; a Willy Cut costume-shop owner who quotes from *Carma*; and a fleeing, muscle-board bulldog who walks around insulting lesser physical specimens in the style of the old “I Was and Pans” routine from TV’s *Saturday Night Live*. Oh yeah, there’s also a bony, latex-clad dominatrix sheep named Bolly—in case you were wondering whether this was a kid’s game or not.

Conversations throughout *TOONSTRUCK* are hilarious, and the voices behind the characters are brilliant. The game features a host of stars providing voice work, including Tim Curry, of *Rocky Horror* fame, as Count Nefarious; Dom DeLuise as Fingers the arcade owner; and Dan Castellaneta (the voice of Homer Simpson) as Flax Wildly.

Conversations are presented both in audio and as text (though you’d never want to play this with the sound down), and the interface for conducting them is extremely simple to use. Conversational options are represented as graphics that you can click on to move things along. One of the standard conversation graphics is an ice cube (for “breaking the ice” with a character) that allows the conversation to follow general lines. The ice cube melts slowly as the conversation flows and cracks up as a little puddle of water when all general topics have been exhausted.

DYNAMITE GAMEPLAY

Of course, because this is an adventure game, you’ll find many things to examine, grab, and manipulate as you make your way back to the real world. You can place items in your inventory (once you retrieve the convenient “bottomless bag” from the Royal Engineer) and use them on one another and on characters and other items in the game. No cartoon would be complete without a lot of explosive slapstick, so there’s also a shop in Zanydo that sells novelty items with nasty surprises that will serve you well to your adventures.

Many of the puzzles in *TOONSTRUCK*



TEARS OF A CLOWN Meet Spike, evil clown and eye-poke. This is just one of the bad guys you'll have to confront as you work your way toward defeating the evil Count Nefarious.

are solved, appropriately enough, by thinking about how you’d expect things to work in a cartoon world. Of course, aiming your brain in that direction sounds easier than it sometimes is, especially if your brain is geared toward how things work in “real life” (which won’t true of all computer games). The bonus comes with the wild animations, sound effects, and genuine cartoon feel that accompany your experimentation and successful solutions to puzzles.

Thankfully, Drew Blanc and Flax Wildly can do a lot of silly things that not only don’t result in death (nothing seems to actually kill you, but there are a lot of saved game positions, just in case...) but also make *TOONSTRUCK* fun to play. Drew can even “use” Flax to help him solve some of the puzzles he encounters.

While object manipulation is the basis of many puzzles in the game, *TOONSTRUCK* has a wide variety of puzzle types that will keep you happily occupied for quite some time, including wordplay, logic, and arcade-type puzzles. At key junctures in the game, after you’ve solved certain important puzzles, the action segues with a “Memento...,” and a short cartoon sequence reveals what is happening elsewhere in the toon world. Many strange things will happen to the world as Drew and Flax search for the missing Cutler parts. And gamers should beware—the game is not over once the Cutler is fixed! A plot twist at this point

leaves Drew in the final dungeon in Count Nefarious’ castle, a place that he must escape before he can make his way back to the real world.

THAT’S ALL, FOLKS

TOONSTRUCK is a hilarious, fast-rate romp through a goofy cartoon world. With many puzzles, humorous conversations and characters, unexpected plot devices, masterful voice work, and more, this game is well worth playing by anyone who appreciates a good laugh. Once the game’s developed, Blast, a lot of credit. At a time when many adventure games are trying to outdo each other with violence and ponderous, *MUST*-like story lines, *TOONSTRUCK* is a real breath of fresh air, a Saturday morning cartoon for your computer screen. With a dominatrix sheep.

APPEAL: *Toonstruck* is a funny, engaging cartoon adventure that will amuse adventure gamers and cartoon fans alike.

PROS: Comical characters and conversations, an entertaining story, and excellent voice work make this humorous game an all-out delight to play.

CONS: Almost none, but gamers with delicate sensibilities should be aware that some of the humor is risqué. This is not a kid’s game.





The good news is, you've just inherited an island resort from your dead uncle.

The bad news is, your uncle was one twisted son of a bitch.



EXPLORE the INSANITY

GT interactive, in conjunction with Tribeca Interactive, presents



GT Interactive Software



Executive Producer Robert DeCicca & Line Rosenthal; Executive Director of Creative, Christopher Brown; Executive Director of Development, James Bonner & Sally; Executive Director of Marketing, The "New York" Executive Director of Production, Mark Ryan



GT Interactive, Tribeca Interactive, and the "9" logo are trademarks of GT Interactive Software. All other trademarks are the property of their respective owners. © 1998 GT Interactive Software. All rights reserved.

CIRCLE READER SERVICE #213



AND
THE
CHOSEN
ONE
SHALL
BEAR
THE
MARK



THE APOCALYPSE HAS BEGUN

All seven seals have been broken. Every evil that plagued the earth has become incarnate, disturbing the balancing force between good and evil, man and spirit.



FRIGHTENINGLY DETAILED 3D ENVIRONMENT WITH INTERACTIVE OBJECTS AND PREDATORY DEMONS



ROOM UPON ROOM OF QUESTS, PUZZLES, BATTLES AND CHALLENGES

Not only have you stumbled blindly into a nightmare, you've set the stage for the Apocalypse. And now only one can stop it. He who bears the mark. The chosen one. You.

Presenting a terrifying 3D adventure unlike anything you've experienced before. **Realms of the Haunting.** The forces of darkness are gathering for the final showdown.

- ❖ OVER 600 INTERACTIVE OBJECTS INCLUDING MORE THAN 155 POSSIBLE INVENTORY ITEMS - MAPS, WEAPONS, AND MAGICAL OBJECTS.
- ❖ USER-DEFINED CONTROLS ALLOW CUSTOMIZATION OF ADVENTURE AND COMBAT LEVELS.
- ❖ SOPHISTICATED CHARACTER INTERACTION WITH A REAL-TIME, FIRST-PERSON, 360° 3-D ENVIRONMENT.



FULL MOTION VIDEO, COMPLEX AND INTELLIGENT PLOT BRANCHING AND MULTIPLE ENDINGS

Realms OF THE Haunting™

THE BATTLEGROUND BETWEEN ULTIMATE GOOD & EVIL.

Interplay
BY GAMERS. FOR GAMERS.™



AVAILABLE FOR PC CD-ROM

★★★

REVIEW • 9



Strange Interlude

Long On Weirdness, Short On Gameplay, 9 Is A Unique But Brief Diversion

by Robert Coffey

Like the pump organ that is its centerpiece, 9 is a game that peeks out of the steps, distinguished by richly detailed, weird art, an original story line, and name talent like Christopher Reeve, Cher, and James Belushi. But while the title of this Maxis-created effort refers to muses of creativity, it also lets

you know about how many hours it should take to complete the game. For all its originality, 9 is hampered by exceptionally brief playing time, a beauty blemish in large part by the unchallenging nature of its puzzles.

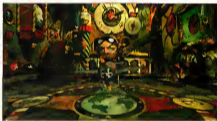
OH, FOR A MUSE OF FIRE

The game begins with your inheritance of the Last Resort, a decidedly bizarre getaway designed to generate inspira-

tion for creative types. Ironically owned by your late, eccentric uncle, Thurston Land (Christopher Reeve). Upon arriving to claim your inheritance, you realize something has gone terribly wrong. In order to save the resort you must deal with the nine muses that reside there, rebuild the Muse Machine (built by Uncle Thurston to amplify creative energy), and defeat the evil Toxic Twins, who are twisting your uncle's legacy to serve their own nefarious purposes. Failure means the end of music, beauty, and art—certainly a more novel premise than the countless "end of the world/mankind/our life" threats that drive so many games.

The Last Resort is rendered in the lush,

detailed SVGA graphics that have become de rigueur for artsy-fartsy adventure games since Myst. But the world of 9 is its own fascinating animal, an off-kilter mélange of carnival kitsch, '50s-era advertising art, South Pacific tribalism, and plain old-fashioned weirdness. I was particularly fond of the portrait of a huge, multiple-eyed flesh potato reading to a cute little girl



▶ **GET ME A SWATTER!** Salty caretaker of the Last Resort, 9 is as unwelcome as the recent work of actor Jim Belushi, who provides his voice

Despite the striking originality in art direction, 9 offers nothing new in terms of puzzles. There are the mandatory locked doors as well as a sequencing puzzle, a steam engine that needs starting, and a rhythmic round of follow the leader. Pretty standard stuff, and none of it offers much of a challenge.

Two arcade-style games break up the puzzle solving. While both are fun and fit the overall spirit of 9, gamers looking for a more standard adventure game experience may find them frustrating and a detriment to gameplay. The Shooka-Bat game is particularly difficult, and can disrupt the flow of the game as it repeatedly thwarts your efforts to recover the final



▶ **SIGHT-READING MADE LDDPY** Translating the code on the 1188 into music is at the heart of 9's gameplay.

piece of Thurston Land's great invention. Otherwise, the big-wig voice acting does the job in an efficient if unspectacular

manner. If there's one place where 9 stands head and shoulders above the rest, it's in the terrifically entertaining and inspired end sequence that rewards those who finish the game. Think Rocky Berkeley gone berserk. If the same expenditure of talent so evident in the ending had gone into the puzzles, 9 would be a real winner. ☺

▶ **FAPPEAL:** Adventure gamers who savor a visually rich walk on the weird side.

▶ **PROS:** Original plot; intriguing, one-of-a-kind art; one of the most rewarding and inspired ending sequences in recent memory.

▶ **CONS:** Nonchallenging puzzles; exceptionally short game time; arcade sequences could frustrate some gamers; James Belushi.



Price: \$54.95
System

Requirements: 486-66 or better; Windows 95, 16 MB RAM, 15 MB hard drive space, SVGA 256-color graphics, 2x CD-ROM drive, mouse; Sound Blaster- or 100%-compatible sound card; Quicktime 2.1 for Windows (included); Macintosh version also available.

Protection: None (CD-ROM must be in drive)

Designer: Tribeca Interactive

Publisher: GT Interactive
New York, NY
(212) 726-6500

Reader Service #: 321

Unlock the legend of the Knights Templar.

And discover a secret
too frightening to unveil.

CIRCLE OF BLOOD

"With its lush, detailed animation, *Circle Of Blood* resembles the classic arcade game *Dragon's Lair*. But it seems this time the game will play as good as it looks."

— CD-ROM TODAY

◆ High resolution animations hand drawn with painstaking detail by Don Bluth Studios alumni (*All Dogs Go To Heaven* and *An American Tail*)

◆ Features a cinematic musical score from the talents of soundtrack producer Barrington Pheloung (*Truly, Madly, Deeply* and *Nostradamus*)

◆ Available for Windows® 95/DOS CD-ROM and MAC CD-ROM



American George Stobbart happens into a Parisian cafe one afternoon because he wants a cup of coffee. But after a clown delivers a plastic explosive that blows the place to smithereens, all George Stobbart wants are some answers.



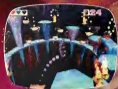
Buried deep beneath the bodies and the rubble of that explosion lies a fourteenth century medieval order called The Knights Templar. Only you can unlock the secret of this intriguing historical adventure and stop the vicious conspiracy that threatens to reshape the world.



CIRCLE HEADER SERVICE #337

©1996 REVOLUTION SOFTWARE LTD. All Rights Reserved. Circle of Blood is a trademark of Revolution Software Ltd. Published by Virgin Interactive Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Microsoft, Windows and the Windows Logo are registered trademarks of Microsoft Corporation.

Just cause he's a joker doesn't
mean he plays with a full deck.



Ain't up to Crystal Dynamics' fastest,
odorphin-based 3D action game.

Your team of fellow speed-wingers includes

Nikki, Fergus and Sid - an acrobatic wizard,

a slightly twisted jester and his maniacal puppet-on-a-stick. Run through unbelievably
spacious levels of their deranged 3D kingdom while shape-changing into a fire-blastng dragon
or raging rhino. Just sit down and get taken for a ride, it's pure rocket fuel.



PANDEMONIUM!



Check out our new website at <http://www.crystald.com>



This advertisement is your assurance that the product within the digital product container is "new". The price you pay reflects only the cost of the new product and does not include the cost of the product. The price you pay reflects only the cost of the new product and does not include the cost of the product. The price you pay reflects only the cost of the new product and does not include the cost of the product. The price you pay reflects only the cost of the new product and does not include the cost of the product.

CIRCLE READER SERVICE #242

Some Available on PC CD-Rom

Wacky Sports-Action Games

Action Gladiators Do It With Rockets Between Their Legs



I count myself among the tolerant. I do not hork immediately when a red light turns green. I do not make a scene when someone cuts into line at the movies. The puppy makes a puddle on the floor, and I'm cool with it.

But that same tolerance typically ebbs when I'm faced with action games based on, for want of a better description, "non-traditional sports." I can think of exactly two made-up sports-action games that I've liked over the years. *BRUTAL SPORTS FOOTBALL*'s medieval incarnation of pegskin was brought home by its over-the-top violence. And *SPEEDBALL 2: BRUTAL DELINE* had this amazing structural integrity. It was built of stone, and you could almost believe it was a sport.

But most of the others just serve as bookends for the games around them. I suspect it has something to do with their

lack of grounding in the real world. A real sport isn't simply a game; it is people and places and history. When you play computer baseball, you're not swinging a bat or pitching a ball. A hundred years of swing bats and pitched balls are hanging invisible in the air about you. By contrast, invented sports have no history to them.

Perhaps there's hope, though, both for me and for the game. A few weeks ago, I got my hands on a beta of *ROCKET JOCKEY* (from Rocket Science and SegaSoft) that kept me up late two nights running. Before I remembered that I couldn't stand this sort of game, I was having too much fun to stop.

AMERICAN (BIKER) GLADIATORS
The designers for *ROCKET JOCKEY*



ROCKET-STEER Turning the rocket isn't easy, but you can use cables to latch onto pylons—and clothesline your opponents.

seen to have taken their inspiration from those postwar magazine covers touting a "better future through science." It's gladiatorial combat between contestants mounted on rocket-powered bikes. You roar around an enclosed space with the object of keeping your seat while helping everyone else lose theirs.

Easier said than done. The bike is a bit tough to control—it's a rocket, after all—and leaving this way or that only turns this imperfectly guided missile at a shallow angle. Hence, the game is forgiving when you crash into side walls, fences, and towers on the playfield, an action that typically deflects you back into the fray.

To make maneuvering in this cumbersome vehicle easier, you're given the ability to fire a steering cable to the left or right of your vehicle (think *Batman* on a speedster). The shorter the cable that connects you to an object, the tighter the turning

“ I can think of exactly two made-up sports-action games that I've liked over the years. ”

INSIDE ACTION

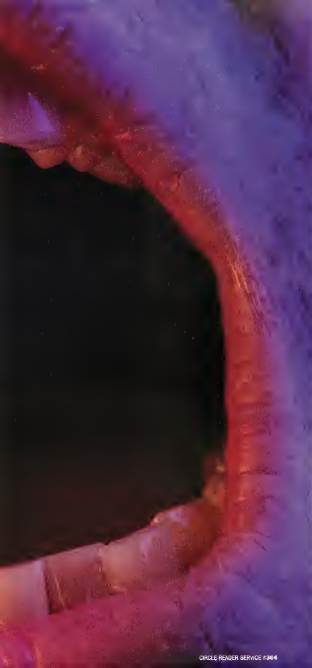
Sega is bringing two of its best driving games over to the PC. Early Windows 95 versions of *SEGA RALLY* and *DIRTROW USA* suggest they'll be almost identical to the Saturn originals. (*DIRTROW*'s kept intact the ability to race in the wrong direction and the goofy music.)



EASY LEFT The intense off-road racing of *SEGA RALLY COMET* will be coming to PCs some time in early January.



A NEW DIMENSION IN RACING.



Take the rain of your life
aboard a futuristic cyber-cycle.



In three directions, backwards,
upside-down and over obstacles.



Choices from six different levels.

SPINE-SNAPPING

HAIRPIN TURNS.

HAIR-RAISING

LOOP-TO-LOOPS.

ALL AT

MIND-BUKING

SPEEDS THROUGH

THE SEWERS

OF NEW YORK IN

THE YEAR 2050 AD.

Scorcher



Scorcher © 1994, GIGAWATT Interactive, Inc. All Rights Reserved. Created and published by
GIGAWATT Interactive, Inc. Distributed by GIGAWATT Interactive Software Corp. All trademarks are
the property of their respective companies.

radius. Another click releases the cable so you can move on.

The cable usually anchors on the scenery. With practice, you'll be able to target the bombs and rockets strewn about the landscape, and rival rocketeers. You can either clothe them by firing a

straight cable across their path, or hook onto them and drag them along in a pulsating circle before dumping them in a distant corner.

And that's just the "war" scenario. There's also a rocket-jockey slalom and a challenging game of rocket soccer. Hopefully the final version will have some

learn interaction.

OK, this title still might lack that requisite sense of history that I mentioned to qualify as sports. That quality only time can provide. But we're talking action-sports, and in this case, the action definitely is fun. Besides, I'm a tolerant fellow. I can adjust. ☺

TIPS!

Star Control 3 Hypermelee Tips

If you haven't tried the Hypermelee action in *Star Control 3*, it's a blast. You can have the computer fight Hypermeles for you, but then you'd be a little girly man, and what's worse, the computer doesn't always fight intelligently. It's far better to take the helm and do the dirty work your-



CHIMMR AND GET SOME The Chimmr Avatar has the most powerful beam weapon in Hypermelee, but it's too slow to catch quick ships.

self. Besides, it's incredibly fun and addictive, and, with these tips, easier than you think.

The balance of power in Hypermelee is similar to the old Paper-Rock-Scissors game. When you encounter the Daklaklakpak, always fight them with your Precursor vessel or Doog ships. Your Precursor ship has a homing defense system that will tear apart a Dak ship before it can lock its mandibles onto you, while a Doog ship has a primary homing missile gun that does practically the same thing. No

other ships will do as well as these two against the Daklaklakpak. Don't use the computer to fight the Daklaklakpak because it will choose the Chimmr Avatar, which is terribly ineffective against the Dak ships.

Against the Vux, it is best to use the Plunk Fury. The Vux are the only race with the special ability to start Hypermelee right next to their opponents. Even though the Intruder is a painfully slow ship, this special ability means the Vux are

automatically within range when Hypermelee starts and can begin carving into your ship with their powerful lasers before you even have a chance to move away. If you use the Plunk Fury, you can speed away instantly, before the Vux get a bead on you, and

then maneuver behind them and unleash your steaming pellets. Most other ships are too slow to escape the initial onslaught.

Against the K'Tang, the Doog's rapid-fire homing missiles are perfect. In fact, once you acquire Doog vessels, they are a very good pick for nearly any battle since their primary weapon will home in on an enemy vessel no matter its position. You don't even have to turn around to shoot a ship behind you, the Doog's auto-aiming missiles will simply shoot out from the



UTWIG JUGGERNAUT The Utwig ship, the Juggernaut, is perfect against the Owa ships (shown here) and Heralds. Their four-pronged guns don't deplete energy, so you can fire with impunity at your enemies

back and fry the bogey.

Generally speaking, though the Chimmr Avatar is probably the single most powerful vessel, it really shouldn't always be your vessel of first choice. It is rather slow, and won't be able to catch up to Plunk Furies, Daklaklakpak ships, or other quick vessels. Those vessels will be hard pressed to damage you because of your defense satellites, but you will only achieve a frustrating standoff that could last for minutes. Use the Avatar when you know you are fighting slower ships like Vux Intruders, K'Tang ships, or Doog vessels. The best ship to use by default is the Ur-Duan Dreadnought, which loses in very few battles.

Against the Heralds at the end, use Utwig Juggernauts. Absorb their initial barrage of missiles with your shields, let them exhaust their energy, and then fire away at the origin of the missiles. You can get off a few good shots before they regenerate enough energy for another missile attack, at that time, power up your shields again. Repeating this process will lead to a swift victory. Juggernauts are also ideal against the Doog ships.

“WHAT WE SAW
STUNNED
EVEN US
JADED

EDITORIAL TYPES” – PC GAMES*

TIMELAPSE, TITANIC AND NCAA CHAMPIONSHIP BASKETBALL.
YOU'VE NEVER SEEN ANYTHING LIKE THEM, UNTIL NOW.

JOURNEY TO ANCIENT CIVILIZATIONS,
DISCOVER AN ALIEN RACE AND SHATTER
THE THEORIES OF MODERN SCIENCE.

© 2002 GTE Telecommunications. All rights reserved. The GTE logo is a trademark of GTE Corporation. "Journey" and GTE
Entertainment are trademarks of GTE Telecommunications. All other trademarks and trade names are the properties of their respective
holders. For more information call 1-800-GTE-3300.

NAME

ADDRESS

CITY

STATE

ZIP

PHONE

EMAIL

DATE

TIME

LOCATION

REMARKS

INITIALS

SIGNATURE

DATE

TIME

LOCATION

REMARKS

INITIALS

SIGNATURE

DATE



"What we saw stunned even us jaded editorial types."

— *PC Games*

"There are a lot of gorgeous MYST-style adventures, but this is the best of them all."

— *Computer Games Strategy Plus*

"...Timelapse's carefully crafted story line makes it a game worth completing."

— *Newsweek*



Journey through five SGI-rendered, faithfully recreated 3D environments and unravel the secrets of Easter Island, Egypt, Atlantis and the Mayan and Anasazi worlds.



Embark on a compelling, puzzle-solving adventure with stunning full-screen, photo-realistic, ray traced graphics as you travel through time and space.



Enjoy over 40 hours of challenging gameplay with multiple endings as you attempt to reach your ultimate destination...Atlantis.



A Graphical Adventure

Free demo disk

www.im.gte.com

GTE Entertainment

*Outwit spies, retrieve stolen documents and change history...
before 90 tons of ice stops you.*

"One of the best new games for Fall 1996."
— Computer Gaming World

"Nothing short of awesome."
— Next Generation

"Incredibly detailed re-creation."
— Newsweek

© 1996 Electronic Arts Inc. Electronic Arts Inc. is a registered trademark of Electronic Arts Inc. The Electronic Arts logo is a registered trademark of Electronic Arts Inc. The Electronic Arts logo is a registered trademark of Electronic Arts Inc. The Electronic Arts logo is a registered trademark of Electronic Arts Inc. The Electronic Arts logo is a registered trademark of Electronic Arts Inc.





It's the Titanic's fateful night and you play a British agent – the key figure entangled in a race against time to change the course of 20th century history.



Advanced 360° movement puts you on board in historically accurate 3GI rendition of the Titanic as you search for clues and secret documents in fully explorable 3D environments.



A story of intrigue and disaster unfolds as you interact with over 25 fully animated characters who remember your responses and act accordingly as you crisis-rens their paths.



A Graphical Adventure
Free Demo Disk www.im.gve.com

GVE Entertainment





Network and modem options let you challenge your friends for season or tournament play.



Advanced artificial intelligence lets you grow players from freshman to senior year.



Extensive recruiting feature lets you rebuild your team after each season of play.

64 Division I Teams

Extensive Recruiting

3D SGI Graphics

Network and Modem - to - Modem Play

March MadnessSM

National Champion

"This is as close as you can get to college hoops without putting on the uniform yourself."

— Computer Game Review

"...NCAA Championship Basketball combines arcade style 5-on-5 hoops play with a sophisticated sim of Division I coaching life."

— PC Games



GTE Entertainment

1-800-4-A-GAME SERVICE #264



Win tickets to the Final FourSM
Visit our website for info.
<http://www.im.gte.com>

Shadow Botting



*Play DeathMatch Alone With Testy Little QUAKE Bots,
Or Play QUAKE At Work With A Stealth Boss Key*

by V. Long

QUAKE DeathMatches are so amazing that they're worth playing even by yourself. That's right, you can experience nauseous "multiplayer" mayhem even on a lone, unconnected computer without suffering a millisecond of Internet lag! Using ingenious Quake C code, known as "bots," you can simulate human players on your own machine. Although they'll never fully replace live opponents, bots are quite challenging, especially if you spawn a bunch and crank up their skill level.

My current favorite is Steven Falgout's Reaper bot, it's a fearsome foe that excels at "circle-strafing," particularly at SKILL 3. Simply create a C:\QUAKE\REAPER subdirectory, put the Reaper's PROCS.DAT there, and start QUAKED by typing QUAKE-CAME.REAPER. Another popular bot is Cameron Newham's Eliminator, which uses "warp-points" for navigating levels with uncanny intelligence, how ever, it's not as tidy to install as the Reaper.

The most humorous is TaigMaster's Victim bot, which runs like an innocent

bystander out of VICTIM.COP. When mixed with monsters or live DeathMatch opponents, Victim bots really test your skill at selectively hitting targets. No doubt, bots add entirely new dimensions to "multiplayer" QUAKE. You can even add bots to human DeathMatches to liven up the gameplay in your usual splatter-fests.

QUAKE CYA

Who says the holidays are over? With this "boss key" hack, you can QUAKE in the office with impunity whether you play solo or partnered co-workers. Plus, no QUAKE C is required here.

In Windows 95, Alt-Tab switches applications but does nothing to squelch the sounds of mayhem. Now there's a fix, courtesy of Janis "Disunity" Jagan. Here's how to use Tab to instantly toggle between silence and your selected volume level. When the boss appears, hit Tab then Alt-Tab.

When the boss goes away, hit Alt-Tab then Tab. This hack also lets you quickly adjust sound volume via Page Up and quit silently via F10 then Y.

Go into the C:\QUAKE\IDI subdirectory, and copy CONFIG.CFC as AUTOEXEC.CFC. Then use a text editor to append the following 14 lines to AUTOEXEC.CFC.



DON'T SHOOT ME If you enable the Victim bot, innocent bystanders will always seem to get in your way, but killing them will cost you frags.

```
// boss-key hack
alias vol_00 "volume 0 ; alias
vol_0b vol_b ; echo Silence"
alias vol_0 "volume 0 ; alias vol_s
vol_1 ; alias vol_b vol_0 ; alias
vol_0b vol_00 ; echo Silence"
alias vol_1 "volume 0.3 ; alias
vol_s vol_2 ; alias vol_b vol_1 ;
alias vol_0b vol_00 ; echo Low
volume"
alias vol_2 "volume 0.7 ; alias
vol_s vol_3 ; alias vol_b vol_2 ;
alias vol_0b vol_00 ; echo
Medium volume"
alias vol_3 "volume 1 ; alias vol_s
vol_0 ; alias vol_b vol_3 ; alias
vol_0b vol_00 ; echo Loud"
volume 0.3
alias vol_s vol_2
alias vol_b vol_1
alias vol_0b vol_00
bind PGUP vol_s
bind TAB vol_0b
alias squit "volume 0 ; wait ; quit"
bind F10 squit
```

That's all we have this month, but stay tuned for more QUAKE goodies. Save QUAKE time. Save QUAKE page. ☺



HOT BOTS Spawn a few bots to elevate the multiplayer pandemonium in DeathMatch. The bots act like human players and go for each other if you aren't around.



Check out this month's Quake goodies and files from previous months on the CD.



A Gnarly Ride

Bike Racing With Violence And Tasteless Humor

by Gordon Goble

What would you call a product that's tasteless, full of grunge and violence, but also fun? You'd call it *ROAD RASH*, EA's hodgepodge of disconnected (and at times moraly

bankrupt) ingredients thrown together to accompany what is an otherwise enjoyable motorcycle racing game. Off the track, *ROAD RASH* offers up mid-quality videos of drunken bawling, 1-larye stereotypes, and cartoon stiffs of other intoxicated buses vomiting in dirty toilets and peeing in equally dirty urinals.

If you can dig past this diet, however, you will find a simple, but fun, motorcycle racing game. *ROAD RASH* punks you in the boots of a motorcycle punk to win illegal street races. You'll have your pick from several inauspicious alter-egos, such as ex-con Milwaukee Joe or rabies-infected "Rhonda the Roach," and then you're on your merry way.

First stop is the local biker hangout Der Panzer Klub, where you'll set control, graphics, and sound options and sign up for the next race. You can also schmooze

with your peeps, supposedly picking up track and style hints in the process. The trouble? Well, the racing's not very complex and the hints are lame, so why bother?

Being a newbie biker, you start with neither a "stinker" Rat Bike (as the game personalities would say). As you pick up victories and earn money, you'll want to visit Olley's Skoot-A-Rama to upgrade your wheels, moving up through various sport and superbikes. The bigger and badder the bike, the harder it is to control, but you have to do it because the competition will be getting better, too.

THRASHING YOUR FRIENDS

It takes more than a good driver on a good bike to rule this road. You see, these scumbags play dirty, flailing away with chains, bats, boots, or just a good old-fashioned backhand as you try to pass.

Naturally, you have to fight fire with fire, and if the truth be known, it's a blast whacking some poor schmuck over his noggin until he loses control in front of an oncoming vehicle.

Action occurs in a rear chase view, with an impressively appointed instrument panel across the base of the screen. The bike leans into turns and skids in fast corners, but it's basic aside with minimal real-life handling. The big challenge is avoiding a constant barrage of obstacles (and beating the crap out of your rivals). The tracks aren't

exactly 3D, but they do run the gamut from seaside drives to congested cities to superhighways, with scenery that includes squishable photo-realistic pedestrians and all manner of transportation and structure. The most fun is playing it multiplayer.



MEAN STREETS Much of the fun consists of simple arcade racing on different tracks while trying to punch, kick, and beat your opponents off their bikes.

But a limit of five total circuits and the very simple driving model make for a questionable long-term proposition. Add in a hardware conflict between the game, Sound Blaster 16 sound cards, and Microsoft's Direct Draw that consistently kicked me back to the Win 95 desktop without warning, and *ROAD RASH* becomes even less enticing. Still, *ROAD RASH* is fun, though it could have been a better game with a little more motorcycle flavor and a lot less tastelessness.

HAPPEAL: Young Gun Xers with a taste for two-wheeled street combat.

MPROS: Great grungy bands, great grungy music, nice graphics, good track. The fighting on cycles can be highly entertaining.

PGONS: Too much periphery, too little game. Disjointed feel to the product as a whole; annoying software/hardware problems.



Price: \$49.95
System

Requirements: IBM-compatible Pentium 75, 16 MB RAM, 25 MB hard drive space, VGA graphics, 2x CD-ROM drive, supports Direct Sound-compatible sound card.
of Players: 1-8
Protection: None (CD must be in drive)
Designers: Playtex Design Group
Publisher: Electronic Arts
San Mateo, CA
(800) 245-4525
Reader Service #: 322



THIS IS CDD! This disgusting scene is typical of the fluff surrounding *Road Rash*. Most bikers are portrayed as idiots and grungy suckers.

HUNT

- From the co-designer of *X Wing™* & *The Fighter™* & the designer of the *Super Star Wars™* game trilogy
- 50 twisting, turning action-packed sub-missions rife with combat and puzzle-solving objectives
- Dramatic graphics stunningly rendered in cutting-edge "anime" style animation
- First person, side-scrolling action in 2 1/2-D combat environments teeming with drug lords, cyborgs and the vilest perpetrator of all
- Written by world-renowned author Orson Scott Card (*Ender's Game*, *Speaker for the Dead*) this intense plot-within-a-plot storyline comes alive with sizzling dialogue and continuous interactivity between characters
- High-tech crime fighting including DNA analysis
- Cinematic soundtrack with original music and action-enhancing sound effects



OR BE HUNTED

It's 2095. You're Neo-Hunter Rick Gage—a human bloodhound hired to track down the killers of a powerful senator. Use your sharp wit and even sharper shooting to navigate the dangerous metropolis of future San Francisco in an action-thriller that embroils you in an underworld of corruption and greed. It's a race against time to track down the powers orchestrating the collapse of the new millennium. All before the hunter becomes the hunted.

NEO HUNTER™





Off The Beaten Track

Microsoft's Muddy Mother Of Arcade Racing

by Mark Clarkson

Microsoft's game strategy seems to be to concentrate on titles that move fast and look good under Windows 95. **MONSTER TRUCK MADNESS** (MTM) does both, at least if you've got a fairly fast Pentium. Dropped behind the wheel of a teetering monster truck, you have to do your mucky worst on a variety of off-road tracks. MTM offers a selection of 12 tracks drawn from the real world of monster truck racing, and the names BigFoot, Bear Foot, and Snake Bite should be familiar to anyone who's spent an evening watching *4x4* (centering over heaps of crumpled *Galaxy 500s* on ESPN).

MTM lets you test your monster truck mettle on three types of circuits: drag, circuit, and cross-country rally. Driving the trucks is straightforward, although I couldn't set the game up to use my CH paddles or to make use of the additional buttons on my CH F16 Combat Stick.

The graphics are great, especially on my 3D accelerated Diamond Stealth card (**MONSTER TRUCK MADNESS** uses Direct3D and can take advantage of 3D hardware acceleration). Tires leave tracks in the mud and grass, and send clouds of dust and dirt into the air.

Large game objects, such as trees and buildings, are indestructible, but you can snap other items, like cacti and road signs, into pieces by driving over them. All the right sounds are here—trucks crashing into each other,

water splashing, audience cheering—but the sound quality is disappointing.

There are three different difficulty levels to choose from. On beginner, your speed is kept so low that you can take turns without tipping over, though you lack the muscle to pump over large-sized gaps. On intermediate, you can run your truck up to full speed. On the professional setting, all bets are off—the computer's trucks cut corners, take advantage of all the shortcuts, and drive to win.

There's a garage, but it offers nothing. Be the complexity of such hard-core racing sims as *INDYCAR RACING II*. You can adjust the cut of your tire tread from shallow to deep, tweak your acceleration, and choose from soft, medium, or hard sus-



KEEP ON TRUCKIN' You can race with up to seven other human or computer players over three types of tracks, slipping and sliding across gorgeous terrain in a silly but fun arcade-style monster truck racer.

penstons. Soft suspensions damp acceleration, but also soak up the bounces better.

I did manage to test the LAN and modem play, which both worked fine. In fact, my eight-year-old daughter and I occupied a happy hour or two playing tag on our local area network—something PC off-road racers might want to try their foot pedals on. If you have the time for a few quick races, and an appreciation for arcade racers to oblige console style, then fire up MTM for some good, mucky fun. **S**

FAPPEAL: MTM is for those of you who want to experience the kidney-pounding fun of monster truck racing, and who aren't expecting a serious simulation.

PROS: Great graphics, good basic fun, very easy to get into.

CONS: Limited garage tweaking, disappointing sound quality, low on sim depth.



Price: \$44.95
System

Requirements: IBM-compatible Pentium 60, 8 MB RAM, 2x CD-ROM drive, SVGA graphics, 20 MB hard drive space, Windows 95, mouse; supports most major sound cards

of Players: 1-8
Protection: Key code for first installation (CD must also be in drive to play)

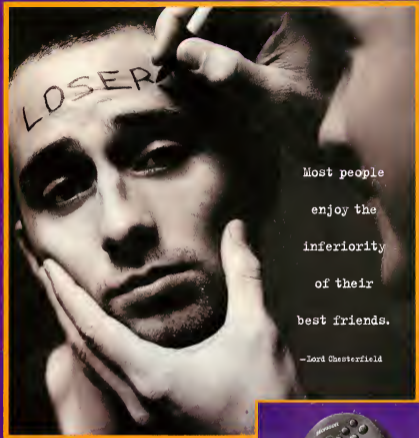
Designer: Terminal Reality

Publisher: Microsoft
Redmond, WA
(206) 882-8080

Reader Service #: 323



TONKA TOYS Your indestructible trucks tip, sway, bounce, and roll all over the tracks like toy trucks. You can roll several times and still drive off without a scratch. If you land on your roof, the game will just flip you right over.



Most people
enjoy the
inferiority
of their
best friends.

-Lord Chesterfield

Compete head-to-head. Surrender nothing.

The Microsoft SideWinder™ game pad makes it a fair fight for you and up to three of your best friends. Hook up to any of your windows® 95-based games and all four (or three, or two) of you get the same fully functional, lightning-fast game control and multibutton maneuvers. So no matter how many are plugged in, the competition's still quick and exciting. It's a perfect fit for hands of all sizes, letting you keep a solid grip and making it easier to use any of the buttons or triggers to vanquish your opponents. Record complicated, hard-to-remember multibutton moves and map them to a single button for swift execution of lethal maneuvers. Remember, the more SideWinder game pads you own, the more friends you can take advantage of. A little friendly competition never hurt anyone, right?



Microsoft

Where do you want to go today?™ www.microsoft.com/sidewinder/



Dead In The Water

Microsoft's Shooter Deserves To Stay Underneath The Waves

by Scott A. May

You've fought aliens in space, on hostile planets, and even in city streets. Now take a deep breath and pursue them underwater in Microsoft's *DEADLY TIDE*, a first-person shooter that's long on atmosphere but short on just about everything else.

In the year 2500, Earth plays host to a race of alien invaders, who have quietly set up shop deep within our oceans. Until now, their exact purpose has been a mystery. Recent attacks on shipping have prompted counterattacks by the Earth Oceans Alliance (EOA) to end the world of this threat. Urgency is etched up a notch when it's discovered that the aliens are slowly raising the ocean levels, with the intent of drowning their landlubbing opponents.

As you may have guessed, you're the Earth's only hope, sent into action with the Hydra, a high-tech hydrofighter prototype. The action takes place in a variety of settings—all underwater—ranging from sunken ships and alien strongholds to craggy topographies. Gameplay consists almost entirely of deep-sea exploration, as you locate clues to defeat your foes, while constantly fending off waves after waves of attacking alien vessels.

ALL THAT GLITTERS...

DEADLY TIDE's greatest attribute is also its biggest shortcoming. All scenes are pre-rendered with gorgeously detailed 3D graphics, created by the same Hollywood team responsible for backgrounds used in *SeaQuest* and *Star Trek: The Next Generation*. Visually, the game is stunning, with brilliant light source shading and diffused filtering. Add some ambient bubble effects and you truly feel submerged in an underwater realm.

Unfortunately, all this pre-rendering bumps the game size up to four CDs and



▶ **ENJOY THE SHOW** The beautiful pre-rendered graphics and lush out-scenes of *Deadly Tide* look almost as good as *Star Trek: TNG* or *SeaQuest*. Maybe they should do a VCR version.

requires constant disc access. On slower systems, this can result in display pauses and choppy animation. Luckily, you can smooth things out by selecting one of three graphic settings, with only slight degradations in overall quality.

While pre-rendered graphics offer greater detail, they severely limit your freedom of movement. With few exceptions, you have absolutely no control over the path you take. You simply trudge along a



▶ **WATERLOGGED** While launching Microsoft's latest Windows 95 gaming wave, *Deadly Tide* sets gameplay back several years.

predefined path, as if pulled by an invisible tow line, rotating your HUD-based crosshairs to blast oncoming alien hordes. Disorientation is common, as you spin around to target opponents without knowing where the computer is spinning you. In other words, your role here is submissive, not assertive.

And boy, is this repetitive. The five different alien ships always attack in swarms, from all sides, annihilate one wave and another appears out of thin water. And so on, ad nauseum. In *DEADLY TIDE*, if you've seen one battle, you've seen them all. Hopefully, Microsoft's next title will play more like a game and less like a tedious movie. ☹

▶ **APPEAL:** Fans of frantic, arcade-style shoot-em-ups will find plenty to keep their bigger fingers twitching.

▶ **PROS:** Genuinely murky, claustrophobic atmosphere, lush blue-green backgrounds and ambient sound effects.

▶ **CONS:** Combat controls are also murky, pre-rendered flight paths offer limited directional freedom, and gameplay is highly repetitive.



Price: \$54.95

System:

Requirements: Pentium 75 or better, 8 MB RAM, 17 MB hard disk space, SVGA graphics, Windows 95, 4x CD-ROM drive, mouse; supports Win95 compatible sound cards and joysticks (Microsoft SideWinder 3D Pro recommended).

Protection: None (CD must be in drive)

Designers: Rainbow Studios and TRIG
Publisher: Microsoft
Redmond, WA
(206) 882-8880

Reader Service #: 324



AS OF NOW, AIRLINE FOOD IS NO LONGER THE MOST DEADLY THING IN THE SKY.



LOOKS LIKE SALISBURY STEAK HAS FINALLY MET ITS MATCH. Introducing Agile Warrior: F-11X for Windows® 95. A game that's so intense you'll discover testosterone in places you never knew you had it. From

the cockpit of one of the most advanced weapons in the sky, you'll fly numerous deadly missions while enjoying realistic explosions, blasting sound effects and the outlandishly advanced cutting-edge graphics you can only get with Windows® 95. Meanwhile, on the ground below, your arsenal of laser-guided munitions, napalm canisters, cluster bombs, 20mm

cannons and air-to-ground missiles will insure you wreak havoc on anything and everything in your path. All in unlimited access, on-the-fly 3-D environments. Agile Warrior: F-11X. We love to destroy. And it shows.



INTRODUCING AGILE WARRIOR: F-11X[™] FOR WINDOWS® 95.

www.vic.com

Agile Warrior: F-11X © 1995, 1996 Virgin Interactive Entertainment, Inc. and Ginko Cops Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Microsoft, Windows and the Windows Logo are registered trademarks of Microsoft Corporation.

CIRCLE READER SERVICE #369



Go-Kart, Go!

MANIC KARTS Mostly Lives Up To Its Name

by Gordon Goble

You might not have guessed it from the subject matter, but Virgin's *MANIC KARTS* is actually a part sim—part arcade look at the fun-on-the-ground world of go-karting, as seen through a collection of fantasy courses that simply could not exist in the real world. It's an electrifying experience, if only for the raw speed of the game and the staggering handling of the machinery, but it isn't the "sim" the box cover would have you believe.

KART OÉJÀ VU

Wait a second. Didn't we hear this all before? Why yes, way back when GT Interactive released *SuperKarts* in early 1995. It turns out *MANIC* is simply a marginally modified revision of the old GT product.

Fortunately, *SUPERKARTS* was a real look in the pits, and so is this follow-up. Is it enough of an upgrade to entice *SUPERKARTS* owners back to their wallets? Not exactly. Aside from some new tracks and minor tweaking, the game feels very much the same. But for newcomers to the fast track, *MANIC* is worth a look.

In *SUPERKARTS* tradition, *MANIC KARTS* looks to be designed by two separate camps—one that pushed for a straight-ahead sim, and one for a wacky arcade game. And though there'll undoubtedly be arguments that it should've gone this way or that, the end result is a nifty little marriage between the two.

GLOBAL GO-KART

As a *MANIC Karter*, your task is to compete with seven other drivers in a single race or a full season of events held at various locations around the globe. From your behind-the-kart elvise perspective, you'll be bumping, blocking, cutting corners, and avoiding the omnipresent walls and obstacles on the road to victory. The view is intense, literally overflowing with graphics, not to mention a ton of time, speed, and positional information.

As you win races and earn prize money,

got to adhere to acknowledged racing lines—smooth the corners by setting up a wide berth before cutting in tight and naturally drifting back out onto the exit. And, to further that real-life resemblance, your competitors are actually there to win the damn thing, not roll over like losers.

Sometimes you'll be immersed in a series of *DOOM*-like corridors where it's all you can do to keep out of the dead ends. There are plenty of environments to drive through. You may find yourself dodging through waterways and snow banks, or driving on log or dirt roads. *MANIC KARTS* is a single-placed "flat" game, so sadly you won't be speeding over hills and dales or down into valleys.

SUPERKARTS veterans should note that those bouncing power-ups, crash bags, and oil slicks populating the original have not made it here. Also, you won't be going from Easy to Pro anymore; now you'll graduate from a 50cc machine up to a full-body 250cc powerhouse. Bot, geez, whatever happened to progressive damage and snaking engines? And what's with that annoying dig-a-sauce, anyway? In the end, though, *MANIC KARTS* is the next best thing to finding *SUPERKARTS* in the discount bin. ☺

APPEAL: Anyone who feels an arcade racing game shouldn't necessarily mean a bad driving model.

PROS: Responsiveness to bump—just like the real thing. Lots of interactive graphics, no more Super Mario-like power-ups.

CONS: "Flat" tracks, only a mildly updated revision of the year-old *SuperKarts*. And it's still only go-kart racing.



KART BLANCHE *Manic Karts*, though just a repackaging of the old *SuperKarts*, is still a fun go-kart racing game with a good mix of arcade speed and sim handling.

It's best to spend your dough on performance enhancements such as cutting-edge tire compounds, engine "tuning," and larger fuel tanks, so you can spend more time racing and less time in the pseudo-pits. As the season progresses, you'll notice the winning drivers (stats are displayed at the culmination of each event) slowly building better karts, often through very different strategies.

MANIC KARTS is an intriguing game, because as arcade-like as the circuits look, with cute interactive elements like water, sand, traffic barriers and cones, and even bouncing beach balls, there's some real-life driving required. Most notably, you've



Price: \$34.95

System Requirements: IBM-compatible 486 DX-33, 8 MB RAM, 1 MB hard drive space, DOS 6.x or higher, VGA graphics, 2x CD-ROM drive; supports Sound Blaster—compatible sound cards, joystick, joystick, Thrustmaster T1 Steering Wheel, and VR headset.

of Players: 1-4 (IPX network)

Protection: None
Designers: Manic Media
Publisher: Virgin Interactive
 Irvine, CA
 (800) 874-9907
Reader Service #: 325

PREPARE TO BE PUNISHED.



MECHWARRIOR 2 MERCENARIES



THE ALL-NEW SEQUEL TO MECHWARRIOR® 2



FASA
PUBLISHER



MS-DOS® AND WINDOWS® 95 CD-ROM

[HTTP://WWW.ACTIVISION.COM](http://www.activision.com)

CIRCLE READER SERVICE #44

ACTIVISION®

Activision is a registered trademark of Activision, Inc. © 1999 Activision, Inc. MechWarrior, BattleTech, BattleMech and Mech are registered trademarks and MechWarrior 2, Mercenaries is a trademark of FASA CORPORATION. © 1999 FASA CORPORATION. All rights reserved. All other trademarks and trade names are the properties of their respective holders.



I Don't Want My MTV!

If God Lives Underwater, He'll Swim Away From This Unhip Scene

by Robert Coffey

SLAMSCAPE really strives to be hip. From the soundtrack and videos by alternative rockers God Lives Underwater, to the online manual that tries too hard to master Gen X lingo, SLAMSCAPE unashamedly tries to win over the skate-board and Green Day crowd. Unfortunately for MTV and Vaseline, they've come up with a game about as cool and ill-conceived as a Bay City Rollers reunion.

ISN'T IT IRONIC?

You and 16 other victims have become the subjects of a hideous, potentially brain-melting experiment. Now you must pilot a Slamjet across four different levels to save yourself and your fellow guinea pigs, freeing their trapped psyches, which have taken the form of glowing id-obs. Not the most compelling premise behind a game, but then I don't think QUAKE or DUXE NURIM are going to be writing any Peabody Awards this year either.



FUN, YEAH SLAMSCAPE's four levels feature incredibly strong enemies, which you counter with weak weapons, sloppy controls, and no save feature within a level.



JUMPING JACKS A lot of time in SLAMSCAPE is spent jumping for power-ups like these torps and the fastblast booster way up on that cooling tower.

There are only four levels plus a bonus level, each with four id-obs. Every level is built around a theme, executed with a sense of irony so clumsy it makes Maris Morissette seem a master of nuance in comparison. Some of the threats are level-specific, like the killer beach umbrellas flying around in the Endless Summer level, others, like the Shreddy Bears (Slamjet-tearing stuffed moosestors), simply change appearance to blend in with the surroundings. It's an attempt at humor that generally falls flat.

SLAMSCAPE is chock-full of fast-paced, jet-dives action, with your Slamjet speeding, jumping, banging, and especially skidding around the different arenas. A joystick does an adequate job of steering the Slamjet, but control is difficult simply due to the way the vehicle handles. Your Slamjet spins and slides uncontrollably with every collision, turn, or attempted stop, making split-second timing and precision maneuvers nearly impossible.

Overall, gameplay is pretty shallow. There are only four

weapons available, and only two of those pack any kind of punch. The ineffectiveness and scarcity of weapons forces you to spend a lot of time avoiding adversaries instead of taking them on.

You can only avoid them for so long until they seek you out, and that's where SLAMSCAPE really starts getting aggravating. While your weapons just push enemies around, they can kill you easily. Power nodes, which normally shield your Slamjet, are always being stolen by a constant parade of mole sappers. Without any decent weapons or shields, death is a condition you'd better get used to.

IT'S NOT WORTHY

The final nail in the coffin for SLAMSCAPE is the lack of a save game. Granted, there is a pseudo-save game feature that registers your progress between each level, but you can't save your game while playing through a level. For instance, after a few hours of play I'd finally captured three id-obs, but real life called. I wanted to save so I could pick up where I left off, but I couldn't. I'd have to start over. The worst example was having the game crash just as I rescued the final orb after more than an hour of trying. So if you're looking for some fun action, look elsewhere. ☹

HAPPAL: Arcade gamers with lots of free time and Gandhi-like patience.

MPROS: God Lives Underwater music videos without the arrogance of MTV personality Kennedy.

PCOMS: Forced humor; high difficulty and inability to save game make for irritating, repetitive gameplay that leaves gamers little room for error or enjoyment.



Price: \$54.95

System

Requirements:

Pentium 90, Windows 95, 8 MB RAM, 2 MB RAM local bus graphics, 2x CD-ROM drive, supports Direct Sound-compatible sound cards

Prerequisite: None (CD-ROM must be in drive)

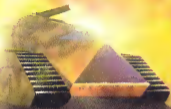
Designer: Fred Allen, Todd Squires, Todd Papaleo

Publisher: Vlocom New Media New York, NY (800) 469-2539

Reader Service #: 326

Vicious, interplanetary species have invaded.

And our only defense is you.



SCORCHED PLANET™

The fate of mankind rests upon your shoulders and you only have two weapons:
a tank that morphs into a fighter plane and your own intelligence.
Lucky you have that morphing thing.



★ Unbelievably intense gameplay across 18 distinct levels, demanding hot-tinger shooting skills and razor-sharp strategic decisions ★ Incredible 3D 3-D environments immerse you in the action ★ State-of-the-art weapons to annihilate enemy creatures ★ Full 360° freedom of movement with heightened 3-D directional sound ★ Allows up to 8 players over a Local Area Network



www.vie.com

CIRCLE READER SERVICE 0376

© 1998 Virgin Interactive Ltd. All rights reserved. Criterion Games and Virgin Interactive are trademarks of Virgin Interactive Entertainment. Scorched Planet is a trademark of Virgin Interactive. Virgin Interactive is a registered trademark of Virgin Interactive. Virgin Interactive and the Virgin logo are registered trademarks of Virgin Interactive. Microsoft Windows is a registered trademark of Microsoft Corporation. Microsoft Windows is a registered trademark of Microsoft Corporation. Microsoft Windows is a registered trademark of Microsoft Corporation.



Multiball Fright

CREEP NIGHT Will Give Your Flipper Fingers The Creepy Crawlies

by Charlotte Panther

Pinball players, prepare to be spooked. **CREEP NIGHT**, the latest escapade in Stern's 3D ULTRA PINBALL series, is filled with a host of ghoulish characters just waiting to stink out of the shadows and pounce upon their next victim, you.

Cautious ghouls are popping up everywhere, and all you have to defend yourself against the monsters are a couple of flippers and a few silver balls.

characters save them from becoming monotonous.

In the Castle, for example, a mysterious wraith will try to steal your ball. You'll knock out zombies, chase ghostly goblins through mysterious passageways, and attempt to fire balls into a volatile vortex. In the Tower, a giant squid tempts you to play catch with him, while rats dare you to follow them into dark corners. The Dungeon is riddled with spiders scuttling around the floors,

while skeletons

hide in every cupboard.

There's even a ghostly apparition waiting to gobble up your ball.

Each table offers a variety of ways to score points and advance your journey. Players can accumulate Premium Points by hitting targets scattered around the board.

Collect 20, and become eligible for Coblin Cooches' extra balls, bonus points, passage between tables, and multi-

balls. Is your one-stop Unkaid shop?

APPARITION EYE-CANDY

Attractive blues graphics are enhanced by an abundance of ghostly animation. Spooky background music, teamed with a constant clanging of ghostly voices offering advice, contribute beautifully to the overall ambience of the game. Text at the bottom of the screen reflects what the gruesome voices are saying, and indicates your score.

The game offers various game preferences, including two skill levels; a choice of three or five balls per game; a highlighting option that points out important targets on the table; three gravity choices, affecting how the ball will hit a target; and



BEAUTY AND THE BEAST Avoiding nasties like this table's multi-armed squid is made that much more fun by **CREEP NIGHT**'s great graphics and spooky ambient sounds.

support for up to four players.

If your machine meets the minimum system requirements only, expect some speed deficiency and chubbiness, particularly if you're playing with a double-speed CD-ROM drive. And be prepared for the fact that, as with all Stern games of late, you'll receive no documentation.

These moans aside, **CREEP NIGHT** is an entertaining game with plenty of scope for replayability. Beginners will have fun practicing on any one of the three tables, while those well versed in the art of pinball will still find the harder level suitably challenging. So go ahead and play... if you dare. **S**



WRATHFUL WRAITH Avoid the specter and aim for the Castle gate in one of **CREEP NIGHT**'s three-themed pinball tables.

GOBLIN GIDDIES

CREEP NIGHT lets you test your pinball skills in any one of three scary settings—the Castle, Tower, or Dungeon—and shoot for points, much like any other pinball game. Alternatively, you can try to complete all of the challenges on each of the three tables, acquiring keys leading to each succeeding level. Conquer each table, and you may return to the Castle to prove your heroic powers in one final challenge against evil.

Admittedly, the plotline is a bit thin (as most puzzle game "back stories" are). Still, on every table, you must accomplish at least five challenges to move on. And while the scenarios in each setting are similar, dozens of weird and wonderful



Price: \$44.95

System

Requirements: IBM-compatible 485-33 MHz (Pentium 75 or better recommended), 8 MB RAM (16 MB recommended), 2 MB hard drive space (25 MB recommended), 640x480 graphics with 256 colors, 2x CD ROM (4x recommended); supports Windows-compatible sound cards with DAC.

of Players: 1-4

Protection: None (CD must be in drive)

Publisher: Stern

Bellevue, WA

(800) 757-7707

Reader Service #: 327

FAPPEAL: For both beginning and experienced pinball fans wanting some ghoulish fun with their flipper action.

PROS: Great selection of challenges, brisk multi-ball play, and table-warping options; nightmarish animation and a gruesome cast of characters.

CONS: Some clumsiness when playing with minimum system requirements; online help manual only—no documentation included with game. Needs more than three tables.



Online Puzzle Contests



Yoodyne and Riddler.com Are On The Cutting Edge Of Mainstream Internet Entertainment

YOU DON'T KNOW JACK, Berkeley System's super-successful game show parody, is a terrific party game. The problem is that in order to appreciate this fact you need to have a party. Everyone at the party must then gather around one screen and lay hands on a keyboard. And whoever wins only wins points, rather than actual prizes. On the whole, a not entirely satisfying state of affairs.

All of these problems would be solved if instead of playing against two players in your home, you played against two players in their homes, and did so in a public competition that offered real rewards.

An online version of YOU DON'T KNOW JACK appears to be in development, judging by Berkeley's latest magazine ads, and I am told that at least one major special effects house has been commissioned to create an online JACK clone. This probably means that by next summer four or five such games will be open for business on the Web. But you don't have to wait in the meantime. Two companies have been offering online game shows and contests for some time now, and they'll be glad to satisfy your craving when it strikes. What's more, they offer prizes that will definitely pique your interest, such as weekend get-aways, tickets to shows, cash, etc.

RIDDLE ME THIS, RIDDLE ME THAT

Interactive Imaginon's Riddler.com site (<http://www.riddler.com>) looks like a cross between a toy chest and a department store. There are lots of games, each sporting a slick logo and cartoon-like graphics, and there are lots of prizes, each with a value in "riddlets" and "CAPS," the currencies of the realm. Entering a game means giving up some of your store of riddlets, and winning a game replenishes your account.

Everyone gets 2,500 riddlets just for signing up at the site, and free riddlets are available for those who lose it all.

Collect riddlets and you can trade them in for CAPS, which in turn can be redeemed for particular prizes. Each CAP evokes a sponsor's name and logo, informing you of whose largesse you should be grateful for. GREAT CAPS can be redeemed for a nine-day trip to Alaska—if you have something like 600,000 of them. Microsoft CAPS buy you a Kodak camera. It's a little like selling Grit (for those of you old enough to remember): you can point toward the purchase of silly prizes, all the while knowing that the best you can realistically hope to collect is a baseball cap or T-shirt.

No matter. The fun here isn't in the actual winning of prizes (for one thing, the explanation of how CAPS and riddlets



CONVEYING CONUNDRUM, BATMAN! Sometimes Riddler.com gets too clever for its own good, but it is a slick, energetic Web site.

operate is so abstract that Immanuel Kant couldn't have untangled it), it's in the knowing that prizes exist to be won, and in the playing of the games themselves. The stakes feel high and the opponents are real human beings whom you don't know. If that's not enough to awaken a sense of competition in you, nothing is.

The two main types of game Riddler offers are trivia games and crossword puzzle games. The latter were still being tested as of this writing, sometimes they work and sometimes they don't. When they do, the idea is to fill letters into a crossword puzzle grid and then submit your answers to win CAPS. There is a one-player version (CodexR) that is rather tame, and there is a three-player version (Checkered Flag) in which you race two opponents (selected at random from the crowd that has chosen to visit the site when you want to play) to fill in answers before they do. Having a fast modem helps, as does typing quickly.

“ For the mass market, Internet game shows represent the future of online entertainment. ”

One-player trivia games include *Mental Flow*, in which you must answer either five, seven, or nine questions out of ten correctly in categories such as *Utters of Estate* or *Navee That Took*; and *Brainfall*, which is similar except that the questions come to you by e-mail. (You still have to visit the Web site to type in your answers.) The questions struck me as awfully simple—in ten rounds or so, only one was a stumper—but they're not boring. Things you might need to know: Paul Harbor was bombed in 1941, C.S. Lewis' story about corresponding with the devil is called *The Screwtape Letters*, and there once was a cartoon version of *Rambo*.

The crowning jewel on the site, though, is the JAGG-like three-player trivia game *King of the Hill*. You wait in a chat room until there are three of you to pit against one another, then race with the others to type in answers to questions about everything from pop culture to geography. Answers the first time I played included *The Man Who Knew Too Much* and "Welcome Back, Kotter," the second time, "Tina Turner" and "the Cold Desert." Between rounds you get to talk to your fellow contestants, of which there generally seem to be an ample supply. (At seven A.M. on a Tuesday, I found someone who wrote, "I'm supposed to be doing a phylogeny chart for zoology." I how often does he wander by the site? "Whenever someone

grabs me...often." Has he ever won anything? "Nope.")

PUZZLE HITTER

Many of the same game types are available from *Yoodyne* (<http://www.yoodyne.com>), a game site named after the slightly snicker-toy company in Thomas Pynchon's novels. The difference is that most of *Yoodyne's* games are played by e-mail rather than on the Web. Exceptions: the type of Web-based scavenger hunt

("What price has to kiss Snow White?") to obscure ("In this 1926 movie, John Barrymore planted an average of one kiss every 53 seconds for nearly three hours"), generally getting harder as you progress in a round of play. Questions arrive by e-mail once a week and you have a deadline for sending your answers in. The contestant with the most correct answers at the final round wins. When tie-breakers are needed, tie-breakers are used.

One obvious advantage that *Yoodyne* has over *Riddler* is that *Yoodyne's* games are available to people who don't have access to the Web—there are still twice as many people in the world who have an Internet e-mail address as there are who use the Web, and more than twice as many people use e-mail than use the sort of cutting-edge Web browser most *Riddler* games require. Another is that *Yoodyne's* prize system is more comprehensible, making the prizes appear to be more attainable. (And they're good prizes: weekend getaways, CD collections, tickets to shows, cash.)

More generally, *Yoodyne's* tone is more appealing than *Riddler's*. *Riddler* was launched by a bunch of recent Ivy League grads, and it shows in the site's blustery, slang-stabs at humor. *Yoodyne* is the brainchild of game design veteran Seth Codin (designer behind the TELARUM adventure games of yore), and a seasoned, confident professionalism shines through. Peering through the *Riddler* site is like being jostled in a hipster bar; hearing from *Yoodyne* is like hearing from an old friend.

The energy *Riddler* exudes is not to be discounted, though, and they certainly deserve kudos for pushing the envelope. Social games like *King of the Hill* give people a reason to come back to the Web every day, something the Web has pretty much lacked until now. Talk all you want about fancy sims and multiplayer adventure games—having visited *Riddler*, I am convinced that, at least for the mass market, Internet game shows represent the future of online entertainment. ☛



AND NOW, A NET BLURB FROM OUR SPONSOR From Arid Extra Dry to obscure grunge bands from MTV, you'll find a variety of games on Yoodyne from your favorite vendor—with less obtrusive ads than on Riddler.com.

Riddler calls *Bloodhound* here is called *Car Chase*, and *Yoodyne's* less-intensive *Crossword Madness* predates either of *Riddler's* crossword games. However, *Yoodyne's* real strength lies in its sponsored e-mail trivia contests.

At any one time, *Yoodyne* has several such contests running. Today, for

instance, you could play *Cat A Little Closer*, sponsored by Arid deodorant, or *The AT&T E-mail Trivia Game*, sponsored by guess who. Questions range from simple

Riddler's "no pressure" game for members and non-members. It's just a version of *Windows Saurav*, and there's no reason to pay phone charges by the minute and Internet access provider fees by the hour to play solitaire.

When *Riddler's* huge ad pages start downloading, just scroll to the bottom of the screen and click on the not-yet-loaded link centered at the bottom. This way you can get to the games without having to wait through 20 ads for the "AT&T College Network" is one day.

TIPS!

- ▶ Spelling counts. There may occasionally be some room for error, but you shouldn't assume there is.
- ▶ If in a multiplayer game you're guessing between two choices that you conclude have equal odds of being correct, choose the shorter one, since at least that way you increase your odds of being the first to "buzz in."
- ▶ Don't bother trying *Wordle*.

In 2096 Having a Bomb Strapped to You is a Sport...Want to Play?



The Reactors

Drop the crystal in an opponent's reactor to drain his Kill-Clock.

The Power-Ups

Hi-Jumps, Crystal Bombs, Mercuries, Mag Boots & more.



The Kickars

Kicking these rotates the chamber 45 degrees.

The Crystal

Drop it in your reactor to increase your time.

Compete to the death against up to 3 players over the network.



Your arena is a rotating chamber...
Turn it left. Turn it right.
Turn the wall into a floor.



Your goal is survival...
It's this multiplayer destination.
It's every man for himself.



Your opponent is time...
Because when your clock hits zero,
you're cooked.

BLAST CHAMBER

The 3-D Rotatable Deathmatch

Now available on MS-DOS® CD-ROM,
PlayStation® Game Console and Sega Saturn®.



PC CD-ROM

ACTIVISION

Visit us at <http://www.activision.com> or on America Online at Keyword "Activision" or on CompuServe at Keyword "Go Activision"

Activision is a registered trademark and Blast Chamber is a trademark of Activision, Inc. © 1997 Activision, Inc. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES LTD.



Baku By Popular Demand

TETRIS's Spirit Resurfaces In A Puzzle Game That Will Drive You Bananas

by Charlotte Panther

When BAKU BAKU hit the CGW office in its original Sega Saturn format, CGW staffers went wild. Deadlines were missed, spouses were neglected, and children were ignored as our addicted gamers played BAKU tournaments until the early hours of the morning. When we heard the news that Sega

esteemed role of zookeeper, so that you are forced to frantically match up blocks of clomping pets—mice, rabbits, dogs, monkeys, and pandas—with their favorite chow, represented by appropriate color groups. As the blocks drop into the playing field, the aim is to align as many similar food blocks as possible, vertically or horizontally, before dropping in the appropriate noxious animal for a feast.

For each block you remove, the block above will drop down to replace it. The skill lies in setting up a chain reaction. If you plan ahead (keeping a close eye on the top of the screen to see what kind of blocks will drop next) you can strategically place your pets to ensure that as you remove blocks from the board, the animals above will drop right into a spread of their favorite munchies.

Not only does this help you keep your playing field empty, it also presents a nasty surprise for your opponent. Clear three or more blocks at a time, and your rival will be bonked in return; set off a couple of chain reactions, and pretty soon you'll bury your opponent. But watch out: the number at the top of the screen indicates how many blocks your opponent will let loose on you. Fill up your own playing field and you'll meet an untimely end in the jaws of a lion.

If all this sounds simple, it is. But unlike most of the puzzle games inevitably compared to TETRIS, BAKU BAKU is the real deal, because it uses its simplicity to lure you into game after game after game...

ORBITING SATURN

If you're experiencing BAKU BAKU for the first time on the PC, you'll find it an



LET'S GO SHOPPING Arranging your food blocks requires quick thinking and strategic planning, especially against a live, aggressive human opponent.

was bringing out a PC version, we were filled with a mixture of delight and fear: delight that we could now each enjoy this wonderful puzzle in the comfort of our own desktop; fear that the addiction might cut us our jobs, break up our marriages—at short, destroy our lives.

FEED ME!

BAKU BAKU is competitive TETRIS with a unique spin. An animal-obsessed princess has you trying out for the



TIME TO FLOSS ALREADY? BAKU may seem simple, but lose a match, and it's an unwelcome dinner date with this ferocious feline.

amusing and addictive puzzle game, provided you have the necessary hardware to run it properly. We tried the PC version on a number of different machines with varying results. On some machines (particularly 486s), playing in full-screen mode resulted in diminished speed and highly pixelated graphics. It's hard to believe, but to get an experience comparable to the Sega Saturn original version, we had to play BAKU BAKU on a Pentium 133 with 16 MB of RAM and a 6x CD-ROM. On anything less than, say, a Pentium 100, you are likely to find the game an underwhelming experience.

Despite these porting problems, however, BAKU BAKU remains a challenging puzzle and an enjoyable distraction that stretches from five minutes during your lunch hour to "just one more game" well after midnight. ☹

FAPEPALS! Tetris fans looking for a new spin on a classic game.

PROS: Deceptively challenging and addictive gameplay; easy learning curve; unique, amusing characters; the true successor to Tetris.

CONS: This port isn't quite up to the Saturn version and may leave you puzzled as to the loss of speed and snazzy graphics on any but the top PC machines.



Price: \$29.99

System

Requirements: 486 DX2-66 (Pentium 133 or better recommended), Windows 95, 8 MB RAM, 6 MB hard drive space, SVGA graphics, 2x CD-ROM (4x recommended); supports Sound Blaster 16 and compatible sound cards.

of Players: 1-2
Protection: None (CD must be in drive)

Publisher: Sega
Redwood City, CA
(888) SEGASALES

Reader Service #: 308



THE PINBALL

GAME SO REAL

THIS IS

THE ONLY THING

YOU'LL MISS



"THE ULTIMATE, MOST
REALISTIC COMPUTER
PINBALL GAME I'VE
EVER PLAYED."

Rick Stetta
Five Time World
Pinball Champion



With a flick of your finger, you slam the silver orb north, where it explodes in a storm of flirts and awesome sound effects. No sweat, you think. But as five more screaming balls descend toward your faithful flippers, you realize, this isn't a game for amateurs. In fact, with

an ingenious regiment of ramps, loops, orbits, targets, sink holes, lights, and more, it's the most realistic pinball game ever to come to the computer.

Pit your skills against the ultimate pinball machine of the future. Experience Pro-Pinball today. And just think of all the money you'll save !!!



Four different
action packed
games:

*Space Station Frenzy, Bike Race
Challenge, Fast Frenzy and the
Wild Wild Showdown.*

- Play six balls simultaneously,
- Six different table views to choose from.

www.interplay.com



empire

Interplay
BY GAMERS. FOR GAMERS.™



Lost For Words?

Scrabble Leaps To The Net With A Daunting Computer Opponent

by Charlotte Panther

Fancy yourself as a Scrabble champ? Think you could hold your own among world-class players? You may be able to whip your granny, or even beat a few of your colleagues at work, but it's doubtful you'll find Maven, SCRABBLE's computer opponent, any sort of pushover. For anyone who's been hiding under a stone for the last 60 years, Scrabble is a crossword game for up to four people. The idea is to strategically place interconnecting words on the board, in order to achieve the highest possible score. This CD-ROM version maintains the essence of the original Scrabble, but what else does this new multimedia version have to offer?

YEAH, IT'S AMBROUZOWITZ, BUT I SPELL IT S.M.L.T.H.

—George Carlin

The first and foremost advantage of playing computer SCRABBLE is that you have a tireless opponent available whenever you want to play. Maven plays at five levels ranging from Novice to Champion. I consider myself a fairly good Scrabble player and I found myself able to beat the computer at Advanced level, but at Expert level that Maven was pretty darn sneaky.

That's not to say that you don't have some advantages. You can call upon certain forces to "assist" you while playing against the mighty Maven. Pull-down menus allow you to access such features as the Word Lister, a function that will list, say, all the Q words that don't require a U, or all the JQXZ words. The Vowel Dump function introduces you to a list of vowel-intensive words.

And then there's the "hint" (or more aptly, the "cheat") function, which reveals a list of the three best moves you could



IF YOU CAN'T BEAT 'EM Then cheat 'em: Scrabble's Hint feature points out your next best move.

make, while arrows on the board indicate where to place each word. This is a great tool for those who are looking to improve their game. It led me to some useful words that I've managed to utilize in subsequent matches. And it comes in really handy during those moments towards the end of the game, when you're scrambling to use up those last few letters. Amazingly, there are 94 two-letter words that you can officially use in the game.

Other options allow you to set time limits, request penalties for incorrect words, control the speed at which Maven plays, choose different backdrops, and select background music (toggle it off—the music is pretty annoying when you're trying to concentrate). You can also play by modem or network, although this isn't quite the Internet-playable revelation that Hasbro's MONOPOLY was a year ago.

My main complaint is with the dictionary: whoever compiled it obviously has a pretty broad definition of the English language. If you don't usually play by the official Scrabble dictionary, it's likely you'll be frustrated by Maven's choice of words, some of which are pretty fetchingly

Altogether, though, Hasbro Interactive has done an excellent job of bringing Scrabble to the computer. The user-friendly interface, which replicates the original Scrabble board extremely well, should appeal to hard-core Scrabble players and learners alike. Modems, Internet, and network play add to the game's strength. And SCRABBLE certainly offers replayability. According to Maven's creator, percentages show that at Champion level, even world-class players lose to the computer more times than they win. So keep practicing! **S**

APPEAL: For anyone wanting a challenging word game.

PROS: It's really Scrabble, helped by multiplayer options and a tough computer opponent; great graphics.

CONS: The sound is annoying at best, and even the Oxford Dictionary folks might have trouble with how the Queen's English is stretched here.



Price: \$30.99

System

Requirements:

486/66, Windows 3.1 or better, 8 MB RAM, 5 MB available hard drive space, SVGA graphics, 2x CD-ROM drive, mouse, 9600 baud or better modem for modem play.

of Players: 1-4

(modem/network)

Pretention: None (CD must be in drive)

Publisher: Hasbro

Interactive

Beverly, MA

(508) 921-3700

Reader Service #: 329

Sure, there are cheaper PC and Mac game controllers. But if you're ready to get serious, you need the high-quality, built-to-play-tough peripherals from CH Products.

When you're ready to get serious, you're ready.

Our joysticks, throttles, flight yokes, rudder pedals, and other controllers are born in the USA, and made to take the heat of any battle, race or game you throw their way. So put on your game face, get down to your computer dealer and grab the game controllers made for serious players.

FlightStick Pro (PC & Mac)

FlightStick

Force FX

CH Gamepad (PC & Mac*)

CH Pedals (PC & Mac*)

Pro Pedals

F-10 FighterStick (PC & Mac*)

F-16 CombatStick

F-18 FlightStick

Pro Throttle (PC & Mac*)

CH Throttle

Virtual Pilot Pro (PC & Mac*)

Virtual Pilot

Gamecard 3 Automatic

*Coming soon.

Visit our web site!
<http://www.chproducts.com/>



CH PRODUCTS

910 Park Center Drive • Vista, CA 92083
Phone 619 998 2518 • Fax 619 998 2524
<http://www.chproducts.com/>
America OnLine: Keyword: CH Products
Computerize: Go GAMEMDPU8

Available at: Americas ADD Inc. • America's TV • Best Buy • Best & Buy • Circuit City • Computer City
Computer Concepts • Comp USA • Computerware • DigiTrend • Electronics Boutique • Etek-Tek • Fry's Electronics
• The Good Guys • Incredible Universe • InMotion • InMotion Music • J & R Computer World • Jantzen's • Lakeside
• Media Play • Micro Center • Montgomery Ward Electric Avenue • Nobody Beats the Wiz • Office Max
• PC Connection, Inc. • PC Trends • Ricom Electronics Ltd. • Sevens • Software & More • Software Plus Ltd.
• Susteen • Ultimate Electronics • United CD-ROM • Wal-Mart



Z
Strategy Game \$29.95
DOS 486/96, 504K/1



NHL Powerplay '96 Hockey
Sports \$29.95
WIN 95 486/96, 504K/1, K



Star Trek Deep Space Nine: Harbinger
Adventure \$29.95
DOS 486/96 or MAC 68040, 504K/1



The 11th Hour
Interactive Game \$24.95
DOS 486/96, 504K/1



Time Commando
Arcade Style \$29.95
DOS 486/96, 504K/1, K

THE GREAT \$9.95 CD-ROM DEAL

- | | | | | | |
|---|--------------------------|---|-----------------------|---|-----------------------|
| NEW Home Phone
DOS 386 or MAC 68030, 486, M | Home/Personal \$29.95 | NEW Highlights Interactive
WFO1 486/93 or MAC 68030, 504K, M | Children's Ed \$29.95 | NEW Warhammer: Shadow Of The Horned Rat
WFO1 486/96, 504K, M | Strategy Game \$29.95 |
| NEW Masterpiece 25,000 Premium Image Collection
WFO1 200 486, M, K, P | Disc Art Library \$29.95 | NEW A.D. A.M.: The Inside Story '97
WFO1 486/93 or MAC 68040, 504K, M | Medical Ref \$29.95 | NEW Let's Pretend II: Many Lands Many Playgrounds
WFO1 486/93 or MAC 68030, 504K, M | Children's Ed \$29.95 |
| Allen Legacy
DOS 386/93, 504K, M | Adventure \$29.95 | NEW Shivers
WFO1 486/93, 504K, M | Adventure \$29.95 | NEW Pool Champions
WFO1 486/96, 504K, M | Arcade Style \$29.95 |
| Dr. Faith's Encyclopedia Of Sex
WFO1 486, 504K, M | Home/Personal \$29.95 | NEW The Yulise Trail
WFO1 386 or WFO1 68030, 486, M | Children's Ed \$29.95 | NEW Pitfall: The Mayan Adventure
WFO1 486/93, 504K, M | Arcade Style \$29.95 |



Phantasmagoria
Interactive Guide \$29.95
DOS 486/93 486/96 or MAC 68030, 504K/1, K



Spycraft: The Great Game
Adventure \$29.95
DOS 486/93 or MAC 68030, 504K/1, M

- | | | | |
|---|------------------------|---|------------------------|
| NEW 888 Great Letters
WFO1 288, 486, M | Ref Reference \$29.95 | NEW Cyberpand
WFO1 50 486, 504K, M | Arcade Style \$29.95 |
| NEW The Lost Mind Of Dr. Brain
WFO1 486 or WFO1 68030, 486, M | Children's Ed \$29.95 | NEW Nuclear Fading
DOS 386/93 or MAC 68030, 486, M, J, K | Driving Sim \$29.95 |
| NEW The Elk Moon Murder
DOS 486/96 or MAC 68030, 486, M | Adventure \$29.95 | NEW Earthworm Jim
WFO1 50 486/93, 504K, M | Arcade Style \$29.95 |
| NEW Success With Windows '95
WFO1 50 486, 504K, M | Computer Tutor \$29.95 | NEW Cyberia 2
DOS 486/96, 504K, M | Arcade Style \$29.95 |
| Nickelodeon: Director's Lab
WFO1 486, 504K, M | Children's Ed \$29.95 | NEW Java Programmer's Library
WFO1 386 486, M | Computer Tutor \$29.95 |
| NEW Urban Runner
WFO1 486/96, 504K, M | Adventure \$29.95 | NEW The Dandelion Encounter
WFO1 50 486/93, 504K, M | Adventure \$29.95 |
| Vivaanex
WFO1 386, 486, M | Litres \$29.95 | NEW Are You Ahead Of The Best?
DOS 386/93 or WFO1 486, M | Children's Ed \$29.95 |
| NEW Gryphex Fricks
WFO1 386 or WFO1 Classic, 486, M | Strategy Game \$29.95 | NEW Quest For Gliby Anthology
DOS/WFO1 186 486, M | Adventure \$29.95 |
| NEW CyberStorm
WFO1 50 486/96, 504K, M | Strategy Game \$29.95 | NEW Nick Jr. Play Mats
WFO1 486/93 or MAC 68030, 486, M, K | Children's Ed \$29.95 |
| NEW MechWarrior 2
DOS 486 or MAC 68030, 486, M, J | Arcade Style \$29.95 | NEW Lil'z's Greatest Mysteries
WFO1 386/93 or MAC 68030, 486, M | General Ref \$29.95 |
| NEW Invasion Studio
WFO1 486/96, 504K, M | Children's Ed \$29.95 | NEW Hoon
WFO1 486/93 or WFO1 68030, 486, M, J | Arcade Style \$29.95 |

- | | | | |
|---|-----------------------|--|-------------------------|
| NEW Caesar II
DOS 486, 504K, M | Strategy Game \$29.95 | NEW Hoyle Classic Games
WFO1 486/93, 504K, M | Strategy Game \$29.95 |
| NEW Navy Seals
DOS 486/96, 486, M, J, K | Flight Sim \$29.95 | NEW 1681 Really Cool Web Sites
WFO1 1384 or MAC Classic, 486, M, K | Internet Guide \$29.95 |
| NEW Fantasy General
DOS 386/486, 504K, M | Strategy Game \$29.95 | NEW Mortal Kombat III
DOS 486/93, 504K, M, J, K | Arcade Style \$29.95 |
| NEW Angel Descent
DOS 486/96 or WFO1 68030, 486, M | Adventure \$29.95 | NEW Media Beacon Textos Typing 4.0
WFO1 386/93, 486, M, K | Typing Tutorial \$29.95 |
| NEW Shivers
DOS 486/93, 504K, M | Role Playing \$29.95 | NEW The Unemployed
WFO1 1386/93, 486, M | Humor \$29.95 |
| NEW Police Quest: SWAT
WFO1 486/93, 504K, M | Adventure \$29.95 | NEW Peasants Make DeLuxe CD
WFO1 386/93, 486, M, K, P | Home/Personal \$29.95 |
| NEW Nine Month Miracle
WFO1 386/93 or MAC 68030, 486, M | Medical Ref \$29.95 | NEW Ace Collector's Edition
WFO1 486 486, M, J, K | Flight Sim \$29.95 |
| NEW Twin's Passage
DOS/WFO1 486, 504K, M | Adventure \$29.95 | NEW Chessmaster 5000
WFO1 80 486/96, 504K, M | Strategy Game \$29.95 |
| NEW 7th Guest
DOS 386 or WFO1 68030, 486, M | Adventure \$29.95 | | |
| NEW Cyberpand
WFO1 50 486, 504K, M | Arcade Style \$29.95 | | |

- | | | | |
|--|-------------------------|--|-----------------------|
| NEW Command And Conquer
Strategy Game \$29.95
DOS 486/96, 504K, M | Strategy Game \$29.95 | NEW Indycar Racing II
Strategy Sim \$29.95
DOS 486/96, 504K, M or MAC 68030, 486, M | Strategy Game \$29.95 |
| NEW Hoyle Classic Games
WFO1 486/93, 504K, M | Strategy Game \$29.95 | | |
| NEW 1681 Really Cool Web Sites
WFO1 1384 or MAC Classic, 486, M, K | Internet Guide \$29.95 | | |
| NEW Mortal Kombat III
DOS 486/93, 504K, M, J, K | Arcade Style \$29.95 | | |
| NEW Media Beacon Textos Typing 4.0
WFO1 386/93, 486, M, K | Typing Tutorial \$29.95 | | |
| NEW The Unemployed
WFO1 1386/93, 486, M | Humor \$29.95 | | |
| NEW Peasants Make DeLuxe CD
WFO1 386/93, 486, M, K, P | Home/Personal \$29.95 | | |
| NEW Ace Collector's Edition
WFO1 486 486, M, J, K | Flight Sim \$29.95 | | |
| NEW Chessmaster 5000
WFO1 80 486/96, 504K, M | Strategy Game \$29.95 | | |

How To Select CD-ROMs For Your System.
Each selection includes the following important information: minimum system required, minimum CPU, required minimum amount of RAM required and required peripherals (MicroMouse, joystick, X-keyboard, Printer).
For details, the minimum system requirements accompanied (online browser included) are: Hardware: VGA monitor (256 color), sound card, 4MB hard drive, double speed CD-ROM drive, Operating System: DOS 5.0, Windows 3.1, Microsoft System 7.0.

For faster service, use your credit card and call us toll-free 24 hours a day.

1-800-792-1000

Dept. 8LL
COLUMBIA HOUSE
CD-ROM DIRECT



WinDelete
Adverts
W10 1 385, 6mb, M



Duke Nukem 3-D
Arcade Style
006 438, 6mb, M



Beavis And Butt-head In Virtual Stupidity
Adverts
W10 1 385, 6mb, M



Zork Nemesis
Adventure
005 489, 6mb, M
MAC PMAC, 15mb, M



First Aid '95 Deluxe
Utilities
W10 1 385, 6mb, M

TAKE ANY 2 CD-ROMs FOR \$9.95 EA.

PLUS 1 MORE AT GREAT SAVINGS! (See details below.)

Flin Dooom
002 486, 4mb, M, J, K
Ghost Theater: A-10 Tank Killer 2
W10 1 385, 6mb, M, J

Archie Style 0023228
Fight Sim 0001008

Connections
W10 1 385 or MAC 0044, 6mb, M
99-27 Fawcett
006 490, 6mb, M, J, K

Adventure 0071301
Tomorrow Strike Force Centauri
005 Pentium, 6mb, M
Music Karta
005 455, 6mb, M, J, K

Archie Style 000699
Archie Style 0021013



NCAA Championship Basketball
Sports
005 509, 6mb, J, K



Muppet Treasure Island
Adventure
W10 1 385 or MAC 0044, 6mb, M

Berita Live Speech
W10 1 385 or MAC 0044, 6mb, M
Mixed Up Mother Goose Deluxe
W10 1 385 or MAC 0044, 6mb, M

Language Tutor 0044181
Children's Ed For Ages 3-9 0042304
Strategy Game 0049004



Strategy Game 0024404
Archie Style 0001103
Archie Style 0044428

Dinotopia
Adventure
005 466, 6mb, M

Trivial Pursuit
W10 1 385 or MAC 0044, 6mb, M
Earthquake 2
W10 1 385, 6mb, M, J, K

Archie Style 0021013
Archie Style 0044428

Gabriel Knight: The Beast Within
Adventure
W10 1 385 or MAC 0044, 6mb, M

The Ultimate Ocean
005 387, 6mb, M
Doan 3
005 388, 6mb, M, J, K

Archie Style 0021013
Archie Style 0044428

Whirl
W10 1 385, 6mb, M

Cartel Gallery
W10 1 385, 6mb, M, J, K
Mission Critical
005 483, 6mb, M

Archie Style 0021013
Archie Style 0044428

Archie Style 0001103
Archie Style 0044428

World Beat Hunter
W10 1 385 or MAC 0044, 6mb, M
Heavily
005 486, 6mb, J, K

Archie Style 0021013
Archie Style 0044428

Archie Style 0001103
Archie Style 0044428

A whole new way to get the most exciting CD-ROMs - games, software, entertainment and more - all at great prices! Just write in the numbers of the 2 CD-ROMs you want for \$9.95 each, plus shipping and handling. In exchange, you agree to buy 4 more CD-ROMs in the next 2 years, at our regular prices (partially as low as \$9.95, plus shipping and handling) - and you may cancel membership at any time after doing so. What's more, you can get one more CD-ROM right now for the low price of \$19.95 and have lots to buy later! (See complete details in coupon.)

Free CD-ROM magazine sent approximately every 4-6 weeks (up to 13 times a year) featuring our Featured Selection - plus scores of alternate choices, including many lower priced CD-ROMs. And you may also receive Special Selection mailings up to four times a year. (That's up to 17 buying opportunities a year!)

Buy only what you want! If you want the Featured Selection, do nothing - it will be sent automatically. If you'd prefer an alternative selection, or more of all, just mail the response card always provided by the date specified. You'll always have 14 days to decide if not, you may return the selection at our expense.

Money-Saving Bonus Plan. If you continue your membership after fulfilling your obligation, you'll be eligible for our generous bonus plan. It enables us to offer great savings on the CD-ROMs you want - for as long as you decide to remain a member!

10-Day Risk-Free Trial. We'll send details of how Columbia House CD-ROM Direct works along with your introductory package. If you're not satisfied, return everything within 10 days at our expense for a full refund and no further obligation.

Act now, membership in CD-ROM Direct may be limited.
Check us out online! For more files, to order, or for more information, <http://www.columbiahouse.com/cdrom>

Columbia House CD-ROM Direct

Dept. BLL, 3109 Canterbury Court, Washington, IN 47404-1490

Yes, please enroll me under the terms outlined in this advertisement. As a member, I need buy just 4 more CD-ROMs at your regular price within the next 2 years.

Send my CD-ROM selections for: (check one only) PC (1) Macintosh (3)
Send me these 2 CD-ROMs for just \$9.95 each plus \$1.75 each shipping/handling (total \$23.40) # _____ # _____
Write in the selection #'s below

Buy your first selection now and have less to buy later!
Also sending my first selection for \$19.95 plus \$1.75 shipping/handling which the adding to my \$23.40 payment (total \$45.10). I then need to buy only 3 more (instead of 4) in 2 years. # _____

Please check how paying: My check is enclosed (BYM/EYO) Discover (BYN/EFR)

Change my introductory CD-ROMs and future CD-ROM direct purchases to: MasterCard Diners Club AMEX VISA Discover

My main CD-ROM interest is: (check one) (Note: You are always free to choose from any category.)
 Entertainment Education (includes children's titles) Educational Productivity

Name _____ Exp. Date _____ Signature _____
Address _____ Phone (_____) _____ Apt. _____

City _____ State _____ Zip _____

Important! Did you remember to choose PC or Mac? Will your selections run on your system?
Note: Columbia House reserves the right to adjust addresses/zip information to first membership or repeat zip information, or to cancel a membership. Offer limited to residents of the contiguous United States. Residents of Alaska, Hawaii, Puerto Rico, U.S. territories, APO and FPO addresses please allow 4 weeks for shipment. All applicable state sales tax required to add address. ©1997 CDR 96105 [122] ©1997 The Columbia House Company

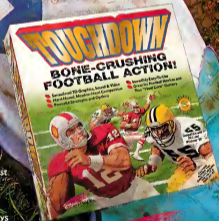
Wake Up and Smell The Pigskin, You Douche Bag!

Play "Bad-Ass" Football. **TOUCHDOWN!**

Buy **TOUCHDOWN™** today and play the only game that spits blood, rips guts and puts you right in the action. **TOUCHDOWN** is the most realistic 3D football game available. Pick your favorite team, choose from over 300 plays, hear bone-crushing hits and see unbelievable plays unfold right before your eyes.

Score **TOUCHDOWN** at your nearest retail store or call Toll-Free:

888-833-1228



Intermark

3600 Campus Drive, Newport Beach, CA 92660

Phone: 714-833-1228 Fax: 714-833-1204

www.intermark.com

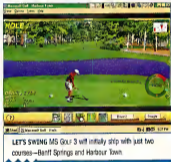
The Impact Rookie

Will Gates' Power Moves Dominate The PC Sports World?

After every season the major sports honor their best new player as Rookie of the Year. This prestigious award signifies that the recipient hit the ground running, making the biggest splash among his fellow new guys. There's nothing more exciting, in fact, than watching a talented freshman take an unsuspecting league by storm. Such players go by a new buzzword these days: impact rookie. Of course, art imitates life, so sports gaming now has its own impact rookie: He's big, tough, and comes from a highly competitive Washington program, Redmond, Washington, that is—Microsoft HQ. Yep, the smiling, happy people that brought Windows 95 to your desktop have jumped into sports sims with both cleats. So what do you want to play today?

BASKETBALL

Now, I know what some of you are thinking. For all their experience poking CPUs, Web browsers, and word processors, can Microsoft really have an impact on the sports



gaming scene? C'mon. Can a steamroller have an impact on an art hit? Can Junior Seau have an impact on a football's dental world? Anywhere Microsoft pings into is

going to feel the heat. MS just brings too much financial and distribution clout to the table not to be taken seriously. But will Gates and Company's foray into gaming be a long, ball-control drive or a quick kick, a link to fill the time until Windows 97 ships? After all, who remembers another corporate monolith that shall remain nameless (but whose initials are I-B-M) and its short-lived entry into the sports market with 1995's rendition of PRO LEAGUE FOOTBALL?

Microsoft's opening tap in its sports gaming line is NBA FULL COURT PRESS, a good-looking, smooth-playing Windows 95 product that is turning heads despite a few significant flaws (see review this issue). FULL COURT PRESS has captured enough of the NBA experience to ensure that it can run

the floor with its only real competition, EA's NBA LIVE series. FCP uses attractive motion-captured player graphics and the lively patter of Seattle Supersonics announcer Kevin Calabro to put the user into the action. Regular readers know that I'm skeptical of games using play-by-play voiceovers, but

“ Welcome, Microsoft, and beware. Sports gamers are the toughest crowd there is. ”

ON DECK

► The latest word from Accolade on LEGENDS 97 FOOTBALL is this: either they're going to ship it by the Super Bowl, or they're going to hang onto it until the start of next season. They intimated that they're leaning in the latter direction.

► Speaking of Accolade, the company is hard at work on JACK NICKLAUS 4, the new version of their acclaimed golf series, for a first-quarter release. Along with multiplayer LAN, modem, and internet support, the game will also include a new course architect that will let industrious and creative

types design their own 18-hole courses. One nice touch we just heard about is that Jack Nicklaus' own designers have created a set of custom greens and sand traps for you to include in your courses.



when Caliban comes out with, "They were on him like the villagers after Karloff!" even I have to crack up.

So what's driving Microsoft's entry into sports gaming? The same thing that brings strange bedfellows like Jerry Jones and Dean Sanders together: money. Lots of it. Games make up 50 percent of the consumer software market, and sports titles claim their share of that rather large pie. With the September release of *FULL COURT PRESS*, followed closely by *MS SOCCER* and *MS GOLF 3.0*, it's clear that Microsoft is staking their claim on territory dominated by the likes of Sierra, Electronic Arts, and Accolade. In fact, Ed Fries, general manager of MS Games Group, mentioned EA as one company that has particularly impressed him for their long history of successful sports titles.

Fries, a Microsoft veteran who worked his way through college writing code for Atari 800s, is no stranger to the gaming scene. I spoke with him recently about Microsoft's PC sports lockoff, and while he couldn't reveal future plans, he did indicate that this fall's trio of sports titles is just the tip of the iceberg. "You can expect us to focus on the major sports," he said, measuring his words carefully. So does that translate to *MS BASEBALL* come the spring? Fries remained mum, but, hey, we can only hope. After 1996's run of highly touted but ultimately disappointing baseball titles, knowing that the likes of Microsoft are breathing down their necks could motivate the other game companies to finally get it right. On the other hand, adding an MS football entry next fall would bulk up an already overcrowded package lineup.

GTIPS!

▶ Having trouble finding worthy human opponents for *NHL 97*, *NBA Live*, and your other EA Sports titles? The company now has their Multiplayer Matchup Service up and running on their Web site at www.ea.com/matchup.html. The service lets you add your name to the database and search by area code and game for modern and net opponents.

STAT ME UP

With their arrival on the sports gaming scene, Microsoft's focus becomes a critical issue for gamers: Will MS use its spreadsheet expertise to corner the market on statistical accuracy, or will they shoot mainly for action, graphics, and excitement? The answer probably lies somewhere in between. Fries indicated the primary objective was to make MS games fun to play in order to appeal to the broadest possible audience, while at the same time keeping them as realistic as possible.

It requires only a few run-throughs to see that *FULL COURT PRESS* comes close to fulfilling Fries' expectations. It's fun, loaded with NBA flavor, and reasonably realistic. The pre-release copy of *MS SOCCER* that I saw was rather less impressive than *FULL COURT PRESS*. The interface seemed nearly identical to PCGs, but the flavor wasn't nearly as robust. While *MS SOCCER* features realistic coaching strategy and a lineup of user-customizable international teams, my early prediction is that with *FIFA 97*, EA's grasp on the soccer gaming crown remains safe—at least for this year.

In addition to the two new games, *MS GOLF*, the dem of Microsoft sports games, is teeing off with a new version to complete Gates' three-pronged attack on the sports gaming scene. *GOLF 3.0* features improved graphics; course fly-by; match, skins, and team best-ball play, as well as a user-friendly golf tutor to help perfect your swing. Offered with only two courses, Barff Springs and Harbour Town, *GOLF 3.0* faces stiff competition from the likes of *LENS L5*, as well as the upcoming *VR GOLF*, *FRONT PAGE SPORTS GOLF*, and *JACK NICHLAS 4*.

DOMINATE ME

If you hadn't noticed, all of Microsoft's sports releases—all their gaming releases,



LEG WORK Microsoft's next foray into the sporting world will be soccer, which has a near-identical interface to *FULL COURT PRESS*.

in fact—are Win 95 products. Surprised? Don't be. It's clear that MS is banking on providing you with both your gaming platform and the games to play there as well. Maybe even the controller, too, since its new Sidewinder gamepad is priced favorably (\$45) against competing products. What's crazy is that they may just pull it off.

While the quality of their initial wave of sports titles is uneven, they've provided something to satisfy a variety of gaming tastes, and their price points are extremely competitive, with most titles available on the street for around \$40. Ed Fries also noted that by taking full advantage of Win 95's dial-up networking, all MS sports titles would offer Internet play.

So what does all this mean for you, the sports gamer? While some cynics may view Microsoft's foray into sports gaming with disdain, the specter of the competition they provide may give some developers a long overdue wake-up call. Game companies will now realize that they must build their sports titles better and cheaper than in years past to compete with Team Gates.

To Microsoft, then, welcome—and beware. Sports gamers are the toughest crowd there is. Be good to them, and they'll reward you with customer loyalty and word-of-net recommendations. On the other hand, leave them high and dry, with poorly designed games and buggy code, and they'll be as you like the villagers after Karloff! ☺

Over 2,000,000 served. Have you had your break today?

"Sports Game of the Year"—*PC Gamer*

"5 out of 5"—*Multimedia World*

"Game of the Year"—*Games Magazine*

Over 2 million pool players have taken their break with *Virtual Pool*™, the best-selling pool simulation ever. *Virtual Pool* is so real it will improve your actual pool playing. It has all the angles and all the shots of the real game. Take a lesson from a pro, learn trick shots or take a historic multimedia tour of the sport. Then immerse yourself in the pure fun of *Virtual Pool*, where four different games, computer opponents, network play and high-speed graphics will have you racking up hours of fun and entertainment. If you love pool, take your break today.



Four new platforms now available:
Macintosh, Windows 95,
Sega Saturn and Sony PlayStation.



The ultimate pool simulation with all the physical action including friction, speed, collision and roll.

Interplay[™]

BY GAMERS. FOR GAMERS.™



Real-time, 360°, 3-D environment with four great pool games including 8-ball, 9-ball, straight pool and rotation.



Celeris

© 1996 CIGS, Inc. All rights reserved. *Virtual Pool*, *Interplay* and *MultiPlay* are trademarks of Interplay Productions. All rights reserved. Exclusively licensed and distributed by Interplay Productions. Microsoft, Windows and the Windows logo are registered trademarks of Microsoft Corporation. Also, Macintosh is a registered trademark of, and the Apple logo is the trademark of, Apple Computer, Inc., and under license. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

CIRCLE READER SERVICE #64



AWESOME REVIEWS.
IT'S LIKE WINNING THE CUP WITH
A SLAPSHOT FROM THE BLUELINE.



"NHL POWERPLAY '96 IS WITHOUT A DOUBT THE BEST HOCKEY GAME EVER MADE FOR ANY SYSTEM ON ANY PLANET!!! THE INCREDIBLE LOOK AND PLAY LEAVE YOU NO CHOICE BUT TO GO OUT AND BUY THE GAME."

-GAME PLAYERS

"POWERPLAY HAMMERS FACEOFF OPPOSITION... RARELY DOES A VIDEO GAME DELIVER THE ESSENCE OF THE SPORT...POWERPLAY'S GRAPHICS AND GAMEPLAY SKATE AWAY WITH THE CUP."

-GAMEPRO

"POWERPLAY'S GAMEPLAY IS SECOND TO NONE."

-COMPUTER GAMING WORLD

"THE GAME THAT STOLE THE TORCH FROM EA'S NHL SERIES AND BROUGHT THE SPORT OF HOCKEY INTO THE 32-BIT AGE."

-NEXT GENERATION

"THE STRONGEST COMBINATION OF KILLER GRAPHICS AND SOLID GAMEPLAY TO DATE."

-CYBER SPORTS



Check us at www.viv.com



NHL POWERPLAY '96



© 1995 Electronic Arts Inc. EA GAMES, EA GAMES logo and EA GAMES logo are trademarks of Electronic Arts Inc. EA GAMES, EA GAMES logo and EA GAMES logo are registered trademarks of Electronic Arts Inc. EA GAMES, EA GAMES logo and EA GAMES logo are registered trademarks of Electronic Arts Inc. EA GAMES, EA GAMES logo and EA GAMES logo are registered trademarks of Electronic Arts Inc. EA GAMES, EA GAMES logo and EA GAMES logo are registered trademarks of Electronic Arts Inc.

4th And Never

Now Past Its Prime, MADDEN FOOTBALL Should Consider Retirement

by Terry Coleman

John Madden was a coach's coach. He lacked the cerebral countenance of Tom Landry, the Mt. Rushmore jaw of Don Shuka, or the hurricane-proof hair of Jimmy Johnson. But this great, big man was larger than life, whether he was berating officials for a missed call, or telling all-world possession receiver Fred Biletnikoff to snare on some banded sticky substance. At 50, Madden still looked like he could strap on a helmet and teach his defensive linemen a few tricks. But after winning a Super Bowl in 1977, he grew tired of the NFL's commercialism, of free agency, and probably of *Al Davis'* meddling as well. So Madden went into broadcast journalism, where he reinvented the game, showing that you could have personality and precise knowledge of the game.

HEY, I MADE A GAME!

It was inevitable that this personality would find its way into a game. While JOHN MADDEN FOOTBALL debuted on a number of platforms, it found a home on the Sega Genesis, where it almost single-handedly launched the 16-bit platform. In its day, JOHN MADDEN football was even more of a phenomenon than NBA LIVE is today. But this action king rested on its laurels, as champions often do, and



FANTASY FOOTBALL Madden 97's arcade-oriented emphasis results in football action at its most unrealistic.

watched as its best designers and artists went elsewhere via free agency. And subsequent versions have used Madden as little more than a figurehead, with MADDEN 97 being the worst of the bunch.

The game starts off impressively enough, as the camera angle languidly pans over a historic stadium, and the sonorous, professional tones of Pat Summerall send chills up your spine as he sets the action. Leslie Visser updates you on whether Jim Kelly's hangover will keep him out of today's game, and of course there's Madden: "What a great hit! He just

went up and boom! Just nailed him! Look at that grass sticking out of his helmet, this is real football!" Um, John, aren't we playing on artificial turf today?

Much of the commentary is inappropriate. This is bound to happen with pre-recorded sound bites, although games such as ABC MONDAY NIGHT FOOTBALL don't have this problem. But the questionable commentary will be the least of your worries.

REAL FANTASY FOOTBALL

All action-oriented sports games—even good ones like NBA



Price: \$59.95
System:

Requirements:

Perfom 60 or better, MS-DOS 5.0 or higher (Win 95 supported, but not very well), 8 MB RAM, 40 MB hard drive space, 1 MB Vesa-compatible SVGA graphics, 2x CD-ROM drive, mouse; supports Sound Blaster and compatible sound cards.

Protection: None (CD must be in drive)

of Players: 1-2

(LAN, IPX, modem)

Designer: Stormfront

Studios

Publisher: Electronic

Arts

San Mateo, CA 94403


(415) 571-7171

Reader Service #: 330

The Other Teams

Once upon a time, the Madden franchise was the only game in town. Now, it's no match for the animation of Front Page Football Pro 97 (left), the clean look and robust interface of ABC Monday Night Football (right), or the gameplay of either.



A photograph of a forest at sunset. Sunbeams stream through the tall, thin trees, creating a warm, golden glow. In the center, a large black circle contains white text.

You know that point where
you've reached the zenith
and you're just about to
escape the silky bonds
of reality and soar
into rapture?



"You've got a friend in the bushes."

Playing with the Destination™ Big Screen PC from Gateway 2000 is sort

of like that ... only better.



"You've got a friend in the destination."

8 8 8 - 8 4 6 - 8 5 7 1

www.gw2k.com/destination



GATEWAY2000 DESTINATION

Big Screen PC

D5-133

- Intel® 133MHz Pentium® Processor
- 32MB Synchronous DRAM
- 256K Pipelined Burst Cache
- Destination™ 31" VGA Monitor
- STB® 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- 2.5GB 11ms EIDE Hard Drive
- 8X CD-ROM/3.5" Diskette Drives
- 16-Bit Ensoniq® Wavetable Sound Card
- TelePath® 33.6 Data/14.4 Fax Modem
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad™ Pointing Device
- Wireless Field Mouse® Remote
- Four-Channel RF Receiver
- Microsoft® Windows® 95
- Destination Software Collection
- Gateway Gold™ Service and Support™ for Big Screen PCs
- DISH™ Network Satellite System Offer

\$2999

As Low As** \$84/mo.

D6-180

- Intel 180MHz Pentium Pro Processor
- 32MB EDO DRAM
- 256K Internal Cache
- Destination 31" VGA Monitor
- STB 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- 2.5GB 11ms EIDE Hard Drive
- 12X CD-ROM/3.5" Diskette Drives
- 16-Bit Ensoniq Wavetable Sound Card
- ▶ harman/kardon High-Fidelity Sound System
- TelePath 33.6 Data/14.4 Fax Modem
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad Pointing Device
- Wireless Field Mouse Remote
- Four-Channel RF Receiver
- MS® Windows 95
- Destination Software Collection
- Gateway Gold Service and Support™ for Big Screen PCs
- DISH Network Satellite System Offer

\$3999

As Low As** \$112/mo.

D6-200

- Intel 200MHz Pentium Pro Processor
- ▶ 64MB EDO DRAM
- 256K Internal Cache
- Destination 31" VGA Monitor
- STB 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- 3.8GB 11ms EIDE Hard Drive
- 12X CD-ROM/3.5" Diskette Drives
- 16-Bit Ensoniq Wavetable Sound Card
- ▶ harman/kardon High-Fidelity Sound System
- TelePath 33.6 Data/14.4 Fax Modem
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad Pointing Device
- Wireless Field Mouse Remote
- Four-Channel RF Receiver
- MS Windows 95
- Destination Software Collection
- Gateway Gold Premium Service and Support™ for Big Screen PCs
- DISH Network Satellite System Offer

\$4499

As Low As** \$125/mo.

harman/kardon High-Fidelity Sound System

Seven-piece Dolby® Pro Logic® Surround Sound speaker system including AVR-10 audio/video receiver with remote, subwoofer, center channel, and four satellites for the ultimate multimedia audio experience.

\$699

*Maximum data transfer rate dependent on certain variables including particular modems with which you are communicating, telephone lines, communications software and communications protocols.

**The Destination 31" monitor is covered by a one-year warranty. Call or write for a free copy.

*For a limited time, Destination system purchases include a coupon for one DISH Network Satellite system (satellite receiver, 18-inch antenna with single LNBF, infrared remote control) at no charge with the purchase of a one-year subscription to a qualifying programming package from DISH Network for \$300. Taxes, delivery and installation not included. Satellite system service covers 48 contiguous states and is supported by DISH Network. Residential use only.



Ask for details!



You've got a friend in the business.™

8 8 8 - 8 4 6 - 8 5 7 1

www.gw2k.com/destination



LIVE—overemphasize offense, based on the theory that it's more fun to score than play defense. When MADDEN FOOTBALL was in its prime, you could overlook the fact that every game had scores like 41-38, because it still felt like football. Now, however, they've "simplified the learning curve" so much that any knowledge you have about football means nothing: the game comes down to how quick your trigger finger is, and little else. There's no need to read defenses, as in FRONT PAGE SPORTS FOOTBALL PRO. You can't design and save your own plays, as in nearly every other football game. The audible system lets you set up to four different plays for offense and defense, but it's way behind the elegant, robust audibles of ABC MONDAY NIGHT FOOTBALL.

When you get in trouble on offense, the best thing to do is to throw the ball deep. If you don't catch the ball outright, the defensive player more often than not pops the ball up, rather than hitting the pass down to the ground. And in the ensuing struggle between the defensive and offensive players, it's almost always the latter who gets the reception. Interceptions are low, touchdowns are high.

When I put Deion Sanders or Rod Woodson on the opposition's best receiver, I figure I'll get at least a stand-off—except maybe against Jerry Rice. But when third- and even fourth-string receivers get 10 and 12 catches (sometimes in a single half) against two of the best cornerbacks who ever strapped on shoulder pads, you know you've crossed over into never-never land. MADDEN FOOTBALL didn't use to be like this: if anything, the defense was too tough. Now, pushing the button at anywhere near the "right time" renders even the "Mad Dog Blitz" foolproof, regardless of the offensive formation you choose, or the quality of the personnel you have on the field. This is football!

The player ratings—usually a MADDEN FOOTBALL strength—are confusing at best. Dan Marino, probably the greatest QB since Namath, routinely runs for 50 to 60 yards in a game. Some linemen are fast, but when 300-pound defensive tackles catch running backs like Barry Sanders from behind after a 40-yard

chase, something is terribly wrong.

OUT OF CONTROL

If you try looking through the manual for some answers, you may get even more confused. You see, according to EA Sports, gamepads are really "joysticks," which may come as some surprise to those who enjoy simulations. EA's "joystick gender" confusion, if you will, may have something to do with their poor gamepad support, which is squarely at best. If you finally manage to get your gamepad calibrated, you are likely to lose control every time you take a

If this is the best they can do, perhaps it's true that they retired the franchise, rather than insulting the many MADDEN FOOTBALL fans, not to mention coach Madden himself. ☹



HAIL MARY PASS When in doubt, throw the bomb. Regardless of who's covering, the receiver was all the close ones.

10 Most Annoying Problems With Madden Football 97

1. The game has several different playbooks, but you can't make up and save your own plays.
2. We got Football 101 from Madden, rather than tips on how to play the game.
3. If you have one of the new Cyrix chips, MADDEN 97 thinks it's a 486, and refuses to let you play the game.
4. Cheesy sound—the 16-bit console music sounded better years ago. Moreover, unless you have your sound card drivers in your autoweb.bat or config.sys files, MADDEN's sound setup routine can't find your hardware.
5. Even with the patch, the game looks up constantly in Win 95 (the Win 95 logo is prominently displayed on the box). EA's solution is to tell you to run the game in DOS!
6. Trying to play live over a modem is an exercise in frustration. Win 95 Direct Play might have helped, but see above.
7. The PlayStation version is better, even though EA spent over two years on MADDEN 97 for the PC. Most—not all—of the features available now in the PlayStation version are promised for PC MADDEN 98!
8. Defensive AI is weak, and the computer compensates by making improbable tackles, often illegally from out-of-bounds.
9. A typical game has puntsmen running backs getting 300 yards, and second-string DBs throwing for 500 or more yards.
10. It's disheartening to block a field goal and hear the announcer call out, "It's good!"

timeout, make a player substitution, or access almost any other menu. And playing an action football game via mouse and keyboard—that's a 15-yard penalty, coach.

MADDEN 97 doesn't have career leagues like FRONT PAGE FOOTBALL PRO; the multiplayer options don't work half as well as ABC MONDAY NIGHT FOOTBALL; even the running game feels less like football than UNDISCOVERED REVENUES 96. So why would anyone want this game? It's hard to believe that EA spent two years designing something that's so out of date.

APPEAL: For those who must have every football game released, or who have to have their Madden fix regardless of the consequences.

PROS: Simple learning curve; voices of Pat Summerall, Leslie Visas, and John Madden; decent graphics.

CONS: Multiplayer problems; weak gamepad support; poor AI; limited gameplay compared to earlier Madden. A sad decline for a once-great franchise.





MicroShow Time

Microsoft Shoots And Scores With Action Hoops Game

by Scott A. May

Playing basketball on a personal computer is a lot like going on a blind date: you never know what to expect. They either look good or have a great personality, but rarely both. If it's a coaching sim, there's often little or no actual gameplay. If it's a fast-action arcade shoot-out, intelligence is usually benched in favor of graphic prowess. Imagine having the best of both worlds in a single game. What a concept.

EA Sports made the first real strides towards this goal with their excellent NBA LIVE series. Now Microsoft, of all companies, steals the rebound with NBA FULL COURT PRESS, a one-size-fits-all basketball title that doesn't easily clutter the backboard, but scores big points for trying.

Designed for Windows 95 by Australian designers Beam Software, the game offers full-court, five-on-five action, featuring current rosters from all 29 NBA teams. Four play modes are available, including single game, season, playoffs, and prac-



FRANG TIME Authentic play attributes translate into signature moves on the court. Here, the Bulls' Scottie Pippen takes flight for an easy score.

tice. Up to four people can compete via modem or network link, while as many as 10 players can get in on the action using the game's built-in Internet link.

LIFE OF RILEY

Since we've already divided the game into two (often conflicting) viewpoints,

let's examine the game as a coaching simulation, where it really shines. Your first pre-game stop is the Team Editor. Here you review the league ranking for your favorite team, rated in overall, offensive, and defensive performance as well as rebounds and steals. Editing the team roster allow you to compare and replace players from the entire

NBA pool. One-on-one player comparisons are extremely detailed, revealing potential match-ups in 25 categories, from points per game to which college they attended. Use this to restructure an existing organization, or create up to four fantasy Dream Teams, sporting issues like The Impact, Titles, Thunder, or Benetacles.

The Player Editor is another important tool for fantasy drafts and team tweaking. Here you can modify player names, numbers, and — that all-important attribute — hairstyle. More importantly, this section lets you view and adjust 25 ratings for each player, including shooting range and ability, jumping, steals, fouls, speed, strength, and fatigue. Coupled with the game's three basic skill settings — noble, veteran, and all-star — this gives you tremendous control of the game's overall difficulty and player handicapping. Because rating values can range from 1 to 99, this also ensures long-term challenge and replayability. Between



CRIB SHEETS Make sure to scout your opponents, then view diagrams and descriptive notes to take advantage of mismatches. Then add the play to your top-five list of favorites.



Price: \$44.95

System

Requirements: 486DX-66 or better; Windows 95, 8 MB RAM (16 MB recommended), 20 MB hard disk space, SVGA display, 2x CD-ROM drive or faster; mouse (gamepad or joystick recommended); Win 95-compatible sound cards, 14.4 Kbps modem for remote play, network card for LAN play.

of Players: 1 to 4

Protection: CD key

Designer: Beam

Software

Publisher: Microsoft

Corp.

Redmond, WA

(206) 882-8090

Reader Service #: 331



**TIRED OF THE
SAME OLD LINKS?**



CHANGE COURSE.



THEN CHANGE IT AGAIN. AND AGAIN. *SimGolf™* with the new *Course Architect™* gives you the power to create endless courses, as heartbreaking or handicap-friendly as you like. Go ahead, dig yourself new fairways, bunkers and lakes. Choose from hundreds of objects to make one-of-a-kind courses. (Think Sahara-size sandtraps. And watery gulf ball graves.) Video tips from legendary course architect Robert Trent Jones, Jr. help you turn your blueprints into greens. You can even play

—or customize—two Jones masterpieces, *Rancho La Quinta™* and *The Prince Course*. Then tee off on your new links. Or round up a foursome to play your custom course on the Internet. *SimGolf*. It's the ultimate 18 holes (some assembly required).

SIMGOLF. COMPETE ON COURSES YOU CREATE.



Use the powerful Course Architect to customize courses. Make them flat or hilly, place holes and hazards, and it's tea time.



Once you've designed your ideal course, tee off for high-stakes action, stroke or match play.



Available for Windows 95. ©1995 Maxis, Inc. All rights reserved. *SimGolf* and *Course Architect* are trademarks and *Maxis* is a registered trademark of Maxis. The *Rancho La Quinta* is a trademark of TD. *Esprit Development Limited Partnership*. All other trademarks or registered trademarks are the properties of their respective owners. For product or pricing information, contact your local retailer or call 800-33-MAXIS. Visit the Maxis Web site at <http://www.maxis.com>.



Just When You
Thought it was

Safe to Go Back into the Water...

Get ready to plunge into competition

with Gooch Grundy's X-Decathlon, the decidedly demented Olympic-style tournament that helps keep the ever-burning quest for mediocrity alive. With a cast of zany characters, ten outrageous events and dozens of hilarious interviews and animated clips, Gooch Grundy's X-Decathlon™ torches athletic tradition and finally gives armchair athletes their day on the podium.

- Keep the dream alive as you compete in ten outrageous events
- Go for victory by yourself or against a friend in split-screen competition
- Take the competition into cyber-space and battle against on-line opponents
- Play as any one of six bizarre characters, from a psychic jungle woman to an alien with a serious superiority complex

FOR MORE INFO ABOUT MICROFORUM
OR TO ORDER DIRECT, CALL: 1-800-485-3863
Tel.: (416) 656-8594 Fax: (416) 656-8548
INTERNET: <http://www.microforum.com>

Microforum

CIRCULATING SERVICE #77



© 1999 Microforum Inc. All rights reserved. "Safe" is a registered trademark of Microforum Inc. "X-Decathlon" is a trademark of Microforum Inc. "Gooch Grundy's X-Decathlon" is a trademark of Microforum Inc.



Gooch Grundy's
X-DECATHLON™

games you can indulge in player trades. Like most sports titles, though, trades are only meaningful or realistically competitive when conducted between knowledgeable human coaches.

In-game coaching decisions are also abundant, including drag-and-drop substitutions, opponent match-ups, and pop-up displays of each player's current stats and fatigue/injury levels. Here you can also fine-tune your coaching strategies, such as offensive and defensive styles (automatic, aggressive, normal, or conservative), substitution method (automatic or manual), and defensive pressure (automatic, high, low, or normal).

Last, but not far from least, is the playbook selection menu, featuring 98 fully diagrammed offensive plays, culled from the repertoires of real NBA coaches. This aspect of the game is especially well done. Double-clicking on a play diagram opens a window with detailed descriptions of what the play is intended to accomplish and each step of its execution. If nothing else, this feature should prove to be an invaluable tool for anyone who desires to learn more about the game and its tactics. Too bad more sports games aren't this instructive. Each team can fashion a top-five list of special plays—open to constant revision—which are implemented during the game by pressing the corresponding number key. If no play is called, one is randomly selected from the current list. Unfortunately, there's no provision for actually editing the playbook or creating your own routines.

WE GOT SKILLS

Season play can be set for 32, 56, or 62 games, with user-defined playoff rounds. Manage one or more teams by highlighting its logo, then take to the court or have the computer simulate the outcome. You can also go straight to the playoffs, creating your own playoff brackets for both the eastern and western conferences.

Players hit the court in a rich environment of the usual bells and whistles: reactive crowd noise, realistically modeled team courts, and play-by-play commentary by Kevin Calabro, voice of the Seattle SuperSonics. Player animations are very good, reportedly based on more than 250

motion-captured moves. Many of the animations are extraordinarily detailed, involving subtle wrist flips, elbow bends, and hip gyrations. Overall, the players all have the same generic look about them—much like the department store mannequins—rendered in solid 3D and outlined in black. Watch for the Bulls' Dennis Rodman, whose hair changes color when least expected.

Player controllers include mouse, key-

board, and joystick, although a five-button gamepad is definitely preferred. Not surprisingly, Microsoft's new Sidewinder gamepad performed the best of all controllers tested, with the Corsair GamePad coming in a close second. Keys and buttons can be configured to your preference, controlling actions such as passes, fakes, shots, rebounds, blocks, and steals. You can let the computer automatically switch the player under your control, switch

WHEN YOU'RE BLASTING
DOWN ALIENS, SPINNING
OUT OF CONTROL AT
200 MPH, OR RACING THE
CLOCK FOR YOUR LIFE,

WHO NEEDS INTERRUPTIONS?

QUICKSOUND™

Why kill yourself just to pump up the bass or silence your enemies? With QuickSound, you'll never have to sacrifice performance—or quit your game—to adjust your PC sound. You get instant control of volume, tone, mix, mute and more, with the touch of a button. Pure power at your fingertips. Because it's true what they say: quitters are losers.



Labtec

QUICKMUTE

Enjoying a movie? Push for simple, one touch silence.

Labtec Corporation, Inc. 3021 NE 179th, Suite J, Vancouver, WA 98682

Visit your retailer or go to www.labtec.com

CIRCLE HEADER SERVICE #262



Fore!

Look out for the
world's most challenging
golf tournament.

BRITISH OPEN
CHAMPIONSHIP
GOLF

LOOKING GLASS
TECHNOLOGIES
www.lglass.com

COMING SOON
From the creators of Flight Unlimited™



The screenshot shows the 'sports pages' menu with options for 'players', 'teams', 'standings', 'trades', and 'injuries'. A player statistics table is displayed with the following data:

Player	Team	Games	Points	Rebounds	Assists	Steals	Blocks	Minutes
Abdel-Jabbar, Melvin	DET	57	13.2	3.94	3.92	3.93		
Adams, Michael	ORL	21	5.4	3.66	3.61	3.62		
Adams, Rafael	CHI	53	3.3	4.67	3.83	3.73		
Alexander, Craig	SA	60	2.8	4.86	3.94	3.69		
Allen, Jerome	MIN	41	2.6	3.43	3.83	3.22		
Alton, Derrick	PHI	73	6.2	3.12	3.33	3.61		
Aronsohn, Jake	CLE	28	2.8	4.14		3.56		
Aways, Alfred	WAS	54	6.3	4.80	3.80	3.51		
Anderson, Greg	SA	46	1.3	3.11	3.80	3.48		
Anderson, Randy	CHA	69	9.52	4.18	3.59	3.69		
Anderson, Nick	ORL	77	14.7	4.42	3.91	3.82		
Anderson, Willie	NY	76	9.8	4.36	3.83	3.19		
Anthony, Greg	WAS	62	14.0	4.15	3.32	3.71		
Armstrong, S. J.	GS	82	12.3	4.68	4.73	3.39		

FULL PRESSED COURT Check the Sports Pages for copious stats, schedules, and standings during season play.

normally, or focus your efforts entirely on the center, forward, or guard positions.

Came speed flows reasonably well on average systems, but it can really turn heady-jerky on slow machines. Effective solutions include turning off unnecessary details like crowd noise, music, commentary, and the scoreboard display. If that doesn't smooth player animations, four screen resolutions are available, ranging from a slightly fuzzy 640x480 to an ultra-crisp 1280x1024. You can also run the game from a window rather than full-screen, which should speed things up.

Like most games of this type, on-court action is a matter of hits and misses. Players are sometimes hesitant in their reactions, causing shots to go unchallenged and loose balls to dribble out of bounds while everyone stands idly by. This is most frustrating during rebounds, often the ball bounces several times on the court before someone picks it up. There are also little annoyances, like the poorly defined net graphics or having to retrieve your own free throws. The refs are invisible—sometimes literally, as they tend to miss obvious defensive penalties. For the record, you also have control over officiating style and specific penalty calls.

The built-in Web interface links players to a common Internet site where you can join a game in progress or host a new con-

test. The connection works, but despite repeated tries during the course of this review, the online roster remained empty. Like other Web-ready games, it's a great

idea as long as you're not the only one showing interest. Multiplayer modem games tested perfectly, however, with only slight transmission pauses at 28.8 Kbps.

Overall, despite some intrinsic arcade foibles, NBA Full Court Press is very impressive. Coaching enthusiasts will definitely enjoy the arena-fall of options, which are so intelligently presented that even die-hard arcade fans may be tempted to switch courts.

APPEAL: Win 95 gamers longing for a combination of arcade-style rebound action and detailed coaching aids.

PROS: Options galore! Impressive playbook selection, stat breakdowns, and team management; Web, LAN, and modem play a big plus.

CONS: You'll need a beefy system to enjoy full performance. Control is a bit sloppy, and there's no playbook editor. The AI—especially for player trades—could be better.



POWER CHESS

"Power Chess™ may be the finest innovation in serious chess products ever to hit the streets. No kidding."

—Clayton Ford
Computer Games Strategy Plus



More powerful than any human opponent. More human than any computer opponent.

When you play the Power Chess King, it's like playing a Grand. When he's winning, he takes chances. When he's losing, he pretentiously squirms. When you hear the Power Chess Queen speak, it's like learning from a master, brilliant, intuitive, eloquent. When you play Power Chess, you're playing the most innovative, friendly and ingenious chess program available.



ESRB RATED

Visit us at www.siem.com, call 1-800-757-7707 or see your local software dealer.

© 1994 Sierra On-Line, Inc. ® and/or ™ designee trademarks of or licensed to Sierra On-Line, Inc., Bellevue, WA 98007



- Brian Fargo Profiled
- The Future of Gaming
- Sneak Peek at StarFleet Academy



By Gamers, For Gamers.

Like many of the pioneering computer game companies, Interplay Productions began with one man coding in his bedroom. Brian Fargo loved to play computer games and he loved to build them, whether they were the early text-based games or the groundbreaking games that came later. Brian's viewpoint has always been, "How is this a better experience for the gamer?"

Q: Brian, in your opinion, what are some of Interplay's breakthrough products?

Fargo: I liked The Bard's Tale series. We gave gamers a first-person perspective they hadn't had before, even if it was in that little upper left-hand corner window, and we gave them three-point animation instead of static monsters. I liked Wasteland for its elaborate map, its skill-based design and NPC (non-player character) code. Wasteland was also the first game to offer moral dilemmas. With BattleChess, we were trying to create an animated version comparable to one of those Franklin Mint collectors sets. With Castles, we wanted to combine some of the dynamic, planning aspects of say a SimCity with a sense of medieval role-playing. Descent lapped into the 3D revolution. And with Starfleet Academy, M.A.X., and Fallout we're continuing to stay on the "bleeding edge." I'm proud of all of those.



Q: Interplay has always used a lot of licensed properties? Why?

Fargo: I use one guideline in licensing products: "Is the world rich enough that I want to play in it?" I wanted to do a Lord of the Rings game from the time I first read it. We made Neuromancer because it was a world that we thought computer gamers could relate to. Of course, our prize licensed properties would have to be the original Star Trek and AD&D licenses.

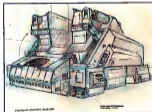
Q: Why do you think your Star Trek games have been so successful when others have gotten mixed results with the license?

Fargo: From the beginning, with our Star Trek games we focused purely on the game elements first, then took consideration for the license. After fleshing out the inner workings, we moved to simulate not just the universe but also our interpretations of it. Gamers feel like they're right beside Kirk and Spock. When it became practical, we started using voice-overs from the original cast. We knew gamers wanted to feel like they were right there with the Enterprise crew. Now, with Star Trek: Starfleet Academy, we're pushing the 3D and special effects technology, but the story and gameplay still came first.



Q: Why do you emphasize "By Gamers, For Gamers" as a motto?

Fargo: If we don't want to play a game, we don't publish it. To build an Interplay game, you have to convince me and a host of other dedicated gamers that we want to play it. We started the MacPlay line because we had Mac gamers who felt that no one was taking the time to port products from the Mac perspective. When we started work on Stonekeep, we added all the special visual and audio effects we wanted to heighten the gaming experience. The VR Sports series grows out of the same desire to put gamers in the game.



Q: So, what's the future?

Fargo: Whatever makes games better. Multiplayer gaming, creating entire rich universes that are fully interactive, redefining gaming genres. We're going to keep building games we want to play.

Built By Gamers...

The easiest way to see the difference Interplay's "By Gamers For Gamers" philosophy makes is to look at the kinds of games that Interplay's in-house design teams are building for themselves to play. Of course, it's also the best way for gamers to find out about the exciting products that are on their way from Interplay. Let's take a look at Interplay's next generation of hot games.

Getting the M.A.X. for Strategy Gamers



M.A.X.
you'll push yourself to the limit to survive the ultimate showdown in strategic warfare

Mechanized Assault and Exploration. That's the underlying meaning of M.A.X., an upcoming strategy game set in the far future. M.A.X. is a mayhem, M.A.X. is a destruction, and M.A.X. is a combat await gamers who are willing to face the M.A.X.imum challenge. Eight clans compete for sole control of newly discovered planets.

In M.A.X., you play a M.A.X. commander sent to a new world to build a colony, collect resources, and so on while eliminating other clans' M.A.X. units and their colonies. M.A.X. offers over 60 customizable units, a unique blending of real-time and turn-based play, and various scenarios including customized and campaign games. M.A.X. supports multiplayer gaming. If you want a real good-time strategy game, look for M.A.X. to hit the shelves this month. "Definitely one to watch for"-Gamespot

DESCENT TO UNDERMOUNTAIN

New AD&D Action and Role-Playing

Get out of your ship and take a risk! DESCENT TO UNDERMOUNTAIN uses the same 3D engine made famous in DESCENT, but doesn't let you hide in the interior of a ship. DESCENT TO UNDERMOUNTAIN puts you in the Forgotten Realms® (TSR) universe and challenges you to survive. It also features some special effects using transparencies that some said couldn't be done.

DESCENT TO UNDERMOUNTAIN combines role-playing elements such as standard AD&D character generation with real-time action in the dungeons below the city Waterdeep. It also features Kelben "Biscotstall" Aronson, the famous Waterdeep mage. The player is sent on quests that culminate in the defeat of an evil spider goddess. This game allows up to four gamers to play at the same time. While DESCENT TO

UNDERMOUNTAIN should be on the shelves any day, players can anticipate the imminent arrival of its online version as well.



Descent
to Undermountain, featuring 38 monsters, is true to the AD&D character development model



VR BASEBALL: A Sure Home Run for the '97 Season

From any angle, VR BASEBALL '97 looks hot. This Win'96 baseball sim is the only game which lets you play in a real-time 360 degree environment with realistic 3-D stadiums and polygon players that move very smoothly. This high tech baseball game is hardware accelerated creating an immersive, ultra realistic, gaming environment.

You can actually play the game from any position or angle you choose. It's amazing.

VR BASEBALL is fully licensed and includes the complete 1996 season stats, the latest team rosters (over 700 players!) as well as all the major league teams, logos, updated uniforms and stadiums...even Atlanta's new Olympic stadium. Imagine being able to play as any one of your major league favorites in a first person perspective. VR BASEBALL '97 is coming at you this Spring.

For Gamers

Starfleet Academy:

The First and Only Multiplayer Star Trek Action/Flight Simulator

Are there Trekkies at Interplay? The proof is **STAR TREK: STARFLEET ACADEMY**, not only a starship flight simulator wrapped in a gripping storyline, but a dream game for most of us. You play a cadet training to become a starship commander. En route, you will engage in 29 missions while commanding a variety of starships. If you play your cards right, there's even a final mission where you get to command the USS Enterprise! You will fight over two dozen enemy vessels, including the Klingon Bird of Prey. Between missions, your actions at the academy affect how the story unfolds and the ending of the game. The academy is more than a test of mettle, or even bravery—it is a test of character.

STARFLEET ACADEMY features great cutting-edge technology. Translucent texture-mapping is used for cloaking effects, new AI adapts to the player's combat style, and the game's engine allows the highly detailed starships to move at breathtaking speeds.

STARFLEET ACADEMY offers multiplayer support and includes performances and interactions with three members of the original Star Trek cast: William Shatner as Kirk, George Takei as Sulu, and Walter Koenig as Chekov. Be prepared to enlist in **STARFLEET ACADEMY** this April. There is also word of a fourth Interplay Star Trek product (**VULCAN FURY**), an adventure game that should warp to store shelves late in 1997.



Take command of Starfleet's best starships, including the Enterprise itself

FALLOUT—A True RPG to Look Forward To



FALLOUT has everything hardcore RPGers want — with unparalleled depth

The ultimate test of any gamer's survival skill, **FALLOUT: A GURPS POST NUCLEAR ADVENTURE**, the unofficial sequel to *Wasteland*, is a different kind of role-playing game. Using pen-and-paper gaming's most versatile rules set, this adventure puts your character in a fallout shelter called the Vault. The Vault houses the descendants of the few survivors of a nuclear holocaust.

Now, nearly 80 years since the holocaust, the Vault's water recycler has failed. Water rationing has begun, and someone must venture outside to find a replacement microchip needed to repair the water recycler. Guess who gets to go? **FALLOUT** combines incredible new technologies and SVGA graphic detailing. One of the innovative technologies used is the Talking Head Claymation character, where the character's facial expressions tell a story of their own. You should be able measure **FALLOUT**'s release on your Geiger counter in the next few months.

OF LIGHT AND DARKNESS—JUST HOW REAL IS SURREAL?

Tired of the predictable? Looking for a game experience that's both surreal and aesthetically pleasing? **OF LIGHT AND DARKNESS** is a nonlinear adventure game in which you play a young man attending a showing of a mysterious French artist with his date. His date finds a surrealist painting, which she is literally pulled into. You follow her and must find a way to rescue her and rejoin the world "outside."

This game features a stunning 3D world and the work of Gil Bruehl, an award-winning artist whose exhibitions are held around the world. For the first time, an artist of this caliber has been commissioned to create art specifically for a computer game. The surreal beauty Bruehl is creating for **OF LIGHT AND DARKNESS** is valued at over \$10 million if they were sold as paintings. This adventure game will cast others into shadow by the end of 1997.



A stunningly beautiful 3D rendered world featuring the art of award winning master, Gil Bruehl

Partners In The "By Gamers,

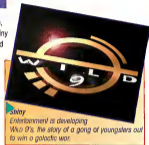
Even Interplay's developer and affiliate relationships were established because the gamers at Interplay liked playing the games from these partnering ventures. Let's look at some of the "By Gamers. For Gamers" offerings being built by these partnering companies.

Shiny Entertainment Goes Wild with Wild 9's

Recently acquired by Interplay, Shiny Entertainment is famous for creating Earthworm Jim, first a video game, then a cartoon television series, and now available on home video. Shiny also owns the trademarks to the Animation process that takes drawn cartoon sketches and places them into interactive software. From pencil to processor in a few short strokes!

Shiny Entertainment is working on *Wild 9's* for the Sony PlayStation and SEGA Saturn. *Wild 9's* is a futuristic game that revolves around the Annapolis Cluster. The Cluster is home to thousands of planets and the arena for a galactic war between the game's heroes (a young earthling and a gang of eight alien teenagers) and the evil entity Karm, whose army, led by Colonel Curtiz (ever see *Apocalypse Now?*), has been systematically destroying planets in the Cluster.

Shiny is also working on MDK (Murder Death Kill), that Interplay will distribute outside of North America. This science-fiction action game features missions through eight alien cities that roam around on platforms, destroying everything on Earth. It's a game packed with high-speed, accurately rendered real-time graphics; loads of monsters; several weapon choices; and multiple endings depending on your performance. Be sure to keep close tabs on MDK.



Shiny Entertainment is developing Wild 9's, the story of a gang of youngsters out to win a galactic war.



Lining Up a Straight Shot

Celeris, a leading developer of surveillance and tracking software for the military, has partnered again with Interplay to develop the award-winning *VIRTUAL POOL* and is now working on *VIRTUAL POOL '98*. *VIRTUAL POOL '98* was designed by physicists and mathematicians to provide the most realistic pool simulation ever. Featuring a seamless interface, realistic shots, and multiple perspectives during play, *VIRTUAL POOL '98* is so realistic that it's guaranteed to improve your game.

Fight Evil, Conquer the Universe, Play Golf

A father's death and a son's nightmares—it sounds like the U.K.'s Gremlin Interactive borrowed a page out of Shakespeare. Yet *REALMS OF THE HAUNTING* is a very different kind of story. This futuristic horror adventure features real-time combat and places you in the Hamlet-like role of a young man whose nightmares following his father's death lead him to the village of

Helston in Cornwall. He discovers that he is the one prophesied to find an important artifact that can control the nature of the universe.



REALMS OF THE HAUNTING features a frighteningly detailed 3D environment alive with predatory demons.

This game's action elements combine with its musical score to create an immersive, tension-filled atmosphere. *REALMS OF THE HAUNTING* features rich graphic detail, numerous evil entities, puzzles, battles, and nearly two hours of cinematic sequences. Keep an eye over your shoulder as this Gremlin's *HAUNTING* should appear within the next month or two.



Multi- graphic modes including stunning 640x480 VGA full screen resolution.

For Gamers Philosophy

As well as being the home of many alleged haunts, the U.K. is also known as the birthplace of golf. VR GOLF '97, another outcome of the Interplay/Gremlin relationship is an amazingly realistic golf simulator that lets the gamer play golf in a real-time 360 degree world. You can view your lie from any angle and strike the ball in any direction.

VR GOLF brings a fresh perspective to golf with its dramatic sweeping camera views that you can shift on the fly. These cameras really showcase the four courses that come with this game including Kiawah Island's scenic "Ocean Course."

VR GOLF '97 seems to have it all; licensed courses, course disk compatibility, pro and amateur tours, fast course set up, customized club selection, a simple user interface and multi-player capabilities. Plus all the specialty shots, like draw and fade, found in real golf. You'll find playing a round with this game very enjoyable. Look for VR GOLF '97 in stores this Spring.



VR Golf comes loaded with 4 courses, including Kiawah Island and is the only true real-time 360 degree golf game.

Reloaded is the sequel to the award-winning Gremlin PlayStation title, LOADED.

RELOADED takes this arcade game several light years further. Featuring revamped original characters (such as Mamma and Bulch), new characters, and CHEB, the reincarnation of FUB, RELOADED includes more levels, more puzzles, and a stronger story line than LOADED. Don't face your computer unarmed. RELOADED is available now in all discriminating software outlets—cocked, locked, and ready to rock.

What if the tabloids are right about "ancient astronauts"? Gremlin's SANDWARRIORS turns that premise into an arcade flight simulator that blends the iconography of ancient Egypt with futuristic technology. SANDWARRIORS features 20 ship types, 10 different weapon types, and 20 different missions. SANDWARRIORS will make its stand on store shelves in late spring.

There is no second place in FRAGILE ALLEGIANCE, a multiplayer space strategy game where your goal is the complete annihilation of your opponents. Set in the far future, where you are commissioned to build and develop an asteroid-based mining colony, FRAGILE ALLEGIANCE includes missions, combat scenarios, and real-time gameplay. FRAGILE ALLEGIANCE supports multiplayer gameplay and offers an in-game e-mail system that allows gamers to send messages to their friends and foes. Establish your FRAGILE ALLEGIANCE starting in January.



Research and develop an array of hi-tech weapons, buildings and spacecraft to build a galactic empire in FRAGILE ALLEGIANCE.

How enterprising are you? HARROW is

Gremlin's futuristic strategy game crossed with a flight simulator that

allows you to find out. In a very nonlinear story line, you find yourself as a mercenary exiled to the planet Titan after the destruction of Earth. Your objective is to build a ship using theft, money earned from missions, or through your own explorations. You must also uncover clues leading to information that will get you off the planet, and you must then escape from Titan. The escape begins in summer.



Blood your way through Blood's 12 blood-soaked worlds with incredible lighting effects and non-stop gameplay.



Harrow True real-time gameplay in random interactive missions.

More From Interplay...

DESCENT II: The Infinite Abyss... How Deep Can You Go?

Let's head into a Parallax universe, where we can find the developers of the DESCENT engine. After developing last year's DESCENT II, Parallax has gone even deeper in creating their latest challenge: DESCENT II: THE INFINITE ABYSS. But brace yourself, this game is even faster than DESCENT II.

THE INFINITE ABYSS features 22 new levels (infested by new robots) in which you'll race through sewers, rat mazes, and other such locales where DESCENT players feel at home. Look for 12 new robots to accompany this latest DESCENT. An exciting plus is that INFINITE ABYSS players can create their own levels and robots. Included with the product is a new multiplayer game, *Horde*. Look for DESCENT II: THE INFINITE ABYSS in the depths of your favorite software stores right now.



DESCENT II: The Infinite Abyss Can you escape 22 new levels and 12 new robot enemies in *DESCENT II: The Infinite Abyss*?

SHATTERED STEEL Strikes With a Vengeance

In the Wild West, the marshals wore six-guns. In the far future, they'll use robots. Canada's Bioware Corporation (which is also working on a role-playing game set in TSR's *Forgotten Realms* universe) has teamed up with Interplay to put you on the cosmic frontier in *SHATTERED STEEL*.

In *SHATTERED STEEL*, you play a mercenary investigating a communications breakdown in a mining camp on Larios 3. You discover aliens are destroying the camp and its inhabitants, and you must stop them! Featuring 50 nonlinear missions taking place on two different worlds, the game challenges the player with over 20 different types of robotic alien predators. With 25 weapons at your disposal, including plasma cannons and tactical nukes, the explosive combat in *SHATTERED STEEL* can shatter your nerves, if you don't stay cool.

SHATTERED STEEL supports 16-player action and includes a scenario builder for customizing multiplayer games. You can pick up your piece of *SHATTERED STEEL* in stores now! Look for an add-on disk that forges new missions, new robots, and new weapons in the next few months.

Are You Willing to Die By The Sword?

Interplay discovered Treyarch Invention and its promising new title *Die By The Sword*. In the spirit of *Blooded*, *Die By The Sword* looks to be the ultimate in hand-to-hand combat games. With the use of VSIM Motion Control technology, the full range of human motion can be simulated during combat, allowing players to realistically interact with their environment while battling opponents. Combat has realistic effects as swords react with swords when they clash and players take realistic damage during combat.

Players can create custom moves to enhance their hand-to-hand combat skills. Over 25 computer opponents can be battled in software games, while multiplayer support allows up to four players to battle things out in a winner-take-all competition. Your waiting opponents want you to *DIE BY THE SWORD* this summer.



VSIM Motion Control allows players to fully control every element of their character's movements.

and It's Partners in Gaming



As Interplay Moves

And Expands into The Future

With the case closed on what Interplay has up its sleeve for gamers both in and out of house, it's time to set our sights on the distant future. Interplay's future offerings to gamers include sequels to its successful past and future games. Among the titles for which sequels are planned are *STONEKEEP*, *CASTLES II*, *EARTHWORM JIM*, *GURPS*, *M.A.X.*, and *SHATTERED STEEL*, the latter three discussed in these pages. Plus all new originals bring incredible technology packed with state-of-the-art new engines and new innovations in game design that will have gamers coming back for more.

Interplay: Ready to ENGAGE

If the future is multiplayer online gaming, then Interplay is there already. Interplay is working with ENGAGE Games Online to provide a game community where gamers can meet online to play the kinds of quality games that Interplay has been making for years. One particularly cool thing about ENGAGE Games Online is that gamers will be able to get onto it from any of the major online networks that they currently use (such as AOL and Prodigy). On the network, gamers will be able to play against one another in real time while sending messages to keep the contests lively. Among the many Interplay products scheduled to appear on ENGAGE are an online version of the best-selling *DESCENT*, *CASTLES II*, *DRAGON DICE* (an AD&D product), *DESCENT TO UNDERMOUNTAIN*, and *SHATTERED STEEL*. ENGAGE also has the exclusive rights to bring *WARCRAFT II* to online gamers! Engage is available on the Internet at engagegames.com.



Parting Thoughts

"By Gamers, for Gamers" is more than just a motto; it's Interplay's guiding star. The people at Interplay like the same computer games that we all do, and those are the kinds of games this company is dedicated to making. The enthusiasm Interplay brings to creating new gaming experiences is no less electric than the computers used to make them. Interplay's passion for playing games is exceeded only by its passion for delivering the goods to those who play them. That is the reason that Interplay devotes so much energy to the immersive details that make for rewarding gameplay. Interplay lives by its motto: "By Gamers, For Gamers."

For More Information

Headquarters:

16815 Von Karman
Irvine, CA 92606
www.interplay.com

Europe:

Harleyford Manor
Harleyford
Henley Road
Marlow
Buckinghamshire
SL7 2DX England
E-mail: europe@interplay.com

Asia:

Hiro-o Plaza,
6th floor
5-6-6 Hiro-o
Shibuya-ku, Tokyo
150 Japan
www.interplay.com/japan/

Engage:

17922 Fitch Ave.
Irvine, CA 92614
www.gamesonline.com



Brains 1, Beauty 0

SOLID ICE Scores With Intelligent Hockey Gameplay, But Graphics Get A Penalty

by Gordon Goble

Talk about your lousy timing. Coinciding with the debut of EA Sports' colossal NHL Hockey 97, quite possibly the best-looking sports title of all time, comes Montreal-based game developer Strategy First with its own take on hockey. It's called *Solid Ice*, and in many ways it's the antithesis of the EA game. *Solid Ice* is built around the idea that quality artificial intelligence

motion center down below, is a seemingly understated ice surface that claims merely three-fifths of the total screen space. In your face it certainly isn't, with just a solitary side-to-side panning perspective showcasing players that aren't nearly big enough for numbers or team crests.

As play begins to unfold, a couple of words will immediately spring to mind—namely "distracted" and "confusing." I've tried my best to analyze just what makes *Solid Ice* a hard game to play, and have come to the decision that a ponderous frame rate is the big culprit. Players are here, then suddenly they're over there, and pucks seem to temporarily disappear from view.

But a poor frame rate is not responsible for sticks and bodies that poke through nets, gelatinous screens of players that lack any visual clarity, and a general "foggy" surrounding much of the action. It's like being in a weird dream state, one that will begin to clear up only if you've got the patience to stick with it.

MY BRAIN HURTS

If you do, you'll come to appreciate some of the more positive aspects of the game. You'll eventually understand that player animations—gusts of individual moves that you just won't see anywhere else—are behind that tattle of a frame rate. Beyond the fog, you'll see that player and team AI is probably as strong

and even more varied than that of Vignoli's NHL: *POWERPLAY '96*.

—and that's saying something. You'll also notice that shot and goal totals, penalties, and fatigue are authentically portrayed. In short, there's a good game here struggling to break free of its confines.

Strategy First uses the giant inside interface to plunk every possible bit of information in front of you. There's the typical stuff, such as team logos, score, and game clock, but there are also welcome innovations, including a penalty clock with space for four penalties and a detailed stat and data section for each and every player currently on the ice.

SOLID ICE's numerous editors let you alter just about every element in the game. Here you'll find a NASCAR RACING-like paint program for customizing logos and color schemes, a player editor for skill alterations, and a script editor that'll get Lemieux and Jari on the same five-man unit. *SOLID ICE* is licensed by the NHL Players' Association but not the National Hockey League, so you'll be dealing with the real players but not the real teams and logos—all the more reason to change 'em!

A fascinating but flawed look at PC hockey, *SOLID ICE* should be noted for the things it does right. Hearty recommendations, however, will have to wait until next time. **B**



Price: \$24.99

System

Requirements: 486 DX2-66 or better, MS-DOS 5.0 or higher (for Windows 95), 7 MB RAM (12 MB for Windows 95), 25 MB hard disk space, VESA-compatible video card (at 1 MB VRAM for SVGA graphics), 2x CD-ROM, Microsoft-compatible mouse, Sound Blaster-compatible sound card.

of Players: 1-2
Protection: None (CD must be in drive)
Designer: Strategy First

Publisher: Empire Interactive
Germanctown, MD
(301) 916-6362
Reader Service #: 332



HEAVY FOG Hockey aficionados will appreciate *Solid Ice*'s intelligent gameplay, but the muddled, 2D graphics will unfortunately obscure the action.

and varied gameplay are what PC pucksters want. And they are, they are! But somehow these wonderful ideals become camouflaged in muddled graphics on their way to the screen, and that's too bad because the program does hold a lot of promise. You've just got to peek through the cracks to see it.

WHAT THE PUCK?

When you first take to the *Solid Ice* rink, you'll notice immediately that the game is far from 3D. What you will see, aside from a monstrous scoreboard/infor-

APPEAL: Serious, patient hockey fans with a preference for hockey's strategy and subtlety

PROS: Playmaking variety, great in-game stat delivery, editors galore, artificial intelligence that's actually intelligent.

CONS: Awkward graphics that seriously obstruct gameplay, low-tech interfaces, tiny 2D rink.



Kicks Bass.



The realistic sights, sounds, psychology and art of fly fishing come to life on CD-ROM, in this challenging multi-level skill game.

PC-CD ROM

WINDOWS 95

Tired of catching bass? Ready for a challenging fishing sim? Welcome to the relaxing and challenging world of fly fishing on your PC. **The Art of Fly Fishing Volume 1** recreates this skillful sport using live videotaped footage. Fish three of the United Kingdom's finest trout and salmon rivers: the Blackwater, Spey and Test. With the soothing sounds of nature and the intricacies of choosing the right equipment and flies, this fishing simulation puts you right in the water.

The Art of Fly Fishing is not just a fun fishing simulation; it also contains an extensive library of information to help you learn more about the fish, their habitat and their behavior. Choose your fishing spot based on conditions including time of day, season, temperature and water currents. Once you've chosen the right conditions, a variety of flies and rods will help you land the fish of your dreams, provided your casting skill is up to par. After you've practiced, invite up to 5 friends to enter into a fishing competition where the winner receives a cash prize and the opportunity to upgrade his equipment. **The Art of Fly Fishing**; the only fly fishing simulation for your PC.



PHILIPS

©1995 Arc Development. Published by Gametek, Inc. Distributed by Philips Media. All rights reserved.

To order, see your local retailer or call 1-800-340-7888 CIRCLE TRACER SERVICE #280



Smash-Mouth Football

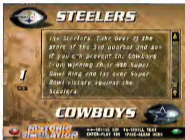
QB CLUB '97 Is A Real Blitz

by Scott A. May

Football as electronic entertainment has always been something of a dichotomy. Arguably a near-perfect blend of strategy and action, the sport draws fans that typically fall into two camps: coaches and players. Amateur generals staunchly believe that play management is the name of the game.

Action enthusiasts responded with a great and head-slap. Personally, either by principle or sheer intimidation, I usually agree with the latter group. After all, toss out the coaches and their playbooks and you can still play a darn good game of football. The reverse is certainly not true.

PC football titles, in particular, tend to be victims of their own ambitions, desperately trying to be everything to everyone. With few exceptions—namely Dynamix's *FOOTBALL FRENZY* and EA's *FOOTBALL FANTASY* series—the results are generally unsatisfactory. Console-based games, on the other hand, focus on action in the trenches. No playbook editors or front-office



SITUATIONAL AWARENESS Taking over a classic matchup, like last year's Super Bowl, with just minutes to go is a neat idea. But why didn't they also give us the option of replaying these great games in their entirety?

protes here—just down-and-dirty gameplay with myriad options to keep things interesting.

If you'd rather play rough-and-tumble arcade football—as opposed to a spread-sheet-with-shoulder-pads statistical sim—Acclaim has just the ticket with NFL *QUARTERBACK CLUB '97*, an almost pool-by-pool port of its console-based hit,

95, provided you have ample RAM and don't plan on doing much multitasking.

All 30 NFL teams and personnel are represented here, based on their '96-'97 preseason rosters, including the new Baltimore Ravens. Teams are rated in seven performance categories: passing, running, blocking, tackling,

blocking coverage, and special teams. Likewise, players are rated in three categories, according to position: QBs (accuracy, range, and scrambling), fullbacks (agility, speed, and strength), and so on. Individual ratings are most tapped for player trades, which the program handles well but unambiguously: Trade Steve Young even-up to the Jets for a third-string line-man? No problem here, but not blindly likely. However, nonseasonal, simulated player trades help breathe a bit of fantasy life into the game.

NFL Play mode offers a choice of pre-season, season, playoff, and Pro Bowl games, using either the original or traded rosters. Both season and playoff modes continue through to the Super Bowl. Quick Play mode randomly selects two teams for a single-game contest. The third play mode, Simulation, injects a lot of flavor into the game. Here you can reenact historic contests, entering the game at critical junctures. For example, take control of the Steelers at the third quarter of



Price: \$39.99

System

Requirements: IBM-compatible 486DX2-66 or better; DOS 5.0 or greater (Windows 95 compatible); 8 MB RAM; 23 MB hard disk space; 1 MB VESA-compatible SVGA card; 2x CD-ROM drive; supports keyboard, mouse, 2- and 4-button gamepads; Gravis GMP; and Sound Blaster—compatible sound cards.

of Players: 1-6

Protection: None (CD must be in drive)

Designer: Ignite

Entertainment

Publisher: Acclaim

Entertainment

Glen Cove, NY

(516) 656-5000

Reader Service #: 333



GRAPHIC CUT BLOCKS Even on the hottest PC, there are a few rough visual edges. You can toggle graphic quality for performance, from 320x200 up to 1024x768.

BUILDING A CONTENDER

Interestingly, while the Saturn version of *QB CLUB '97* proved somewhat anemic, the PlayStation rendition is an undervalued champ. Luckily, Ignite chose the PlayStation as its benchmark when porting *QB CLUB '97* over to the PC. The translation to DOS is excellent, although you'll need a super system to match the original's smooth delivery and concise control. The game even runs well within Windows

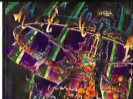


Once upon a time,
in an enchanted kingdom,
there lived a big bosomed
lady and some gerbils.





Enter a severely fractured fairy tale. Discworld® II: Mortality Bytes is the graphic adventure with cheek. Over 100 hours of hilarious gameplay immerse you in a bizarre realm where dozens of bawdy characters face life without Death. Yes, Death has gone on holiday. And the hapless magician



[Discworld II features the voice of Eric Idle, former star of Monty-python-or-other]



Rincewind must find a way to restore order in the world. You'll be dazzled by 25,000 cells of hand-drawn animation. You'll be delighted by the fiendishly clever puzzles. You'll be deeply offended by the vocal stylings of Eric Idle. Discworld II: Mortality Bytes. It's magical. It's enchanting. It's sick.



DISCWORLD® II

MORTALITY BYTES™



www.psychosis.com

1995 Super Bowl and see if you can defeat the Cowboys.

There are 50 specific simulations available, including fantasy games such as a dream matchup between the 1995 and 1977 Cowboy teams. If that's not enough, you can also create and save up to five custom simulations, applying up to 14 setup options.

Each game mode allows up to six players to compete, either on the same or opposing teams. The game supports a wide variety of controllers, including keyboard, mouse, two- and four-button joysticks, and the Game GRIP adapter. Both keyboard and mouse controls are awkward at best, and because the game was originally designed with four-button console controllers in mind, a two-button play-

beginning players.

Following the coin toss—a feature surprisingly absent from the console version—and a quick visual tour of the fully rendered stadium, the game begins. Approximately 1,000 offensive and defensive variations are claimed to be available through the wide-ranging playbook. Play calling is a simple three-step process: choose the formation, yardage (short, medium, or long), and actual play design. Key blocking assignments, line shifts, and receiver routes are all clearly labeled. Also included are so-called signature plays of a few dozen top quarterbacks, although most seem to be variations of the generic long bomb. On defense, you can hand-pick your coverage or let the computer take its best guess by simply choosing

using motion-capturing technology. Line blocks open visible holes for backs to juke and dive through, while hands play a critical role in blocking and pass receiving/deflection. The pace is just right, especially for proper execution of timing patterns. Although such details aren't always describable in the heat of play, they are clearly visible in instant replay, which is one of the best I've seen.

Individual player attributes can play a big factor, particularly at all-pro skill levels. Power backs such as Jerome Bettis are more likely to plow through the line, while fringe runners like Marcus Allen are more nimble in their cuts. Likewise, teams with a monstrous defensive line are more likely to block passes or disrupt the backfield. This is always a difficult area to assess, in terms of realism and individual effort, but for the most part, the designers have done an admirable job.

Among the game's handful of sore points are the lack of player injuries and sometimes spotty officiating. Rookie-level computer AI can also be comically unreliable, producing game scores in the high 50s, even with five-minute quarters, against statistically superior opponents. Like most arcade-style games in the category, this title fares best when played against other name-blooded competitors.

There are certainly some clanks in this game's armor, but then again, the perfect football game has yet to be built. Overall, play-oriented fans should find NFL QB Club '97 one of the best implementations of hands-on football action yet on the PC. **C**



SNOW JOB Adverse weather affects both mobility and visibility, keeping QBs in the pocket longer to the delight of biting linebackers.

stick severely hampers both play calling and on-field executions. The game definitely favors Game controllers, either the GRIP or GamePad varieties.

YOU'RE IN THE PROS NOW, ROOKIE

Pre-game options include penalties (soft), weather (sun, snow, hot, cold), field type (grass or turf), quarter length (5, 10, or 15 minutes), and difficulty (rookie, pro, or all-pro). Accelion boasts flexible computer AI that will learn and react to your play-calling style. This feature, plus each player's individual abilities, increases according to skill level. The mobile level cuts you a lot of slack, while all-pro difficulty can be painfully unkind to your

Smart D. Up to four attributes can be assigned for both offense and defense.

Play execution, controller responsiveness, and graphical quality are dramatically affected by your hardware setup. Slow machines equipped with weak video cards will suffer from choppy animation and frustrating control delays. Thankfully, Iqoon offers several options to improve performance on older systems, including a choice of seven display resolutions, adjustable on the fly from a low of 320x200 up to 800x600. Low-res displays will greatly improve animation and control at the expense of graphics, which will be rather blurry. Iqoon gives the on-field graphics a more polished sheen, but if your hardware can't handle it, you'll experience dreadful frame skipping and sluggish control. You can also adjust texture-mapping and turn off extraneous graphic effects to help smooth things out.

INSTANT REPLAY REVISITED

Once game performance is tweaked to your satisfaction, the actual on-field action is fairly fluid. Despite a certain degree of unaudible graphic blockiness, in which players sometimes seem melted together, the animation is quite expressive,

HAPPEAL: Any football fan who's leaped for console-style gridiron action on the PC.

PROS: The best on-field player controls of any PC football game, complemented with tons of great options. The action hit *Madden 97* should have been.

CONS: No player injuries, strange officiating, screwy trading AI, and high scoring, even for an action game.

Not quite up to the PlayStation version, despite the high hardware requirements.





“Can I challenge Arnold Palmer and my buddy in Tibet to a skins game on Maui in heavy fog at 3AM?”

Can I golf in 16.7 million colors? Can I play against Arnold Palmer at Latrobe? Can I play against my friend Skynet? Can either of them beat me? Can I take a 3-0 tour of the Kapalua Plantation Clubhouse? Can I play match play? Best ball? Skins? Can I add in my own sounds? Can I position a camera over the ocean? Can I place a camera right in front of the ball? Won't that break the camera lens? Can I still play all the Links Championship Courses? Can I add fog? Can I play with WIN 95? Can I get 1600X1200 resolution? Can I make a high-arching wedge shot back up on the green? Can I watch Arnie react to a good shot? A bad shot? Can I resize the camera windows? Can I see the trees break off? Can I choose from different golfers? Both male and female? Can I use the mowing stripes to read the contour of the green? Can I take a Virtual Reality tour of Arnie's workshop? Can I golf in Hawaii, Pennsylvania and Chicago on the same day? Can I get a 3AM tee time? Can I hear the birds and waves in 3-D stereo? Can I hit my ball 1/2 mile out of bounds? Can I play from there? Can I watch aerial fly-bys of every hole? Can I choose from more than 15 add-on courses? Can I watch an instant replay of my swing? Are there multiple camera views? Can I challenge an artificially-intelligent computer opponent? Can I retract the control panel? Can I call toll-free for support? Can I take multimedia tours of Kapalua and Latrobe? Can I save a round in progress, go to dinner, and finish it later? Can I send and receive text messages during a round on the net? If I lived on the course could I find my house? Is Links LS the most realistic golf simulation ever?

▶ “Yes.”



The New Links LS add-on courses



The New Links S-Course Libraries Vol. 1, 2 & 3: Playable with Links LS, Links Pro CD, Microsoft® Golf, & Links Pro CD Microsoft®



LINKS LS

www.accesssoftware.com • Code: 910-088

For a FREE Links LS Trial-Size version CD, call 1.800.800.4880

Call 1.800.800.4880 for a FREE Pandora Directive Demo CD

"The classic game of naval strategy is afloat, refitted and battle-ready for '97"

— Gamezone Web Site



- 50 new missions with SVGA graphics for a total of over 250 scenarios.
- Available in Windows®3.1 and Windows 95.
- Four theaters of play: Greenland & Iceland/ North Atlantic/Indian Ocean & Persian Gulf/ Mediterranean.
- Introductory quick start—makes Harpoon Classic 97 accessible to everyone!
- Gateway to Harpoon Online with FREE trial included.*



"Just when you thought the Cold War was over, Interactive Magic introduces the classic naval warfare simulator in a new and more exciting way."

— The Department of War Web Site

From the critically acclaimed designers of Harpoon®

"Wor Game of the Year" and "Hall of Fame."
— Computer Gaming World

"Top 40 Best Games of All Time."
— PC Gamer

"Best PC War Game." — Game Players



* Compatible with AOL version only (see manual for details) for 15 days after we physically format within 30 days of your order ship to help avoid copyright infringement. AOL version requires software copyright © 1998 by Interactive Magic. Software for Harpoon Classic 97 requires software copyright © 1994 by Interactive Magic. Software for AOL version requires software copyright © 1998 by Interactive Magic. All other trademarks are the property of their respective owners. © 1998. All Rights Reserved. See AOL.com for details.

P.O. Box 33491 • Research Triangle Park • NC 27709 • www.intermag.com

For more information call 1-800-232-5636

The High Sierra

Dynamix Prepares To Snatch Back The Flight Sim Crown

Life is full of odd coincidences. The night before I left to see the latest sims in development at Sierra's Dynamix division, I was having a spirited discussion with some members of CzepluServe's Flight Sim Forum about my decision not to include **SECRET WEAPONS OF THE LAST WARS (SWOTL)** in my November list of top 15 sims of all time. Some didn't agree with my decision to give the nod to **SWOTL's** predecessor, **THEIR FINEST HOUR: THE BATTLE OF BITUM** (a decision reached because most of the things that made **SWOTL** special were pioneered in **THF**). One thing we did all agree on was that we'd like to see a modern version of **SWOTL**. But with Larry Holland knee-deep in ultra-profitable *Star Wars* games, that doesn't seem likely any time soon. At least...not from LucasArts.

BROTHERS IN ARMS

Online arguments still rattling through my head, I arrived in scenic Eugene, Oregon, to get a look at the progress of

RED BAYON II and **PILOT**. Before we got into those, though, producer Casimir Bayless asked me if I'd like to talk to his brother Scot about his latest project, **ACES X-FIGHTERS**. A rhetorical question, I assumed.

As Scot Bayless described **X-FIGHTERS**, I realized it sounded a lot like a hybrid of the very best features of **ACES OVER EUROPE** and

At its basic level, **X-FIGHTERS** will look a lot like a modern **ACES OVER EUROPE**. Mustangs, Thunderbolts, P-51s, and other planes will battle it out with Messerschmitts and Focke-Wulfs. But the real fun starts when you start playing "what if?" During World War II, the Allies back-bombed new



SON OF SWOTL *ACES X-FIGHTERS* will feature experimental aircraft such as the **Dornier Do-335 Arrow**.

SWOTL, held together by the hot new simulation engine developed for **RED BAYON II**. This was starting to sound good

technologies such as jet engines, pouring their resources instead into producing proven designs in mass quantities. But

ON THE RADAR

► **Jane's ADVANCED TACTICAL Fighters** will get the US Navy **FIGHTERS 97** treatment. Look for a Windows 95 version of the simulation to appear sometime this spring. The likely title is **ATF GOLD**, and it will include the planes and missions from both **ATF** and the **New Fighters** expansion disc. The Jane's team is looking to eventually integrate the sim's multiplayer capabilities with those built into **USNF 97**, so those of you with sui-

cidal tendencies will be able to take F-8 Crusaders up against Eurofighter 2000s.

This integration may not make it into the first release, though, because it appears **ATF GOLD** will feature a multiplayer campaign module that will make tying in with **USNF 97** a bit more complicated. Designer Paul Grace wouldn't give any details, but he promises that these new multiplayer



features will be unique, and "a helluva lot of fun."

“ If Bayless can pull X-FIGHTERS off, people may finally retire their ancient LucasArts sims. ”



1 d. A n t h o l o g y

THE LOST GAMES. THE RECENT HITS. THE BOOK. THE LONGED FOR EDITION COLLECTIBLES.

Catholic
Protestant
Jewish
Hindu
Other





id Software™, ©2004 id Software, Inc. Published by 4G Software, Inc. Distributed by GT Interactive Software Corp. All trademarks are the property of their respective companies.

www.idsoftware.com



GT Interactive Software
www.gtinteractive.com

CIRCLE READER SERVICE #241

DENNY ATKIN

what if the U.S. had instead decided to use jet technology to defeat the Third Reich?

On the Axis side, Hitler delayed the Me-262 jet by making its modification into a fighter-bomber. By the time the jet was ready to enter service, the Axis infrastructure was so damaged that only a small percentage of the Me-262s produced entered combat. Hundreds sat engineless and useless because the Allies had destroyed the factories that made ball bearings needed for the Me-262's engines. But what if the Luftwaffe had fielded the Me-262 and other advanced designs a year earlier in the war?

These are the kinds of questions the X-FIGHTERS team hopes you'll be able to answer when playing their sim. Like

and see how they would have fared. Look for planes that were just about to go into service near the end of the war, such as the P-50 Shooting Star and Dornier 335 Arrow. You'll also be able to take to the skies in experimental planes such as the General Motors XP-75 (a plane built from space parts from other aircraft designs) and

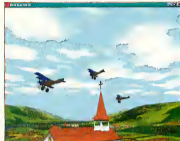
Nothrup's wacky XP-56, a jet-kick, swept-wing, pusher-prop interceptor. The final aircraft list hasn't been decided yet, but look for plenty of odd designs that have never before been seen in sims.

The X-FIGHTERS team also has ambitious plans for the game's multiplayer modes. It's way too early to tell exactly what will be possible by the time the program is released, but the team is hoping to support squadron-level multiplayer action.

As this is written, X-FIGHTERS is still in the earliest stages of development. The team is shooting for release in late 1997—not an unrealistic date when you consider they're building on the RED BACON II simulation engine.

LATE TO THE BATTLE

Speaking of RED BACON II, work is progressing nicely on that World War I sim,



STEEPLE CHASE The rolling hills of Europe give Red Bacon II a more realistic look than *Sturm Trooper*, the first game that used the improved 3 Space engine.

which now looks like a definite April release. The team is determined not to let the sim slip past that date. To this end, they're carefully watching features that could slip the release date—namely 3D card support and multiplayer—and they're prepared to cut them from the initial release if necessary. (Producer Graeme Boyless assured me, however, that if they don't make it into the initial release, they will be available soon after.)

Since the game was previewed in these pages last year, the interface has been given a complete facelift. Instead of wandering around a virtual base, you'll instead choose missions and view the battlefield using an interface very similar to that in the original RED BACON. Although the preliminary interface was clunky, this one makes it much easier to jump right into the action.

Since our preview, the already impres-



INTERFACE LIFT The virtual flight headquarters metaphor present in early alpha versions has been replaced with an interface reminiscent of the original Red Bacon.

SWGTL, X-FIGHTERS will give you a chance to take aircraft that were still in the prototype or design stage into battle.

CG TIPS!

- ▶ Getting blown away in Interactive Magic's *Arcade*? Here are some cheats that will turn your standard Army-issue chopper into AirWolf.
- ▶ Type in the either of the following case-sensitive login names to set up your super-copter, *Flemishyn* *Acobhel* gives you infinite weapons.
- ▶ *Lim Wins* gives you infinite weapons, invulnerability, and the helicopter model cheats.
- ▶ The model cheats are:
- Alt-T: Overtorque toggle

Ctrl-T: Terrain-following toggle.

Alt-V: No fuel.

Shift-V: Refuel.

Shift-Ctrl-Alt-Tab (with overtorque off): Speed warp. Each successive press of this key combo will cycle warp from 0 through 9.

▶ There are also a number of key combinations for fine-tuning the visual environment.

Alt-F1: Flat-shaded polygons.

Alt-F2: Gouraud-shaded polygons

Alt-F3: Gouraud-shaded and texture-mapped polygons

Alt-F4: Toggle shadows (only on clear days)



Alt-1 through 7: Change visual range

Alt-8: Graduated horizon.

Alt-9: Gouraud toggle

Alt-0: Texture-map toggle.

SIMCOPTER. WHEN SIMCITY 2000 CALLS 911.

8:45 pm: Fight five-alarm fire. **8:56 pm:** Collar criminals. **9:02 pm:** Save shipwrecked Sims. When you're flying the first game to go above and beyond SimCity 2000,® every job is an extreme rush. SimCopter™ sends you on high-anxiety missions into 30 pre-built SimCity 2000 cities. You can even import your own SimCity 2000 cities for homemade emergencies. And you'll see your cities as never before: up close in hyper-realistic 3-D. Each



new adventure heightens your challenge, and your blood pressure. Rise up the ranks and reap your reward: a new copter with all the extras, and several extra near-death experiences.

SimCity 2000 not required.
Nerves of steel recommended.



MAXIS



Available for Windows 95. ©1997 Maxis, Inc. All rights reserved. SimCopter is a trademark and SimCity 2000 and Maxis are registered trademarks of Maxis, Inc. All other trademarks or registered trademarks are the properties of their respective owners. For product or ordering information, contact your local retailer or call 1-800-30-9145. Visit the Maxis Web site at <http://www.maxis.com>.

ave flight models have been further improved. This isn't surprising, since they're being developed by Gary Stettlemeyer, the man who virtually defined the realistic PC flight model with his work on Spectrum 1 and Byte's FALCON 3.0. The most impressive aspect is how the planes handle damage. Lose part of one of your fabric-covered wings and the plane palls realistically to that side. Lose a portion of your horizontal sta-

and then perform a mission. You can also modify missions, challenge enemy aces to one-on-one duels, or fly computer-selected single missions.

Look for lots of other nice touches, such as allied aircraft that fire flares when they recognize you coming in for a rendezvous. One very good bit of news: Sierra has heard the cries of frustration with its move to online manuals, and you can look forward to RED BOUTON II ship-

improved 3-Space graphics engine created by Dynamic. Like FLIGHT SIMULATOR, you can simply fly around cross-country and enjoy the scenery, and like ATP, you can fly scheduled hops between various airports. But the most impressive feature by far is PRO PILOT's flight training. If all your flying has been virtual and you're anxious to learn more about the real piloting experience, this is the sim for you. Much of the space on the game's two



BAY BUZZ: San Francisco is one of 28 fully modeled cities in Pro Pilot; the entire U.S. landscape is available for cross-country flying.

bilizer and you'll find altitude control becomes a real problem.

One aspect of the sim that hasn't changed is the dynamic battle environment. RED BOUTON II features a "living" battlefield that fully simulates everything going on in the air and on the ground for a roughly 15-mile radius around your aircraft. In addition to your own targets, you'll also encounter enemy and allied planes on missions of their own. Nothing is scripted here—you shouldn't ever encounter two missions that are exactly the same.

Most campaign missions will require you to fly to a spot (you'll use a map on your instrument) and landmarks visible outside the plane to navigate), rendezvous with another element (friendly or enemy),

ping with a thick paper manual packed with historical background on the planes, pilots, and aerial battlefield. The manual's being written by Dennis Kilgore, who was historian and manual author for ACES OF THE DESERT.

FLIGHT SCHOOL

The other sim in development at Dynamic, PRO PILOT, is slated to ship about a month after RED BOUTON. This civilian simulation puts you in the cockpit of a variety of general aviation aircraft, and is set to give Microsoft's FLIGHT SIMULATOR—which is getting way long in the tooth—a real run for the money.

PRO PILOT builds on the civilian simulation experience of SubLogic (which was acquired last year by Sierra) and the

CDs will be taken up by tutorials that teach you real flying and navigation techniques. Although the instruction and time logged isn't "official," it is accurate enough that you'll be well prepared if you ever decide to actually work on a license. After viewing a video on a topic such as constant altitude turns, you'll be able to actually try the maneuver in the air while being coached by an AI flight instructor.

As your flying skills progress, you'll be able to move from the Cessna 172 to a Bonanza, then to the Baron and King Air twins, and finally to a Citation jet.

Of course, if you already have the right stuff, you can skip the tutorials and just fly around. The entire U.S. is available for exploration, with over 27 million accurate altitude maps based on U.S.

Ceological Service digital elevation maps (so yes, you can make the Grand Canyon run). In addition, every active airport in the U.S. is in place, with proper radio frequencies and instrument landing aids available. There are 28 fully modeled cities, and you'll find generic cities in other populated areas.

Look for a full range of instrument systems to be modeled, from manifold pressure to an optional Global Positioning System receiver. Each plane has an accurate instrument panel. Views both in and out of the plane are top-notch, a far cry from the EGA ugliness of SubLogic sims or the textured mess of FLIGHT SIMULATOR.

Look for a full-blown preview of PRO PILOT in an upcoming issue of CCM. ☺



A-10 CUBAN!

CREATED BY
ERIC "HELLCATS" PARKER

Available now for
Windows® 95

ACTIVISION

www.activision.com

**PSI PARSOFT
INTERACTIVE**

Activision is a registered trademark of
Activision, Inc. A 3D Game is a trademark
of Epoch Interactive. © 1995 Epoch
Interactive. All rights reserved. Published
and distributed by Activision, Inc.
All other trademarks and trade names are
the properties of their respective owners.

THE MOST REALISTIC FLIGHT SIMULATOR. EVER.

The most advanced
physics model
of any flight sim

8-player over a LAN
and modem-to-modem
air combat

One of the fastest
flight sim frame rates

State-of-the-art AI
guarantees high
replayability



THE SEQUEL TO *Heroes of Might and Magic*,®

TAKE A

The king is dead, a civil war rages throughout the countryside, and the people are clamoring for a new leader.

STAB

Whether you choose to play on the side of good or evil, you can control the greater kingdom if you can muster the courage and skill to take it.

This long-awaited sequel is a feature-by-feature enhancement

AT THE

of everything that made the original *Heroes* an all-time strategy classic. Scores of new hero and monster types, alliance formation for team play, enlarged combat maps,

ROYAL

increased multi-player options, and a flexible "World Builder" module are just a few of the reasons why *Heroes II* will be a prized addition to your CD-ROM treasure trove.

THRONE



◆ Form alliances with friends or the computer.

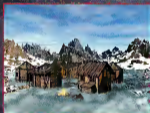
◆ Multiplayer action for 2-6 players via Internet, modem, or network.

◆ Expanded "interactive" battlefields.

◆ More of everything! Over 60 scenarios, 65 heroes, and 66 monsters. Dozens of new skills, spells and artifacts.

◆ Includes powerful "World Builder" game editor.

◆ Available for Windows® 95 and DOS.



THE 1995 STRATEGY GAME OF THE YEAR — Computer Gaming World



HEROES III

of Might and Magic

THE SUCCESSION WARS



For more information call 1-800-251-9563
or check out <http://www.nwc.com>

NEW WORLD COMPUTING®

See How Amazing the New World Computing Age can be... Heroes III is available on the 3DO, 486, and Windows PCs. System requirements: 4 MB RAM, Windows 3.0 or the 3DO console. © 1995 New World Computing, Inc. All rights reserved.

P.O. Box 4302, Hollywood, CA 90078

© 1995 NEWER SERVICE #342

Deeply Qualified

Jane's New Sub Sim Is Better Than Mil Spec

by Denny Atkin

Summarize the silent service. Wrapped in secrecy throughout the Cold War, the Navy's submerged force is still one of the most classified operations this side of the National Security Agency. However, as the Cold War has waned and the armed services have begun to feel the need for public support in an era of budget cuts, they've opened up a bit about the roles of even their more secret weapons. At the same time, many private companies that have depended on the military for their livelihood have latched on to an effort to make up for waning defense contracts. And as unlikely as it seems, together these changes are leading to the development of one heck of a PC simulation.

Jane's 688 ATTACK SUB 2 combines the knowledge base of the Jane's information library, the game-design experience of Electronic Arts, the simulation-development knowledge of an experienced



POSITIVE I.D. The stadimeter lets you identify ship classes by comparing a ship's silhouette and masthead height with a stored database.

defense contractor, and the real-world submarine experience of a retired nuclear submarine captain. The result is very like-



ENDGAME A Russian submarine falls victim to an ADCAP (Advanced CAPability) torpedo. The 3D view is one of the few unrealistic concessions to playability.

ly to be the most realistic submarine simulation you can play without getting a security clearance.

SOUND FOUNDATIONS

While the project is being helmed by EA's Paul Coore (whose credits include the original 688 ATTACK SUB, SEAWOLF, and Jane's ATF and NATO FIGHTERS), the development work is actually being done by Connecticut-based Soralytis, Inc. "This company has been doing work for the military and industry since 1973 on projects ranging from naval warfare simulations to tactical decision aids dealing with sensor analysis. In recent years, Soralytis has branched out into a variety of other endeavors, ranging from putting their sensor expertise to work in creating Fish Startle (device that scares fish away from construction sites, power plants, and other dangerous areas) to miming full-blown film and recording studios. Now the company has teamed with EA to create a nuclear attack sub simulation.

Most of the members of the project team at Soralytis have backgrounds in

creating simulations for the military. We were able to look at unclassified binders of some of these when visiting Soralytis' headquarters, and the Target Motion Analysis sim used by the Navy looks very much like TMA screen in 688 ATTACK SUB 2. However, the one in the game actually looks better than the monochrome, wireframe military sim. The military's obviously not as concerned with flash and dazzle as the typical gamer.

Guiding the development team is Soralytis' Capt. Terry Jones (USN, Ret.). Jones has served as captain of both SSN (nuclear attack) and SSBN (ballistic missile) submarines, and is bringing that experience to the design of the simulation scenarios. Although some concessions are being made in the name of gameplay—such as the inclusion of external 3D views and the lack of unconvicted cruises—the team's background should help 688 ATTACK SUB 2 set new standards for realism.

In fact, early versions were perhaps a bit too close to the real thing for the Navy's comfort. When the Pentagon was

provided with the first draft of the game's procedural help files, they asked:

Sonolysts to drop some of the detail, as there was a bit more information about submarine operations there than they wanted available in a computer game.

BATTLE STATIONS

Typical of modern submarine games, you'll be able to operate each of the boat's stations. These include the sonar, fire control, navigation, radar/SM/comm, and TMA stations, as well as ship control and, of course, the periscope.

The types of sonar are fully modeled, including narrow- and broad-band, active intercept, active, and Derman (the waterfall display). Actual sampled recordings from an SSN are used for the sonar and other sounds within the game.

One of the more interesting systems modeled is just starting to go into service now on actual submarines: The stadimeter uses a video camera mounted on the boat's periscope to grab an image of a potential target. You input the masthead height of the ship, then compare its silhouette with those stored in the stadimeter. Using this information, you can easily identify the class of ship you're targeting.

One station you won't find on a real submarine, but which is integral to the game, is the viewscreen. This "magic" device has lens camera views that let you zoom in on any object in the sim and get a 3D view. Of course, it's not a realistic capability, but who wants to miss the chance to watch a torpedo home in on its target?

The sub modeled is a late-



I'm Afraid I Can't Discuss That...

The Navy was kind enough to arrange a visit aboard a real Los Angeles-class attack sub during my visit to Sonolysts. Trolling over with a couple of EA staffers and Sonolysts' subject matter expert Captain Terry Jones to the nearby submarine base in Groton, Connecticut, I was to get a first-hand look at the USS *Alexandria*, SSN 757.

I knew this wasn't going to be a typical tour when I was asked not to photograph the sub's exterior, because its masts were visible. It turns out that much is

still classified about the submarine service. Has the 688 class ever seen combat? Other than the already publicly acknowledged Tomahawk missile launches during the Gulf War, they can't comment on operations. What are the performance specifications? They can only say that it can go "at least 800 feet" and "at least 25 knots." What kind of counter-

measures does the sub use in combat? "A variety of devices." Not to give the impression that the folks aboard the ship weren't cooperative—they treat guests very graciously, going out of their way to show off the ship and answer any unclassified questions. But submariners are definitely still part of a "silent service," with most of the operational details closely held secrets.

If you've ever visited a cramped World War II submarine at a museum, you might think the modern *Alexandria* spacious. That is, until you remember that there are 138 people sharing the space on the boat, and that it often goes

over a month—or months—without surfacing. The crew's mess is probably smaller than your grandmother's dining room. One small washer and a dryer handle laundry for the entire ship.

As we toured the ship, I saw that the Sonolysts team had done their homework modeling the sonar waterfall displays, fire-control panels, and control room. Many control panels are covered up when visitors are aboard, but what we were able to see was an interesting mix of technology ranging from a modem



BATTLE STATIONS The ship's control room is laid out just like the real thing.

NEC computer monitor displaying an error about a failed SCSI boot device, to dials to levers and dials that would look at home on a 1950s-era submarine. Despite the sophistication of today's subs, the dangerous environment they work in makes the use of proven technology wise. So although "fly by wire" technologies could very likely be fairly easily adapted to allow all a sub's maneuvering to be conducted from a single station, even today's most modern subs still alter their speed by signaling crewmembers in the engine room.

We left the submarine with an even greater admiration for the men who protect America's interest at sea. To spend weeks, even months, cooped up in such close quarters, working six hours and taking 12 off, takes amazing dedication, stamina, and patience. If you want to truly live the submarine experience when playing *688 Attack Sub 2*, try cramming about 28 people in your computer nook while you play.



THE REAL THING The USS *Alexandria*, SSN 757, prepares to submerge.

A + M + O + K
+
+
+
+

DEATH

IS IN THE AIR.





WHEN YOU'RE A WEAPONS MANUFACTURER, PEACE CAN PUT YOU OUT OF BUSINESS. SO TO GET PROFITS BACK UP, YOU'VE GOT TO INCITE - AND SURVIVE - THE MOST GRUELING BATTLES ON LAND AND UNDERWATER.



PLENTY OF DIFFERENT MISSIONS, EACH WITH A COMPLETELY NEW STORYLINE, OBJECTIVE, AND OPPONENTS.



YOUR SLAMBIIRD COMES WITH DIFFERENT FEATURES OPTIMIZED FOR BOTH LAND AND UNDERWATER ENVIRONMENTS.



GT Interactive
Software
www.gtinteractive.com



PC CD-ROM



Age 17+ (ESRB) Computer. © 2004 GT Interactive Software. Content not published by Electronic Arts. Distributed by GT Interactive Software Corp. All trademarks are the property of their respective companies.

CIRCLE READER SERVICE #374



LOCAL MOTION The Target Motion Analysis station helps you identify a ship's bearing, course, and speed.

model Los Angeles-class boat equipped with four torpedo tubes and 12 vertical launch tubes. At your disposal you'll find Mk 48 ADCAP torpedoes, as well as Harpoon and Tomahawk missiles. Targeting all of these devices is a slightly complicated, but you can get an assist from your crew if you like.

You can run the entire sub single-handedly, but the only station you really must operate is the control. AI crew members can run each of the other stations, analyzing sonar returns, identifying targets, and



SCOPING IT OUT The periscope is more difficult to use in rough seas, when waves will often wash over your view.

plotting solutions on enemy ships. As your crew gains experience, they'll move through four levels of AI to help allow them to perform their duties faster and more accurately. At the end of each tour, you'll be given the opportunity to "trade in" experienced crew members. For instance, if you're a whiz at sonar but you stink at using the TMA station, you might trade in your top-level sonar operator for a better

AI TMA technician. Then in combat you can authorize the sonar returns yourself and let the computer handle TMA.

Seriously, has implemented enemy AI based on routines developed for their naval training experience. As you get better, enemy AI will buff up an order to provide a greater threat. Because the AI adjusts to your level of success, it should be challenging, but never overwhelmingly impossible to beat.

MISSION ORDERS

In addition to a number of single missions and 10 training scenarios, 688 Attack Sub 2 features 14 campaign scenarios. You'll start in the Caribbean, where you'll undertake missions near Cuba and Colombia. Some of these have a Tom Clancy book feel, such as one where you're tasked with dropping a seal team near a drug lord's boat. Your second tour will be in the Mediterranean/Adriatic, where you'll conduct operations off Bosnia and Libya. From there it's off to the east of Iran, and finally to the North Pacific, where you'll face your most difficult tasks, battling elements of a confrontational Russian force.

The sim includes a mission editor which uses a NOAA topography database of all the world's oceans and seas to let you create missions in any region. A wide variety of ground, sea, and air units are available, so you can build engagements against subs, task forces, and land targets.

And you're not limited to playing alone. Multiply or scenarios are supported, with up to eight players on a network, each capturing a different sub. You can play sub vs. sub, or create missions in the mission editor. You might task one group of submarines with escorting a convoy, that another is trying to destroy, for instance.

NON-QUAL PUKES

When a submariner first comes aboard, he has to earn his dolphins—the pin that signifies he's qualified in submarine operations. Until that point, he's considered a "non-qual puke." 688 Attack Sub 2 will include extremely detailed on-line help covering all aspects of sub operations (this was the section that had to be toned down to please the Pentagon), so you should be able to earn your virtual dolphins fairly quickly. Of course, the sim will also be



REAR VIEW Checking for targets behind the ship using the towed array, five sensor modes are realistically modeled.

packed with reference information from Jane's Fighting Ships.

If you played the original 688 Attack Sub or SLUGOUT, don't look for the same kind of gaming experience here. You won't find chases through deep-water chasms or subs that can do 60 knots here. The late alpha version I examined indicated that 688 Attack Sub 2 will sport unprecedented levels of authenticity. You should be able to plunge into the game and see for yourself some time in March.



ARSENAL OF DOOM With 12 vertical and four horizontal launch tubes, a Los Angeles-class attack sub is a force to be reckoned with.

The reason
lightning doesn't strike twice
in the same place
is that the same place isn't there
the second time.

— Willie Tyler

Digital precision. Deadly accuracy.

Imagine searching your enemies with razor-sharp precision. With the world's first digital-optical joystick, the SideWinder[™] 3D Pro, you'll balance complex moves with maximum control to get the ultimate in responsive game play. You won't have to recalibrate, even after hours of play. And every handle rotation instantly changes your viewpoint. Digital Overdrive lets the joystick communicate more efficiently with your Windows[®] 95-based games. All the better to singe your competition.



Microsoft

Where do you want to go today? www.microsoft.com/sidewinder/



SEGA SOFT™

Developed by



©1996 SegaSoft Inc. All rights reserved. Omega Force is a trademark of SegaSoft, Inc. All rights reserved. SegaSoft and the SegaSoft logo are trademarks of SegaSoft.



YOUR RULES DO NOT APPLY HERE.

For a free Windows 95 demo, visit www.obsidian.com. To order, call 1-888-833-8333 or visit www.obsidian.com.

OBSIDIAN[®]

A HALUCINOGENIC CD-ROM MYSTERY.



Deadly Blades

Russia's Notorious Chopper Proves A Worthy APACHE Adversary

by John Nolan

You're blazing along 30 meters above the Kazakhstan turf with the HUD showing 300 kilometers per hour. The steady whopping of the rotor blades is urgently interrupted by the Russian-accented voice of your Weapons

Systems Officer: "Zed Eas Yow 23 'Ticopee A' Simultaneously the gun pipper steers hard right in the HUD and you bank the big joystick to follow it. Rolling out with the pipper centered in the HUD, you see big, deadly facilities arcing up at you from the rebel ZSU-23. Dumping a handful of collective lets the towers pass harmlessly overhead. Finally in range, a quick three-second burst from the turret gun solves the problem. As you enter the waypoint orbit to get back on course, you drop down even lower. That was a bit close. Welcome to HIND, comrade; it's going to be a long enlistment!

GUNSHIP DEPLOYMENT

To create HIND, Digital Integration followed the successful blueprint from last year's APACHE flight sim. There's a Quickstart option that jumps you right into action in Arcade or low-intensity modes. It's a great way to gain basic familiarity with the sim, thanks to simplified controls and unlimited ammo.

After you tire of blasting everything that moves, you can progress to the "training area." Here you'll learn to handle the MI Mi-24V Hind E using a more realistic flight model. Twenty missions will thoroughly indoctrinate you in assault helicopter operations and effective weapons employment. If you desire further flight experience before beginning a campaign, there are self-contained combat missions. There are 10 missions in each of three different theaters of operation: Kazakhstan,

Korea, and Afghanistan.

The campaign missions take place in these theaters as well. Each of the three campaigns is a multilevel, multi-mission scenario where your overall success depends on the outcome of inter-linked combat missions. There are approximately 20 missions in each campaign. With this variety depth, it will take you quite a while to exhaust all the possibilities.

If dueling with the computer becomes routine, the lure of multiplayer combat awaits. You can link computers via modem, serial cable, or network. Two-player options include Combat, Single Mission, and Pilot/WSO. Combat is a head-to-head duel in Korea. Single Mission operates as a flight of two Hinds on a single mission in any combat zone; it also allows Hind-versus-Apache combat in Korea. Pilot/WSO puts you up in both seats of a Hind to fly any single mission in any combat area.

HIND supports play over an IPX network for up to 16 players. There are two network games available: Death Match and Capture the Flag. Death Match can be played as a free-for-all or with teams, with simple survival as the goal. Capture the Flag requires you to destroy the enemy HQ. HIND is designed to easily couple with ARCADE, allowing disimilar air combat in any of the multiplayer modes. Interactive Magic says that both helicopter sims will also link with the company's upcoming F-16 simulation



SPECIAL DELIVERY These crack airborne assault troops hate to walk, sight on the waypoint or they won't get out of the Hind!

HIND SIGHT

HIND's Preferences menu is a key factor for getting the most out of the game. Here you can adjust visual detail to get the best performance from your system. Maximum detail includes Ground shading, texture-mapping, light scattering, and maximum visual range. Of course, the usable level of detail depends on your computer. Too much detail on a slow computer results in a jerky, non-flyable presentation, especially in realistic flight mode. Reducing in-flight sound effects may allow a higher visual complexity. Tested on a 486/90 with 16 MB and a Stealth 2200 video card, HIND played smoothly just above midway on the detail slider, using full in-flight sound. Copies still look good at this setting. A P-133 with 16 MB of RAM and a Stealth 3D card had absolutely no difficulty running maximum visual complexity. While the graphics look excellent at this setting, they're somewhat dated in comparison with other recent sims. Both Win 95 and DOS executables are included; they're essentially identical in features and performance.

Building chopper pilots have a choice of three flight modes. Novice is the arcade mode, and requires minimal skill



Price: \$49.95

System

Requirements: 486
C0/66, 8 MB RAM (16
MB for Win 95 ver-
sion), 15 MB hard
drive space (56 MB
recommended), local-
bus SVGA graphics, 2x
CD-ROM drive, DOS
5.0 or higher, sup-
ports most major
sound cards

of Players: 1-16
(IPX network)

Protection: None (CD
must be in drive)

Designer: Digital
Integration

Publisher: Interactive
Magic, Research
Triangle Park, NC
(800) 298-0872

Reader Service #: 334



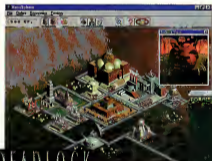
YOU ARRIVE A STRANGE LAND, CONFUSED, DISORIENTED, AND YOU MAKE YOUR WAY THROUGH THE THISTLED, SURREAL WORLD IN SEARCH OF YOUR PARTNER, MAX. ALL YOU CARRY WITH YOU IS THE KNOWLEDGE YOU'VE GOTTEN TO ACCEPT AS THE TRUTH, BUT YOU'RE ABOUT TO DISCOVER THAT WHAT THE TRUTH IS DEPENDS ON WHAT WORLD YOU'RE IN, AND IN THIS WORLD, THINGS DON'T NECESSARILY WORK THE WAY YOU MIGHT EXPECT THEM TO. THE CHARACTERS DON'T EXACTLY ACT THE WAY THEY'RE SUPPOSED TO, THE LAWS OF PHYSICS HAVE SOMEHOW BECOME WARPED, WHAT IS UP AND WHAT IS DOWN IS MERELY A MATTER OF OPINION. HERE, AFTER EVERY PERPLEXING PUZZLE YOU SOLVE, ANOTHER TURNS AROUND THE CORNER, AND AS YOU UNRAVEL EACH ELUSIVE MYSTERY, AN EVEN BIGGER ONE BEGINS TO UNFOLD. THE QUESTION IS: WILL YOU BE ABLE TO PUT THE PUZZLE TOGETHER AND MAKE THE RIGHT CHOICE WHEN THE TIME COMES?

OBSIDIAN™



Think
you've
mastered
all these games?

QUAKE



DEADLOCK
PLANETARY CONQUEST



COMMAND
&
CONQUER

Terminal
Velocity

WARCRAFT
ORCENOMANS

So do they.

"I'm the
Quake master.
You're fresh
meat."



"Prepare to be
eliminated."



"No one can
Command and
Conquer me.
No one."



Your favorite games just got tougher to beat. Because we've added a random, unpredictable, nasty little thing called opponents. Welcome to Mplayer.™ The new Internet-based game service that lets you take on real, live players from all over the U.S. and Canada, in the latest, hottest games. We're talking about Quake. Command & Conquer. Deadlock. And more—with new games added all the time.

With Mplayer, live opposition is only the beginning. Because you get to talk to these opponents in real time—using your own voice. You also get the fastest live action of any online game service, with no delays between player moves. And Mplayer gives you a place to hang out between games, where you'll find tournaments, contests, awards, expert advice, and lots more.

Want to check out Mplayer? Visit our Web site at www.mplayer.com to download our software. If you'd rather have a CD, go to our Web site or call 1-888-MPLAYER.

And get ready for the kind of opponents you won't find in a shrink-wrapped box.



PLAYER™

www.mplayer.com

©1996 Mplayer Interactive, Inc. All rights reserved. Mplayer, the Mplayer logo and Mplayer Play! are trademarks of Mplayer Interactive, Inc. All other names are property of their respective companies.

Wanna Play?

CIRCLE READER SERVICE #362

to operate. The Realistic mode is a good simulation of helicopter landing. Control cross-coupling is a major part of this model, requiring you to adjust other controls if you make a change in any single control. Stable mode basically deletes cross-coupling and a few advanced effects

from the Realistic model. It's not that difficult to fly in Realistic mode, but landings will require some practice and skill due to the cross-coupling. Realistic is the way to go, except the challenge.

Enemy intelligence is also adjustable. When set to a higher difficulty, the enemy reacts to your presence earlier, becomes highly aggressive, and shoots with much greater accuracy. At the low-



NIGHT RIDER The FLIR view lets you home in on your target, even in the dead of night.

Multiplayer Overhaul



Hind's computer AI is fine, but nothing beats the thrill of turning your buddy into a smoldering heap of spare helicopter parts.

Owners of the original DOS version of *Apache* may have been frustrated by that game's problems with network and modem play. If you have this version, you can visit the H-Magic Web site at <http://www.hmagicgames.com> and pick up a patch. Go to the Technical Support section and download APCH-PCH2.EXE. This will allow your game to link with *Hwo* or the newer *Apache: Win 95* for head-to-head play.

Hwo and the updated *Apache* already have this improved two-player and network capability. The interface is quite simple, and worked flawlessly when we used it in modem play. Detailed setup and troubleshooting instructions are included in the manual, but it's almost a no-brainer to configure.

My old college roommate and I, both ex-USAF fixed-wing jockeys, spent a few hours tying up the phone lines with *Hwo* and *Apache*. We tried all the options, flying as *Hind* wingmen on single missions, as a Pilot/WSO combination, and in head-to-head combat. Of course, the heavy favorite was the combat option. The other two choices just don't provide the adrenal rush of trying to wipe out your human opponent.

The one drawback of the two-player mode was the inability to adjust your gunship's weapons load-out. The *Apache* has a definite advantage over the *Hind* in agility and technology. On the other hand, the *Hind* has heavy armor and air-to-air missiles. Unfortunately, our *Hinds* never had the R60 air-to-air missiles on board.

The two-player capability makes the game. If you don't already have a dedicated phone line for your computer, it's time to order one. It'll keep your significant other from trying to strangle you with the phone cord!

est setting, the enemy is a dolt and you'll triumph easily. At midpoint, you'll have your hands full staying alive. At the maximum rating, you're going to feel like a fresh Thone steak dropped into a pool of piranhas. Start just below the mid setting so you don't get discouraged too soon!

APACHE REDUX?

By now veterans of Interactive Magic's earlier *Apache* title (just re-released in a Windows 95 version) are wondering if they haven't been here and done this.

HIND is not a revolutionary new helicopter simulation. It's an evolutionary sequel to *APACHE*, albeit one with enough distinctive features to make it an excellent sim in its own right.

The game format, graphics, and most missions are similar to its predecessor, although newly added troop-carrying, reconnaissance, and bombing missions add variety to the mix.

APACHE veterans will find that the landing *Hind* flies quite differently from the stable Army helicopter. But perhaps the biggest difference in this game comes from its use of intelligent ground troops. In addition to the usual tanks, bridges, and other man-made targets, you'll encounter groups of individual hunkies—some of whom turn to point shoulder-launched SAMs at your helicopter.

Other nice touches include facilities for reloading weapons during a mission

(when not deploying or evacuating troops), and the ability to issue commands to your wingman or the whole formation in both single and multiplayer modes.

Although *HIND* feels in some ways like the 1995 game it's based on, the addition of ground troops makes it a simulation experience that's unique in today's market.

(When he's not skimming the mountains in ex-Soviet hardware, John Nolan is a pilot for a major US airline. Many years ago, his flying time as pilot bled into the five-digit numbers.)



WINDOW SEAT The WSO cockpit provides an excellent view, as well as access to the helmet-mounted sight.

APPEAL: Sim enthusiasts looking for a war that's up close and personal; *Apache* addicts looking for a new fix.

PROS: Good flight modeling; ground troops add needed variety and realism to the rotary-wing genre. Reliable and fun modem play.

CONS: Many missions are very similar to those found in *Apache*; somewhat dated graphics engine.



Gaming so real it'll make you **tense,** **anxious** and **screaming** for more. Monster 3D

Are you ready to be chewed up, spit out and totally satisfied? Then brace yourself because the Diamond Monster 3D has arrived and its about to blow your PC away with the ultimate in arcade-quality performance. Based on the state-of-the-art 3Dix Voodoo 3D accelerator, Monster 3D's advanced PCI-bus architecture works with your existing graphics card to transform your ordinary computer into a monstrous gaming machine. All for a

price that'll make your head spin. ♦ Monster 3D sets a new standard in 3D graphics performance with lightning-fast, full-screen 3D rendering and outrageous special effects, giving you gaming so real, it hurts. ♦ And, it is the fastest performing Microsoft Windows® 95 Direct3D accelerator available, with equally high-performance 3D in MS-DOS and Windows® 3.1x. Plus, Monster 3DRL* comes bundled with Whiplash™, Hyperblade™, VR Soccer™ '96, Desert™ II, Destination Quattron 3D, MechWarrior™ 2, Tomb Raider, EF 2000, Scorched Planet™, plus Microsoft's™ Game Sampler 2 for WIN '95 which contains a variety of Direct 3D and DirectDraw game samples that'll leave you begging for mercy. ♦ Better run for cover, because the Monster 3D is coming to get you. To find out more, visit our website at <http://www.diamondmm.com> or call 1-800-4-MULTIMEDIA.

3D Features

- Texture modulation
- Perspective-correction texture mapping
- Z-buffering
- Level-of-detail MIP mapping
- Bi-linear and advanced texture filtering
- Texture compositing and mapping
- Animated textures
- Anti-aliasing
- Gouraud shading
- Sub-pixel correction
- Per-pixel alpha blending effects
- Industry-standard OS and APIs



Without Monster 3D Acceleration



With Monster 3D Acceleration



DIAMOND

MULTIMEDIA

VIDEO SYSTEMS DIVISION

www.diamondmm.com

*Bundled games come with retail version of Monster 3D, only. ©1995 Diamond Multimedia Systems, Inc. 2000 Junction Avenue, San Jose, CA 95131-1922. Windows® is a registered trademark of Microsoft Corporation. Monster 3D™ is a trademark of Diamond Multimedia Systems, Inc. Actual System Requirements: All other trademarks and registered trademarks are the property of their respective holders.

Bug Lite

SHATTERED STEEL Simplifies Mechanized Mercenary Mayhem

by Thierry Nguyen

With the popularity of giant-robot warfare among computer gamers, you start to wonder when will we see MechWarrior: The Movie, or news that General Dynamics is

launching production of the first M2000A1 Here battalion for the U.S. Army. While it's unlikely we'll ever see giant robots on the battlefield, they're invading our PCs in droves. The latest effort, Interplay's *SHATTERED STEEL*, is targeted squarely at the giant-robot pilot recruit who's looking for a little less simulation and a lot more hyper-action.



CLASH OF THE TITANS Your 27-ton *Terg* (your biggest *Runner*) must take on this massive *Mantis* in the final mission.

EVIL INSECTOID INVASION

In *SHATTERED STEEL*, you're a mercenary contracted by a corporation to investigate a routine disturbance. Landing on the planet's surface, you're greeted by a swarm of giant, robotic insects instead of the tanks and robots you were expecting. With the truth revealed, you embark on a campaign to liberate two planets from a foul alien menace, dubbed the *Tergs* in honor of their discoverer.

It's a relief to find aliens as the main enemy in *SHATTERED STEEL*. Instead of fighting humans or maniacal Als piloting



YOU'RE A SCORPIO? Scorpioners are some of the uglier *Tergs*, but this isn't a beauty contest.

variations of the same vehicle you're in, you have to determine the best ways to defeat enemies such as giant robotic spiders and scorpions. These guys definitely don't fight the same way you do. As the game progresses, you will gradually gain information about the *Tergs*, an alien menace worth developing further in future installments of the game.

VOXEL VIOLENCE

SHATTERED STEEL's most striking feature is its beautiful graphics engine. All the robots and buildings are gorgeously textured and strikingly lit. Their movement is quite fluid—the game is much smoother at 640x480 resolution with texture-mapping enabled than its competitor, *MechWarrior 2: Mercenaries*.

A unique addition to this genre is Voxel-rendered terrain. The landscape is filled with rolling hills and deep trenches, and you can use these terrain features to your advantage. Run behind a hill to mask your *Runner* from enemy fire, or lure an enemy into a trench and use your super-

or position to pummel them from above. Terrain-utilization tactics take on even better definition once you find out you can alter the terrain via mortars or mines.

Terrain is also used to advantage in *SHATTERED STEEL*'s multiplayer modes. In addition to the typical *Anarchy* (deathmatch) and team games, there's also a full 20-mission campaign designed specifically for multiplayer. Two opposing teams face each other, and each side has a specific goal in each mission. It's good to see the multiplayer scenarios treated as more than just a chance to blast your friends mindlessly.

Amidst the giant robotic insect graphics, rolling terrain, and network play lies an interface simpler than that found in *SHATTERED STEEL*'s giant-robot brethren. Gameplay seems to favor the keyboard/mouse combo, using the keyboard for body movement and the mouse for head movement. Joystick input is also available, but I didn't find it as effective as the keyboard/mouse. An unfortunate control omission is the lack of a variable throttle. You always move at full speed, and it feels



Price: \$49.95
System

Requirements: IBM-compatible 486-66 or better (Pentium 75 or better recommended),

8 MB RAM (16 MB RAM recommended),

20 MB hard drive space, VGA graphics, 2x CD-ROM (4x CD-ROM recommended), 16-bit sound card

of Players: 1-16 (IPX network)

Protection: None (CD must be in drive)

Designer: Bowen

Publisher: Interplay
Irvine, CA
(802) 468-3775

Reader Service #: 330

Coming soon for
Windows®95

REACH OUT AND TORCH SOMEONE.



F/A-18 HORNET



The hottest flight simulator game is now torching up your Windows® 95 PC. It's F/A-18 Hornet. With incredible 3-D graphics and realistic instrumentation, it'll push you to the outer limits then bring you screaming back to earth. In fact, F/A-18 Hornet closely simulates the Navy's own attack-fighter aircraft. There's 28 different Persian Gulf combat missions to test your skills — where you can blow up everything from ammunition depots using the M61 Vulcan cannon to AWG fighters with an AIM9 Sidewinder. So pick up the award winning F/A-18 Hornet today. It's the best way to get close to someone.



**GRAPHIC
SIMULATIONS**
CORPORATION

www.graphic.com/graphsim



WHO GOES THERE? In multiplayer missions, your radar and the name of the Runner are the signs of whether he is a friend or a foe

down to either moving forward or not moving; you can't "cut throat" to 50 percent, for instance.

The game is of a simpler breed than the likes of *MechWarrior 2* or *Earth Siege 2*. While the terrain has hills and trenches to mess around with, that's all they are: hills and trenches. There are no trees or bodies of water here. (Even if *Ghost Biker's Legacy's* trees looked like

toothpicks, at least there were trees.) Also, while you do have wingmen and allies, you have no control over them. They just move around and do their own thing. Perhaps the least "simulation-like" aspect of the game is the ability to pick up and replace weapons on the battlefield, just like the power-ups in *DOOM*.

QUIRKS AND QUIBBLES

You'll need the

help of the power-ups, though, as some of the game's tougher missions. Unfortunately, single-player missions are of very uneven quality, ranking from ridiculously easy to nigh impossible.

The impossible ones usually have you defending an object, which is hard to do when 20 or more 'bigs come swarming at you. You usually need to learn a "trick" to winning a specific mission. Also, while the game appears to offer branching missions, the only real difference is difficulty or which new weapons you may get.

Some threads are merely detours, and you quickly end up back on the same mission track.

The initial release of this game had a

major, and rather strange, bug. While *Shattered Steel* is a DOS game, the first version wouldn't run properly under MS-DOS, and had to be launched from a Windows 95 DOS prompt. If you try to play under MS-DOS, you will likely get a CD-ROM read error when you load the Holoprojector for a briefing. The problem



GO YOUR OWN WAY Wingmen and allies have decent AI, which is a good thing, since you can't control them

has been traced to the DOS CD driver, and a patch was created to correct it. Even with the patch, though, there are still some quirks when running under DOS, so you'd better plan on having Windows 95 on your system if you want to play this game.

Quirks aside, *Shattered Steel* is a decent first effort with enough unique features to make it worth a look for fans of the genre. The game's longevity should be helped by a mission builder module soon to be released by Bizarre, and there's a possibility of a mission disc as well—either of which has the potential to address the inaccessibility of some single-player missions. But if Interplay wants to provide serious competition for the *MechWarrior* series, the company needs to provide more freedom and variety in the overall game.

Tips On Arming And Using Your Runner

The preferred primary weapons are the Gatling

guns. Lasers are fine, but unless your energy recharge is on maximum, those 50 shots run out fast. The Gatling guns are limited to 750 shots, but if you follow Corporal Hicks' advice from *Alphas* and fire in short, controlled bursts, the guns should be adequate for the mission. If

you do run out of ammo, chances are you can scrounge for an energy weapon out on the field.

Guided missiles and mortars are the best secondary weapons. Guided missiles (IR or Radar) can take care of any air units, letting you concentrate on the ground grunts. The mortars are great— if you aim correctly, you can make



TILL THEY GLOW The rule is a devastating weapon, creating a large crater filled with fire and all that other 'leap-killing' stuff.

giant pits in the landscape and trap enemies in them.

Finally, an effective combat tactic, when using the keyboard for movement and the mouse for head control, is to aim your head to the side with the mouse and circle your enemy while firing inward.

©1997 Interplay. www.interplay.com/shatteredsteel/010197/010197.htm

PAPPEAL: Wearable giant robot pilots who care more about action than lore.

PROS: Beautiful graphics and realistic terrain, great multiplayer missions, creative alien opponents.

CONS: Uneven mission difficulty, only runs reliably under Windows 95 despite being an MS-DOS game.

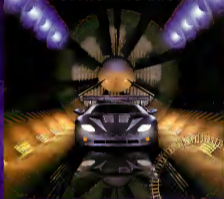


BETHESDA SOFTWARES™

presents

X-CAR

EXPERIMENTAL RACING



X-Car – High-Speed Racing Technology!

- Race one of 16 prototype X-Cars. The latest experimental racing vehicles!
- Test drive your prototype and customize every aspect of your car's performance using cutting-edge racing technology.
- Experience brilliant high res (SVGA) graphics at sustained frame rates. X-Car is the most beautiful and fastest racing game on the market!
- Includes a library of real racing circuits and fantasy tracks. You can race Lime Rock, the streets of Seattle or around Mayan temples!
- Generate real telemetry data on high speed oval, skid pad or handling tracks to customize your car for optimum performance.
- The first true hard core racing simulator with an Arcade Mode for those who just want to experience the pure fun of racing FAST!
- Includes Network and Modem support for multi-player racing!

POWERED BY

X-Game™

Soaring
into your
next one!



STRONG STEEL FUEL SUSPENSION Tires Wing

SPRINTING
SUSPENSION
TIRE
WING
STEEL
FUEL
STRONG



WING
TIRE
STEEL
FUEL
STRONG



Actual IBM screens shown

BETHESDA SOFTWARES™

1370 Piccard Drive, Suite 120, Rockville, MD 20850
BBS: 301 990-7552 • Fax: 301 925-0810
Website: <http://www.bethsoft.com>

ESRB
RP
RATED
RUP

ADMIRAL SEA BATTLES

COMMAND THE FLEET



Game Features:

- 3D Rendered Cut Scenes
- Windows 95 DirectX Game
- Multiplayer modem, network, and Internet play
- Full musical score and integrated sound effects



MEGAMEDIA
Corporation

Rayanada USA
Tel.: 408-428-9920
Fax: 408-428-9924

Free Demo:
www.megamed.com



Developed by Marixan P3.

Rayanada is a Registered Trademark of Megamedia Corporation. All other trademarks are those of their respective companies.

Greybeard Goebbels

The Latest THIRD REICH Conversion Is Hardly Der Reich Stuff

by Terry Coleman



In the early '70s, board wargame sales were quickly budding into a multimillion-dollar business. Tactical games were all the rage, with Jim Dunagan's *Panzerblitz* (one of the only strategy boardgames to top a quarter million units in sales) spanning dozens of iterations. In 1974 (the same eventful year that brought us *Dungeons & Dragons*), there emerged a most unlikely hero, who bucked this trend with a complex, grand strategic game. John Prados—who now makes his living writing best-selling books on the CIA's secret wars—has always been fascinated with the political and economic aspects of modern warfare. While his games on Vietnam (*Fear of the Rat*) and the Civil War (*The Campaigns of Robert E. Lee*) were filled with great ideas, they were often so tedious as to cloud any insights into the conflicts they covered. With *Third Reich*, however, Prados' eccentricities were channeled into productive design

systems by the Avalon Hill development team, which, led by Don Greenwood, was simply the best set of "game polishers" of their era.

Whether viewed on cardboard or computer screen, *Third Reich* is a profoundly complex and yet curiously abstracted view of the European theater of WWII from 1939 to 1945—a sort of military/geopolitical/grand strategic amalgamation that could keep Clausewitz himself busy for a long, long time. You must spend Basic Resource Points—BRPs, affectionately known as "burps"—for everything from gearing up your economy to building units to declaring war on an enemy. What little tactical flavor there is comes from



the superiority of armor, and from the paratroops, units of such Herculean power that you feel they could have taken Cete—or for that matter, Norway—virtually unsupported.

The units themselves, however, are cookie-cutter: German units are 4-6s, naval units are 9s, and so on, with little variation, the notable being that techno-

logical units are 4-6s, and so on, with little variation, the notable being that techno-

“No one familiar with the boardgame will be happy with the compromises made to the original design.”

BRIEFINGS

 If you're still looking for a last-minute gaming gift, you might consider Dixie from Columbia Games. It's—brace

yourself—a card game, but it's the fastest-playing Civil War battle game you'll see this year. Dixie is only slightly more involved than playing *Magic: The Gathering*, and the rules are more internally consistent. There are cards for creeks, ridges, and other dominant terrain, with special rules for hidden forts, entrenchment, and morale. The leaders and units depicted run from the

inept Don Carlos Buell to Ulysses S. Grant and the legendary Stonewall Brigade. For about \$20 (for two decks, one Rebel and one Union, at \$10 apiece) you can be reenacting Shiloh, Bull Run, or Gettysburg with a friend in half an hour. Columbia Games, P.O. Box 3457, Blaine, WA, 98231, (800) 353-3631, www.columbiagames.com

BRIEFINGS



► Add-on packs are a dime a dozen these days, but there are a couple worth your time this winter season. *WIZONE* is not *BENEATH THE DARK FOREST*, but it does have *Blizzard's* blessing, along with 50 new *WARCRAFT II* scenarios. *Trafalgar* and *Island Hop* (complete with oil slicks!) are a nice change of pace, and *Constantinople* will appeal to any last-stand enthusiast. *Wizardworks*, PC-CD, \$29.95, (800) 229-2714, www.wizworks.com

► So *MEIER'S CIVILIZATION II SCENARIOS*, on the other hand, were designed by *MicroProse* (specifically Mick Uhl), and are pretty solid throughout. The ancient scenarios leave *RISE AND RULE OF THE ANCIENT WORLD* in the dust, and there are some new items, such as enhanced spices, for the Renaissance. I could have lived without the Gulf War scenarios, but that's a minor quibble. If you don't like all of the historical restrictions, just refer back to *Loyd Case's Civ II* strategy piece in the last issue of *CGW*, and hack your way to dominance of new *Civ* worlds. *MicroProse*, PC-CD, \$29.95, (510) 522-1164, www.microprose.com

logical improvements were roughly even on both sides as the war progressed—a bit of a stretch, even as an abstraction. Land combat comes in two flavors: typical hex-based, compare odds and roll dice; and attrition, where you compare combat strengths and roll one die to resolve an entire front. If you think this sounds simple, think again. There are armor breakthroughs, naval interceptions, air interceptions and counter-interceptions, strategic movement, strategic warfare, round after round of counterattacks, and those sneaky paratroops. The sequence of play alone would make a good intro to *War and Peace*.

Although the game had its initial detractors (including yours truly), there were few indeed who didn't at least respect the depth of the design. As newer editions came out, some of the stiffer aspects of gameplay (such as the game always coming down to a 2-1 odds attack at either London or Berlin) were modified, so that Prados' magnum opus was elevated to all-time classic status.

RISE AND DECLINE

Given what usually passes for depth in computer strategy games, *Third Reich* obviously had the potential to fill a niche. However, the first attempt to control this runaway car on the computer—the *Atari ST* version of *Third Reich* (1990)—was a train wreck. The abysmal AI was bad enough, but the design couldn't begin to handle even the simplest concepts of the storied boardgame, even when you played via e-mail against another human opponent. Disappointed gamers turned to other complex fare such as *PACIFIC WAR*, but to this day, there has been no strategic game that captured the feel of WWII in Europe quite the same as *Third Reich*.

So, once again, *Avolon Hill* has tried to bring this storied game to the computer, reasonably thinking that the new technology

the next morn, much less begin combat. In a game that requires as much strategic thinking as *THIRD REICH*, you don't need this kind of tedious. The graphics, quite frankly, are a big step backward for AIH, after the blue velvet seas of *WOODEN SHIPS AND IRON MAJES*, even when they are compared to the 20-year-old *Third Reich* boardgame; it's hard to see much improvement.

ORGANIZATIONAL HELL

An old wargame joke says that in Hell, lawyers get what they deserve, because they have to interpret *Third Reich* rules at the point of a pitchfork—which means that they invariably get stuck in more ways than one. The main problem with the boardgame is that it's the perfect example of Prados' kitchen sink design style: since nearly every idea the designer had made it into the game, there are exceptions to every rule. One nice thing about having *THIRD REICH* on the computer is that your opponent can't tell you, after 20 hours of play, "Well, you played a nice game, but I won because you violated rule 21-FCG back on turn 3—sorry."

But even with the computer prohibi-



Price: \$44.95

Required: 486 or better, 8 MB RAM, 10 MB hard drive space, VGA graphics, 2x CD-ROM.

of Players: 1-2 (hot-seat & e-mail)

Designers: Jamie Nash and David Hiller

Original Boardgame Design: John Prados

Publisher: The Avalon Hill Game Company

Baltimore, MD (800) 599-3222

Reader Service #: 340

PC could handle the complexities of the game system. For better than three years, more than 50 people worked on taming this beast. At times, you feel as though it was worth it, but you can't help feeling this game would have been much better received two years ago.

You see, playing *THIRD REICH* involves stepping into a time warp. The interface would have looked dated next to *CLASH OF STYLES*, much less *PANZER GENERAL* or *BATTLEGROUNDS: ARDENNES*. After moving the cardboard counter-like units, you must deflect them before you can move on to



FRENCH PASTRY Don't be crazy enough for a two-front war in 1939. Attrition is the way to go until you have conquered Poland and the Low Countries for their BRPs.

ing any rules violations, learning the game is pure hell. In AIH's heyday, they used to publish games with "basic" rules and an "advanced battle manual" so that you could ease yourself into the game. With *THIRD REICH*, the two-rulebook approach gives you one lengthy tome that describes

THE MOST MULTIPLAYER GAMES ON THE INTERNET

stop playing
with Yourself!
start playing with the world

The Arena

enter the arena at www.earthlink.net/thearena

- WARCRAFT II
- DESCENT
- ROLEMASTER: MAGESTORY
- CASTLES II: SIEGE AND CONQUEST
- SPATTERBALL
- VIRTUAL POOL
- AIR WARRIOR
- MULTIPLAYER BATTLETECH
- CASINO POKER
- LEGENDS OF KESMAI



DO WHAT YOU WANT.™

THE ARENA IS BROUGHT TO YOU BY EARTHLINK NETWORK, INC., PROVIDER OF THE COOLEST, EASIEST INTERNET ACCESS ON EARTH. CALL TODAY TO SIGN UP AND RECEIVE YOUR FREE EARTHLINK NETWORK TOTALACCESS™ PACKAGE WITH EVERYTHING YOU NEED TO GET ON THE INTERNET IN MINUTES.

LASER
LVL: 4
GUARD

SMART
MISSILE

1-800-395-8425

©1999 EarthLink Network, Inc. Services are property of their respective owners. The Arena is an official trademark of EarthLink Network, Inc. All rights reserved.

CIRCLE READER SERVICE #233

PRIZES CHAT ON-LINE TOURNAMENTS ONE USERNAME ONE PASSWORD ONE ACCOUNT

TIPS!

- ▶ Unlike the boardgame version, there are no paritens, which makes it easier to win as the Axis player. Unless the Russians are building paratroops (which they really can't afford), this means you have less need to garrison areas in the rear.
- ▶ If the British player is being really aggressive in the Mediterranean, it might leave a chink in England's armor. All British units are eliminated immediately when Vichy France is created (after Paris falls), so there's no Dunkirk. And naval units that intercept from different

ports are treated as separate battles. So if the English are counting on the Gibraltar fleet to save them from invasion, it might not work, because you can handle them piecemeal. If you have one 1-1 shot at London—take it!

▶ If you can't seem to get anywhere in Third Reich, one of the best ways to start is the *Gamer's Guide to Third Reich*. Although written for the boardgame version, this has several excellent articles, including how best to conduct a "southern strategy" through the Mediterranean and North Africa, that are still applicable to strategic play in computer *Third Reich*. Unlike today's often overpriced strategy guides, the

Gamer's Guide to Third Reich is a steal at \$8, available directly from Avalon Hill.



the complex game rules, and another lengthy tome that describes the complex computer game rules.

If by some miracle you moderate this incredible amount of pulp and distill it

to Spain, the design team could have helped you through the process of deciding when to declare an Offensive option, and when to declare Attrition, with specific examples; there's certainly plenty of room on the CD to include screen shots with text explanations, if nothing else.

UNCOMFORTABLY NUMB

After figuring out the bizarre bridgehead rules—it's often better to retreat through a bridgehead—you tackle strategic warfare, only to find more abstraction. Everyone but the Poles seems to have paratroops; the Germans have no strategic bombers, the Allies have no submarines; there are no Luftwaffe jets at the end of the war. And even the cool chrome, such as Lend-Lease and trans-theater strategic movement, is more relevant to some crude Prudhom model of WWII than to the real thing. But there are lessons to learn here. The rush of the blitzkrieg comes from only armor units having a Zone of Control into adjacent hexes. After an initial string of Axis victories, the economic might of the United States comes in on the Allied side, giving them the initiative with the infamous "flip-flop" of two Allied turns in a row (kinds to help your D-Day preparations). Despite the near-total lack of tactical flavor, this is recognizable as WWII, even to players who've cut their gaming teeth on *PANZER GENERAL*.

But the AI, while not the embarrassment of the Atari/Amiga version, will still offer little challenge to any but the most novice *THIRD REICH* player. The game is just too complex for the AI to cover half the threats posed by a human general. And while die-hard *THIRD REICH* fans may be able to play the game via e-mail, they won't like struggling with the interface. And no one familiar with the game will be happy with the compromises made to the original design. Where are the partisans, or the wonderful what-if variants? In the end, *THIRD REICH* is another unhappy clone that can't match up to the original. If you want to see how a classic boardgame should be converted to the computer, look no farther than *AI'S WOODEN SHIPS AND IRON MEN*, and pass this unhappy conflict by.



PASSIVITY IS PASSÉ The AI too often chooses Attrition, meaning an earlier Fall of France—and maybe an early invasion of Britain.

into something so remotely fashionable, there is no tutorial built into the game to help you along. There is, to be fair, a nice introduction to the game's concepts by Marcus Whitney (a longtime gaming author). There are also some suggested setups for plays provided by AI. But anyone who has played the game before will recognize how mediocre these setups are, and they won't help newcomers to *THIRD REICH* understand why you might want to spend 15 Basic Resource Points to make a Declaration of War on Turkey, as opposed

APPEALS For those desiring hardcore wargaming with some of the depth, and none of the amenities.

PROS: Depth of strategy, some insights into the grand strategies of WWII in Europe. You can finally flesh a campaign scenario of *Third Reich* in a single lifetime.

CONS: Design compromises, a poor interface, and weak graphics combine with the over-switched AI to produce a computer game much less than the sum of its boardgame parts.



DEATH'S GREATEST HITS!



DEATHWARE™ **THE ULTIMATE COLLECTION** **OF KILLER SHAREWARE**

At retailers everywhere!



© 1996 Mindscape, Inc. All rights reserved. All copyright, trademarks and registered trademarks are the property of their respective holders. Call 1-800-771-3772 for information on ESRB Game Ratings.



MINDSCAPE™
ENTERTAINMENT

To order, visit your retailer
or call 1-800-234-3088.
www.mindscapegames.com

The Future Of Warfare

Activision's *DARK REIGN* Takes You Beyond Today's Real-Time Wargame

by Patrick C. Miller

Now that Activision's *DARK REIGN* has provided me with a glimpse of war in the future, I'm starting to have second thoughts about that cryogenic capsule reserved under my name. Imagine fighting enemy troops who can morph into trees and pick off your soldiers one by one, or who can assume the appearance of friendly tanks to steal your technology and sabotage your war machine.

In the future, tunneling vehicles enable the opposition to pop up unexpectedly anywhere behind your lines. Matter transport devices can instantly endanger areas you thought were safe. Then there's the hideous "hostage taker" vehicle: It scoops up your soldiers, automatically laboratories them, steps on explosives, and hunk them back at your troops.

THE WAR BETWEEN THE PLANETS

A real-time action-strategy game, *DARK REIGN* has a premise revolving around an



TEARING UP THE TERRAIN Among *DARK REIGN*'s nice features are terrain effects; these vehicles will have a slow time trying to climb out of this gorge.



MORE THAN A CLONE Activision's *DARK REIGN* has a look similar to *Command & Conquer*, but offers quite a few enhancements, including increased realism.

intraplanetary civil war, centred into the future, being waged between the Imperium, a dictatorial mega-government, and the Freedom Guard, a band of revolutionaries that wants to end the Imperium's tyrannical reign (see sidebar). The game is currently under development and scheduled for release later in the first quarter of 1997.

DARK REIGN clearly takes aim at the market dominated by *COMMAND & CONQUER* and *WARCRAFT II*. It's difficult not to compare *DARK REIGN* to *C&C*, but there are several significant differences, the most notable of which is the increased level of realism. This includes true line of sight, fog of war, elevated terrain, and terrain effects on both movement and combat.

Unlike *C&C*, *DARK REIGN*'s missions are nonlinear, which offers the advantage of enabling gamers to play more than 30

missions from either side in any order they choose. The disadvantage is that although the game will feature high-quality cut-scenes similar to those in Activision's *MEDIA WARRIOR 2* series, Borrod says there will be fewer in comparison to *C&C* because of the difficulty of incorporating them in a logical manner. Even so, he notes that gamers will have the option of playing in a linear fashion that progresses by levels of difficulty.

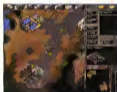
TERRA FIRMA AND FAUNA

Combat takes place on moons and planets scattered throughout the galaxy, on seven different map types, including desert, jungle, volcanic, and ice terrain. Terrain effects are realistically modeled. Some units, such as hover tanks, can cross terrain that's impassable for tracked or wheeled vehicles. Movement slows when vehicles pass over steep or rugged terrain.

Units can also hide in forests, in valleys, or behind hills to ambush onbushes.

True line of sight and fog of war will be implemented in the game's final design, according to Activision. Each battle begins with an unexplored map. As units move around the map, their line of sight—shown as a highlighted circle around the unit—reveals terrain details, as well as sighted enemy units and structures. However, enemy dispositions disappear from the map unless they're in sight of a friendly unit. This system also allows for more realistic indirect fire from artillery units.

The game is being designed to run under DOS and Windows 95 using high-resolution 640x480 SVGA graphics. Multiplayer capabilities will include up to eight players by local area network (LAN) and head-to-head play by modem. LAN-to-LAN connections are also supported, and up to four players will be able to battle each other over the Internet. Activision plans to make new scenarios available through its Web site and allow players to



GETTING THE POINT Dark Reign allows you to set up multiple way points for your units and move your units in formations.



HASS ATTACK As armies get larger, their reaction time slows, modeling the real-life difficulty of commanding large forces, and giving the little guys a chance.



MULTIPLAY'S NEXT LEVEL Dark Reign will support eight-player LAN matches, head-to-head modern play, and four-player Internet matches.

upload their own scenarios created with the game's editor.

MULTIPLAYER MAYHEN

"We know the real joy for people in strategy gaming is going out there and killing their friends, so we want to give them as much opportunity as possible to do that," Borud laughs. "It's potentially the most important part of the game, not just LAN, but also Internet play. We want it to be a very exciting multiplayer experience. Diplomacy will be a huge element of the multiplayer game."

At the start of a multiplayer game, players can choose to be enemies, allies, or neutral. Alliances are much more involved in DARK REIGN, as allies can give each other units and transfer resources between one another.

One aspect of current multiplayer strategy gaming that Borud hopes to avoid is a lack of variables that tends to lock players into doing the same thing every time once they've mastered the game. "We're trying to keep a lot of variables in the game that allow people to change their strategies and try different tactics," he says. "We also want to build up the computer AI to participate in multiplayer games to the point where you don't realize a computer is controlling the enemy."

MANAGED WARFARE

Scenario types range from battles of attrition to ambushes to spy missions behind enemy lines. As with other games in this genre, resource management plays a crucial role. Players not only manage personnel and coordinate

campaigns but also must maintain a water supply and stockpile Element 115, the galaxy's currency and primary energy source.

Command and control is also modeled by simulating the difficulty associated with coordinating a large force. As players acquire buildings and expand their forces, production slows and units take more time to respond to orders.

"This helps balance a huge army against a small, tight force," Borud explains. "A larger army will usually overwhelm a smaller one, but it won't necessarily be easy."

There are 34 combat units, each with differing capabilities. Scout units can see further than others and morph into invisible secrecy. Body snatch-

Dark Reign Construction Kit

The mission construction kit to be included is one of the most powerful parts of the game, Borud says. "It basically allows you to draw maps any way you can imagine. It will be much easier than current map editors because there will be a lot more control. You can create your own missions, vary the computer AI, and set victory conditions to determine how a game is won or lost. We're giving people the tools to do whatever we did to create the game so that they can design their own single-player or multiplayer missions."



TOOLS OF THE TRADE Dark Reign will include an incredibly powerful scenario editor that gives you nearly as many options for map design as the designers have.

THINK ONLY THE STRONG SURVIVE? THINK AGAIN!

AND AGAIN.
AND AGAIN.
AND AGAIN.

Introducing DEUS, the 3D
role-playing game that requires
both brains and brawn.

- Your Identity: 22nd century
bounty hunter
- Your Goal: save the scientific
community on the planet
Alcibiade from terrorists
- Your Obstacles: 40 predators;
5 lunatic terrorists;
mind-bending puzzles;
your own life parameters
(health, energy, food)
- Your Strategy: Kill. eat.
Kill. sleep. Kill. tend
wounds. Kill...
- Your Weapons: anything from
spears to rocket launchers
- Your Bonus: 2 play modes - role
playing and arcade

DEUS



Don't joke about his height or he'll
bash in your kneecaps.



Amputation, just what the
doctor ordered.



Oh second thought, maybe you
shouldn't have skinned her babies.



If he only had a heart, then you could
do a lot.

Website:

<http://www.readysoft.com>



©1996 Silmarils - All rights reserved. DEUS is a trademark of Silmarils.
Distributed by ReadySoft, Incorporated.



Silmarils

Dark Reign History 101

The story line for Dark Reign begins in the year 2250, when Earth's population has swelled to 30 billion. Despite advanced technology and scientists' best efforts, the planet's resources and environment are stretched to the breaking point. As the gap between the "haves and have-nots" widens, criminal elements seize control of large portions of many cities. An alliance of major nations is formed in 2314 to bring crime under control. The solution to send the worst criminals to a penal colony on Io, Jupiter's moon, is so successful that by 2400, one million criminals a year are banished to moon-based space colonies.

The agency running this operation, the Jovian Detention Administration, amasses the world's largest army, giving it enough political clout to eventually absorb the government from which it had been created.

Years later, after the JDA becomes the Imperium and colonizes the galaxy, it maintains tight control over its galactic domain by

imposing strict water rationing. Resentment over the Imperium's policies and ruthless tactics leads to widespread civil war. A revolutionary force known as the Freedom Guard emerges to challenge the Imperium, and a vicious war erupts.

thrust into the middle of this war is a breakaway faction known as the Boleats, a highly advanced civilization based on the teachings of Alpheus Bole that fled Earth centuries before. Bole was a brilliant, charismatic scientist who discovered a method to convert matter using Element 115. When Bole's ship was damaged by JDA forces centuries earlier, it was thought that he and his knowledge were lost forever. However, during the Imperium-Freedom Guard civil war, a probe returns from that region of space and reveals that Bole could still be alive. As Dark Reign begins, you assume command of a Bolean expedition to return to Earth space and find Bole and his lost technology, even if you have to battle through both the Imperium and the Freedom Guard to get them.

ers sneak into enemy territory and take on the enemy's appearance to serve as silent assassins. Units can be assigned movement waypoints and be ordered to perform certain functions at different points along their route. Formation moves will also be possible. Players can adjust the amount of autonomy and tenacity that their units display. For example, vehicles and infantry units can be set to suffer a certain amount of damage before they automatically retreat to hospitals and repair shops.

BUILD 'EM AND BOMB 'EM

As in C&C, each side has distinct strengths and weaknesses. "One side has a more superior air power and the other has a more superior ground force," Boreal explains. Both sides will have common building types for utilities and resource gathering. However, there will also be specialty buildings that are unique to the Freedom Guard and the Imperium. These include tunneler and emitter transport facilities and the "black ops" center that can create spies and saboteurs. Each side will have unique defensive systems to deal with air power and land attacks. Hospitals will be available to heal infantry, and repair bays have the ability to fix damaged vehicles. In addition, field medics and mechanics will be present on the battlefield.

Boreal says that each of the 32 building

types will be highly detailed and animated. As in C&C, buildings can be repaired and sold, but selling a building will be a much slower process. "You're not going to be able to wait until the last second to decide," he notes.

After playing with an early version of Dark Reign, I was impressed. The list of fea-

tures planned for Dark Reign, the number of variables, the level of control, and the improved action game strategy games hope for the near future. If Activision can successfully pull all these pieces together, the company's first foray into real-time action-strategy gaming could very well set a new standard in the genre. **S**

A brand new game every month
before you get tired of the old one!

ONLY
ONE TIME
CHARGE!

\$59.95 PER
YR.

JOIN TODAY BY SENDING
US YOUR NAME, ADDRESS, PHONE
NUMBER ALONG WITH YOUR
CHECK/MONEY ORDER OR CREDIT
CARD NUMBER WITH EXP. DATE.
AMERICAN EXPRESS AND
DISCOVER ACCEPTED, OR PHONE
OR FAX YOUR ORDER — WE WILL
BILL YOU!

Astron Publishing, Inc.'s
Game Of The Month Club®
1101 17th Street, N.W., Ste. 408,
Washington, D.C. 20036
Tel: 202-331-9789 • Fax: 202-872-0286
Toll Free: **800-982-2578**
email to dagreene@wbonepub.com

Here is what happens when you
become a GOMC® member:

- Receive a new game for Windows based systems on a CD each month
- 12 new games each year for less than you would normally spend for one game
- New games at pre-market prices prior to publication
- **MONEY BACK GUARANTEE:** If not satisfied after receipt of first game, return game within 30 days for a full refund.



THE FUTURE OF



ACTUAL SCREEN SHOTS

7th LEVEL



DOMINATION.

Warcraft defined the past. Command & Conquer gave you the present. Now, DOMINATION challenges you to the future with fiery real-time strategic combat, resolutions up to 1280 x 1024, and an unprecedented 95,000 frames of real-time 3-D animation.

It's 2224. Say good bye to the tactics that served you well in previous campaigns. Your new reality: battleground strategies vary by planet, and the military-based AI anticipates your every move. Invent new maneuvers with dog-eat-dog Commanders. Sabotage enemy bases with computer viruses, and teleport Men and Materials across-world. Isn't technology great?

Download the
interactive demo at:
www.gamespot.com
www.7thlevel.com

Every 10th download
can win the
complete game.*



DOMINATION

*The DOMINATION demo may be registered for email. Every 10th registration, if the 100,000th recipient, gets a random rebate amount for the retail cost of DOMINATION. Limit one registration per person. Offer only valid in North America. Offer not valid for sale in U.S. funds. Void where prohibited. ©1999 7th Level, Inc. 7th Level is a registered trademark of 7th Level, Inc. All other products are trademarks and/or registered trademarks of their respective owners. All rights reserved. 7th Level, Inc., Richardson, TX 75081

CIRCLE READER SERVICE #102



The Winds Of Change

New Real-Time Battlefields Await In WAR WIND

by Martin E. Cirulis

In this industry, it's inevitable—whenever there's a hit game, a spate of imitations is sure to follow.

While most of these are going to be soulless clones, designed only to cash in on a game's desire to get more of what they like, some will

be valid attempts to reinterpret the form and come up with something fresher and more interesting than the "same game, different graphics." Luckily, the latter is what we find in the latest offering from SSI, *WAR WIND (WW)*. There's no denying this real-time wargame owes much of its basic design to the success of *WARCRAFT II*, but the designers have gone that extra step to make *WW* a game worth playing in its own right. Though the game suffers from a little "different for different's sake" syndrome, there is a rich sci-fi texture and enough depth in gameplay that most comparisons to its famous forebear will be favorable.

WEIRD WAR III

WW takes place on the troubled world of Yvauon, where four sentient, non-human races are striving for dominance. Now, your average clone game would just throw four races onto the planet and maybe give them some clichéd advantages and disadvantages just to be fancy. In *WW*, though, the four races have an



WAR WHAT? Any similarity to *WarCraft* helps, of course, but *War Wind* has enough strengths to stand on its own merit.

intricate relationship to each other and the gameworld itself. There is enough detail here for an RPG, and the background provides enough material for four campaigns, one for each race. This is one of the rare cases where the plot for a sci-fi game hasn't made me wince.

Briefly, the situation on Yvauon is one of open rebellion. The planet's dark overlords, the *Tha'mon*, are losing control of things after thousands of years of dominance. These armored tech-masters first suffer the open revolt of their worker class, the species of sentient plants known as the *Eagga*. Then, as they use their warrior class, the hulking *Obblinex*, more and more brutally to suppress the rebellion, these indentured soldiers finally revolt themselves. The fourth power on Yvauon, the mysterious and very

transcendental *Shama'li*, are initially distant from the conflict, but *Tha'mon* paranoia (as well as their own agenda to unify the races) draws them in. Each of the four campaigns reflects the concerns of the respective races: *Tha'mon* battle to regain their empire, the *Eagga* for freedom, the *Obblinex* for an empire of their own, and the *Shama'li* to see that precious knowledge is not consumed by the war.

VARIATIONS ON A THEME

At the most basic level, *WW* can be looked at as *WARCRAFT 2.5*. The designers took most people's comments on the award-winning *Core Human Based* first and implemented the better ones in *War Wind*. The playing fields are larger, there are more races to play, the large variety of units are very distinct in both look and combat values for each race, magic spells are more interesting, and there are even high-tech cybernetic improvements to keep in mind. Aside from this, it is still about building towns and fighting with th-



THAT'S IT? Though the combat model has stealth units and scouts, *War Wind* is limited in its vehicles and non-ground combat, with only a few sea transports.



Price: \$54.99

System

Requirements: IBM-compatible Pentium 60, Windows 95, 16 MB RAM, 5 MB hard drive space, SVGA graphics, 2x CD-ROM drive; supports Windows 95 sound cards.

of Players: 1-8

Protection: None (CD must be in drive)

Designers:

DreamForge

Publisher: SSI

Sunnyvale, CA

(800) 245-4625

Reader Service #: 337

LAUGH IN THE FACE OF DANGER...

ALIEN INCIDENT

PC-CD ROM

...OR CHUCKLE, chortle or even guffaw as you embark on your quest to solve the "Alien Incident". If you enjoy "classic" graphic adventure games where an intuitive interface and a sense of humor are the key

ingredients to fun, then this is your kind of game.

It's Halloween night and you've just witnessed your uncle being abducted by aliens after his wormhole spawner invention sprung a leak. It's up to you, Benjamin Richards, to unravel the mystery of where they've taken your uncle. With simple mouse clicks explore spooky mansions, dark and mysterious forests, underwater caverns, creepy cemeteries, a challenging maze and the aliens' mothership itself. Hundreds of puzzles and clues provide you with hours of immersive gameplay. Meet interesting people such as Yodel the tree dweller, plus dozens of other strange and bizarre characters in a humorous game that's easy enough even for adults to play!



KID PRO
Designed for kids 8 years and older. KidPro offers adventure, educational and challenging gameplay without excessive violence.



PHILIPS

©1996 Hasbro/Edge Games, Inc. Published by Gametek, Inc.
Distributed by Philips Media. All rights reserved.

To order, see your local retailer
or call 1-800-883-3767.



**ANDERSON,
I NEED A VOLUNTEER.**



**THAT TANK UP THE
ROAD? SOMEONE'S GOTTA
TAKE IT OUT.**

**I NEED SOMEONE I CAN
COUNT ON. SOMEONE WHO'S
MAN ENOUGH TO RUN
THROUGH MACHINE GUN FIRE
TO GET THE JOB DONE.**

**AND ANDERSON,
THERE COULD BE A MEDAL
IN IT FOR YA.**



Anderson, Chuck. Sergeant. Leads 2nd Platoon's Recon team. Probably gotta wife back home. Damn good soldier. You give him an order and he figures out the best way to get the job done. So what's he doing cowering behind that bombed-out farmhouse?

Saving his own butt.

That's what you should expect if you order him to do something crazy. In



Close Combat everything reacts like it does on the battlefield, from the ripping canvas hiss of the German MG42 machine gun to the screams of the men it hits. It all goes down right in front of you. In real time.

So there's no time to thumb through the manual. You work your mouse like a weapon. Point and click and boom, the shooting starts the second your men step off Omaha Beach and it don't let up 'till they've taken Saint-Lô. Troops, terrain, situations - if you want to get any more accurate, you'll have to shave your head.

Lead? Yo,
Windows? 95!
Which side
you gonna take?

Wanna go head to head with other military geniuses? All you need is a TCP/IP connection. And guts.

To experience Close Combat visit your nearest recruiter or head straight for the battlefield at <http://www.microsoft.com/games/kickbutt/>

Download the trial
version and start your
basic training today.

Microsoft

Where do you want to go today?™

©1995 Microsoft Corporation. All rights reserved. Windows, 95 and Windows are registered trademarks and Where do you want to go today? is a trademark of Microsoft Corporation. Mac is a trademark of Apple Computer, Inc. ©1994 Atomic Games, Inc. All rights reserved. Atomic, Atomic Games and the Atomic Games logo are trademarks of Atomic Games, Inc.



Village Building ...Yavaun Style

While most of us are getting pretty skilled at building bases in real-time games these days, *War Wind* has some subtleties that are not readily apparent. Knowing about them can benefit the aware, especially when they find themselves playing real opponents with preconceptions from other games. The most important advantage in *WW* construction routines is that a building does not have to be complete in order to function. Labs only a quarter complete will still take in units and allow them to research. Other buildings, such as recruiting centers, will also begin to function while mostly incomplete, so be aware of this and use it to your benefit.

Also, while the offensive wall is a poor replacement for cannon towers, they can be used to funnel enemy units into killing zones for your defending units. Create a funnel of least resistance with these electric fences and place a vicious ranged fighting group at the bottom, and you can just watch the bodies pile up.



MEN AT WORK Unlike in *WarCraft* and *C&C*, buildings can function before they're finished. The paint might still be drying, but this Skema's building is ready for visitors.

One final tip is that trucks make excellent escape vehicles in case all else fails. Should your base look like it is going to fall, load up some workers and your precious Leader into a couple of trucks and get the heck out of Dodge. Find a nice spot out in the boonies and try to get back on your feet before you are discovered again.

the SVCA guys, so if that sort of thing doesn't interest you, you may as well walk on by.

Some things are simplified in this game. Resource gathering has been reduced to one generic "resource" that is collected from forests and crystals. Also absent is any kind of real naval game (just transports and armed transports) or air power. Also, fighting units and workers are recruited from the basic worker unit, as opposed to being "built," a step I find more realistic for a fantasy game and less predictable.

I am disappointed that the designers limited the game's air combat and vehicles. With the use of technology and magic in this game, there was a real opportunity to bridge the gap between *WarCraft* and *Command and Conquer* with unworldly but powerful machines fighting side by side with killer

cyborgs and ninj warriors.

At least the simplified infrastructure allows for a more complex combat model. Instead of the simple division between melee and ranged units that we've seen previously, *WW* pieces are rated for types of combat, and players can develop and react to more realistic combined arms tactics. Camouflage and disguise capability for some units means sneak attacks are finally possible in a non-choking way. This actually makes a scout a relevant unit. Another excellent touch is the first



FREEDOM MARCH Happily, each race has its own unique campaign with a distinct story line and missions. Here, the Eggars are fighting to free themselves from The'roon slavery

realistic fog-of-war system. Finally somebody has realized that commanders usually have general maps of any given area before they go in. *WW* simulates this by "graying out" the unexplored regions, showing major terrain but little detail and no enemy units. As your units explore, the details are revealed per usual, but at least you have a relevant amount of information from the start instead of blundering around in the dark.

ONE TO GROW ON

WW, while not truly original, still has what it takes to carve a niche for itself, especially if SSI supports it. It would be a shame to see the best web computer game niche in years go into a one-shot game. With the multiple campaigns there is plenty of gameplay for the buck here, and while the "quest" missions are fairly uninspired, the sheer variety of opponents and modifiable units keeps things fresh for a long time. The multiplayer suite is for eight players, and very nice, once you get past the seemingly imposing multiplayer game wizard. At this time there are some serious lags in the modern notices, but the game is designed for use with Mplayer, and I suspect it will quickly gather fans from the old Ores 'n' Humans lot over a technical patch is available.

War Wind may not be the freshest breath of air in the industry, but it does make a very good show for itself, and it is a genre that should be respected. If you are at all looking for some smart, real-time gaming, touch down on Yavaun and pick a side. They're waiting for you. ☺

APPEAL: Fans of *WarCraft* II looking for some more real-time wargaming in a new setting.

PROS: A cleverly detailed world, with originality, a better-than-usual combat model, excellent fog-of-war implementation, great variety of units, and unique campaigns.

CONS: Game speed needs to be toned down to get the most out of combat options.

Not very modern-friendly at the moment. Cyborgs should be able to build planes.



There is life after World War II.

After playing STEEL PANTHERS™ and enjoying its incredible WWII armored warfare, you're dying for more. Your prayers have been answered with STEEL PANTHERS II.

Fight campaigns in recent wars such as Korean, Sinai, Vietnam and Desert Storm.

Enact hypothetical battles like NATO vs Warsaw Pact. Or create your own with the random scenario generator and editor. This is SSI and Gary Grigsby at their very best. Detailed historical accuracy. All the right tanks,

helicopters, jet fighters and missile sites. SVGA graphics. Intense animation. Digitized photos and sound effects. Modern

video combat footage.

If war is hell, this is wargaming heaven.



STEEL PANTHERS II

To order: Visit your retailer or
call 1-800-681-PLAY with Visa/MC
(North America only).

PC DOS CD-ROM



www.ssi-online.com

STEEL PANTHERS is a trademark of Strategic Studies Institute, Inc.
© 1998 Strategic Studies Institute, Inc. All rights reserved.



Battle Stations!

Take The Helm In The Best Age Of Sail Wargame Yet

by Bob Proctor

Avallon Hill has numerous classic board games to its credit, several of which have been converted to the computer. Some of these conversions have been mediocre (ADVANCED CIVILIZATION), while others (1850) have been outstanding. WOODEN SHIPS AND IRON MEN (WSIM), the latest classic conversion, definitely falls into the latter category. In this case, Avalon Hill has taken a proven game system, increased the realism, and given it a point-and-click interface that makes it very easy to play.

WSIM provides a rare experience in gaming. You command only a single vessel, but it is one that has many complex strengths and weaknesses, giving you a game that is indeed as intricate as chess, whose maneuvers and tactics ensue. The computer version preserves this gaming philosophy, focusing on single-ship actions in two-thirds of the scenarios. With one exception, all of the scenarios are taken from the boardgame. Missing are the larger battles: Ushant (63 ships), The Savoie (67 ships), and Chesapeake Bay (43 ships). Trafalgar is the largest scenario present but has been cut down from 60 ships to 23 and represents only half the action — Nelson's column against about a third of the French-Spanish fleet. Though commanding 30+ ships could be tricky (especially when the AI doesn't keep the ships in line), WSIM doesn't even give you the option to command more if you are up to the task, since it can only support up to 25 ships per side per scenario.

ALL I ASK IS A TALL SHIP AND A STAR TO STEER HER BY

The increase in realism comes from improving the sailing model. The



ALL HANDS ON DECK From *Wooden Ships'* main menu, you can play one of the 18 scenarios, try the 1813 American campaign, or engage in multiplayer battles by hot-seat or e-mail.

boardgame uses hexagon-based movement, so that there are six directions, with a ship being able to move into any five (you can't sail directly into the wind). This has been increased to eight directions and seven possible courses in the computer version. Speed is controlled by the amount of sail you set: either Full, Plain, or Battle. When you combine seven possible courses with three speeds, you get more than double the number of movement choices available in the boardgame, making maneuvering much more interesting.

While this is a big improvement, it is too bad that WSIM didn't add even more realism by increasing the directions to 16, or even trying to offer full 360-degree movement and a model that calculated speed through water based on a rating for the ship and the amount of sail set. Then you would have the ability to distinguish between ships that could "point" well (tightly within 45 degrees of the wind) and more awkward vessels that would be

limited to sailing close-hauled at 67 degrees of the wind. Maybe we can hope for such improvements in a sequel.

THE WHEEL'S KICK, THE WIND'S SONG, AND THE WHITE SAILS SHAKING

Playing WSIM is a delight. The 3D perspective and a well-designed interface make you feel like you really are commanding these miniature ships. The key to everything is the command sidebar, which appears over the battle map when each turn ends. It displays an incredible wealth of information, including your current ship, her state of damage, wind strength, and, to the right, the sail she's carrying. You can change sail by clicking on the sails on the command bar, provided you have crew assigned there.

Using the steering wheel in the center of the command sidebar to steer is fairly intuitive; you move forward by default, so you only need to handle the wheel when you want to turn. Each spoke of the wheel represents a different maneuver. When



Price: \$59.95

System Requirements: IBM-compatible 486-33, 8 MB RAM, 11 MB hard drive space, SVGA graphics, 2x CD-ROM drive, Microsoft-compatible mouse; supports Sound Blaster-compatible sound cards.

of Players: 1-2 (e-mail, hotseat)

Protection: None (CD must be in drive)

Designer: Stanley Associates, Joe Ballock

Original Boardgame

Design: S. Craig Taylor

Publisher: Avalon Hill
Baltimore, MD

Reader Service #: 338

WAR WIND™

Conflict is the Great Teacher.
And the lesson is in real-time!



The ancient, alien world of Yavaan teeters on the brink of anarchy. For centuries, 4 diverse races have tolerated a precarious balance of power. But a new order is in the wind... one born of blood and fire!

This real-time strategy game lets you carry your 8 favorite units from scenario to scenario.



Advanced combat options include stealth movement and bio-mechanically enhanced units.



Play solitaire or choose multiplayer and head-to-head play via network and modem.



Online tutorial and pop-up windows help you learn the game quickly.



16M-COLOR SVGA DISPLAYS. WINDOWS 95 CD-ROM

SSI

A MINDSCAPE® COMPANY

www.warwind.com

Developed by StoneForge Interleaved

WAR WIND is a trademark of Strategic Simulations, Inc., a Mindscape Company. Windows is a registered trademark of Microsoft Corporation. © 1999 Strategic Simulations, Inc. All rights reserved.



MULTI-PLAYER, REAL-TIME,
WITHOUT A
YOU'RE

RAVIDEL

HE'S PACKING

A HURLOON MINOTAUR,

GIANT STRENGTH,

A FIREBALL,

THE WALL OF STONE,

REVERSE DAMAGE,

A HILL GIANT,

AND SHATTER.



STRATEGIC WARFARE...
**MASTER PLAN,
DUST.**

SANDRUU

HE'S PACKING

A SERRA ANGEL,

HOLY STRENGTH,

TSUNAMI,

THE WALL OF AIR,

ARMAGEDDON,

THE SHIVAR DRAGON,

AND REGENERATION.

This is the next dimension of Magic: The Gathering. Draw on a mystic army of 220 spells to invoke a supernatural legion of creatures and powers! In the vortex of warfare every unique spell reacts differently to every other spell. Prepare yourself for another level of strategy!

Duel rapid-fire, real-time with up to 4 players over a PC network or two players on PlayStation™ and Sega Saturn™ via split-screen technology! Or wage a necromantic campaign against Battlemage Ravidel and an alliance of wizards in the vast uncharted world of Corondor.

Welcome to the ultimate War of the Wizards!

MAGIC

The Gathering™

BATTLE Mage™

BASED ON THE FANTASY ADVENTURE WORLD OF MAGIC: THE GATHERING™

PLAYSTATION™ WINDOWS™ 95 SEGA SATURN™



Wizards
OF THE COAST

Magic: The Gathering, Battlemage, and all associated names and characters are trademarks of Wizards of the Coast, Inc. PC, PlayStation and Sega Saturn Battlemage is a registered trademark of Acclaim Entertainment, Inc. PlayStation and the Acclaim logo are trademarks of Acclaim Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA. Microsoft Windows 95 is a registered trademark of Microsoft Corporation. © 1996 Microsoft Corporation. Acclaim is a trademark and service mark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All rights reserved.

Acclaim

WWW.ACCLAIMENTERTAINMENT.COM

CIRCLE NUMBER SERVICE #382

Hints From The Tactical Officer

Raking fire—shooting at the end of a ship—does more damage, and it may prevent the enemy from returning fire, since the cannon all point to the side.

When you have more than one ship, try to keep them in a line. This gives every ship an unobstructed field of fire on both sides and helps to block fire at the vulnerable ends of the ship. This is called the “line of battle” and is why major warships of this period were called “ships of the line.”

Another important tactic from the Age of Sail—once again aptly demonstrated in the game—is “weather gauge.” This means being upwind of your opponent, presenting your lee from sailing directly toward you. You can sail right at him and with good speed. This allows you to control the range at which the action takes place

The main value of boat speed is that it lets you take the weather gauge away from your opponent.

Smaller ships can be dismantled if they try to carry Full Sail in a heavy breeze; larger ships can suffer the same fate in a gale. Check for an increase in wind strength every turn if you've got Full Sail set and reduce sail immediately—unless you're fleeing for your life or feeling very lucky!

Battle Sail represents the smallest amount of sail area. It is preferred in battle because it minimizes the damage done to rigging and reduces the ship's rolling to produce a more stable gun platform. You'll never hit



SHIPS STATUS This status screen for HMS Victory shows no damage. Check the status of your opponents frequently; if you've created a weakness in the enemy ship, exploit it.

anything—much less do significant damage—firing from a ship with Full Sail set in a normal breeze.

Check your opponent's damage frequently; you can easily get a critical hit and not know it. For example, a hit on the steering gear may prevent his changing course for a turn or more, allowing you to get a decisive stem ram.

you order a move, each change to the ship's path is highlighted on the water. When things look good, just click to make the turn. After each turn, there is a short delay before you can turn again. If you



READY CANNON Wooden Ships' combat is detailed, but also very easy to learn, thanks to the handy command sidebar. Here, a 130-gun Spanish ship is about to fire at HMS Victory, though the latter will return some raking fire.

have 10 percent or more of the crew assigned to sails, you can make successive 45-degree turns. To avoid collision with your own ships, you can see the projected paths of other ships that have already

received orders.

WSIM offers 18 different scenarios in Revolutionary and Napoleonic battle, with ships from Britain, France, Spain, and the USA. There is also an interesting campaign that lets you captain an American warship on a cruise of several months during the summer of 1813. You make no decisions about navigation or logistics, just combat. Events are reported in a log book. When a sail is sighted, you choose whether to approach or avoid, and if you approach and identify the vessel, you must then decide to fight or escape. Most of your contacts will be small, lightly armed transports. Since the American cruises are generally faster than any enemy ship their size or larger, this is pretty easy until accumulated damage begins to hamper ship's speed. A typical campaign is 10 to 20 battles, but most engagements will be very quick, and the entire campaign can be finished in one sitting of two to four hours. Once you've finished the scenarios and campaigns, you can create your own battles with the included scenario editor.

AND A QUIET SLEEP AND A SWEET DREAM WHEN THE LONG TRICK'S OVER

WSIM passes my tests for a great wargame. Unlike in some other wargames, the realism and complexity of combat make me want to return to each historical battle and play both sides to test different strategies and tactics. It's rare that you get a game this good that leaves you wanting more, but *WOODEN SHIPS AND IRON MEN* is exactly that. It's an almost perfect conversion, capturing all the strengths of the boardgame while making it easier, accessible, and even more fun to play. **S**

FAPPEAL! For any fan of Age of Sail naval combat.

PROS: WSIM goes beyond even the classic boardgame in realism and depth of gameplay. Great interface and documentation, with an interesting campaign.

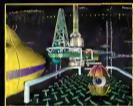
CONS: Could use some more scenarios; lacks network play, doesn't support really large engagements.



NET:Zone

PC CD - ROM & WINDOWS 95

A CyberJunkie's
Ultimate Fantasy
Come True....



Cross the boundary that separates dreams from reality. Enter the virtual world of Net: Zone, an adventure game with a world full of bizarre computer programs, artificial life forms, and floating platforms. Discover the CYCORP virtual reality interface linking you to the cyberspace world of the Genecys Zone. Attach the neural device to your head, and let your mind interface directly with the Zone....the secrets of CYCORP and the mystery of your father's disappearance are waiting...

To order, interface with your local retailer or call
1-800-883-3767

WebSite: <http://www.philipmedie.com>

©1996 Genesys, Inc. All Rights Reserved



©1996 Compro Games Ltd. All Rights Reserved

PHILIPS



©1996 Genesys, Inc. All Rights Reserved



ARMAND G. BRIONES, M.D.
PLASTIC SURGEON

1558 10th St., Anywhereville, US 90401 (00) 555-43



PATIENT 33-8: Received multiple treatments for injuries sustained while participating in "Rocket War." Reconstructive surgery corrected most facial bones destroyed by repeated encounters with rockets, cement walls and pylons. Skin grafts from buttocks region replaced epidermal tissue burned off by jet exhaust.



PATIENT 4-0: Treated for severe lacerations received when he was knocked off his rocket by competitor's cable while "Rocket Racing." Rhinoplasty and ear reconstruction were also necessary, as patient's face was smashed repeatedly against the ground and walls while traveling in excess of 100 mph.



PATIENT 98-8: Treated for massive head trauma suffered after running his rocket into an exploding ball while playing "Rocket Ball." The accident completely welded his eye sockets shut and tore 95% of the skin off his face. Needless to say, this was no ordinary "lift and tank."

Rocket Jockey
ROCKETS AND JOCKEYS.

A BAD COMBINATION.

FOR A FREE WINDOWS 95 DEMO OR TO ORDER
ROCKET JOCKEY DIRECT, CALL 1.888.SEGASOFT
WWW.SEGASOFT.COM





Lost In Space

Bullfrog's Real-Time '50s-Style Sci-Fi Wargame

by Mark Clarkson

A long, long time ago, in a galaxy far, far away, four distinct alien races were engaged in a bloody, grudge war of, ahem, stellar proportions: the totally laid-back and stoney Bohemians, the cold-fish Saurians, the sultry Schizozoids, and an especially offensive race called the Earthlings. Before long, though, a mysterious and ridiculously powerful race called the Ethereals dropped in on the battling factions to put a stop to a war that was ravaging the cosmic ecosystem. These tree-hugging aliens decided to turn all members of the warring races into meek and happy vegetables via their patented Adams Process.

The former enemy races were then sentenced to work together to defend, repopulate, and recolonize this sector's war-straggled planets. For extra motivation, the Ethereals announced that the very best colonization team would be spared from the Adams Process. So each race's team is now damned determined to be the best environmentalist in the galaxy—even if that means trampling over every tree, bush, flower, and enemy camp that gets in the way.

GENE WARS, Bullfrog's latest creation, is a real-time strategy game that plays like a hybrid which is one part COMMAND & CONQUER and another part from a Monty Python production of *Monty Python's Flying Circus*. The graphics, featuring cigar-shaped rocket ships and chrome-plated flying saucers, are straight out of '50s sci-fi movies,

while the CD music is a wonderful knock-off of Forbidden Planet, with all the bings, boings, and warbling synthesizers. The voice characterizations are great, helping to give each different race a distinct personality. My favorite, the Bohemians, are so laid-back (and stoned) that I can

hardly picture them getting off their couches, let alone taking part in a war.

YOUR AWAY TEAM

You command teams of up to five specialists as you attempt to establish colonies, re-seed planets, and kick opposing alien butt, when the Ethereals aren't looking, of course. Engineers build, repair, and upgrade your planetary structures. Botanists gather seeds and plant new forests. Geneticists analyze the DNA of



THE TRUTH IS OUT THERE Gene Wars is a wacky real-time game with a '50s sci-fi feel, complete with great aliens with distinct personalities, classic flying saucers, and cigar-shaped rockets.

newly discovered creatures, which you can then synthesize, and can also heal other members of the team. Rangers exert influence over creatures, encouraging them to breed, eat, or attack. Rangers and geneticists carry stun guns for use against hostile animals.

No C&C clone would be complete without a resource to mine, and GENE WARS has COOP—a catch-all substance useful both as a building material and as stock for growing synthetic life-forms. Every new building, upgrade, and creature costs COOP, which you obtain by extracting minerals from the ground and by recycling plants and dead animals at Recycling Plants.

Bases consist of the usual mélange of specialty structures. Pulpers process plant matter and produce moldings necessary for upgrading your structures. Landing pods let you acquire new team members or send current team members off the planet. Technology centers allow you to build other high-tech structures such as force fields, stun cannons, and Ethereal detectors.

The single most crucial structure to your eventual success is the Cone Pod



GENETICS 101 A large part of Gene Wars' gameplay involves sending your botanist and rangers to survey the land, uncover the map's fog, and research the live animals so you can cross-breed a powerful mutant army.



Price: \$39.95
System:

Requirements: IBM-compatible 486/66, 8MB RAM, 42 MB hard drive space, SVGA graphics, 2x CD-ROM drives, MS DOS 5.0 or Windows 95, mouse, supports most major sound cards.
of Players: 1-4 (network)

Protection: None (CD must be in drive)

Designer: Bullfrog
Publisher: Electronic Arts
San Mateo, CA
(800) 245-4525
Reader Service #: 339

You've been waiting for this sequel.
He's been waiting for you.

MASTER OF ORION II

BATTLE AT ANTARES



In your strategic quest for galactic supremacy, the Antarians eagerly await to exact their vengeance.

Play it solitaire. Play it with friends over LAN.
Play a hot seat game or via modem. Just play it.

Visit your local retailer or call 24 hours 1-800-595-GAME (U.S. and Canada).

MICRO PROSE 
www.microprose.com
Available on PC CD-ROM

© 1998 MicroProse Software, Inc. MASTER OF ORION and BATTLE AT ANTARES are trademarks and MICROPROSE is a registered trademark of MicroProse Software, Inc. All other trademarks are the property of their respective holders. Call 1-800-771-3772 for information on Game Values!

Tips For The Manual-less



IT'S AN ENGINEER, NOT A DOCTOR The engineer, shown building a power plant, is your basic construction unit. Have him build enough Gene Pods for you so that you can simultaneously upgrade and produce mutant creatures.

Never begin an upgrade to your gene pod without first building a backup. Gene pod upgrades take forever, and you'll be unable to produce new creatures for base defense if

attacked. You begin the game with four of each specialist, of which up to five can be on the planet at a time. The more a specialist performs his given specialty, the better he gets at it. The idea is to rotate your specialists to build up all their experience levels. I prefer to concentrate on a few favorites, who consequently gain more experience more quickly. If you decide to go this route, save often in case you lose a precious specialist.

With enough experience, Schnozzoids become invisible. Invisible Schnozzoids are especially adept at sneaking past generally less-observant human opponents. Hide a Ranger near his base to intensify your creatures' attacks.

A botanist can grow any plant from any seed. Gather seeds from less desirable plants, or from your opponents' plants, then turn them into whatever crops you desire.

You don't have to choose a balanced team. You can drop four engineers to build a base really quickly, then use the landing pad to exchange them for other specialists. Remember that you can still win a level, even if the Ethereals are totally infuriated at you. For example, consider dropping in a team with three engineers and a couple of geneticists. Run the team to the enemy base and have your engineers destroy his structures, while the geneticists stun attacking animals and heal wounds.

There's no restoration, but if the win is more important than the points and the approval, go for it.

If you do play dirty, make sure you do it while the Ethereals are away. If they catch your engineer blowing up enemy bases, or your botanist chain-sawing forests, they'll shoot or abduct your specialists.

and its upgrades. It is here that mutants, birds, frogs, and hideous cross-bred genetic mutants will pop out like so many flies of least.

TRYING ON A NEW PAIR OF GENES

Bioengineered animals play a big part in your planetary reclamation projects, providing labor and military protection in addition to planetary biomass. You begin with only the genetic recipe for the mole, a strong but recalcitrant animal that can be used to harvest plants and haul dead comrades to the recycler. With their strong luck, moles are also useful for colony defense and attack.

As you progress, your geneticist will track down and research other animals: crabs, frogs, birds, and fire-breathing dinos. Each species has its particular specialty, be it speed, carpentry skill, or pure botanist-cutting, forest-burning power.

Given the right mood and a little coaxing from your ranger, creatures will mate outside of their own species, producing hybrids like Dinomoles, Crabbirds, and Birdfrogs. Such hybrids have genuine value. For example, while a mole can harvest plants and a crab can help your engineer upgrade structures, a Crabmole can do both.

MISFIRES, GLITCHES, AND GAPPING HOLES

While the *GENE WARS* interface is generally delightful, there are some major oversights, including a lack of adequate hot keys. You can't pop directly to selected areas of the map (as in *WARCRAFT II* or *C&C*) or assign a group of creatures to a key for easy selection (like in *C&C*).

Worse, there is no speed control. While *GENE WARS* begs a little on

my P-85 exclusive VLB system, on my P-133 machine, running as a DOS game in Windows 95, it screams. Specialists and animals both fit readily across the screen like gnats on a crystal meth break. That's a problem, especially since things move so fast you can hardly draw a bead on a moving target for sick-ctom purposes.

Despite the interface oversights, *GENE WARS* has a lot going for it and might be a subtle, enjoyable game were it not for one huge gaping flaw: a pathetic, skimpy, wholly inadequate manual. What is the difference between the Gene Pod and the Gene Lab? What are the special abilities of hybrid creatures? What structures are



CASPER THE FRIENDLY ALIEN The tree-hugging Ethereals are powerful aliens who ensure that you don't do more damage to the galaxy's environment, lucky they only stop by periodically.

available and what is the upgrade path to get them? Exactly which shade of brown represents acid ground? Bullfrog isn't telling. It's too bad, really, because if it weren't for the lack of a manual, gamers might have had a fighting chance to savor the humor and originality of Bullfrog's wacky 3D-style space romp. ☹

HAPPEAL: Real-time war fans looking for a break from *WarCraft* and *C&C*, those who appreciate humor and a different style of real-time gaming.

HPRO: Beautiful graphics, great sound, and a sense of humor.

HCONS: Without a useful manual, you're reduced to fumbling around, hoping to stumble onto the right way to play. Interface oversights add to the frustration.



[They came to play.]

www.gamespot.com

And they wanted it all. So we created GameSpot. The one place online with everything a gamer could want. Interactive reviews. Downloadable demos. **GAMESPOT** Game secrets. For more PC games than they could ever hope to play. All in one place, updated daily. We gave them what they wanted. Now we can't get rid of them.





This Isn't Your Uncle Vanya's T-34/76

If You Felt STEEL PANTHERS Was Too Light, Then TIGERS 2.0 Is Your Game

by James Cobb

You say that STEEL PANTHERS whetted your appetite for WWII tactical games, but you want more depth in understanding how things really were on the Steppes in 1941-1945? Well, you're in luck. The second version of HPS' TIGERS ON THE PROWL will give you all the detail you can handle, as well as a playable out-biter of a game. So open up that hatch and find out what a detailed war simulation is.

Like its predecessor, TIGERS 2.0 is a squad/platoon simulation of 1939-1945 Eastern Front action at a one-minute/hour, 100 meters/feet scale. It handles all possible combat factors in minute detail: vehicle size, weapons, armor, and capabilities; supply; morale; communication; and training. Play consists of issuing combat and movement orders through a series of drop-and-drag menus, followed by simultaneous resolutions.

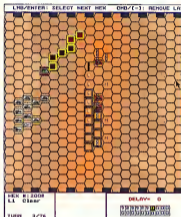
The major improvement of TIGERS 2.0 over its predecessor is its improved interface. Instead of clicking all over the map to check unit status and give orders, there is a staff menu of eight items: personnel, intelligence, equipment, supply, targeting, comm/relay, fire support, or liaison, and engineering. These menus are grids where you can instantly see, for

example, the status of an infantry platoon. Then you can immediately go to it on the map by clicking on its menu box, and issue orders for said unit or its entire company. This instant access to data does away with wrestling with the game mechanics and allows you to actually play the game.

MORE THAN A RETREAD

And the game isn't just a dry, realistic exercise—it's a joy to play once you've circumvented the steep learning curve. To win, you must master actual tactics such as overwatch fire, use of defilades, proper recon tactics, and correct artillery deployment. The AI knows its stuff and will punish players who just shove units around. Although STEEL PANTHERS rewarded combined arms tactics to a degree, the number of variables in TIGERS 2.0 adds more possibilities for deviations from intelligent play to baffle.

For instance, sending a tank company dashing forward will not only put it in a trap, but the ensuing communication and morale difficulties as it moves farther from



NEW CLAWS, SAME FUR TIGERS has been upgraded to Panthers in the Shadows standards, including graphics. But let's be honest, folks: no one plays HPS games for the way they look.

its headquarters will make extraction difficult, precious minutes will pass before orders are received, and the troops' morale may not be such that they will follow their leaders when the word to move out is received. As a result, you must formulate a sound tactical plan and carry it through to the end. TIGERS 2.0 is an intriguing challenge.

The enjoyment is only enhanced by the myriad of new play features in TIGERS 2.0. "Shoot and Scoot" allows units to fire and then move before they can be acquired by the enemy, assuring they are trained in the technique. The chances of ill-trained troops going to ground is shown as "Stop Under Fire." Morale now includes "Wavering," a state of functioning between degraded performance and outright routing. If a unit is under fire and



Price: \$59.95
+ \$4 S&H
System

Requirements: 486 or better, 4 MB RAM, 10 MB hard drive space, VGA graphics

of Players: 1-2

(E-mail)

Protection: Document look-up

Designer: Scott

Hamilton

Publisher: HPS

Simulations

P.O. Box 3245

Santa Clara, CA 95065

(408) 554-8381

Reader Service #: 341

THE ULTIMATE SPACE EPIC ...



... EXPLODES ONTO WINDOWS® 95.

Also available —
Wing Commander: The Kilrathi Saga
Includes Wing Commander I, II and III — now fully optimized, Windows 95 native.

www.ea.com/origin



We create worlds.
An Electronic Arts[®]
Company

©1996 ORIGIN Systems, Inc. All rights reserved. Origin and Wing Commander are registered trademarks, and The Kilrathi Saga and The Price of Freedom are trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. Windows is a registered trademark of Microsoft Corporation.

CIRCLE READER SERVICE #346

DIE

T R I L O G Y

HARD

TM



Distributed by:



<http://www.foxinteractive.com>

© 1996 Twentieth Century Fox Film Corporation. "Die Hard Trilogy" © 1996 Twentieth Century Fox Home Entertainment, Inc. All Rights Reserved. "Twentieth Century Fox", "Fox" and their associated logos are the property of Twentieth Century Fox Film Corporation. JUSTIFIER™ is a trademark of Konami Co., Ltd. © 1994 Konami of America, Inc. All Rights Reserved.

Compatible with
Konami's Justifier™
gun accessory!

THREE GAMES, ALL RAVES!

VIDEO GAME OF THE MONTH

"...a must play...gaming experience!"

-Access

"...absolutely mind blowing!"

"So great...every PlayStation owner
on God's earth should buy it!"

-Video Games Magazine

"...features three of the hottest
engines ever to be seen on PlayStation!"

"All the mayhem and action you've
come to expect from the movies!"

-Electronic Gaming Monthly

"...each has enough length and innovation
to be a game in itself."

-Game Fan

"Three games in one!
What else could you ask for?"

-EGM²

"The best 32-bit movie-themed game of '96!"

-Miami Herald

THE COMPETITION CAN READ 'EM AND WEEP!

For DIE HARD TRILOGY Game Hints, Tips and Tricks Presented by FOX INTERACTIVE of Los Angeles, California Call 1-960-CALL4FOX
\$3.99/min Touchtone phone-if you are under 18, have your parents permission before making this call.

WINDOWS® '95
CD-ROM



is losing morale, it may seek better cover independently, returning to your control only when it feels safe. Infantry movement is enhanced by "Mid-move Jump," where a unit may dismount from its carrier before the carrier stops.

THE WHOLE EARTH CATALOG

However, the beauty of *TIGERS 2.0* lies in its wealth of units. 772 kinds ranging from every variation of vehicle to every grade of infantry to the Soviet "anti-tank dogs" ("No, Rover! Find GERMAN tanks"). Aside from the major antagonists, the Finnish, Polish, Italian, Hungarian, and Romanian armies are



PROS TALK LOGISTICS Even though it's really tactics that we all love, you'll still appreciate the very functional, if Spartan, orders interface, where you can group formations, set firing ranges, and change weapons if applicable.

represented. Thus, using the scenario editor and the four pre-made maps or HPS AREA OF COMBAT, any kind of engagement

with any combination of variants can be constructed.

The downside of all this is *TIGERS 2.0*'s graphics and sound. The maps are functional, if bland, but the unit icons pale beside *STEEL PATRIOTS*. The IBM internal speaker sounds serve mainly to assure the program is still running. When a player gets into a battle, these elements are soon forgotten.

Although the AI is good, there is nothing like playing a human. The PBEM feature is easy. Indicate an PBEM game at the beginning and it's stored as PBEM-FILE.OPS. If you play several PBEM games at once, you'll need a "holding" subdirectory.

All of HPS' products are "works in progress." With Version 2.03, *Tigers 2* is bugless, yet designer Scott Hamilton is always listening to gamers, refining and expanding his work. Campaign disks are on the way, and a post-1945 add-on to *TIGERS II, BROKEN ALLIANCE* has been released. Sooner or later, all serious WWII gamers will play *TIGERS 2.0*; you're better off doing it sooner. ☿

Mechanics Of A Skirmish

This exercise represents a German mopping-up exercise in 1941. A company of PzKw III tanks, reinforced by a company of parzer grenadiers in half-tracks, attacks a company of T-34/76s dug in on a hill. The Germans have superior morale and training but their tanks are very inferior to the Soviets'. The German 37mm armor piercing shells penetrate the T-34's 41mm side armor only at 700 meters while the Russian 76mm can pierce the German frontal 32mm armor at well over 1000 meters.

Because of the difference in armor and weapons, the Russians must be flanked. I set the fire range of a



SMOKE GETS IN YOUR EYES And hopefully in your opponent's eyes, too. When your morale drops, as the Germans' did here, don't be stubborn, cover your tracks, fall back, and regroup.

parzer platoon to 500 meters to ensure no premature firing. I then moved it hex-by-hex around the hill, taking advantage of terrain contours so it could get in a shot during the "Ambush/Defensive" phase and avoid simultaneous return fire in the "Direct Fire" phase. The other armor units were given objective movement orders straight up the hill to distract the Russians. The infantry advanced as a company in a line while the mortar fired smoke.

The first two turns went well for the Germans; Russian fire was ineffectual and movement went as ordered. However, the mortar fired all 12 of its smoke rounds in the second artillery phase and would have to be moved in order to target Russian positions with HE.

The fourth turn signaled disaster. The command platoon of the PzKw III company, having advanced with its outfit, was destroyed in sight of the flanking platoon. This platoon's morale sank from 89 to 66. The lack of a company HQ meant that the command deity became 11 turns instead of the normal six. Other platoons began to take losses as the German AP shells

bounced off the Russian armor.

On the fifth turn, the Russians discovered the flanking platoon and destroyed one of its four tanks. Having grave morale problems, the Germans popped smoke automatically and ran. The moral to this is it takes more than skill and spirit to overcome thick armor, small silhouettes, and high muzzle velocity. Once again, HPS shows that it has some of the best AI in the business—and the computer doesn't cheat.

FAPPEAL: For anyone needing a hefty dose of realism, but without the time to play, say, *Pacific War*.

HPRO: The most realistic WWII tactical game on the market gets even better with improved AI and interface. Great scenarios, wonderful morale system.

ICONS: Even with the upgrade, graphics are workmanlike at best, while sound is poor. The learning curve is still very intimidating, even for veteran gamers.



ACTIVISION'S



TOP TEN COMPUTER

GAMES OF 1996



*BUY TWO TOP TEN ACTIVISION GAMES, GET ONE TOP TEN GAME AND ONE CLASSIC GAME FREE.



BUY 2 GAMES, GET 1 FREE!

Top Ten Games



MechWarrior® 2: Mercenaries™
The convoluted social features, money-making battles, a random mission generator, and MercNet multiplayer relations.



MechWarrior® 2
Strap yourself into the #1 best-selling combat simulator and wage 31st century Mech vs. Mech warfare.



MechWarrior® 2: Expansion Pack
Immerse yourself in yet another MechWarrior career with 12 new Mechs, 25 new weapons and 13 new Ghost Bear missions.



HyperBlade
Leap into the obscure 3-D sport of the future where hockey and flying robot collide.



Time Commando
Action-adventure meets de-luxe level — nine time era setting with over 60 robot enemies from the past and future.



Zork: Greatest Hits
Explore two fantastically-paced 3-D realms featuring stunning graphics that set a new standard in computer adventure.



Spycraft: The Great Game
Infiltrate a web of rogue spies to stop an assassination in this authentic spy thriller.



Muppet Treasure Island™
Set sail on an epic adventure of exploration, learning and laughter. Featuring Tim Curry and your favorite Muppets from the movie!



A-10: Guba!
Experience the most realistic 3-D combat-flight simulation ever — in the true tradition of Helios.



Shanghai: Great Moments
It's the classic life-management simulation featuring four players and over 400 enthralling tile events more exciting than even more exciting games.

*How the Offer Works:

- 1) Buy Two Activision Top Ten Games.
- 2) Get One Free Activision Top Ten Game.
- 3) Get One Free Activision Classic Game.



ACTIVISION'S TOP TEN GAMES OF 1996

2 GAMES FREE!

LIMITED
TIME OFFER!

Classic Games



Return to Zork
The award-winning underground adventure features fascinating puzzles, Hollywood actors, and a revolutionary interface.



The Zork Anthology
Five original Zork text adventures: Zork I, Zork II, Zork III, Beyond Zork and Zork Zero.



Infocom: The Comedy Collection
Four classic text adventures include Babybot, Bureaucracy and Hollywood Hijinx.



Infocom: The Fantasy Collection
Featuring five captivating classics including Sorcerer, Enchanter and Wishbringer.



Infocom: The Sci-Fi Collection
Five timeless classics including The Hitchhiker's Guide to the Galaxy and Starflight.



Infocom: The Mystery Collection
Five classics include the ever-popular Scepter, Deadline and The Lurking Horror.



Infocom: The Adventure Collection
Six riveting adventures include Border Zone, Callisto and Plundered Hearts.



Activision's Atari 2600 Action Pack 1
Fifteen games for your PC include Pitfall, Kaboom! and River Race.



Activision's Atari 2600 Action Pack 2
This fifteen-gems blast to the past features Enduro and Mergamek.



Activision's Atari 2600 Action Pack 3
Volume 3 of Activision favorites includes Breakout, Space Wars and Night Driver.

How to Get Your Two Free Games:

- 1) Complete the reply card attached and indicate which two free games you would like to receive, along with your name and address.
- 2) Include the original dated store receipt(s) for two qualifying games from Activision's Top Ten Games of 1996.*
- 3) The UPC symbols from both games.
- 4) And a check or money order for \$6.00 U.S. for shipping and handling (\$14.25 in Canada, Alaska and Hawaii) payable to Activision.
- 5) Mail to: Activision's Top Ten, P.O. Box 119, Buffalo, NY 14207.

Rules

Activision games must be purchased and receipt dated between November 15, 1996 and January 31, 1997. Offer valid on MS-DOS/Windows 95 games only. Requests must be postmarked by February 18, 1997. Allow 2-3 weeks for delivery. Offer not valid on other products and cannot be combined with any other offers. Only UPCs from qualifying Activision titles from Activision's Top Ten Games of 1996 will be accepted. Only the original store receipt(s) will be accepted. If purchases were made on two receipts, both receipts must be enclosed with Activision purchase sheet. UPCs and receipts will not be returned. Offer limited to one per family, address, household, group or organization. Offer available only to registered owners of Activision products purchased. Not responsible for lost, misdirected, illegible or duplicate requests. Offer good only in the U.S. and Canada. Canadian orders only. Stock checks and money order funds must be drawn from a U.S. bank, 1996 when prohibited, bank or otherwise restricted. Redemption of this check game subject to availability. Activision reserves the right to substitute a check of equal or greater value in the event of availability.

ACTIVISION®

On Napoleonic Warfare

How Clausewitz Can Help You Win At Waterloo

by Patrick C. Miller

Carl von Clausewitz is best known for writing *On War*, a work widely quoted and studied in military and political circles for the strategic principles of warfare it articulates. He was not only a military theorist but also a soldier who served as an officer with the Prussian and Russian

armies throughout much of the Napoleonic Wars. During the Hundred Days Campaign in 1815 that climaxed with the battle of Waterloo, Clausewitz was chief of staff to General Johann von Thielmann, commander of the Prussian III Corps that fought at Ligny and Wavre.

Unfortunately, the more recent translations of *On War* deal primarily with the portions of Clausewitz's writing that remain relevant, omitting sections on tactical warfare in the early 19th century. Although this information might be of little interest to contemporary strategists, it is



TIP

YOU'RE SO SQUARE The AI overreacts to cavalry's presence by forming its infantry into squares, creating a target-rich environment. It's unlikely that a skilled human opponent will make the same mistake.

very useful to war gamers playing *Waterloo: The Campaign and the Battle*. Whether you play the French or the Allies and whether you're up against a computer or human opponent, Clausewitz's observations on the deployment and use of troops provide useful tactical guidelines. Without effective tactics, the most brilliant strategy won't secure a victory at Waterloo. Here are some of Clausewitz's thoughts on Napoleonic tactical combat and how they can be applied to the game.

ORGANIZATION

"An order of battle, that is, a method of drawing up the troops before and during the battle, must be established for the whole campaign."

An essential aspect of Waterloo is understanding the organization and command structures of Napoleonic armies. Ignoring these invites disorder, leading to increased casualties and morale failures.

To learn which units a leader commands, select the leader and then, from the pull-down Display menu, select Show Organization (or click on the toolbar icon). This highlights the bases of all units under that leader's command. You can also right click on a selected leader or a unit to view information on its organizational hierarchy.

MORALE

"...belligerents do not cease to be men, and individuals can never be converted into machines having no will of their own...It is, therefore, quite impossible to calculate beforehand all that is to take place."

Morale is the intangible element of Waterloo that often leads to unpredictable results. There is no way to prevent morale failures, but you can reduce the chances that they'll occur by using your leaders and paying attention to the conditions



TIP

GUNS UP FRONT Here, artillery batteries follow up the French success in driving Allied infantry off Wellington's famous ridge at Waterloo. Using the line-of-sight tool can help you find the best spot to post your artillery.

NEXT TIME YOU FIRE UP YOUR PC, DO IT WITH DEADLY FORCE.



You've just been named Guardian of Virtua City – an urban killing zone overrun by sharpshooting criminals packing heavy weaponry and holding hostages. The law and a six shooter are on your side. The odds will never be. Introducing Virtua Squad, Sega's brilliant PC version of its smash arcade shooter Virtua Cop. With non-stop action, it now explodes across your desktop with all the criminal ferocity of its arcade partner in crime. Tweaked with unsurpassed fast-twitch response and dynamic 3D environments, the rapid-fire gameplay will leave you drenched in the unyielding onslaught of polygon-based thugs. Think fast or prepare to eat lead.

(BBB) SEGA-SALES

<http://www.sega.com/segapa/>

Sega is registered in the U.S. Patent of Trademark Office. Sega Entertainment and Virtua Squad are trademarks of SEGA, ©1995 SEGA, P.O. Box 5200, Redwood City, CA, 94063. All rights reserved.



SEGA®
Entertainment
Games PCs Play



ENEMY WEAPONS SCREAM DEATH
DOWN THE BLACK CORRIDORS!



HAUNTING LIGHT SOURCING
AND SCALING!



LOCK, DODGE, TURN, FIRE!



TUNNEL SENSORS GUARD
AGAINST SURPRISE ATTACKS!



NUCLEAR TUNNEL EXPLOSIONS GET
REAL DANGEROUS, REAL FAST!

The light at the
end of the tunnel
is a heat-seeking
thermonuclear
missile.



Copyright © 1997 Quake Software Ltd. Licensed to Quake of America, Inc. Quake is a registered trademark of Quake Software Limited. All rights reserved. For details and the full text of the license, see the Quake Software Limited website at <http://www.quake.com>. All rights reserved. Quake is a trademark and registered trademark of Quake Software Limited. The 'Q' & '2' are trademarks of Quake Software Limited. All rights reserved. Screen shots shown were taken from the PlayStation version of the videogame.



underground.

faster than **fear**.
you have become
one with your war
machine.

flesh sears.
metal warps.

darkness enfolds you.
the **tunnel** has
swallowed you whole.

it is alive with the
instruments of
death.

even the walls
want to **kill** you.
the speed hurts.

trigger finger
blisters.

no turning back.
welcome to your
tomb.

TUNNEL B1

"...packed with unbelievable
special effects and intense,
edge-of-your-seat gameplay."

PS Extreme

"One of the most visually
stimulating games to come
out for a 32-bit system."

EGM

playstation®
sega saturn®
dos cd-rom

AKkaim
entertainment inc.

www.akkaim.com

CIRCLE READER SERVICE #233

that reduce unit morale. Always try to keep units from the same regiments, brigades, divisions and corps together and spread leaders among the units under their command. Units without leaders stacked in their hexes, that are fatigued or disordered and that are low on ammunition or have been fired into from the flank, are more likely to fall on their checks.

ARTILLERY

"The battle is commenced by artillery. Artillery is used in large masses brought together at single points. Twenty or thirty guns defend the principle point in one great battery, or better the point in the enemy's line which it is intended to attack."

Although artillery's primary advantage is its long reach, the closer it is, the more effective it becomes. Don't use your batteries as static weapons and don't waste precious ammunition firing at far-off targets. Blasting infantry squares and columns or cavalry from medium to short range provides better results. Use the line-of-sight feature to determine which hexes offer the best fields of fire and move artillery into those hexes. Napoleon once cleared the streets of Paris "with a whirl of grapeshot," and ever after, massed artillery to defend important objectives. After bombarding the enemy, always move some batteries forward to support your attack. Timely artillery support is often the difference between an attack breaking through or bogging down.

SKIRMISHING

"If we can maintain an equal fight with...skirmishers, and that there is no reason for hastening...we should do wrong to hurry forward other forces; we should weary out the enemy with this kind of fight as much as possible."

When attacking, use skirmishers to screen advancing infantry and cavalry formations, to probe enemy defenses and to soften up enemy formations with harassing fire prior to launching an attack. On the defensive, skirmishers serve best as a buffer between formed friendly units and enemy skirmishers. They are also excellent for defending wooded areas and buildings. Rifle-armed Allied skirmishers have a dis-

Adapting Tactics To The Situation



WINNING COMBINATION Infantry, cavalry and artillery must work together to create and exploit opportunities for one another. Note how the cavalry has forced Allied infantry into squares, giving skirmishers and artillery an excellent target.



FORM LINE HERE To bolster a threatened flank, the Allied infantry moves up quickly in column and then deploys into line. The artillery backs the line while skirmishers keep the French agitated at bay.



DECISIVELY RESERVED Near the end of a hard-fought battle in which both sides are exhausted and disordered, even a small reserve of high-quality, relatively fresh troops can accomplish a great deal.



SEPARATION ANXIETY When there's not enough light infantry available for skirmishing, another option is to detach a company from a line battalion to fill in. Skirmishers work well for defending buildings and wooded areas.

Losing sucks.



Be cool and in control as you challenge car-crushing tourneys and rallies for the checkered flag, repel alien invaders beneath the waves, gain victory "in the hodgepodge of Hell," take to the sky in a 737, or face relentless space combat action. The Microsoft Press® Inside Moves series arms you with hints, strategies, and secrets—some straight from the developers—that aren't available anywhere else.

Microsoft® Monster Truck Madness™: Inside Moves
1-57231-530-X \$16.99 (\$22.99 Canada)

Close Combat: Inside Moves
1-57231-308-0 \$16.95 (\$22.95 Canada)

Microsoft® Deadly Tide™: Inside Moves
1-57231-306-4 \$16.95 (\$22.95 Canada)

Microsoft® Hellbender™: Inside Moves
1-57231-363-3 \$16.95 (\$22.95 Canada)

Microsoft® Flight Simulator for Windows® 95: Inside Moves
1-57231-362-5 \$16.95 (\$22.95 Canada)

Microsoft Press

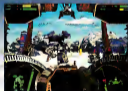
Available in quality bookstores and computer stores worldwide.

To locate your nearest source for Microsoft Press® products, reach us at 1-800-MSPRESS in the U.S., or www.microsoft.com/mspress/

BLINK AND YOU'RE SCRAP METAL.



Eject from your HAWC, steal another. Bot-jacking is relatively legal here.



Wage war in everything from icy tundras to blistering deserts. We suggest wearing layers.



Stare the enemy guard towers; try to avoid being tossed into a red storage pile.



Destroy the enemy's HAWC delivery system and cut down on the number of missiles headed your way.



Communicate with wingmen via radio; share amusing anecdotes about global warfare.

A C T U A L S C R E E N S H O T S

BestBuy • CompUSA • Computer City • Software Etc.

© 2002 Electronic Arts Inc. EA GAMES™, EA™, and EA GAMES™ are trademarks or registered trademarks of Electronic Arts Inc. in the United States and other countries. EA GAMES™ is a trademark of Electronic Arts Inc. EA™ is a trademark of Electronic Arts Inc. EA GAMES™ is a trademark of Electronic Arts Inc.



G-NOME pushes real-time 3-D action over the edge. On the other side, you'll find tactical weapons of war: treaded assault tanks, swift hovercraft and massive multi-legged HAWCS. Scramble through more than 20 intense missions. Realistic 3-D graphics slam you into the action. Gameplay doesn't end when your vehicle is destroyed. Eject from one HAWC. Steal another and infiltrate enemy lines. Capture a Meeno-Pulse Cannon and turn your enemy to scrap metal. And they call this fun and games.

G-NOME

THE CLASH OF MAN AND MACH

- Control more than 20 HAWCS (Heavy-Armed Weapons Chassis).
- Survey the battlefield from your virtual cockpit with holographic targeting and damage displays.
- Experience the original soundtrack by Emmy award-winning composer Chris Boardman using the superior DirectSound™ audio.
- Join in 8-player network battles.

7th LEVEL

1-800-556-0307

Download the G-NOME demo
at www.7thlevel.com

©1998 SEGA. ALL RIGHTS RESERVED. #120

hex range, making them useful for picking off artillery crews. Skirmishers in the open are extremely vulnerable to cavalry attacks. Don't advance skirmishers too far ahead of your formed units. Also remember that placing more than 250 skirmishers in a hex cancels their defensive benefit from fire.



TIP

WHO'S IN CHARGE? Knowing which leaders command which units is a key part of keeping troops operating at top efficiency. Highlighted bases show the units this leader commands and the text tells how he fits into the army's organization.

INFANTRY

"If the enemy brings so many troops into the combat as to overpower our line of skirmishers, or if we cannot delay any longer, we bring forward a full line of infantry, which deploys itself at 100 or 200 paces from the enemy, and either opens fire or advances to the attack."

Of the two forms of combat in which infantry can engage, fire is preferable to melee. In fire, it's difficult to force enemy infantry out of buildings or woods without melee, and its use is sometimes necessary to drive back

pesky skirmishers or to overrun artillery. But because melee always disorders and quickly fatigues your troops, it should be used only when you have the upper hand or as a last resort. Disorder is often your greatest enemy because it reduces your infantry's combat effectiveness, makes it more vulnerable and increases morale fatalities.

To avoid disorder, infantry should maneuver in column and fight in line. Placing units in column and line formation in the same hex, or moving cavalry through an infantry hex will disorder the infantry. Deploy units from column into line just outside effective musketry range (two hexes). Carefully check the terrain around infantry units in line before moving them. Edges and embankments will throw them into disorder. Remember that Prussian and French infantry receive a bonus for melee in column while British and British-trained infantry in extended line receive a firing bonus.

Finally, don't be overawed by the

Don't fight futuristic creatures with a prehistoric weapon.



power of cavalry. Against unsupported cavalry, forming square is infantry's best defense, but units in square can be quickly decimated by infantry and artillery fire. If your infantry is supported by cavalry and artillery, sometimes it's best to take your lumps from enemy cavalry and then counterattack. A few well-directed volleys at close range can turn a cavalry attack into a costly vestiture for your opponent.

CAVALRY

"...should not be launched boldly to the attack until disorder prevails in the enemy's ranks that we may hope for success by his hasty retreat."

With its ability to charge and make multiple passes in a single turn, cavalry can cut a wide swath of destruction and quickly change the course of a battle. Therefore, it is tempting to place cavalry in the front lines, ready to charge any flinget of opportunity. While this tactic may meet with some success, it's more likely

that your losses will exceed your gains, leaving you with no reliable cavalry when you need it most. Committing cavalry to the attack is easy, but extracting it can be difficult. Cavalry is at its best when used against disordered and fatigued enemy units, and it's far more effective when used in concert with supporting artillery and infantry. Before launching a cavalry charge, make certain that you have clear terrain all the way to the target line. Crossing embankments or hedges will disorder your cavalry and greatly reduce their effectiveness.

TERRAIN

"...influences may be felt in the very smallest feature of the ground, but it can also dominate enormous areas."

The Waterloo battlefield contains a deceptively wide variety of terrain. Hedges and road embankments will slow unit movement and disorder cavalry and

infantry. To determine the type of terrain within a hex and around its edges, hold down the right mouse button on the terrain information box in the lower left corner of the screen. Hedges, walls, gates, woods and buildings provide varying degrees of defensive advantages against fire and melee. You can also use hills and ridges, as Wellington did, to screen your troops from enemy view and protect them from artillery bombardment.

In summary, to follow the "Clausewitz Plan," you should first mass artillery at the point of attack to soften the enemy line. Then advance Skirmishers to deliver fire and further weaken enemy units. Follow up with formed infantry, advancing either to contact the enemy in column or deploying in line to fire. Keep Cavalry close by to exploit disorder and weakness in the enemy's ranks. Finally, maintain a reserve of fresh troops to seal the victory. Properly employed, Clausewitz's tactical principles provide a sound base on which to build a winning strategy. ♣

Introducing SpaceOrb 360 – the 3D game controller for Quake™



For PC games like Quake™ there's no controller better. In fact, comparing the new SpaceOrb™ 360 RealLife 3D™ game controller to the joystick, keyboard or mouse is like comparing an arthritic old geezer to an Olympic athlete. The unique PowerSensor™ ball is the key. It practically translates your brain waves into on-screen motion. Push, pull and twist it to get fluid 360° motion in any and every direction for otherwise impossible combo moves. Use it also to play Duke Nukem™, Descent™ and Quake™. You will be stunned at what a technological leap this is. And even more stunned when you see the leap in your scores. Check out the SpaceOrb 360 Web site at www.spaceorb.com for awesome reviews, the latest news, industry buzz and what current users are saying about it!

pacetec inc
As 3D as your own life.
Maybe more.

The 1996 Article Index

A Complete Index Of CGW Reviews, Previews,
Features And Strategy Articles From 1996

The CGW All-Stars The 1996 Five-Star Game Index

AGE OF RIFLES



Reviewed: November 96, p. 284
Publisher: SSI
Game Type: Wargame
Pros: Captures the flair and fun of the era without compromising the history; over 40 different scenarios; robust editor; wonderful campaigns; excellent AI. A

winner through and through.

Cons: Some PDEM bugs; merely adequate manual; stacking restrictions limit some scenarios.

Other Articles: The Grand Age of Warfare, Feature, Apr. 96, p. 58; Game Track, Feb. 9, p. 44; Big Game Hunt, Feature, Aug. 96, p. 95; Holiday Hot 100, Dec. 96, p. 209.

AH 64D LONGBOW



Reviewed: July 96, p. 164
Publisher: Jane's Combat Simulations/EA
Game Type: Simulations
Pros: Accurate, accessible, attractive, and action-packed. The benchmark by which future helicopter sims will be compared.
Cons: Multiplayer fans will have to wait for an add-on; huge hard-drive footprint; yet another helicopter sim with no fog.

Other Articles: 1996 Flight Sims Aim High, Feature, Mar. 96, p. 55; Strategy, Sept. 96, p. 192; Holiday Hot 100, Dec. 96, p. 152.

BATTLEGROUND: SMILON

Reviewed: October 96, p. 274
Publisher: Tsioneth
Game Type: Wargame
Pros: Challenging AI, fascinating scenarios, perfect music, interesting terrain and new gurbats make this the best BG yet.



Cons: Some gamers won't like the necessary micro-management.
Other Articles: Big Game Hunt, Feature, Aug. 96, p. 96.

CHESSMASTER 5000



Reviewed: September 96, p. 159
Publisher: Mindscape
Game Type: Chess (Classics)
Pros: Wonderful tutorials, luscious graphics and the best array of computer opponents in the business, plus multiplayer support.

Cons: The MIDI music is lackluster. It would be nice to see a realistic rating system.

Other Articles: Big Game Hunt, Feature, Aug. 96, p. 74; Internet Attack, Feature, Oct. 96, p. 68; Holiday Hot 100, Dec. 96, p. 144.

CIVILIZATION II



Reviewed: June 96, p. 174
Publisher: MicroProse
Game Type: Strategy
Pros: Highly addictive, makes original Civ even better; loads of replay value, different enough to warrant buying.

Cons: No multiplayer mode; no way for computer to concede if you get way ahead early in the game.
Other Articles: On the Shelf, May 96, p. 32; Strategy, Aug. 96, p. 194.

CONNECTIONS

Reviewed: April 96, p. 157
Publisher: Discovery Channel Multimedia
Game Type: Puzzle
Pros: Perfectly captures the sense of wonder from the original TV series. The multimedia clips and acting are nice, and James



PARLEET
ACADEMY

1996
ARTICLE
INDEX



Burke is, well, James Burke. A wonderful challenge—the best pure puzzle game yet for the computer.

Cons: Even with the hints, there aren't many obvious solutions to the tough puzzles. Those wishing for a real adventure game may be slightly disappointed, but if you accept Connections for what it is, there isn't much else to dislike.

FANTASY GENERAL



Reviewed: June 96, p. 178

Publisher: SSI

Game Type: Strategy

Pros: Tons of cool units, great AI, nearly endless replay value, a strategy game that will make your brain work overtime.

Cons: The straightforward magic system may disappoint those expecting the

depth of Master of Magic's arcane lore. The lack of scenario descriptions is annoying as well.

Other Articles: Hands On, Mar 96, p.45.

GABRIEL KNIGHT 2



Reviewed: February 96, p.50

Publisher: Sierra On-Line

Game Type: Adventure

Pros: Great story, extravagant backgrounds, exceptional acting, and a near-perfect soundtrack makes this a graphic adventure benchmark.

Cons: Some puzzles may be obscure enough to seem unfair.

Other Articles: Scorpio's Hints & Tips, Mar. 96, p. 102; Premier Awards, June 96, p. 56.

GRAND PRIX II



Reviewed: October 96, p. 246

Publisher: MicroProse

Game Type: Simulation

Pros: Beautiful textured graphics with fully functional rear-view mirrors, great AI with a human quality, excellent depiction of wheel spin, curbs that actually hit the car, and many strong features brought up from World Circuit.

Cons: Drivers are based on the 1994 season, replay is far too short and comes with a bare minimum of camera angles, victory celebration is totally lame. It'll take a truly scorching processor to get all the graphics on, frame rate smooth and game speed up to par.

Other Articles: Hands On, July 96, p. 44.

INDY CAR RACING II



Reviewed: February 96, p. 74

Publisher: Papyrus

Game Type: Simulation

Pros: Crisp graphics with a better frame rate than NASCAR Racing, as well as cataclysmic collisions. Major improvements to opponent AI and car handling from the original IndyCar.

Cons: Road courses are nearly impossible without a wheel-and-pedal controller unit. Increased authenticity and difficulty may frustrate rookies. Is it too real?

MONOPOLY CD-ROM



Reviewed: February 96, p. 164

Publisher: Virgin/Westwood

Game Type: Classic

Pros: It really is Monopoly. Cool animation, the ability to build your own AI players, networking and Internet play are a big plus.

Cons: It really is Monopoly...and may not be exciting enough for those weaned on modern computer games.

Other Articles: Hints & Tips, Oct. 96, p. 204.

PINBALL WORLD



Reviewed: May 96, p. 16D

Publisher: 21st Century Entertainment

Game Type: Action

Pros: Everything is done right, this is the best pinball simulator on the market.

Cons: No table warping, sub-games or strategy elements. This is for the pinball purist.

QUAKE



Reviewed: October 96, p. 174

Publisher: id Software

Game Type: Action

Pros: Pure action shooter; cool 3D architecture and creatures; outstandingly moody atmosphere; multiplayer mayhem second to none.

Cons: Requires a muscular Pentium; the non-interactive environment is a letdown after Duke Nukem 3D. The soundtrack is lousy compared to Doom's.

Other Articles: Game Track, Feb. 96, p. 44; Cover Story, July p. 46; Action Column, July 96, p. 103; Big Game Hunt, Aug. 96, p. 48; Multiplayer Strategies, Sept. 96, p. 66; Quake Deathmatch Strategy, Sept. 96, p. 142.

Also, monthly in The Quake Page: Oct. 96, p. 178; Nov. 96, p. 212; Dec. 96, p. 314.



1996
ARTICLE
INDEX

Game of the Year.



#1 Selling PC Game, Jan-April 1996 PC Data Report • **Game of the Year**, PC Gamer • **Multiplayer Game of the Year**, PC Gamer • **Golden Triad Award**, Computer Game Review • **Game of the Year**, Computer Gaming World Readers' Choice • **Best On-line Game**, C/NET



8 Players Head to Head



Battle over land, sea and air



Custom Map Builder included



Rule as Orc or Human

Bigger. Bolder. Bloodier.



The Expansion Set.



2 New Story Lines!



24 New Scenarios!



Over 50 Custom Maps!



800-953-SNOW

www.blizzard.com

Feature Story Issue Page

Feature Articles

3D Accelerator Cards	July	55
3D Accelerator Cards	November	147
15th Anniversary Feature: The Next 15 Years	November	135
150 Best (and 50 Worst) Games Of All Time	November	63
Battleground: Gettysburg Strategy	April	72
Build Your Own Game Net	September	87
Burning Rubber: Racing Sims Round-up	February	58
CGW Premier Awards	June	55
CivNet Review	March	66
Dark Earth Sneak Preview	June	68
Deadlock Sneak Preview	May	58
EF 2000 Review	January	44
F-22 Shootout	September	50
Fall Forecast: 100 New Games	August	47
Fight Sim Round-Up	March	50
Gabriel Knight 2 Review	February	50
Hind Sneak Preview	March	62
Holiday Hot 100 Gift Ideas	December	91
Indy Car II Review	February	74
Laptop Survey: Road Warriors	April	78
Lucky 7 Strategies for 7 Hot Games	January	91
Modern Blowout	October	111
Network Gaming	September	68
Online Gaming	October	60
Osaka Sneak Preview	July	45
Red Baron II	April	52
Science Fiction Game Strategies	January	56
Sound Cards Round-Up	June	74
Sports Spectacular: Sports Games Round-up	July	71
StarHeat Academy		
Wing Commander IV, Chronomaster,		
and MW2: Ghost Bear's Legacy strategies	May	63
Star Trek: StarHeat Academy	December	52
The Best Ways to Die in a PC Game	November	107
The Bradbury Chronicles		
Interview with Ray Bradbury	January	63
The Funniest Games of All Time	November	113
The Greatest Heroes of All Time	November	120
The Greatest PC Game Sleepers	November	116
The Hardest Computer Games of All Time	November	118
The Most Disappointing Endings of All Time	November	128
The Most Influential Industry Leaders	November	110
The Most Innovative Games of All Time	November	102
The Most nefarious Villains of All Time	November	121
The Most Rewarding Endings of All Time	November	127
The Most Vaporous Vaporware of All Time	November	130
The Next 15 Years	November	134
The Top 100 Games of All Time	November	64
The Ultimate Game Machine: Part I	December	67
The Ultimate Gaming Machine: Part II	January	178
The Ultimate Gaming Machine: Part III	February	82
The Worst Back-Stories in PC Games	November	114
The Worst Peripherals of All Time	November	124
Wargame Survey: The Grand Age of Warfare	April	58



Game Type	Key	Article Type	Key	Article Type	Key
Action	AC	Column	CO	Feature Article	FA
Adventure	AD	Chats & Hacks	CH	Read Me	RM
Classics/Puzzles	CP	Department	DE	Review	RE
Other	OT	Feature	FE	Scorp's Mail	SM
Role-Playing	RP	Game Track	GT	Scorp's Mail	SM
Simulation	SI	Hardware	HO	Scorp's Review	SR
Sports	SP	Hall of Fame	HOF	Sneak Preview	SP
Strategy	ST	New Playing	NP	Strategy	ST
Various	VA	On the Shelf	OS	Tips and Hints	TH
Wargame	WG			Not Applicable	NA



1996
ARTICLE
INDEX

Game Name	Issue	Page	Rating	Publisher	Game Type	Article Type	Game Name	Issue	Page	Rating	Publisher	Game Type	Article Type
Game Index													
10 Ultra Football	Jan.	250	NA	Sigma	AC	RE	Arise of Gaea	Feb.	107	NA	New World	RPG	SR
11a 1 Football	July	72	NA	Lance Hazzard	SP	FE	Arise of Gaea	April	126	NA	New World	RPG	SM
1	May	48	NA	GT Interactive	AD	GT	Arise of Gaea	June	58	NA	New World	RPG	PA
11th Hour	Dec	35	NA	GT Interactive	AD	OTS	Arise of Gaea	June	105	NA	New World	RPG	SM
1942, PAW Gold	Jan.	284	NA	MegaProse	SI	CO	ArchMage: WOTW	Aug	116	NA	New World	RPG	SM
1943, Bare Air War	Mar.	55	NA	MegaProse	SI	FE	Ascendancy	Oct.	78	NA	Viacom	RPG	FE
ABC's Monday Night Football	Aug.	84	NA	GT Sports	SP	FE	Assault Rig	Jan.	316	**1/2	Broderbund	ST	RE
ABC's Monday Night Football	Sept.	178	NA	GT Sports	SP	SP	ATI 30 PC2TV	Aug	150	**1/2	Psychosoft	AC	RE
ABC's Monday Night Football	Oct.	352	***	GT Sports	SP	RE	Battleground: Antares	Nov.	150	***1/2	ATI Tech.	HD	RE
ABC College Football	Sept.	40	NA	GT Sports	SP	GT	Battleground: Antares	Jan.	310	***	TalonSoft	WG	RE
Absolute Zero	April	148	***1/2	Spectrum H	AC	RE	Battleground: Getyburg	Mar.	214	****	TalonSoft	WG	RE
Adios	July	136	**	Origin	AC	RE	Battleground: Getyburg	April	60	NA	TalonSoft	WG	FE
Age of the Gemp	April	184	NA	Serica	WG	CO	Battleground: Getyburg	April	72	NA	TalonSoft	WG	ST
Adventures in the Gemp	Mar.	32	NA	Activision	AC	OTS	Battleground: Shioh	Aug.	96	NA	TalonSoft	WG	FE
Advanced Civilization	Feb.	210	***	Asylon Hill	WG	RE	Battleground: Shioh	Oct.	274	****	TalonSoft	WG	RE
Advanced Tactical Fighters	Mar.	54	NA	Electronic Arts	SI	FE	Battleground: Waterloo	May	207	NA	TalonSoft	WG	CO
Advanced Tactical Fighters	May	36	NA	Electronic Arts	SI	OTS	Battleground: Waterloo	July	34	NA	TalonSoft	WG	OTS
Advanced Tactical Fighters	June	150	****	Electronic Arts	SI	RE	Battleground: Waterloo	Aug.	182	****1/2	TalonSoft	WG	RE
Advanced Tactical Fighters	Sept.	78	NA	Electronic Arts	SI	FE	Back to Backfield	Sept.	32	NA	Military Sims	SI	OTS
Artale	April	186	NA	LucasArts	ST	SP	Back to Backfield	Oct.	254	***	Military Sims	SI	RE
Artale	Sept.	208	****	LucasArts	ST	RE	Back to Backfield	Nov.	270	NA	Military Sims	SI	ST
Agents of Justice	Aug.	81	NA	MegaProse	ST	FE	Bad Guy vs. Madway	May	125	****	Inspaco	AD	RE
Age of Atlas	Feb.	44	NA	SSI	WG	GT	Bad Mojo	April	34	NA	Pulse	AD	OTS
Age of Atlas	April	60	NA	SSI	WG	FE	Bad Mojo	June	106	****	Pulse	AD	RE
Age of Atlas	Aug.	96	NA	SSI	WG	FE	Baku Baku	Dec.	43	NA	Sega	CP	OTS
Age of Atlas	Nov.	284	****	SSI	WG	RE	Baseball on Windows	July	78	NA	Miller Assoc.	SP	FE
AH 3 Thunderstrike	July	127	NA	JVC	WG	CO	Battle Arena Testarden	Aug.	40	NA	Playmates	AC	OTS
AH 60 Longbow	July	164	****	Jane's	SI	RE	Battle Arena Testarden	Oct.	184	**1/2	Playmates	AC	RE
AH 60 Longbow	Sept.	162	NA	Jane's	SI	ST	Battle Chess	Sept.	232	NA	Interplay	CP	HOF
Aide de Camp	June	160	NA	HPS	WG	CO	Battle Like 2220	July	32	NA	Blue Byte	WG	OTS
Air Attack	Oct.	93	NA	VR 1	SI	FE	BattleShip	Aug.	74	NA	Hasbro	CP	FE
Air Power	Feb.	32	NA	Mindscape	WG	HD	BattleShip	Oct.	88	NA	Hasbro	CP	FE
Air Warrior	Feb.	181	NA	Kesmai	SI	CO	Battles in Time	Mar.	222	*	Amet. Laser	WG	FE
Air Warrior	Aug.	59	NA	Kesmai	SI	FE	Battles of Napoleon	April	67	NA	SSI	WG	FE
Air Warrior	Oct.	93	NA	Kesmai	SI	FE	Battles of Napoleon	April	183	NA	SSI	WG	CO
Air Warrior	Nov.	260	**1/2	Argonaut	AC	RE	BattleTech Solaris	Aug.	69	NA	Kesmai	SI	FE
Aleas	April	138	*	Mindscape	AD	RE	BattleTech Solaris	Oct.	94	NA	Kesmai	SI	FE
Alied General	Feb.	40	NA	SSI	WG	RM	Bennis and Butthead	Nov.	222	***	Viacom	AC	RE
Alied General	Mar.	210	****	SSI	WG	RE	Betragal at Astara	May	48	NA	Sierra	RPG	GT
Alied General	April	183	NA	SSI	WG	CO	Betragal at Astara	Aug.	58	NA	Sierra	RPG	FE
Alone in the Dark	Mar.	256	NA	1-Motion	AD	HOF	Betragal at Krandor	Feb.	256	NA	Dynami	RPG	HOF
Alone in the Dark	Aug.	214	NA	1-Motion	AD	HOF	Betragal at Krandor	Sept.	232	NA	Dynami	RPG	HOF
A1 Crown Jr. Racing	Feb.	62	NA	Mindscape	AC	FE	Big Red Racing	July	138	**	Genmark	AC	RE
American Civil War	April	59	NA	Interact. Magic	WG	FE	Black Knight	Feb.	208	***	FernGen	SI	RE
American Civil War	Aug.	40	NA	Interact. Magic	WG	OTS	Blood & Magic	Aug.	42	NA	Interplay	ST	GT
American Civil War	Sept.	212	****	Interact. Magic	WG	RE	Bransloms	Oct.	204	NA	Simon-Schuster	CP	TH
American Civil War	Nov.	280	NA	Interact. Magic	WG	CO	Breach 3	Jan.	324	*	Impressions	WG	RE
Anged Devast	June	116	*	Mindscape	RPG	RE	Bruce Jenner's Deathlites	July	92	NA	Interact. Magic	SP	FE
							Bruce Jenner's Deathlites						



Computer Gaming World
 BEST OF THE YEAR
 STARLET ACADEMY
 COMPUTER GAMING WORLD
 1996
 ARTICLE INDEX

ONLY A FOOL TRIES TO SOLVE PROBLEMS WITH HANDGUNS. LARGE CALIBER AUTOMATICS DO THE JOB MUCH MORE QUICKLY.

DUKE NUKEM 3D PLUTONIUM PAK. COME GET SOME MORE.

An all new episode with new levels, new weapons and new aliens to splat, from the original creators. Full version of Duke Nukem 3D required. If you don't already have the full version of Duke Nukem 3D, crawl out from under your rock and buy the Duke Nukem 3D Atomic Edition,



- Explore 11 new levels, several based on current hit movies
- See all new enemies get their butts kicked by Duke's steel-toed boots
- Small steaming entrails as Duke's new microwave cannon fries and explodes those alien bastards

- Hear aliens squeal as Duke aborts their entire race in one of two hilarious and controversial new cinematic scenes
- Learn more about Duke's philosophy as he cracks dozens of new one-liners (Duke Talk)
- Exciting new special effects,

- including deadly lightning and new features such as simulated multiplayer games (against up to 7 other Dukes) on a single computer
- Other Duke-approved stuff: Duke Win95 themes, 5 Duke Screen savers, 6 Duke jigsaw puzzles and Image Carousel

Developed by
3D REALMS™
www.3drealms.com

TEN™
www.ten.net

Developed by
GT Interactive Software
11 007 424-01, NEW YORK, NY 10018
www.gtilinteractive.com



THE TOP-SELLING PC GAME OF 1996
Visit Duke on the Web at www.gtinteractive.com/duke

CIRCLE READER SERVICE #373

Article Index

Game Name	Issue	Page	Rating	Publisher	Genre Type	Article Type	Game Name	Issue	Page	Rating	Publisher	Genre Type	Article Type
Democracy	Sept.	136	***1/2	InterAct. Media	SP	RE	Cyberia 2	July	40	NA	Xatrix	AC	DT5
Democrat	Jan.	304	****	Sierra	ST	RE	Cyberia 2	Aug.	151	**	Virgin	AC	RE
Democrat II	April	200	NA	Sierra	ST	ST	Cyber Judas	Aug.	34	NA	Ment Studios	ST	DT5
Democrat's Crossfire							Cyber Judas	Oct.	277	****	Ment Studios	ST	RE
Democrat	June	48	NA	Legend	AD	GT	Cyber Mags	Mar.	138	***1/2	Dunge	AC	RE
Democrat's Crossfire							CyberSpeed	Feb.	70	NA	Mindscape	SA	FE
Democrat	Aug.	54	NA	Legend	AD	FE	Cyberia	Oct.	150	**	Goldtree	AC	RE
Democrat	Feb.	222	****	InterAct. Media	ST	RE	D Sept.	13D	*	Acclaim	RPG	RE	
Democrat's Paradise	Mar.	163	NA	ODP	CP	CD	Dem's Was Loaded, The	July	123	*	Philips	RPG	RE
Democrat's War	April	183	NA	SSG	WG	CD	Dark Earth	June	68	NA	Mindscape	RPG	SP
Democrat's War	Aug.	70	NA	Starwave	AD	FE	Dark Earth	Aug.	60	NA	Mindscape	RPG	FE
Democrat's War	Feb.	45	NA	New World	ST	GT	Dark Eye	April	132	**	Inscape	AD	RE
Democrat's War	July	40	NA	New World	ST	OTS	DarkSeed II	April	123	NA	Cyberdreams	RPG	SR
Democrat's War	Aug.	168	***1/2	New World	ST	RE	DarkSeed II	June	105	NA	Cyberdreams	RPG	SM
Democrat's War	Oct.	312	NA	Mindscape	CP	HDF	DarkSeed II	Aug.	116	NA	Cyberdreams	RPG	SM
Democrat's War	Aug.	74	NA	Mindscape	CP	FE	Dark Sun	Oct.	76	NA	SSI	AD	FE
Democrat's War	Sept.	159	****	Mindscape	CP	RE	Day of the Tentacle	Mar.	242	NA	LucasArts	AD	HDF
Democrat's War	Oct.	88	NA	Mindscape	CP	FE	Day of the Tentacle	Oct.	312	NA	LucasArts	AD	HDF
Democrat's War	Aug.	111	NA	Pygnosis	AO	SR	Daytona USA	Aug.	50	NA	Sega	AC	FE
Democrat's War	April	126	***1/2	Capstone	AD	RE	D Day	Jan.	322	**	Asion Hill	WG	RE
Democrat's War	May	80	NA	Capstone	AD	ST	Deadlock	May	58	NA	Accolade	ST	SP
Democrat's War	Aug.	54	NA	Pygnosis	AO	FE	Deadlock	Nov.	35	NA	Accolade	ST	DT5
Democrat's War	May	32	NA	MicroProse	ST	OTS	Deadlock	Dec.	292	****	Accolade	ST	RE
Democrat's War	June	174	****	MicroProse	ST	RE	Deadly Tide	Dec.	35	NA	Microsoft	AC	DT5
Democrat's War	Aug.	194	NA	MicroProse	ST	ST	Death Keep	Aug.	34	NA	SSI	AC	DT5
Democrat's War	Mar.	277	NA	MicroProse	ST	CD	Death Keep	Oct.	196	*	SSI	AC	RE
Democrat's War	Dec.	400	NA	MicroProse	ST	ST	Deathlings: Oritadi	July	38	NA	Id	AC	DT5
Democrat's War	April	58	NA	Empire	WG	FE	Deep Space 9	Aug.	130	***1/2	Vacuum	AD	RE
Democrat's War	Feb.	37	NA	MicroProse	ST	RM	Defcon 5	April	39	NA	Vic Tekar	AC	DT5
Democrat's War	Mar.	68	****	MicroProse	ST	RE	Descent II	May	36	NA	Interplay	AC	DT5
Democrat's War	Sept.	64	NA	MicroProse	ST	FE	Descent II	June	126	****	Interplay	AC	RE
Democrat's War	Nov.	48	NA	TriByte	OT	GT	Descent Undermountain	Oct.	85	NA	Interplay	AC	FE
Democrat's War	Sept.	33	NA	Microsoft	AC	OTS	Descent Undermountain	Dec.	318	NA	Interplay	AC	SP
Democrat's War	Oct.	268	***1/2	Microsoft	AC	RE	Destroyer Derby	Feb.	68	NA	Pygnosis	AC	FE
Democrat's War	Jan.	104	NA	Virgin	ST	ST	Destroyer Derby	June	154	***1/2	Pygnosis	AC	RE
Democrat's War	Mar.	44	NA	Virgin	ST	GT	Devo Adventures	Nov.	40	NA	Inscape	AD	DT5
Democrat's War	June	64	NA	Virgin	ST	PA	Diablo	July	42	NA	Bizzard	RPG	DT5
Democrat's War	Sept.	82	NA	Virgin	ST	FE	Diablo	Aug.	80	NA	Bizzard	RPG	FE
Democrat's War	Oct.	98	NA	Virgin	ST	FE	Diablo	Aug.	72	NA	Bizzard	RPG	FE
Democrat's War	April	34	NA	Virgin	ST	OTS	Diablo	Aug.	118	NA	Bizzard	RPG	SP
Democrat's War	June	162	****	Virgin	ST	RE	Diablo	Oct.	76	NA	Bizzard	RPG	FE
Democrat's War	Oct.	48	NA	Virgin	ST	HD	Diamond Mind Baseball	July	78	NA	Diamond Mind	SP	FE
Democrat's War	Oct.	83	NA	Eidos	SI	FE	Die By the Sword	Oct.	186	NA	Interplay	AC	SP
Democrat's War	Mar.	130	***1/2	Wacom	AD	RE	Dinastio	Aug.	41	NA	Turner	AD	DT5
Democrat's War	April	157	****	Discovery	CP	RE	Disastopia	Sept.	121	NA	Turner	AD	SR
Democrat's War	Jan.	40	NA	Sierra	ST	NP	Duneworld	Feb.	112	NA	Pygnosis	AD	SM
Democrat's War	Feb.	214	***1/2	Sierra	ST	RE	Duneworld	April	126	NA	Pygnosis	AD	SM
Democrat's War	Nov.	178	***1/2	Interplay	WG	RE	Duneworld	June	105	NA	Pygnosis	AD	SM
Democrat's War	Nov.	230	***	Corel	CP	RE	Beam	April	220	NA	Id	AC	HDF
Democrat's War	July	143	NA	GameTek	CP	CD							
Democrat's War	Jan.	144	NA	Origin	AC	ST							
Democrat's War	Jun.	80	NA	Origin	AC	PA							
Democrat's War	Aug.	48	NA	Origin	AC	FE							
Democrat's War	Sept.	133	NA	Origin	AC	CD							
Democrat's War	Nov.	38	NA	Origin	AC	DT5							
Democrat's War	Dec.	320	***1/2	Origin	AC	ST							
Democrat's War	Feb.	45	NA	Sierra	AC	GT							
Democrat's War	April	64	NA	Incredible Sims	WG	FE							
Democrat's War	Feb.	72	NA	GameTek	SI	FE							

Genre Type	Key	Article Type	Key	Article Type	Key
Action	AC	Column	CD	Premier Awards	PA
Adventure	AD	Cheats & Hacks	CH	Read Me	RM
Classics/Puzzles	CP	Department	DE	Review	RE
Other	OT	Feature	FE	Scopia's Hits	SH
Role Playing	RP	Game Teak	GT	Scopia's Mail	SM
Simulation	SI	Hardware	HD	Scopia's Review	SR
Sports	SP	Mail of Fame	HDF	Snack Preview	SP
Strategy	ST	Now Playing	NP	Strategy	ST
Various	VA	On the Shelf	OTS	Tips and Hints	TH
Wargame	WG			Not Applicable	NA

COMPUTER GAMING WORLD
European Power!

COMPUTER GAMING WORLD
Super Leader!

COMPUTER GAMING WORLD
GAMES BOOTS!

COMPUTER GAMING WORLD
How To Win!

COMPUTER GAMING WORLD
3-D5 NEWS!

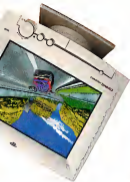
ARTICLE INDEX

1996

ARTICLE INDEX

324

Next time you
crash your PC,
 do it
end over end.



You're drafting car 58 down the front straight when he loses his rear end under braking.

Exploding from your

blind spot, car 64 pitches violently, reducing your crumple zone to an accordion and sending you in a



screaming powerslide to an up close and personal with 5 tons of immovable concrete. Welcome to Driver's Ed — Daytona style, where unrivaled fast twitch



response, scoring from rote and 30 polygon graphics leave you soaked in the

ultimate adrenaline rush. Juiced with 4-wheel drifts, powerslides, drafting and end over ends, it'll suck you in,

red line your heart and spit

you out at 200 mph. It's Daytona USA specially

enhanced for Windows® 95 and it's only from

Sego Entertainment.

Everything else is just sucking exhaust.



**DAYTONA
 USA**

<http://www.sega.com/segapc/>
 (888) SEGA-SALES

SEGA®
Entertainment
 Games PCs Play



Sega is registered in the U.S. Patent of Trademark Office. Sega Entertainment and Sega Sports are trademarks of SEGA. Daytona USA is a registered trademark of International Game Technology Corporation and is used under license from Daytona Properties. Windows® 95 is a trademark of Microsoft Corporation. ©1995 SEGA, PG. Box 0097, Redwood City, CA 94063. All rights reserved.



Think of the most fun you've ever had playing a PC game.

A CD-ROM System
to Multi-use
4-player digital
interface

2 light buttons
from your web
camera, 1 Fire
button, 2 Playset

Two Ethernet
port connectors

Automatic calibration

Microsoft®
DirectX™ game
compatibility

Easy installation
to any PC

"Way ahead of
any other product
involving the current
Computer Game
Review 2001

"This is a very
exciting product that
will not only
keep us entertained
for hours
PC Game
Magazine 7/01

"This game
has a lot of
to offer this year."
ES Entertainment
Magazine

"Choosing
the best is
not a simple
task."
Computer Gaming
World 4/01

GRAVIS

| gaming for the 21st century |

Now, multiply by four



presenting the new

GRIP™ GAME SYSTEM

GrIP™ is the first digital gaming system to bring multiplayer multibutton arcade action to the PC. So now you can play all of your favorite games with your friends. Or enemies. You gotta get GrIP. And start playing games the way they were meant to be played. Look for GrIP and the GrIP game bundles, The Ultimate Team Sports Set™, and The Ultimate Fighting Machine™ at your favorite store. Or call us at 1-800-257-0061.



www.gravis.com



Article Index

Game Name	Issue	Page	Rating	Publisher	Game Article		Game Name	Issue	Page	Rating	Publisher	Game Article	
					Type	Type						Type	Type
Acad	Dec	422	NA	To	AC	HDF	Fighter: Duel II	Mar	58	NA	Jaguar Software	SI	FE
Amid	Mar	114	**1/2	SI Tech	AD	RE	Five Fights	Oct	192	***	Electronic Arts	AC	RE
Arise Nemesis II	April	47	NA	Apogee	AC	HO	Flight Commander II	April	184	NA	Axelon Hill	WG	CO
Duke Nukem 3D	July	130	***1/2	Apogee	AC	RE	Flight Unlimited	June	66	NA	Looking Glass	SI	PA
Duke Nukem 3D	Sept	71	NA	Apogee	AC	FE	Fly Fishing	July	92	NA	Gameloft	SP	FE
Jagreen Keeper	Aug	90	NA	Electronic Arts	RPG	FE	Flytrap Corps	Nov	294	NA	Empire	SI	SP
Jagreen Master	Dec	422	NA	FTL Software	RPG	HDF	Flying Nightmares 2	Mar	54	NA	Denmark	SI	FE
EarthStrike 2	May	40	NA	Sierra	SI	OT	Footz	May	46	NA	Activision	AD	DTS
EarthStrike 2	July	170	***1/2	Sierra	SI	RE	FPS Baseball Pro 96	July	79	NA	Sierra	SP	SP
Tarhworm Jim	Mar	158	****	Activision	AC	RE	FPS Baseball Pro 96	Aug	84	NA	Sierra	SP	FE
Eastern Mind	Mar	33	NA	Sony	AD	DTS	FPS Baseball Pro 96	Sept	33	NA	Sierra	SP	DTS
Estelica 2	Aug	49	NA	Pygossas	AC	FE	FPS Baseball Pro 96	Oct	220	**1/2	Sierra	SP	RE
Estelica 2	Dec	309	NA	Pygossas	AC	SP	FPS Baseball Pro	Mar	242	NA	Sierra	SP	HDF
FF 2000	Jan	44	***1/2	Ocean	SI	FE	FPS Football Pro	Oct	90	NA	Sierra	SP	FE
2000	May	199	NA	Ocean	SI	CO	FPS Football Pro 96	Mar	176	****	Sierra	SP	CO
FF 2000	June	62	NA	Ocean	SI	PA	FPS Football Pro 96	July	152	NA	Sierra	SP	ST
FF 2000 TacCam	Oct	239	NA	Ocean	SI	CO	Frankenstein Eyes						
Fiber Scrolls							at the Mastor	Jan	222	***	Amazing Media	RPG	RE
Doggerell	Aug	58	NA	Bethesda	RPG	FE	Frank Thomas Baseball	Oct	232	*	Accolade	SP	RE
Jeer Scrolls							Full Count Baseball	July	76	NA	Lance Haller	SP	FE
Doggerell	Oct	53	NA	Bethesda	RPG	HD	Full Tilt Baseball	Jan	253	NA	Maxis	AC	RE
Jeer Scrolls							Gabriel Knight 2	Feb	50	****	Sierra	AD	RE
Doggerell	Nov	34	NA	Bethesda	RPG	DTS	Gabriel Knight 2	Mar	102	NA	Sierra	AD	SM
Jeer Scrolls							Gabriel Knight 2	April	126	NA	Sierra	AD	SM
Doggerell	Dec	261	***1/2	Bethesda	RP	CO	Gabriel Knight 2	June	56	NA	Sierra	AD	PA
Jeer Scrolls							Gabriel Knight 2	June	105	NA	Sierra	AD	SM
Doggerell	Dec	288	NA	Bethesda	RP	TH	Gabriel Knight 2	Aug	116	NA	Sierra	AD	SM
Jeer Scrolls							Gabriel Knight 2	Oct	142	NA	Sierra	AD	SM
Jeer Scrolls	Oct	144	**	Activision	RPG	RE	Galactix	Jan	236	*	Synergy Inc.	RPG	RE
Jeer Scrolls	Jan	165	NA	New World	WG	ST	Galactic Civ's II	April	196	***	Starlock	ST	RE
Jeer Scrolls	April	60	NA	New World	WG	FE	Galapagos	Feb	44	NA	Anark	AD	GT
Jeer Scrolls	Mar	166	***1/2	Time Warner	CP	RE	Gateway Destruction	Dec	70	***1/2	Gateway 2000	HO	FE
Jeer Scrolls	Jan	201	NA	SSI	RPG	SR	Garbards	June	44	NA	Phillips Media	CP	RE
Jeer Scrolls	Feb	112	NA	SSI	RPG	SM	Gender Wars	Nov	207	***	GI Interactive	AC	RE
Jeer Scrolls	April	126	NA	SSI	RPG	SM	Genies Khan II	April	183	NA	Keri	WG	CO
Jeer Scrolls	Oct	142	NA	SSI	RPG	SM	Grand Prix II	July	44	NA	MicroProse	SI	HD
Jeer Scrolls	Sept	168	****	Byton Press	CP	RE	Grand Prix II	Oct	246	****	MicroProse	SI	RE
Jeer Scrolls	April	35	NA	Sony	SP	DTS	Grand Prix Manager	Mar	86	NA	Spectrum H	SP	DTS
Jeer Scrolls	Aug	76	NA	MicroProse	SI	FE	Grand Prix Manager	April	165	***	Spectrum H	SP	RE
Jeer Scrolls	Jan	254	NA	Electronic Arts	AC	RE	Grand Prix Manager	Nov	224	**1/2	SSI	WG	RE
Jeer Scrolls	June	105	NA	SSI	AD	SM	Great Naval Battles	May	46	NA	Wizard Works	AC	DTS
Jeer Scrolls	Aug	116	NA	SSI	AD	SM	HZone	Jan	274	***1/2	Accolade	SP	RE
Jeer Scrolls	Feb	44	NA	Interact Mags	SI	RM	HZone	Oct	98	NA	Kesmai	WG	FE
Jeer Scrolls	July	42	NA	Novologic	SI	OT	HZone	June	44	NA	Realty Bytes	AC	DTS
Jeer Scrolls	Aug	76	NA	Novologic	SI	FE	HZone	Dec	328	***	Microsoft	AC	RE
Jeer Scrolls	Sept	51	NA	Novologic	SI	FE	HZone	Jan	116	NA	New World	ST	ST
Jeer Scrolls	Dec	382	***	Novologic	SI	RE	HZone	May	46	NA	New World	ST	DTS
Jeer Scrolls	Aug	77	NA	Graphic Sim's	SI	FE	HZone	June	64	NA	New World	ST	PA
Jeer Scrolls	Nov	52	NA	Graphic Sim's	SI	HD	HZone	Aug	91	NA	New World	ST	FE
Jeer Scrolls	Aug	76	NA	MicroProse	SI	FE	HZone						
Jeer Scrolls	Oct	35	NA	Spectrum H	SI	DTS	HZone						
Jeer Scrolls	Dec	68	***1/2	Falcon NW	HD	FE	HZone						
Jeer Scrolls	Mar	45	NA	SSI	WG	HD	HZone						
Jeer Scrolls	June	178	****	SSI	WG	RE	HZone						
Jeer Scrolls	June	162	***	Sierra	SI	RE	HZone						
Jeer Scrolls	April	67	NA	Spectrum H	WG	FE	HZone						
Jeer Scrolls	July	92	NA	Electronic Arts	SP	FE	HZone						
Jeer Scrolls	Jan	284	NA	Phillips	SI	CO	HZone						
Jeer Scrolls	Jan	290	****	Phillips	SI	RE	HZone						
Jeer Scrolls	July	161	NA	Phillips	SI	CO	HZone						

Game Type	Key	Article Type	Key	Article Type	Key
Action	AC	Down	CO	Promo Awards	PA
Adventure	AD	Cheats & Hacks	CH	Read Me	RM
Classics/Puzzles	CP	Department	DE	Review	RE
Other	OT	Feature	FE	Script's Hint	SH
Role Playing	RP	Game Back	GT	Script's Mail	SM
Simulation	SI	Hardware	HD	Script's Review	SR
Sports	SP	Hall of Fame	HOF	Snack Preview	SP
Strategy	ST	Now Playing	NP	Strategy	ST
Various	VA	On the Spot	OTS	Tips and Hints	TH
Warfare	WG			Not Applicable	NA



1996
ARTICLE
INDEX

Game Name	Issue	Page	Rating	Game Article		Game Name	Issue	Page	Rating	Publisher	Game Article	
				Type	Type						Type	Type
Heroes of Might II	Nov.	46	NA	New World	ST HD	The Orlando	Mar.	154	****1/2	Buena	AC	RE
Heroes	Jan.	336	NA	Raven	AD CD	Warrior Chronicles	Jan.	226	*	Byron Press	RPG	RE
Heroes	Feb.	151	NA	Raven	AD CD	Master of Artes	Jan.	286	NA	MicroProse	ST	SP
Hero	Mar.	62	NA	Interact. Magic	SI SP	Master of Orion	April	220	NA	MicroProse	ST	HOF
Hero	Dec.	34	NA	Interact. Magic	SI DTS	Master of Orion	Aug.	90	NA	MicroProse	ST	FE
Hi Octane	Feb.	70	NA	ECTing	AC FE	Master of Orion II	Oct.	49	NA	MicroProse	ST	HD
History of the World The Hero	April	46	NA	Avolon Hit	GT	Master of Orion II	Oct.	96	NA	MicroProse	ST	FE
Hoyle Software	Dec.	333	NA	Tetra	AC RE	Maurice Ashley Chess	May	167	NA	Davidson	CP	CO
Jager 3.0 Pro III Ice Breaker	Mar.	37	NA	Virgin	AC DTS	MDK	Aug.	50	NA	Shiny	AC	FE
Jager 3.0 Pro III Ice Breaker	Feb.	40	NA	23rd Century	RM	MedWarrior 2	Jan.	92	NA	Activision	SI	ST
JF-22 Lightning	Sept.	52	NA	MicroProse	SI FE	MedWarrior 2	Jan.	340	NA	Activision	SI	CO
I Have No Mouth...	Mar.	118	****1/2	Cyberdreams	AD RE	MedWarrior 2	June	62	NA	Activision	SI	PA
I Have No Mouth...	May	111	NA	Cyberdreams	AD SM	MedWarrior 2	Aug.	78	NA	Activision	SI	FE
I Have No Mouth...	June	58	NA	Cyberdreams	AD PA	MedWarrior 2	Sept.	74	NA	Activision	SI	SP
I Have No Mouth...	June	105	NA	Cyberdreams	AD SM	MedWarrior 2	Oct.	94	NA	Activision	SI	FE
I Have No Mouth...	Aug.	116	NA	Cyberdreams	AD SM	MW 2 Expansion Pack	Feb.	202	****	Activision	SI	RE
IM 142 Novels	Dec.	365	NA	Interact. Magic	SI SP	MW 2: Mercenaries	Dec.	380	****1/2	Activision	SI	RE
Indiana Jones						MW 2: Pearlman Edition	Mar.	36	NA	Activision	SI	DTS
Desktop Adventures	Aug.	128	*	LucasArts	AD RE	MedWarrior 3	Aug.	34	NA	Activision	SI	RM
Isdy Car II	Feb.	74	****	Papyrus	SI RE	Mendin 58	July	44	NA	Archetype	RPG	GT
Into the Shadows	July	42	NA	GT Interactive	AC ST	Mendin 59	Aug.	68	NA	300	RPG	FE
Into the Shadows	Aug.	49	NA	GT Interactive	AC FE	Mendin 59	Oct.	76	NA	300	RPG	FE
Iron & Blood	Oct.	194	NA	Take 2/Activision	AC SP	Might and Magic VI	Nov.	45	NA	New World	ST	GT
Island Dingo	April	42	NA	GT Interactive	CP DTS	Mind Grind	Oct.	336	**	Microforum	CP	RE
Jack Nicklaus Golf	Dec.	217	NA	Accelad	SP CD	Mission Critical	May	120	****1/2	Legend	AD	RE
Jack the Ripper	June	112	****	Gamelock	AD RE	Mission Critical	Sept.	124	NA	Legend	AD	SR
Jagged Alliance						Mission Force						
Deadly Games	Oct.	98	NA	Si-Tech	ST FE	Cyberstorm	Mar.	44	NA	Sierra	ST	GT
Jagged Alliance	Dec.	395	****	Si-Tech	ST RE	Mission Force	May	212	NA	Sierra	ST	SP
Jagged Alliance						Cyberstorm						
DD Online	Nov.	38	NA	Si-Tech	ST DTS	Cyberstorm	Sept.	38	NA	Sierra	ST	DTS
Jedi Knight	July	42	NA	LucasArts	AC ST	Mission Force						
Jedi Knight	Oct.	48	NA	LucasArts	AC ST	Cyberstorm	Oct.	284	****1/2	Sierra	ST	RE
Jedi Knight II						Monopoly	Feb.	164	*****	Westwood	CP	RE
Dark Forces	Aug.	48	NA	LucasArts	AC FE	Monopoly	Oct.	204	NA	Westwood	CP	TH
Jedi Fighter II	Jan.	295	NA	Mission Studios	SI CD	Monster Truck Mad	Sept.	46	NA	Microsoft	AC	GT
Jedi Fighter III	Mar.	54	NA	Mission Studios	SI FE	Monster Truck Mad	Dec.	43	NA	Microsoft	AC	DTS
Jedi Fighter III	Sept.	56	NA	Mission Studios	SI FE	Manly Pythas	Aug.	74	NA	7th Level	CP	FE
John Madden 97	July	75	NA	Electronic Arts	SP FE	Manly Pythas	Aug.	157	NA	7th Level	CP	CD
John Madden 97	Aug.	86	NA	Electronic Arts	SP FE	Manly Pythas'						
Jurassic Park	Dec.	46	NA	DreamWorks	AD SP	Complete Waste	June	46	NA	7th Level	CP	DTS
Knight Moves	Feb.	168	***	Spectrum H	CP RE	Mortal Kombat 3	Jan.	138	NA	GT Interactive	AC	ST
Lands of Lore	Feb.	112	NR	Virgin	RPG	Mortal Kombat 3	Jan.	242	****	GT Interactive	AC	RE
Lands of Lore	Oct.	142	NA	Virgin	RPG SM	Muzzey	Dec.	306	**	Interplay	AD	RE
Lands of Lore II	Aug.	58	NA	Virgin	RPG FE	NASCAR 2	Nov.	45	NA	Sierra	SI	HD
Lustre Set Larry 7	May	48	NA	Sierra	AD GT	NASCAR 2	Dec.	376	NA	Sierra	SI	SP
Lustre Set Larry 7	Aug.	54	NA	Sierra	AD FE	NASCAR Racing						
Luxembourg Palace	Oct.	210	****	Papyrus	CP RE	League	Sept.	173	NA	Papyrus	SP	CD
Likes LS	Oct.	39	NA	Access	SP DTS	Navy Strike	Feb.	32	NA	Empire	SI	HD
Likes LS	Nov.	240	****1/2	Access	SP RE	NBA Full Court Press	Aug.	86	NA	Microsoft	SP	FE
Likes Pro CD	July	88	NA	Access	SP FE	NBA Full Court Press	Sept.	42	NA	Microsoft	SP	HD
Light House	Dec.	28	NA	Sierra	AD DTS	NBA Live 95	Mar.	171	NA	Electronic Arts	SP	CO
Lisa	April	39	NA	Sacred Woods	RPG GT	NBA Live 95	June	60	NA	Electronic Arts	SP	CO
Locus	April	154	*	GT Interactive	AC RE	NBA Live 95	July	81	NA	Electronic Arts	SP	CD
M142 Novels	Aug.	77	NA	Interact. Magic	SI FE	NBA Live 97	Oct.	217	NA	Electronic Arts	SP	CO
Magic: The Gathering	April	46	NA	Accelad	RPG GT	NCAA Basketball	Feb.	46	NA	GTE Interactive	SP	GT
Marathon 2						NCAA Basketball	Aug.	86	NA	GTE Interactive	SP	FE



1996
ARTICLE
INDEX

So Much Action,

Smash through

enemy lines with 60

tons of armored steel

and 120mm cannon

fire in *M1A2 Abrams*™.

From the creators of

M1 Tank Platoon®,

comes the tank simula-

tion called "One of the

year's hottest games"

by *PC Gamer*.

Blast enemy helicop-

ters, tanks and troops

with a full arsenal of

rockets, missiles and

20mm cannons. Do it

all as you race across

the treetops in *Hind*™,

the helicopter simula-

tion from the develop-

ers of *Apache*™, Best

Sim of the Year®.

Attack enemy fight-

ers, demolish enemy

headquarters and

take the controls

of all the great fight-

ers of WWII in *Air*

Warrior® II. Also includ-

ed is a gateway to

internet gaming with

20 free hours from

CompuServe™.



©1996 Interactive Magic. All Rights Reserved. M1 Tank Platoon is a registered trademark of Microsoft, Inc. Air Warrior is a registered trademark of Kernal Corp. M1A2 Abrams, Hind, Apache, American Civil War from Sumter to Appomattox, and Death are trademarks of Interactive Magic. Harpoon is a registered trademark of Larry Bond and Chris DeLesse. *Voted "Best Sim of the Year"—PC Gamer

Interactive Magic, P.O. Box 13491, Research Triangle Park, North Carolina 27709, 800-296-0872

So Little Time

Pulverize Union or Confederate lines as you decide the fate of the Nation. Called "The only Strategic Civil War game worth buying," by *Computer Gaming World*, American Civil War includes a multimedia history of the Civil War.

Fire harpoon and torpedoes, launch submarine attack missiles at enemy battleships and carriers as you command the Navy's most powerful ships. It's Harpoon® Classic 97, from the award winning designers of Harpoon Classic; voted "Wargame of the Year" by *PC Gamer*.

Dominate the world as you build a nation through military and scientific discovery. *Destiny™* is the multi-player strategy game where you civilize and conquer the world, from the Stone Age to the Space Age.



Simulation and Strategy Gaming

Get all the details at www.imagicgames.com



© 1995 Interactive Magic

CIRCLE READER SERVICE #172

STAR GENERAL™

The Sky Is No Longer The Limit.

Go where no gamer has gone before
- BEYOND PANZER GENERAL™ Volume 4 in
SSI's award-winning 5-Star Series™,
STAR GENERAL™ is light-years
ahead of its proud ancestor!



Feel the power of an incredibly
enhanced PANZER GENERAL game engine.

A Two-Level Combat System that accommodates
space combat AND surface combat. Resource man-
agement - conquer enemy planets and develop
them for your needs. See the beauty of over
90 fully rendered 3D starships, 100+ ground
units and multiple planet types. Command
a multi-planetary force as you struggle to repel the
advances of six alien races. Engage in a variety of wars as
any of 7 different races. And be prepared to put in some time!
The scope of STAR GENERAL is as vast as space itself - with
well over 100 hours of game play. The sky is no longer the
limit. So light up the heavens in a cosmic battle
for the right to be called STAR GENERAL!

**MULTI-PLAYER
OPTION FOR
WINDOWS 95!**

**Combo CD-ROM
WINDOWS® 95 & DOS**

www.stargeneral.com

TO ORDER: Visit your retailer
or call 1-800-809-PLAY.



STAR GENERAL is a trademark of Strategic Simulations, Inc., a Hasbro Company. ©1998 Strategic Simulations, Inc. All rights reserved. Windows is a trademark of Microsoft Corp. Developed by GIGAWATT.

SSI

A HUNTSVILLE COMPANY

Game Name	Issue	Page	Game Article			Game Name	Issue	Page	Rating	Publisher	Game Article		
			Type	Type	Type						Type	Type	
Need for Speed, The	Feb	84	NA	Electronic Arts	AC	FE	Produce or Die	June	104	NA	1-Motion	RPG	SM
Need for Speed, The Hot Pursuit	Sept	68	NA	Electronic Arts	AC	FE	Produce 2	Aug	83	NA	Origo	SI	FE
Need for Speed, The Hot Pursuit	June	48	NA	Si/Tech	AD	GT	Produce 2	Oct	244	NA	Origo	SI	SP
Needload Chronicles	Nov	200	NA	DiamondWorks	AD	SP	Psychic Detective	June	32	NA	Electronic Arts	AD	OTS
Needload Chronicles	Dec	304	****	DiamondWorks	AD	RE	Psychic Detective	July	120	****	Electronic Arts	AD	RE
NHL Legends	July	74	NA	Accolade	SP	SP	Psycho Pinball	Jan	251	NA	Philips	AC	RE
NHL Legends	Aug	84	NA	Accolade	SP	FE	Puzzle Power	July	143	NA	Centron	CP	CO
NHL Pro Football	Jan	280	****1/2	IBM	SP	RE	Puzzle Shop	Feb	153	NA	Oracle	CP	CO
NHL Pro Football	July	72	NA	IBM	SP	FE	PYST	Nov	198	NA	Parody	AD	SP
NHL Hockey 96	Jan	285	****1/2	Electronic Arts	SP	RE	CIN	Mar	48	NA	Tass Wars	AD	HO
NHL Hockey 96	July	85	NA	Electronic Arts	SP	FE	Quake	Feb	44	NA	id	AC	GT
NHL Hockey 97	Aug	84	NA	Electronic Arts	SP	FE	Quake	July	46	NA	id	AC	SP
NHL Hockey 97	Dec	344	****1/2	Electronic Arts	SP	RE	Quake	July	103	NA	id	AC	CO
NHL Power Play 86	May	176	NA	Virgin	SP	SP	Quake	Aug	48	NA	id	AC	FE
NHL Power Play 86	July	84	NA	Virgin	SP	FE	Quake	Sept	66	NA	id	AC	FE
NHL Power Play 86	Oct	230	****	Virgin	SP	RE	Quake	Oct	174	****	id	AC	RE
Nine Dragons	Nov	227	****1/2	Mine Dragoon	CP	RE	Quake	Oct	178	NA	id	AC	CH
Narnia	Oct	40	NA	Interplay	AD	OTS	Quake	Nov	212	NA	id	AC	CH
Narnia	Nov	175	NA	Interplay	AD	SR	Quake	Dec	314	NA	id	AC	TH
Nave II	Oct	37	NA	More Star	AC	OTS	Quake DeathMatch	Sept	142	NA	id	AC	ST
Nobelen	Sept	41	NA	Rockel Science	AD	GT	Revenant II	Feb	114	NA	SSI	RPG	SM
Nobelen	Oct	142	NA	SSI	RPG	SM	Revenant II	Oct	142	NA	SSI	RPG	SM
Nobelen Summer Games	July	92	NA	Eidos	SP	FE	The Raven Project	April	144	***	Mindscope	AC	RE
Nobelen Burger	Feb	44	NA	Secret Woods	AD	GT	Rayman	April	35	NA	Ubisoft	AC	OTS
Nobelen	Sept	41	NA	LucasArts	AC	GT	The Realm	Aug	69	NA	Sierra	RPG	FE
Nobelen De Reuch	May	48	NA	Axelon Hill	WG	GT	The Realm	Oct	76	NA	Sierra	RPG	FE
Nobelen De Reuch	Aug	85	NA	Axelon Hill	WG	FE	Realm of Arkania	Aug	60	NA	Si-Tech	RPG	FE
Nobelen De Reuch	Aug	179	NA	Axelon Hill	WG	CD	Rabal Assault II	Feb	148	***	LucasArts	AC	RE
Pandora Directive	Mar	110	NA	Access Software	RPG	SP	Red Alert	Aug	91	NA	Virgin	ST	FE
Pandora Directive	Oct	137	NA	Access Software	RPG	SR	Red Baron II	Mar	55	NA	Sierra	SI	FE
Pandora Directive	Nov	180	NA	Access Software	RPG	SM	Red Baron II	April	52	NA	Sierra	SI	SP
Parade General	April	184	NA	SSI	WG	CD	Red Storm Rising	April	184	NA	MicroProse	WG	CD
Parade General	Nov	277	NA	SSI	WG	CD	Remember the Alamo	April	64	NA	Incredible Sims	WG	FE
Parade General Online	Dec	367	****1/2	SSI	WG	CD	Return Fire	Aug	330	****1/2	GT Interactive	AC	RE
Perfect Weapon	Oct	183	NA	ASC Games	AC	SP	Return of the Assassin	May	54	NA	Microsoft	AC	HO
PGA Tour 96	July	85	NA	Electronic Arts	SP	FE	Return to Krondor	July	43	NA	7th Level	RPG	GT
Pirates of the Caribbean 2	Aug	56	NA	Sierra	AD	FE	Return to Krondor	Aug	58	NA	7th Level	RPG	FE
Play! Maxwell PI	Aug	34	NA	Byron Press	AD	OTS	Return to Zork	Feb	114	NA	AdVision	AD	SM
Play! Maxwell PI	Oct	152	***	Byron Press	AD	RE	Riddle of Master Lu	Jan	216	****1/2	Secret Woods	RPG	RE
Play! Maxwell PI	Jan	250	NA	Digital Illusions	AC	RE	Riddle of Master Lu	May	138	NA	Secret Woods	RPG	TH
Pinball World	May	160	****	21st Century	AC	RE	Ripper	April	47	NA	Take 2	RPG	HO
Planetary Rinders	Aug	173	NA	ICI	SI	CD	Ripper	June	98	NA	Take 2	RPG	SR
Pool Champion	Mar	188	****	Mindscope	SP	RE	Ripper	July	106	NA	Take 2	RPG	SR
Power The Game	April	194	****1/2	IBM	ST	RE	Ripper	Aug	116	NA	Take 2	RPG	SM
Power III A T	Feb	40	NA	Sierra	AC	RM	Ripper	Oct	142	NA	Take 2	RPG	SM
Princess and the Goblin	Dec	334	NA	Tom Warfield	CP	CD	Rise 2: Resurrection	Oct	186	**	Accolade	AC	RE
Princess of Ice	Jan	206	NA	1-Motion	RPG	SR	Rise & Rule						
Princess of Ice	Feb	115	NA	1-Motion	RPG	SM	Rise & Rule	June	40	NA	Sierra	ST	OTS
Princess of Ice	April	128	NA	1-Motion	RPG	SM	Rise & Rule	July	184	**	Sierra	ST	FE
							Risk	Aug	74	NA	Hasbro	CP	FE
							Risk	Oct	88	NA	Hasbro	CP	FE
							Road Warrior	Feb	72	NA	Garfield	AC	FE
							Road Warrior	May	156	****1/2	Garfield	AC	RE
							Robert E. Lee	April	59	NA	Sierra	WG	FE
							Robert E. Lee	Nov	284	****	Sierra	WG	RE
							Releasethr						
							Magnum	Oct	76	NA	Interworld	RPG	FE
							Remnants of the						

Game Type	Key	Article Type	Key	Article Type	Key
Action	AC	Downs	CD	Prize Awards	PA
Adventure	AD	Directs & Hoops	CH	Read Me	RM
Classical/Puzzle	CP	Department	DE	Review	RF
Other	OT	Feature	FE	Scappa's Info	SI
Note Playing	NP	Game Track	GT	Scappa's Mail	SM
Simulation	SI	Hardware	HD	Scappa Review	SR
Sports	SP	Hill of Fame	HOF	Snack Preview	SP
Strategy	ST	Now Playing	NP	Strategy	ST
Visuals	VA	On the Shelf	OTS	Tips and Hints	TH
Wargame	WG			Not Applicable	NA



1996
ARTICLE
INDEX

Article Index

Game Name	Issue	Page	Rating	Publisher	Game Type	Article Type	Game Name	Issue	Page	Rating	Publisher	Game Type	Article Type
Three Kingdoms IV	Feb	218	***	Kuai	WG	RE	Steel Panthers						
Sabre Ace	Dec.	357	NA	Eagle	SI	CO	Campaign Disc	Nov	310	****	SSI	WG	RE
Saturday Night Live							Stephen Spielberg's						
Goes Political	June	139	NA	Barkley	CP	CD	Director Chalk	Nov	46	NA	Knowledge Adv	ST	GT
Science Fiction							Stonkkeep	Jan	41	NA	Interplay	RPG	BB
Encyclopedia	Mar.	40	NA	Quicker	OT	OTS	Stonkkeep	Feb	122	****	Interplay	RPG	RE
H.R. Channel Trivia	Nov.	232	**	Byron Pristas	CP	RE	Stonkkeep	May	129	NA	Interplay	RPG	ST
"Crabble"	Aug	74	NA	Habela	CP	FE	Stonkkeep	Aug	116	NA	Interplay	RPG	SM
Scruffy Set	Mar	168	***	Sol Enterprises	CP	RE	Stonkkeep	Oct.	142	NA	Interplay	RPG	SM
Screamer	Feb.	62	NA	Virgin	AC	FE	STORM	Nov.	226	**1/2	American Soft	AC	RE
"Greaser"	Mar.	160	****	Virgin	AC	RE	Strat-O-Matic Baseball						
Suffers II	Nov.	314	****	Blue Byte	ST	RE	CD-ROM 1	Nov.	252	****	Strat-O-Matic	SP	RE
Shadows Over Rise	July	43	NA	Sci-Tech	RPG	HO	Strike	May	143	NA	Velocity	AC	CO
Shandon	Oct.	45	NA	Interplay	AD	DT5	Stris	Aug	146	***	Velocity	AC	RE
Shamasa	Feb.	40	NA	Legend	AD	RM	Stri 27	Feb.	185	****	Mindscape	SI	RE
Shanzara	Aug	116	NA	Legend	AD	SM	SU-27	Mar.	195	NA	Mindscape	SI	ST
Shattered Steel	Aug	42	NA	Interplay	AC	HD	SU-27	May	200	NA	Mindscape	SI	CO
Shattered Steel	Dec	40	NA	Interplay	AC	DT5	SubSpace	Oct.	83	NA	Virgin	AC	FE
Shell Shock	July	127	NA	U.S. Gold	WG	CO	Superheroes	April	46	NA	MicroProse	ST	GT
"hell Shock	Oct.	40	NA	U.S. Gold	WG	DT5	Super Steel Fighter II	April	152	**	Capeson	AC	RE
"hell Shock	Nov	218	***	Eidos	WG	RE	Sword of Shannara	Mar	97	NA	Legend	AD	SR
Shivers	Feb	36	NA	Sierra	OT	HO	TacOps	Aug	185	**1/2	Arsenal	ST	RE
Old Man's Civilization	Jan	34	NA	MicroProse	ST	BB	Tanq Dri	Feb	33	NA	Capeson	DT	HO
Slient Hunter	June	158	****	Sierra	SI	RE	TekWar	Jan	239	**	Capeson	AC	RE
"Vest" Thunder A-10	Jan.	35	NA	Dynamix	SI	BB	Ten Pin Alley	Oct.	49	NA	American Soft	SP	HO
Steel Thunder A-10	Jan.	154	**	Sierra	SI	RE	Terminator						
SMM Capter	Oct.	158	NA	Mans	AC	SP	Future Shock	Feb.	40	NA	Bethesda	AC	RM
Jim Galt	July	86	NA	Moxis	SP	FE	Temelazor:						
SkyKat	Oct.	161	NA	Bethesda	AC	CO	Future Shock	Mar.	145	****1/2	Bethesda	AC	RE
Smart Games #1	July	145	****1/2	Smart Games	CP	RE	Terra Nova	Feb.	142	NA	Virgin	AC	SP
Smart Games #2	Oct.	204	NA	Smart Games	CP	TH	Terra Nova	April	33	NA	Virgin	AC	DT5
Space Bar, The	Aug	58	NA	Rackit Science	AD	FE	Terra Nova	June	130	****	Virgin	AC	RE
Space Bucks	May	218	**1/2	Sierra	ST	RE	Terror T.R.A.X.	Mar	40	NA	3 Prong Plug	AD	DT5
Sports Illustrated							TFX Lightning Strike	Aug	76	NA	Decan	SI	FE
Micro Baseball	Aug	163	NA	Microleague	SP	CO	TFX Lightning Strike	Sept.	56	NA	Decan	SI	FE
"pyrat"	July	116	****1/2	Activision	AO	RE	The Dig	Jan	49	NA	LucasArts	AD	NP
Star Control 3	Oct	51	NA	Accolade	AD	HO	The Dig	Feb	133	****	LucasArts	AD	RE
Star Control 3	Dec.	300	****	Accolade	AD	RE	Thunder	Feb.	36	NA	Sierra	AC	HD
Star Craft	Aug	72	NA	Bizzard	ST	FE	Third Reich	Mar	44	NA	Axalon Intl	WG	GT
Star Craft	Aug	90	NA	Bizzard	ST	FE	Third Reich	Aug	96	NA	Avallen Hill	WG	FE
Star Craft	Oct	96	NA	Bizzard	ST	FE	This Means War	Mar	40	NA	MicroProse	WG	DT5
Star General	June	46	NA	SSI	ST	GT	This Means War	April	190	**1/2	MicroProse	WG	RE
Star General	Aug	30	NA	SSI	ST	FE	Thunderscope	Feb	114	NA	SSI	RPG	SM
Star General	Sept.	157	NA	SSI	ST	CO	TIE Fighter	July	209	NA	LucasArts	AC	HOF
Star Rangers	Jan.	40	NA	Interact Magic	SI	BB	TIE Fighter Collec. CD	Mar	40	NA	LucasArts	AC	DT5
Star Raiders	Feb.	194	NA	Interact Magic	SI	RE	Tigers on the Prowl	April	184	NA	HPS	WG	CO
Star Trek: Final Unity	Feb.	112	NA	Spectrum R.	RPG	SM	Time Commando	June	123	NA	Activision	AC	CO
Star Trek: Final Unity	April	126	NA	Spectrum H	RPG	SM	Time Commando	Dec.	322	****1/2	Activision	AC	RE
Star Trek							Titanic	April	46	NA	GTE	AD	HO
Starfleet Academy	Aug	78	NA	Interplay	SI	FE							
Star Trek													
Starfleet Academy	Dec	52	NA	Interplay	SI	FE							
Steel Panthers	Jan	172	NA	SSI	WG	ST							
Steel Panthers	Jan	235	NA	SSI	WG	CO							
Steel Panthers	Feb	228	NA	SSI	WG	ST							
Steel Panthers II	Aug	95	NA	SSI	WG	FE							
Campaign Disc	Oct	38	NA	SSI	WG	DT5							

Game Type	Key	Article Type	Key	Article Type	Key
Awards	AC	Column	CU	Printer Awards	PK
Adaptation	AD	Cheats & Hacks	CH	Read Me	RM
Classical/Periods	CP	Deprived	DE	Review	RE
Other	OT	Feature	FE	Script's Mail	SM
Role Playing	RP	Game Track	GT	Script's Mail	SM
Simulation	SI	Hardware	HD	Scorpia Review	SR
Sports	SP	Hit of Fame	HOF	Snack Preview	SP
Strategy	ST	New Playing	NP	Strategy	ST
Various	VA	On the Shelf	OS	Tips and Hints	TH
Warefare	WG			Not Applicable	NA



1996
ARTICLE
INDEX

Game Name	Issue	Page	Rating	Game Article		Game Name	Issue	Page	Rating	Publisher	Game Article	
				Publisher	Type						Type	Type
Titanic	Aug. 36	NA	GTE	AD	FE	WarCraft II	Sept. 81	NA	Bizzard	ST	FE	
Tomb Raider	Aug. 49	NA	Edios	AC	FE	WarCraft II						
Tomb Raider	Oct. 164	NA	Edios	AC	SP	Expansion Set	Sept. 205	****1/2	Bizzard	ST	RE	
Tony La Russa 1	July 78	NA	Stormfront	SP	FE	WarCraft II						
Tony La Russa 2	Aug. 33	NA	Stormfront	SP	OTS	Expansion Set	Oct. 230	NA	Bizzard	ST	ST	
Tony La Russa 3	Sept. 182	****	Stormfront	SP	RE	WarCraft II						
Footstuck	Mar. 44	NA	Virgin	AD	GT	Expansion Set	Nov. 318	NA	Bizzard	ST	ST	
Footstuck	Sept. 46	NA	Virgin	AD	HD	Warhammer	Mar. 218	****	Mindscape	ST	RE	
Top Gun: Fire at Will	Jan. 286	NA	Specdram H.	SI	CO	War In Russia	May. 242	NA	SSI	WG	HOF	
Top Gun: Fire at Will	Mar. 55	NA	Specdram H.	SI	FE	Warlords II	April. 183	NA	SSI	WG	CO	
Top Gun: Fire at Will	May. 202	****	Specdram H.	SI	RE	Warlords II Deluxe	Jan. 326	****1/2	SSI	WG	RE	
Tort's Passage	Feb. 130	***	Sierra	RPG	RE	War Wind	Aug. 91	NA	SSI	ST	FE	
Total Control Football	Oct. 50	NA	Philips	SP	FE	War Wind	Nov. 48	NA	SSI	ST	HD	
Total Distortion	Mar. 32	NA	Pop Rocket	ST	OTS	Wasteland	May. 242	NA	Interplay	RPG	HOF	
Total Mayhem	Mar. 45	NA	Comark	AC	HD	Wayne Gretzky Hockey	Mar. 186	**	Time Warner	SP	RE	
Total Mayhem	Aug. 142	**	Comark	AC	RE	Wayne Gretzky Hockey	July. 85	NA	Time Warner	SP	FE	
Total Meltdown	Nov. 38	NA	Sierra	AC	RM	Wetlands	Jan. 41	NA	New World	AC	BB	
Total Pinball 3D	June. 48	NA	21st Century	AC	HO	Wetlands	Feb. 146	**	New World	AC	RE	
Touche	Feb. 45	NA	U.S. Gold	AD	GT	Whiplash	June. 44	NA	Interplay	SP	OTS	
Tracker	Oct. 203	**	7th Level	CP	RE	Wing Commander	June. 202	NA	Origin Systems	AC	PA	
Treasure Quest	July. 33	NA	Sierra	CP	OTS	Wing Commander II	Aug. 252	NA	Origin Systems	AC	PA	
Treasure Quest	Sept. 164	*	Sierra	CP	RE	Wing Commander IV	April. 178	****1/2	Origin Systems	AC	RE	
Triple Play 97	Oct. 35	NA	Electronic Arts	SP	OTS	Wing Commander IV	May. 64	NA	Origin Systems	SI	ST	
Triple Play 97	Nov. 245	****	Electronic Arts	SP	RE	Wing Commander V	Aug. 39	NA	Origin Systems	AC	RM	
Triffest	April. 180	**	Virgin	AC	RE	Wopcut	Feb. 68	NA	Psygnosis	AC	FE	
Trigby Bass	Feb. 174	****	Sierra	SP	RE	Witchaven II	Aug. 33	NA	Capslone	AC	OTS	
Trigby Bass II	Aug. 87	NA	Sierra	SP	FE	Witchaven II	Sept. 136	**	Capslone	AC	RE	
U-Boat II	Aug. 176	****	Deadly Games	SI	RE	Wolfestein 3D	Aug. 214	NA	Id	AC	HOF	
Ultima VI	Mar. 365	NA	Origin Systems	RPG	HOF	Wooden Ships						
Ultima VIII	Oct. 142	NA	Origin Systems	RPG	SM	And Iron Men	April. 64	NA	Avision Hill	WG	FF	
Ultima VIII	Feb. 112	NA	Origin Systems	RPG	SR	World Hockey 96	July. 85	NA	Merit Studios	SP	FE	
Ultimate Football 95	July. 75	NA	MicroPress	SP	FE	WZene	Oct. 34	NA	WizardWorks	AC	OTS	
Ultima Online	Oct. 75	NA	Origin Systems	RPG	FE	X-COM	July. 200	NA	MicroPress	ST	HOF	
Ultima Online	Oct. 131	NA	Origin Systems	RPG	CO	X-COM: Apocalypse	Aug. 91	NA	MicroPress	ST	FE	
Unnecessary						Xenophage	Oct. 198	****1/2	Foreign	AC	RE	
Unnecessary	Roughness 95	Jan. 34	NA	Accolade	SP	BB	X-Wing vs. TIE Fighter	Aug. 78	NA	LucasArts	SI	FE
Unnecessary	Roughness 96	Mar. 160	***	Accolade	SP	RE	X-Wing vs. TIE Fighter	Sept. 40	NA	LucasArts	SI	GT
U.S. Navy Fighters	Jan. 256	NA	Electronic Arts	SI	CO	You Don't Know Jack	Jan. 43	NA	Berkeley	CP	MP	
U.S. Navy Fighters 97	Oct. 239	NA	Electronic Arts	SI	CO	You Don't Know Jack	Feb. 162	****1/2	Berkeley	CP	RE	
Wings	July. 190	*	GT Interactive	ST	RE	You Don't Know Jack	June. 66	NA	Berkeley	CP	PA	
Wings	Aug. 139	NA	Sega	AC	CO	Question Pack	June. 37	NA	Berkeley	CP	OTS	
Wings Fighter PC	Aug. 49	NA	Sega	AC	FE	You Don't Know Jack						
Wings Fighter PC	Oct. 183	****	Sega	AC	RE	Sports	Aug. 74	NA	Berkeley	CP	FE	
Virtual Chess	May. 168	NA	EMulen	CP	CO	You Don't Know Jack						
Virtual Karts	Feb. 34	NA	MicroProse	AC	FE	XL	Oct. 203	NA	Berkeley	CP	CO	
Virtual Soccer	July. 33	NA	Interplay	CP	OTS	Z	Mar. 45	NA	Virgin	ST	HD	
Wapour II	June. 50	NA	Philips Media	AD	GT	Z	Nov. 300	****1/2	Virgin	ST	RE	
VR Soccer 96	Aug. 163	**	VR Spirits	SP	RE	Zene Raiders	Feb. 72	NA	Virgin	AC	FE	
Warlords	Mar. 193	NA	IGI	SI	CO	Zene Raiders	Mar. 152	***	Virgin	AC	RE	
War College: The	Aug. 41	NA	GameTek	WG	OTS	Zark Nemesis	June. 33	NA	Activision	OTS		
War College: The	Sept. 216	*	GameTek	WG	RE	Zark Nemesis	Aug. 124	***	Activision	AD	RE	
WarCraft II	Feb. 33	NA	Bizzard	ST	HD	Zula War!	Oct. 263	****	Incredible Sims	WG	RE	
WarCraft II	Mar. 205	****1/2	Bizzard	ST	RE	Zula War!	Nov. 280	NA	Incredible Sims	WG	CO	
WarCraft II	Aug. 32	NA	Bizzard	ST	OTS							



Product Name	Issue	Page	Manufacturer	Rating	Section	Product Name	Issue	Page	Manufacturer	Rating	Section
Hardware Index											
D Blaster	Mar.	86	Creative Labs	**1/2	NA	NEC Power Player	Aug.	66	NEC	NA	FE
D Rye	July	64	ATI	NA	FE	NEC PowerPlayer 2020	Dec.	78	NEC	***	FE
Accura 28.8	Oct.	156	Hayes	NA	FE	Number Nine Reality					
ACS 500	Mar.	76	Alco-Lansing	NA	CD	32FX 3D Card	Nov.	148	Number Nine	**1/2	RE
Adronics GX CD ROM	June	44	Addatics	NA	OTS	NaReality Vard 3D					
Antispoke Speakers	Mar.	76	Innovel Accessories	NA	CD	Speakers	Mar.	78	NaReality	NA	CD
Blaster G1660	Oct.	183	Creative Labs	NA	FE	4USound Plug & Play	June	76	Orchid	NA	FE
CD Nano 500P	April	82	MPG	NA	FE	Orchid Righteous 3D	Nov.	157	Orchid	****1/2	RE
Call Pro Throttle	May	42	CH Products	NA	OTS	P 166 Mch V	July	102	Falcon	NA	FE
Compaq Presario 6712	Dec.	67	Compaq	***1/2	FE	PCI 3D Blaster	Aug.	111	Creative Labs	NA	SP
CrystalLake 450 Speakers	June	42	CrystalLake	NA	OTS	Permedia	July	63	3D Labs	NA	FE
CrystalLake Series 140	June	80	CrystalLake	NA	FE	Phreal Wizard	May	162	Thrustmaster	NA	RE
Dell Dimension MPS	Jan.	185	Dell	NA	FE	PlayStation	May	182	Sony	NA	FE
Demolition Destroyer Gun	Feb.	37	Tec Systems	NA	RM	PowerVR	July	63	NEC/Videologic	NA	FE
Destination System	April	34	Gateway	NA	RM	Pro Play Golf	Mar.	86	Thrustmaster	****	RE
Destination System	Aug.	104	Gateway	***1/2	RE	RPA 2	July	63	Yamaha	NA	FE
Diamond Monster 3D	Nov.	157	Diamond	****	RE	Saldello PRD 410 CDT	April	86	Toshiba	NA	FE
Diamond Stealth	May	52	Diamond	NA	GT	Sidewinder	Oct.	189	Microsoft	NA	FE
Diamond Stealth 3D	Nov.	148	Diamond	***1/2	RE	Solo 55 1200L	April	89	Gateway	NA	FE
Driv'N Wood	Aug.	64	Thrustmaster	NA	FE	Speed Blaster AWE32 Plug & Play	June	74	Creative Labs	NA	FE
Dynastyle 128	Aug.	39	Hercules Computer	NA	OTS	Sound Force Speakers	Nov.	176	QuickShot	****	RE
Edge 3D Card	June	42	Diamond	NA	RM	Soundwerks	Mar.	77	Cambridge	NA	CD
Edge Multimedia Accelerator	Jan.	342	Diamond	NA	CD	SpaceOrb	Aug.	66	SpaceTec	NA	FE
Empire	April	40	Texas Instruments	NA	FE	SpaceOrb	Oct.	127	SpaceTec	NA	FE
F-16 Combat Stick	Feb.	80	CH Products	NA	RM	Sportster VI	Oct.	121	U.S. Robotics	NA	FE
F-16 FLCS Special Ed	June	40	ThrustMaster	NA	RM	SSI Graphics Systems	Nov.	78	SSI Products	NA	CD
Falcon HW Mch V	Jan.	180	Falcon	NA	FE	STER LightSpeed 128	Nov.	152	STB	****	RE
Flashpoint LT	June	44	BuLogic	NA	OTS	Stealth 3D	Aug.	106	Dierford	****	RE
Force FX	Aug.	64	CH Products	NA	FE	SuperGraphic 336V+	Oct.	121	Diamond	NA	FE
Force FX	Nov.	257	CH Products	NA	CD	Terrinator 843D	Aug.	196	Herceles	***1/2	RE
GameCard II	April	86	JC Design	NA	FE	TidalWave 32	Oct.	129	Crystal Computer	***1/2	RE
Gaming Assessor	Aug.	64	FPG	NA	FE	Toshiba 3701	Mar.	49	Toshiba	NA	OTS
Gateway PS 133XL	Jan.	179	Gateway	NA	FE	Toshiba Intelix 7200	Dec.	80	Toshiba	***1/2	FE
Gateway PS 200CDR	July	33	Gateway	NA	OTS	UltraSound PNP	June	78	Advanced Gravis	NA	FE
Gravis Grip	April	112	Advanced Gravis	****1/2	RE	Verbal Commander	Nov.	176	K2 Interactive	***1/2	RE
Gravis Grip	June	67	Advanced Gravis	NA	PA	Vocal	July	63	Rendition	NA	FE
Gravis Grip	Oct.	183	Advanced Gravis	NA	FE	Videologic Grabster 600	Nov.	152	Videologic	**1/2	RE
HeadOn OSVD	Mar.	33	Elgar Labs	NA	OTS	Virge	July	63	S3	NA	FE
HeadOn OSVD	April	114	Elgar Labs	***1/2	RE	Virge	Feb.	32	S3	NA	RM
HeadOn OSVD	Oct.	116	Elgar Labs	NA	FE	Yoodoo	July	82	3DFX	NA	FE
Herceles Dynamite 128 Video Card	Nov.	150	Herceles	****	RE	WaveForce	June	80	Yamaha	NA	FE
Herceles Terminator 3D Card	Nov.	148	Herceles	***	RE	WaveForce XG	Jan.	30	Yamaha	NA	RM
Ilwaco Book 350CD	April	80	Canva	NA	FE	Wing Man Warner	July	92	Logitech	NA	FE
Interwave Sound Chip	Feb.	36	Interwave	NA	RM	Zephyr 166	Mar.	37	Zephyr	NA	RM
Labtek LCS 2512	Mar.	77	Labtek	NA	CO	Zephyr Oryx	April	110	Zephyr	****	RE
Micro Mems MPC	Dec.	74	Micro	****	FE	Zephyr Oryx Speed Demon	Dec.	82	Zephyr	***1/2	FE
Mecan Blaster 20 B	Feb.	36	Creative Labs	NA	RM						
Mecan Blaster 28 B	Oct.	114	Creative Labs	NA	FE						
Matrix Mystique	July	63	Matrix	NA	FE						
Matrix Mystique	Oct.	128	Matrix	****	RE						
Matrix Mystique	Nov.	1-7	Matrix	***1/2	RE						
NEC M500 Monitor	April	112	NEC	****	RE						
NEC M655Spr 4X4	Mar.	84	NEC	****	RE						
NEC Power Player	Jan.	179	NEC	NA	FE						

Game Type	Key	Article Type	Key	Article Type	Key
Action	AC	Column	CO	Preview Article	PA
Adventure	AD	Charts & Maps	CH	Read Me	RM
Classics/Puzzle	CP	Opinion	OP	Review	RE
Other	OT	Feature	FT	Scrap's Hint	SH
Role-Playing	RP	Game Track	GT	Scrap's Mini	SM
Simulation	SI	Hardware	HD	Scrap's Review	SR
Sports	SP	Hot of News	HP	Snark Product	SP
Strategy	ST	New Playing	NP	Strategy	ST
Visual	VI	On the Shelf	OTS	Tips and Hints	TH
Wargame	WG			Not Applicable	NA



1996
ARTICLE
INDEX

IT'S AS EASY AS 1, 2, 3

1 Fill in your name and address and check off your answers to the seven research questions

2 Circle the numbers on the card that correspond to the ads or articles you'd like more information about

3 The literature will be mailed to you from the advertiser free of charge

Valid after April 30, 1997

CIRCLE FOR FREE INFORMATION

001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016	017	018	019	020	021	022	023	024	025
026	027	028	029	030	031	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047	048	049	050
051	052	053	054	055	056	057	058	059	060	061	062	063	064	065	066	067	068	069	070	071	072	073	074	075
076	077	078	079	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095	096	097	098	099	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200
201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225
226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250
251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275
276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300
301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325
326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350
351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375
376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400

1. What is the highest level of education that you completed? (Check one only)

- 01 Some high school or less
 02 Graduated High School
 03 Some College or Technical school
 04 Graduated College
 05 Post Graduate school

2. Computer ownership level. (Check all that apply)

- 01 IBM compatible (not standard)
 02 Macintosh
 03 Atari
 04 Dedicated game machine
 05 None

3. What is your main level? (Check one only)

- 01 Power PC
 02 Pentium (386)
 03 486
 04 386
 05 286

4. Do you own (or plan to buy in next 6 months) a CD-ROM? (Check one only)

- 01 Yes
 02 Plan to buy (6 months)

5. How often do you usually buy computer games? (Check one only)

- 01 Once a week
 02 Once every two to three weeks
 03 Once a month
 04 Once every two to three months
 05 Once every four to six months
 06 Once a year

6. Where are you most likely to purchase games? (Check all that apply)

- 01 Independent computer store
 02 Computer store chain
 03 Computer electronics store
 04 Direct from vendor
 05 Mass merchandising store
 06 Mail order

7. What is your (and others in household) favorite type of game? (Check one in each column)

	Yourself	Other 1	Other 2
01 Strategy			
02 War/Military			
03 Role Playing			
04 Brain Teasers			
05 Card			
06 Sport			
07 Action/Adventure			
08 Educational			
09 Adventure			

Name

Title

Telephone

Company Name

Address

City

State

Zip

4. Please send me a one-year (12-issues) subscription to Computer Gaming World for \$27.94 (U.S. price); all other countries add \$18.00 for additional postage

In a Hurry? Fax This Card To: 609-829-0692

CGW 1/97-4

FOR QUICKER RESPONSE
FAX TO
(609) 829-0692

**Free Product
Information**



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST-CLASS MAIL

PERMIT NO. 433

RIVERTON, NJ

POSTAGE WILL BE PAID BY ADDRESSEE

**Computer
Gaming**
world

PO BOX 10126

RIVERTON, NJ 08076-8626



ADVERTISER INDEX

FREE

R.S.#	COMPANY	PRODUCT	PAGE
265	20th Century Fox Home Ent.	Dr. Haad	390,341
129	7th Level, Inc.	G-NORME	30,313
802	7th Level, Inc.	Domination	178,279
218	Access Software	Links LS	237
352	Acclaim	Magia: The Gathering	288,289
235	Acclaim	Taunt II	168,169
290	Acculade	Deadlock	87
290	Acculade	Jack Nicklaus	CS-47
42	Acculade	Sin Control 3	21
360	Acculade	Test Drive	2,3
81	ACT I Laboratory Lab.	10 in 1 Programmable Controllers	64
96	Activision	A-R Cabs	245
94	Activision	Blood Chamber	795
371	Activision	Bay 2 Get 2	303-305
366	Activision	Dark Reign	6,9
96	Activision	HyperBlade	122,123
367	Activision	Interstate 76	37
41	Activision	MechWarrior Messenger	189
85	Activision	Time Command	144
245	AdSoft, Inc.	Mail Order Products	342
350	Advanced Graphics	Fireball 2	69
352	Advanced Graphics	Crip	338,327
298	Apple Computer	MacPlay Games	118,189
298	Apple Publishing	Computer Game of the Month Club	277
106	ATI Technologies	WorldNet Service	160,161
372	ATI Technologies	3D Pentabio	26,29
45	Berkeley Systems	3D Xplorator +	45
380	Bethesda Softworks	ieHack	9
389	Bethesda Softworks	Daggerfall	55
265	Bizarre Entertainment	X-Car	265
171	Blue Byte Systems	Warcross II	318,339
179	BullDog Productions	Archemidian Dynasty	75
75	Butterc Software	Squashie Wars	340,341
60	CDI Products	Mutation 2	15
256	Clips & Bits	Fairly Odd	99
23	Clips & Bits	Board Games	343
353	Clips & Bits	Badget Software	347
97	Clips & Bits	Mail Order Adults	349
65	Clips & Bits	Role Playing Games	345
78	Columbia House	www.clips.com/clips.html	274,275
121	Crysal Dynamics	CD-ROM	203,201
258	Cybertronic	Fairly Odd	190
385	Dansons Multimedia	Funimation	179
293	EarthLink	NCHR	94
276	Eidos	Master 3D	281
361	Empire Interactive Entertainment	The Nervehead	7
127	Entomax	Arca	269
297	Falcon Northwest	Irish Rebel	34,35
93	Games 'n' Gold	Flying Gags	192-14
390	Graphic Simulations Corp.	Sacred Mirror of Kalin	86
97	Graphic Simulations Corp.	Falcon MACH V	134,135
175	GT Interactive Software	Mail Order Products	344
241	GT Interactive Software	Medieval	279-322
293	GT Interactive Software	Defination	148
174	GT Interactive Software	Archer Jambes Beyond	263
254	GT Interactive Software	Fly-B Homest 2.0	322,323
213	GT Interactive Software	Of Anthology	240,241
275	GT Interactive Software	2 for Promotion	142,143
164	GT Interactive Software	Arak	280,281
204	GT Interactive Software	NBA Haqtime	233
274	GT Entertainment	Nice	165
244	GT Entertainment	Quake	C2-C4J
315	GT Entertainment	Searcher	172,173
240	GT Entertainment	SFQR	139
363	IBM	CTE	975
172	Interactive Magic	NCAM/Be-Shell	880
70	Interactive Magic	TimeLapse	176,177
74	Intergraph Computer Systems	Titanic	178,179
356	Interact Corp.	Emergency Room	146
98	Interplay Productions, Inc.	Fairly Odd	330,331
369	Interplay Productions, Inc.	Harpoon Classic '97	238
113	Interplay Productions, Inc.	The Reactor	83
263	Interplay Productions, Inc.	Toadshoes	20
354	Interplay Productions, Inc.	Blood & Magic	141
185	Interplay Productions, Inc.	Conquest Deluxe	87
355	Interplay Productions, Inc.	Descent to Undermunkian	184,185
356	Interplay Productions, Inc.	Dragon Dice	93
357	Interplay Productions, Inc.	Eden of War '95	137
50	Interplay Productions, Inc.	Fractal Allegiance	159
79	Interplay Productions, Inc.	Interplay Advertiser	220-227
		M.A.X.	92,95

FREE

R.S.#	COMPANY	PRODUCT	PAGE
58	Interplay Productions, Inc.	Pin Pichal	197
269	Interplay Productions, Inc.	Reborn of the Haunting	86,161
498	Interplay Productions, Inc.	Reborn	15
61	Interplay Productions, Inc.	Scumbag	19
63	Interplay Productions, Inc.	Scattered Steel	57
64	Interplay Productions, Inc.	Starfall Academy	83,83,87
262	Interplay Productions, Inc.	Virtual Pool	205
242	Interplay Productions, Inc.	Quack, Quack	217
65	Leading Edge Technologies	The Annual	82
119	Lectra Entertainment Co.	Brink Open Golf	218
259	Matrix Graphics, Inc.	Star Wars Archives	91
285	Maxis	Matrix Mystique	115
175	Maxis	Star Wars 2000	89
76	Maxis	Star Captain	243
76	Maxis	StarCraft	215
71	Megatech Corporation	Adrenal Sea Battles	266
238	Megaworld	Hoggen's Doctore	79
77	Megaworld	X-Deathion	216
192	Megaworld	Conquest II	295
*	Megaworld	Close Combat	182,203
*	Megaworld	Flight Simulator	80,81
*	Megaworld	Monster Truck Madness	39
*	Megaworld	Sidewinder Gamepad	885
*	Megaworld	Sidewinder joystick	258
*	Megaworld	Ironie Mouse Series	311
132	Mentacore	Deathwave	278
388	Mission Control Software	Mail Order Products	346
362	MPath Interactive	MPlayer	258,259
263	NFC	Power Player	4,5
142	New World Computing	Heros of Might & Magic II	246-247
137	New World Computing	Wages of War	99
39	ORGAN Systems, Inc.	Crossair	88
146	ORGAN Systems, Inc.	Wing Commander IV	299
281	ORGAN Systems, Inc.	Proteus 2	95,97
277	Philly Media	Alien Incident	280
278	Philly Media	Nel Zone	290
279	Philly Media	Starline Tension	127
349	Philly Media	The Art of Fighting	229
134	Playtron Interactive Entertainment	MDK	31
252	Playtron Interactive Entertainment	Powerwave	83
287	Pygmy, Inc.	Deconstructed Dolly 2	234,235
382	R & G Games	Used Game Software	348
174	Roadshow Software Games, Inc.	Smart Games	276
384	ReadySoft, Inc.	Smart Games	276
23	Sega, Inc.	SDD Acceleration Chip	147,149,151,153
179	Sega of America	Dynars	325
267	SeguSoft	Obidian	254,255,257
151	SeguSoft	Basket Jockey	290,294
234	Serra On-Line	Nascar 2	274,271
82	Serra On-Line	Power Chess	78,239
382	Serra On-Line	Serra Holiday	101-112
422	Sh-Yell	Skunks over Riva	24,25
369	Speedie BMC Corp.	SpaceOut 300	341,315
260	Spot Media	Game Spot	297
236	Strategic Simulations, Inc.	Star General	312
208	Strategic Simulations, Inc.	Steel Panthers II	265
237	Strategic Simulations, Inc.	Warlord	267
18	Spynet	EZ Drive 250	825
369	Take 2 Interactive Software	Nirvan Shadow Jet Fighter III	272-8
124	The 3DO Company	Killing Time	85,89
397	The 3DO Company	Mission 99	87
281	The Avalon Hill Game Company	Game Wars	23
168	The Avalon Hill Game Company	Over the Rock	27
161	Thundersoft Technologies	Thunderland	138
384	United CD ROM	M O Products	346
369	V Communication	System Commander	316
117	Virgin Interactive Entertainment	Agile Warrior	167
226	Virgin Interactive Entertainment	Crook of Blood	189
167	Virgin Interactive Entertainment	Command & Conquer: Win '95	190,311
167	Virgin Interactive Entertainment	Command & Conquer: Red Alert	52,93
298	Virgin Interactive Entertainment	Loops of Love: Guardians of Destiny	66,67
384	Virgin Interactive Entertainment	Nan Haric	883
385	Virgin Interactive Entertainment	NHL ProPlayer '96	206,207
239	Virgin Interactive Entertainment	Searchlight Planet	191
*	VIRX, Inc.	Vacuumark	71,72,73
135	Yamaha Corp. of America	VL Series	149
		YST Multimedia Speakers	116

SYNDICATE WARS



Play either side in over
60 missions



Over 20 slick, high-tech
weapons



Fully destructible
3-D worlds





THIS IS A HOSTILE TAKEOVER



Real-time rotating map
during gameplay



Kill your competitors, steal their secrets,
headhunt their best men, and mow down everyone
who stands in your way.

Ruthless Assassination ... Expert Espionage ...
Aggressive Expansion ... Corporate Sabotage ...

So, what's *your* definition of a business plan?

www.bullfrog.co.uk

CIRCLE READER SERVICE #139



COMPUTER GAMING WORLD

Mail Order Mall

Save Time and Money Ordering Games by Phone

Local Stores don't always have the games you're looking for or the expert advice you need. Take a few minutes to shop the courteous and experienced salespeople in the pages of *Computer Gaming World's* Mail Order Mall.

AOCIT

ACTION ON CD ROM

Hot Games

11th Hour	\$29.95
Age of Rifles	\$37.95
AH-64 Longbow	\$38.95
Annal of Dawa	\$38.95
ATF	\$37.95
Battle Cruiser	\$37.95
Begins & Bullhead	
Virtual Stupidity	\$37.95
C&G: Covert Operations	\$24.95
Civilization 2	\$38.95
College Slam	\$19.95
Command & Conquer	\$36.95
Deadlock	\$37.95
Deke Nakson 3D	\$34.95
Dungeon Master 2	\$26.95
Full Throttle	\$31.95
Grand Prix 2	\$37.95
Heroes of Might & Magic	\$38.95
Hind	\$38.95
Lady Car Racing 2	\$29.95
Leisure Suit Larry: Collector's	\$28.95

More Games

Light Hous	\$35.95
Mortals 97	\$39.95
Mech Warrior 2	\$29.95
Mech Warrior 2: Mercenaries	\$38.95
Megareze 2	\$34.95
Mortal Kombat 3	\$31.95
Nascar Deluxe	\$35.95
Need for Speed SE	\$36.95
Nemesis	\$39.95
NHL 97	\$39.95
Perfect General 2	\$32.95
Quake	\$38.95
Rebel Assault 1&2	\$37.95
Road Rash	\$38.95
S.W.A.T.	\$28.95
Shivers	\$27.95
Silent Steel	\$28.95
Spy Craft	\$26.95
Star Control 3	\$38.95
Steel Panthers	\$29.95
Stonewall	\$31.95
Syndicate 2	\$38.95
Time Commander	\$38.95
Warcraft 2 Expansion	\$36.95
Warcraft 2	\$23.95
Wings Commander 4	\$38.95
WWF Wrestling Mania	\$22.95
Zark Nemesis	\$28.95

21 & Over Bundles

Barbus Six Pack	\$31.95
Deep Threat Gigs 1-4	\$36.95
Dirty Debutantes & pack	\$38.95
New Machine 6 pk.	
1 or 2	\$35.95
Platinum Six Pack	\$38.95
Romero's 3 pk Mpo	\$29.95
Russell's PK 1 or 2	\$38.95
Sexy Six Pack	\$38.95
Seymore Six Pack	\$38.95
Up & Cummers Six Pack	\$36.95
VCA Six Pack (Phig II In)	\$38.95

21 & Over Interactives

Win Krods	\$34.95
Corvus	\$26.95
Col Fight	\$31.95
Chameleons	\$28.95
Club 21	\$32.95
Club Kataleg	\$31.95
Crystal Fantasies	\$28.95
Cyberxperience	\$49.95
Dirty Debutantes 2	\$31.95
Diva X	\$37.95
Desom Machine 2	\$38.95

More 21 & Over Interactive

Fantasmans	\$34.95
Hot Leather	\$31.95
Infinite Possibility	\$38.95
Latex	\$36.95
Net Erotique	\$29.95
Nightwatch III	\$31.95
Outpost 69	\$36.95
Pandora's Pecker Palace	\$36.95
Peeping Pete	\$36.95
Porno-Poker	\$34.95
Sex T.V. Vol. 2	\$34.95
Sex Worm	\$32.95
Seymore Bits 2	\$37.95
Sorority House	\$34.95
Sorority Sex Kittens	\$34.95
Space Strips 2	\$34.95
Time Warp	\$34.95
Vampire's Kiss	\$32.95
Virgins 1, 2 or 3	\$27.95
Virtual Director	\$28.95
Virtual Golden Eye	\$32.95
Virtual Las Vegas 2	\$31.95
Virtual Sex 2	\$36.95
Virtual Sex Shoot	\$36.95
Virtual Valerie 2	\$38.95
Virtually Yours 1 or 2	\$29.95

HUNDREDS OF TITLES IN STOCK
CATALOGS & DEALER'S LISTINGS AVAILABLE



MUST BE 21 TO ORDER ADULT CDS

ORDER NOW!

1-800-560-6234

THE MARKETPLACE

R&G GAMES

PO BOX 5889 (Circle) Hs. L. 57130
 We Buy & Sell New & Used IBM Games & Hardware
 Top Dollar paid for newer games. Check or 10% more for
 credit usually processed in just 1-2 days. Call for prices
 before sending games. More games in stock call for prices

Used Games	Patrol Assault 2 CD	\$22	
7th Quest CD	\$19	Shaven CD	\$24
17th Hour CD	\$20	Silent Hunter CD	\$24
AM440 Longbow CD	\$20	Silent Hunter 2 CD	\$22
Angel David CD	\$21	Sport Grand 6 CD	\$28
Avail of Deeds CD	\$21	Apprentice CD	\$22
Ayudha CD	\$22	D/D 27 Flanker CD	\$22
Ball Maze CD	\$22	Star Trek Fleet Unity CD	\$22
Cherne 2 CD	\$20	Stonekeep CD	\$22
Command&Conquer CD	\$20	Terra Nova CD	\$22
Compass 1985 CD	\$22	The Conquerors CD	\$20
Crusader vs Knight CD	\$22	Tig. Gun CD	\$20
Crusader vs Retriever CD	\$22	Tenm Passage CD	\$20
Dark Forest CD	\$20	Under A Killing Moon CD	\$22
D CD	\$20	US Navy Fighters CD	\$20
Deadlock CD	\$20	Warcraft 2 CD	\$20
Deeds 2 CD	\$20	Wilhelm 2 CD	\$20
EF960 CD	\$24	Wing Commander 3 CD	\$19
Earthrise CD	\$18	Wing Commander 4 CD	\$20
Earthrise 2 CD	\$20	Wizards Gold CD	\$20
Fit To Fly Football 96 CD	\$22	Y-Wing Golf CD	\$20
Full Thruster CD	\$22	Zank Bonanza CD	\$21
Ruby 3 CD	\$20	***New Games***	
Galaxy Knight 2 CD	\$20	Abolish CD	\$26
Insum CD	\$26	Colossus 2 CD	\$41
The Hat CD	\$19	Command & Conquer CD	\$20
Inferno 2000 CD	\$22	Crusader vs Knight CD	\$20
Need for Speed CD	\$24	Final Overlord CD	\$20
NHL 96 CD	\$27	Lighthouse CD	\$28
Peabody's Overlord CD	\$20	Time Commando CD	\$20
Police Quest 3 CD	\$20	Warcraft 3 CD	\$26

Call 1-800-525-GAME (Games 630-380-9955 / Fax 630-265-8026)
 Free UPS Shipping with purchase of \$75 or more
 Visa/MC/Discover/Express, Cashier Check, Money Order Accepted
 Sun-Fri 9AM-5PM, Shipping 9AM-5PM, Arizona 9AM-5PM
 All games used have original boxes, they are CD & manual. NO CD/ROMs in good
 condition, working. Scratch it your loss. Any uncollectible games will be returned
 at your expense \$1-eps per box. Prices subject to change & availability.

CIRCLE READER SERVICE #112

DO

CALL TO SUBSCRIBE TODAY!

Every month **COMPUTER LIFE** is packed with answers, clean-out information, practical tips and how-to's — everything you need to wring more power and pleasure from your machine.

To stay on top of it all you've got to subscribe to it.

So call today. It's a better deal at a better price — FREE software, too — when you subscribe to **COMPUTER LIFE**.

FREE BONUS SOFTWARE WHEN YOU CALL!

DON'T

MISS THE NEXT COMPUTER LIFE!



CALL 1-800-926-15

All you **DO** is call to subscribe. **DON'T** miss the FREE software!

GAMER'S GOLD

WE PAY CASH FOR USED GAMES

To Sell Us Games or Make Inquiries Call:

1-800-514-2637

12-5 Mon-Fri CST

In Canada, call 605-339-2060

call for authorization before shipping or
 FAX list for current quotes to 605-334-8766
 (include your return address & FAX no.)

WE SELL USED IBM GAMES

Call for current title availability

1-800-377-8578

10-9 Mon-Sat, 12-5 Sun CST

Most items shipped same day. \$5 Reg./\$9 2nd Day Air
 VISA/MasterCard/Discover/Money Orders/Cashiers Check



19th Hour CD	\$29	Pete to Black CD	\$18	Silence CD	\$20
7th Quest CD	16	Pinocchio CD	27	Silent Hunter CD	24
AM440 Longbow CD	24	Pinocchio 2 CD	27	Sim City 2000 CD	26
Angel David CD	21	Pinocchio 3 CD	27	Sim City 2000 2 CD	26
Avail of Deeds CD	21	Pinocchio 4 CD	27	Sim City 2000 3 CD	26
Ayudha CD	22	Pinocchio 5 CD	27	Sim City 2000 4 CD	26
Ball Maze CD	22	Pinocchio 6 CD	27	Sim City 2000 5 CD	26
Cherne 2 CD	20	Pinocchio 7 CD	27	Sim City 2000 6 CD	26
Command&Conquer CD	20	Pinocchio 8 CD	27	Sim City 2000 7 CD	26
Compass 1985 CD	22	Pinocchio 9 CD	27	Sim City 2000 8 CD	26
Crusader vs Knight CD	22	Pinocchio 10 CD	27	Sim City 2000 9 CD	26
Crusader vs Retriever CD	22	Pinocchio 11 CD	27	Sim City 2000 10 CD	26
Dark Forest CD	20	Pinocchio 12 CD	27	Sim City 2000 11 CD	26
D CD	20	Pinocchio 13 CD	27	Sim City 2000 12 CD	26
Deadlock CD	20	Pinocchio 14 CD	27	Sim City 2000 13 CD	26
Deeds 2 CD	20	Pinocchio 15 CD	27	Sim City 2000 14 CD	26
EF960 CD	24	Pinocchio 16 CD	27	Sim City 2000 15 CD	26
Earthrise CD	18	Pinocchio 17 CD	27	Sim City 2000 16 CD	26
Earthrise 2 CD	20	Pinocchio 18 CD	27	Sim City 2000 17 CD	26
Fit To Fly Football 96 CD	22	Pinocchio 19 CD	27	Sim City 2000 18 CD	26
Full Thruster CD	22	Pinocchio 20 CD	27	Sim City 2000 19 CD	26
Ruby 3 CD	20	Pinocchio 21 CD	27	Sim City 2000 20 CD	26
Galaxy Knight 2 CD	20	Pinocchio 22 CD	27	Sim City 2000 21 CD	26
Insum CD	26	Pinocchio 23 CD	27	Sim City 2000 22 CD	26
The Hat CD	19	Pinocchio 24 CD	27	Sim City 2000 23 CD	26
Inferno 2000 CD	22	Pinocchio 25 CD	27	Sim City 2000 24 CD	26
Need for Speed CD	24	Pinocchio 26 CD	27	Sim City 2000 25 CD	26
NHL 96 CD	27	Pinocchio 27 CD	27	Sim City 2000 26 CD	26
Peabody's Overlord CD	20	Pinocchio 28 CD	27	Sim City 2000 27 CD	26
Police Quest 3 CD	20	Pinocchio 29 CD	27	Sim City 2000 28 CD	26
		Pinocchio 30 CD	27	Sim City 2000 29 CD	26
		Pinocchio 31 CD	27	Sim City 2000 30 CD	26
		Pinocchio 32 CD	27	Sim City 2000 31 CD	26
		Pinocchio 33 CD	27	Sim City 2000 32 CD	26
		Pinocchio 34 CD	27	Sim City 2000 33 CD	26
		Pinocchio 35 CD	27	Sim City 2000 34 CD	26
		Pinocchio 36 CD	27	Sim City 2000 35 CD	26
		Pinocchio 37 CD	27	Sim City 2000 36 CD	26
		Pinocchio 38 CD	27	Sim City 2000 37 CD	26
		Pinocchio 39 CD	27	Sim City 2000 38 CD	26
		Pinocchio 40 CD	27	Sim City 2000 39 CD	26
		Pinocchio 41 CD	27	Sim City 2000 40 CD	26
		Pinocchio 42 CD	27	Sim City 2000 41 CD	26
		Pinocchio 43 CD	27	Sim City 2000 42 CD	26
		Pinocchio 44 CD	27	Sim City 2000 43 CD	26
		Pinocchio 45 CD	27	Sim City 2000 44 CD	26
		Pinocchio 46 CD	27	Sim City 2000 45 CD	26
		Pinocchio 47 CD	27	Sim City 2000 46 CD	26
		Pinocchio 48 CD	27	Sim City 2000 47 CD	26
		Pinocchio 49 CD	27	Sim City 2000 48 CD	26
		Pinocchio 50 CD	27	Sim City 2000 49 CD	26
		Pinocchio 51 CD	27	Sim City 2000 50 CD	26
		Pinocchio 52 CD	27	Sim City 2000 51 CD	26
		Pinocchio 53 CD	27	Sim City 2000 52 CD	26
		Pinocchio 54 CD	27	Sim City 2000 53 CD	26
		Pinocchio 55 CD	27	Sim City 2000 54 CD	26
		Pinocchio 56 CD	27	Sim City 2000 55 CD	26
		Pinocchio 57 CD	27	Sim City 2000 56 CD	26
		Pinocchio 58 CD	27	Sim City 2000 57 CD	26
		Pinocchio 59 CD	27	Sim City 2000 58 CD	26
		Pinocchio 60 CD	27	Sim City 2000 59 CD	26
		Pinocchio 61 CD	27	Sim City 2000 60 CD	26
		Pinocchio 62 CD	27	Sim City 2000 61 CD	26
		Pinocchio 63 CD	27	Sim City 2000 62 CD	26
		Pinocchio 64 CD	27	Sim City 2000 63 CD	26
		Pinocchio 65 CD	27	Sim City 2000 64 CD	26
		Pinocchio 66 CD	27	Sim City 2000 65 CD	26
		Pinocchio 67 CD	27	Sim City 2000 66 CD	26
		Pinocchio 68 CD	27	Sim City 2000 67 CD	26
		Pinocchio 69 CD	27	Sim City 2000 68 CD	26
		Pinocchio 70 CD	27	Sim City 2000 69 CD	26
		Pinocchio 71 CD	27	Sim City 2000 70 CD	26
		Pinocchio 72 CD	27	Sim City 2000 71 CD	26
		Pinocchio 73 CD	27	Sim City 2000 72 CD	26
		Pinocchio 74 CD	27	Sim City 2000 73 CD	26
		Pinocchio 75 CD	27	Sim City 2000 74 CD	26
		Pinocchio 76 CD	27	Sim City 2000 75 CD	26
		Pinocchio 77 CD	27	Sim City 2000 76 CD	26
		Pinocchio 78 CD	27	Sim City 2000 77 CD	26
		Pinocchio 79 CD	27	Sim City 2000 78 CD	26
		Pinocchio 80 CD	27	Sim City 2000 79 CD	26
		Pinocchio 81 CD	27	Sim City 2000 80 CD	26
		Pinocchio 82 CD	27	Sim City 2000 81 CD	26
		Pinocchio 83 CD	27	Sim City 2000 82 CD	26
		Pinocchio 84 CD	27	Sim City 2000 83 CD	26
		Pinocchio 85 CD	27	Sim City 2000 84 CD	26
		Pinocchio 86 CD	27	Sim City 2000 85 CD	26
		Pinocchio 87 CD	27	Sim City 2000 86 CD	26
		Pinocchio 88 CD	27	Sim City 2000 87 CD	26
		Pinocchio 89 CD	27	Sim City 2000 88 CD	26
		Pinocchio 90 CD	27	Sim City 2000 89 CD	26
		Pinocchio 91 CD	27	Sim City 2000 90 CD	26
		Pinocchio 92 CD	27	Sim City 2000 91 CD	26
		Pinocchio 93 CD	27	Sim City 2000 92 CD	26
		Pinocchio 94 CD	27	Sim City 2000 93 CD	26
		Pinocchio 95 CD	27	Sim City 2000 94 CD	26
		Pinocchio 96 CD	27	Sim City 2000 95 CD	26
		Pinocchio 97 CD	27	Sim City 2000 96 CD	26
		Pinocchio 98 CD	27	Sim City 2000 97 CD	26
		Pinocchio 99 CD	27	Sim City 2000 98 CD	26
		Pinocchio 100 CD	27	Sim City 2000 99 CD	26

1008 W. 41st Street • Sioux Falls • South Dakota • 57105

Visit our NEW Online Catalog!
www.edmg.com/chipsandbits



CONSPIRACY X In a world of dark secrets, the only way to survive is by making it into a dark secret. The greatest city out there will be hidden. The age spanning game can be played on the most modern or the most primitive computers. May be worth \$29



CALL OF CTHULHU Call of Cthulhu is a horror role playing game set in the 1920s. You are a detective and you are investigating a series of mysterious deaths. The game is set in the city of Arkham, Massachusetts. May be worth \$29



CALL OF CTHULHU Call of Cthulhu is a horror role playing game set in the 1920s. You are a detective and you are investigating a series of mysterious deaths. The game is set in the city of Arkham, Massachusetts. May be worth \$29



CALL OF CTHULHU Call of Cthulhu is a horror role playing game set in the 1920s. You are a detective and you are investigating a series of mysterious deaths. The game is set in the city of Arkham, Massachusetts. May be worth \$29



CALL OF CTHULHU Call of Cthulhu is a horror role playing game set in the 1920s. You are a detective and you are investigating a series of mysterious deaths. The game is set in the city of Arkham, Massachusetts. May be worth \$29



MAGE: THE SORCERER MAGE: THE SORCERER is a role playing game set in a magical world. You are a mage and you are using your magic to solve problems. The game is set in the city of New York. May be worth \$29



Savage Worlds GURPS Savage Worlds GURPS is a role playing game set in a post-apocalyptic world. You are a survivor and you are using your skills to survive. The game is set in the city of New York. May be worth \$29



RuneQuest RuneQuest is a role playing game set in a fantasy world. You are a warrior and you are using your skills to defeat your enemies. The game is set in the city of New York. May be worth \$29



RuneQuest RuneQuest is a role playing game set in a fantasy world. You are a warrior and you are using your skills to defeat your enemies. The game is set in the city of New York. May be worth \$29



STAR WARS ROLEPLAYING GAME Star Wars Roleplaying Game is a role playing game set in the Star Wars universe. You are a Jedi and you are using your Force powers to defeat your enemies. The game is set in the city of New York. May be worth \$29



STAR WARS ROLEPLAYING GAME Star Wars Roleplaying Game is a role playing game set in the Star Wars universe. You are a Jedi and you are using your Force powers to defeat your enemies. The game is set in the city of New York. May be worth \$29



SHADOWRUN Shadowrun is a role playing game set in a cyberpunk world. You are a runner and you are using your skills to steal information. The game is set in the city of New York. May be worth \$29



ADVANCED DUNGEONS & DRAGONS MINIATURES HANDBOOK Advanced Dungeons & Dragons Miniatures Handbook is a book that provides information on how to use miniatures in your game. It includes information on how to use the various types of miniatures available. May be worth \$18



HEAVY METAL Heavy Metal is a role playing game set in a post-apocalyptic world. You are a survivor and you are using your skills to survive. The game is set in the city of New York. May be worth \$29



HEAVY METAL Heavy Metal is a role playing game set in a post-apocalyptic world. You are a survivor and you are using your skills to survive. The game is set in the city of New York. May be worth \$29



VAMPIRE: THE DARK AGES Vampire: The Dark Ages is a role playing game set in the Dark Ages. You are a vampire and you are using your powers to defeat your enemies. The game is set in the city of New York. May be worth \$29



VAMPIRE: THE DARK AGES Vampire: The Dark Ages is a role playing game set in the Dark Ages. You are a vampire and you are using your powers to defeat your enemies. The game is set in the city of New York. May be worth \$29



ROBOTEK Robotek is a role playing game set in a futuristic world. You are a robot and you are using your powers to defeat your enemies. The game is set in the city of New York. May be worth \$29

FANTASY RPG

FANTASY RPG

FANTASY RPG

FANTASY RPG

FANTASY RPG

HORROR RPG

HORROR RPG

SCI-FI RPG

SCI-FI RPG

AD&D 2ND EDITION RULES
 AD&D Game Rules CB \$64
 Campaign & Tactics \$17
 Spell Book \$16
 High Level Campaign \$17
 Monster Manual \$30
 Player's Handbook \$36
 Ravenloft \$11
 Spells & Magic \$19
AD&D ACCESSORIES
 Campaign Maps \$15
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17

AD&D 2ND EDITION RULES
 AD&D Game Rules CB \$64
 Campaign & Tactics \$17
 Spell Book \$16
 High Level Campaign \$17
 Monster Manual \$30
 Player's Handbook \$36
 Ravenloft \$11
 Spells & Magic \$19
AD&D ACCESSORIES
 Campaign Maps \$15
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17

AD&D 2ND EDITION RULES
 AD&D Game Rules CB \$64
 Campaign & Tactics \$17
 Spell Book \$16
 High Level Campaign \$17
 Monster Manual \$30
 Player's Handbook \$36
 Ravenloft \$11
 Spells & Magic \$19
AD&D ACCESSORIES
 Campaign Maps \$15
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17

AD&D 2ND EDITION RULES
 AD&D Game Rules CB \$64
 Campaign & Tactics \$17
 Spell Book \$16
 High Level Campaign \$17
 Monster Manual \$30
 Player's Handbook \$36
 Ravenloft \$11
 Spells & Magic \$19
AD&D ACCESSORIES
 Campaign Maps \$15
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17

AD&D 2ND EDITION RULES
 AD&D Game Rules CB \$64
 Campaign & Tactics \$17
 Spell Book \$16
 High Level Campaign \$17
 Monster Manual \$30
 Player's Handbook \$36
 Ravenloft \$11
 Spells & Magic \$19
AD&D ACCESSORIES
 Campaign Maps \$15
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17

AD&D 2ND EDITION RULES
 AD&D Game Rules CB \$64
 Campaign & Tactics \$17
 Spell Book \$16
 High Level Campaign \$17
 Monster Manual \$30
 Player's Handbook \$36
 Ravenloft \$11
 Spells & Magic \$19
AD&D ACCESSORIES
 Campaign Maps \$15
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17

AD&D 2ND EDITION RULES
 AD&D Game Rules CB \$64
 Campaign & Tactics \$17
 Spell Book \$16
 High Level Campaign \$17
 Monster Manual \$30
 Player's Handbook \$36
 Ravenloft \$11
 Spells & Magic \$19
AD&D ACCESSORIES
 Campaign Maps \$15
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17

AD&D 2ND EDITION RULES
 AD&D Game Rules CB \$64
 Campaign & Tactics \$17
 Spell Book \$16
 High Level Campaign \$17
 Monster Manual \$30
 Player's Handbook \$36
 Ravenloft \$11
 Spells & Magic \$19
AD&D ACCESSORIES
 Campaign Maps \$15
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17

AD&D 2ND EDITION RULES
 AD&D Game Rules CB \$64
 Campaign & Tactics \$17
 Spell Book \$16
 High Level Campaign \$17
 Monster Manual \$30
 Player's Handbook \$36
 Ravenloft \$11
 Spells & Magic \$19
AD&D ACCESSORIES
 Campaign Maps \$15
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17
AD&D ADVENTURES
 Dungeon \$14
 Dungeon Mystery \$15
 Gygax's Dungeon \$19
 Gygax's Dungeon \$19
 Player's Handbook \$36
 Spell Book \$16
 Wizard Spell Book \$17

Visit www.edmg.com and download selected RuneQuest files. We have **WORLD OF DARKNESS** and **WORLD OF DARKNESS** available as well. **WORLD OF DARKNESS** is a role playing game set in a dark, mysterious world. You are a warrior and you are using your skills to defeat your enemies. The game is set in the city of New York. May be worth \$29

Shipping and handling charges (estimated on a per order, per shipment and per item basis). All items listed. Call for details.

Shipping and handling charges (estimated on a per order, per shipment and per item basis). All items listed. Call for details.

Shipping and handling charges (estimated on a per order, per shipment and per item basis). All items listed. Call for details.

Ask for the New
Spring Demo,SM
free with your order.

United CD ROM[®]

FREE SOFTWARE
with every purchase!^{*}

Visit Our **HOT** Website at

www.unitedcdrom.com

CALL US NOW FOR A **FREE CATALOG!**

1 8 0 0 8 6 4 8 3 3 4

OVER 10,000 TITLES IN STOCK DAILY!

SAME DAY SHIPPING!

Call us right now at **1-800-UNITED4** for great prices on your favorite games reviewed in this month's issue of *Computer Gaming World*.



COMMAND & CONQUER: RED ALERT In this C&C alternative history of WWII, the Nazis never came to power & WWII is a battle between the Allied & Soviet forces.
TRANSPORT: Starring Christopher Lloyd. Your boss has it in for you & you're late at scheduled dining work even a half-witted monkey would balk at.
DEATH DIANE: Eight players ride special winners, battle in gigantic arenas & shoot & kill opponents to move to the next level. Reach your kill goal in all eight arenas & gain your freedom.

CIRCLE OF BLOOD: You must discover the identity of a smug assassin, recover a manuscript written by the leg endary Knight's Templar & recover its mystical secrets.

4 New Great Games

Transport	\$47	Red Alert	\$46
45118		53328	
Death Diane	\$40	Circle of Blood	\$39
53126		53137	

Virgin



9: Journey to the world of Thorton Lee! You must rebuild the Muse Machine, harness the power of the Muse & restore the resort to its original grandeur.

ARMC: With the best graphics, fastest gameplay & most diverse replayability in its genre, this 3D shooter puts you in control of a hotbed battle rock.

SCORCH: Screaming through a white-knuckled world of shadows & danger, you must put your skills against a pack of high-speed mechs where ultimately, only one will survive.

AREA 51: As a soldier in the elite STARR forces, you must penetrate alien forces at Area 51 & eliminate the threat of the deadly alien infection that has spread through the base.

9 50538 \$46

Armc 51304 \$46

Scorch 51974 \$44

Area 51 49632 \$46



MINORIA CAROLERS: Relive early exciting moments that made you a fan of one of the most successful franchises in hockey history. Celebrate each one of the 34 Stanley Cup wins.

NEW YORK RANGERS: As you relive 69 years of longer history, you'll find the only thing missing from this CD ROM are the monkey land & leopard ice.

CHICAGO BLACKHAWKS: Celebrate all 3 Stanley Cup Wins, including the 1938 team that was with 9 American-born players. Incredible hockey moments for the true fan.

6 Great Teams! Your Choice \$25

Montreal Canadiens	\$4510	New York Rangers	\$4514
Chicago Blackhawks	\$4515	Detroit Redwings	\$4511
Toronto Maple Leafs	\$4512	Boston Bruins	\$4513

FINAL DOOM: The last of the legendary DOOM products features 2 new 32 level episodes—the End of the Unleashed & The Acid Drenched Halls.

Final Doom \$46 51305



SECOND MURDER OF ROBIN: Set in exotic Mirazonia, you must gather clearly wove clues in an intriguing mystery. Experience three fully explorable 3D virtual environments.

PERFECT GOLF SUPERSTAR: Experience the thrill of playing the world's finest courses. Features thousands of real photographs. This most realistic golfing experience available.

3-IN-1 GOLF BUNDLE: Includes Picture Perfect Golf Horizon, Tour Golf Links, Picture Perfect Golf the Course of Alices & a video entitled 10 Fundamentals of the Modern Golf Swing.

Golf & More

Second Murder	\$33
54122	
Sagorinol	\$27
54297	
3 in 1 Golf	\$35
54651	

Lyryng Interactive

ADAM'S INSIDE STORY '97 by A.D.A.M.
Some great info with our best doctors—your online doctor answers all of your health questions or connect to the ADAM Medical Directory.

ADAM \$33 53103



THE MUSIC IN ME by Readysoft
Some Juke, the century's hottest pop star. More all hidden musical instruments & travel through Africa, Japan, Chicago & the Suffolk Cole.

53202 \$36

LIONS LEGENDS/CONAN CARAVAN BATTLE by Starburst
Championship playfist discs, expert flogger control, full music & hit, four floggers & three sub-balls.

54550 \$27

NEW! **QUICKSHOT MASTER PRIZE A** Fight game console that will turn your PC into a virtual coin pin. Designed after the multi-button displays in many of today's high performance lighters.

ABSOLUTE CONTROL by A.D.A.M.
Checklist \$4946 \$49

Winner 5 23484 \$9

QUICKSHOT

*While supplies last. Shipping charges apply to live order. No orders processed on Tues or Thurs. No orders for 24 hrs. Call for other order times.

Special offers, like an ability and price may vary according to location and are subject to change without notice. All prices in U.S. dollars. No responsibility for trademark names.

ORDER AS LATE AS DEC. 23rd FOR CHRISTMAS DELIVERY
Special Holiday Hours: M-F 9am-Midnight; Sat 9am-5pm; Sun 11am-6pm

CONTACT US!

Computer Service: 760433,1605 Fax back 1-217-352-8123
America On-Line: UNITECD CD 1-217-352-9949
BBS 1-217-352-9654 Int'l orders 1-217-352-8737

ALL MAJOR CREDIT CARDS
VISA M/C DISC AMEX

800 United CD ROM Drive, Urbana, IL 61802 USA

SHREVEYS by StereoGraphics
Transforms your computer into a thoroughly convenient for 3D game and multimedia software. Two stereo computer screens.

54053 \$99

Shop our Online Catalog at www.cdmag.com/chips.html

WHILE SUPPLIES LAST!

SOFTWARE CLEARANCE!

HURRY HURRY HURRY

DAWN PATROL

Immerse yourself in the age of aerial combat, when pilot skill and intuitive tactical moxie made the difference between victory and defeat. Climb into the cockpit and transport yourself back to the time when the death-defying Aces were masters of the skies. \$12

STAR TREK: JUDGEMENT RITES

Captain's log stardate 6238.4. You have no doubt that you are being watched. By whom or what is not determined. How can your sensors suddenly report life forms on a dead planet? Beach down to mysterious worlds and encounter strange adversaries that are not logical. \$14

BATTLES OF DESTINY

Conquer the world. Seek out and destroy up to three opponents in this state-of-the-art global conquest simulation. Unless you awesome power against the computer or other players, it's simple to play but only a true master will reign. \$12

Insane Closeout Reductions!

IBM ACTION	IBM ARCADE	IBM REFERENCE	IBM SIMULATION	IBM STRATEGY	IBM WARGAMES
Backlash \$13	Blaze \$4	ESPN Soccer \$18	Penelope \$10	Conquered Kingdoms \$13	Defend the Astro \$19
Captain Quasar \$10	Booster Kid \$8	Intelligence USA \$8	Sam Hill \$11	Defini \$15	Flan Educator \$15
Cyber Magi \$15	Vault \$8	Phyco Warship \$11	Star Wars \$12	Ensemble Dixie Saver \$5	Flan Pin Game Med \$10
Faces to Black \$15	Wild Beauty \$8	Let's Get Outta Dodge \$11	Star Quander HD \$10	Flirt Aphasia \$10	Flan Med \$10
Huges Capers Gold \$15		NFL Yowlers \$11	Star Commander \$15	Grandma's Fall \$10	Flight Control 2 HD \$10
Operator Garage \$10		New Worlds \$12	Tank \$11	Justini \$10	Gary Groggier Pin Update \$10
Quake Showers \$10		Prati Alone 1.0 \$12	Tank Commander HD \$18	Kaboon Conspiracy \$5	Go Spooky \$10 HD \$10
System Shock \$15		World Atlas \$6	Ultimate \$12	Madagascar \$10	Harpoon 2 \$10
Task War \$15			Wing Columns 2 Deluxe \$15	Mason & Dixon \$15	Hogwarts Classic \$10
Ten Men \$10			World Assault \$11	Perkins Game \$10	Master's Tummy \$10
Totem Pole \$15			Zero Reveal \$11	Peasns Fall \$15	High Command \$15
				Rebound Tycoon \$18	Iron Cross \$10
				Robo's of Engagement \$16	Line in the Sand \$10
				Sabot Train \$10	Master's Tummy \$10
				Scud Race \$10	Phobic Storm Betwixt \$18
				Sea City \$10	Passer General \$10
				SmCity 2000 SD1 \$12	Passer General Deluxe \$10
				Star Legions \$10	Red Hot Cyo Chromagins \$10
				Synforce Plus \$10	Red Sky Moving \$10
				Theme Park \$10	Task Force 1942 \$10
				This Means War \$10	Tech Front Camp 2 \$10
				Ultimate Sarcodon \$10	Typhoon of Steel \$10
				Winbirds \$10	USA & Planet Attack \$4
				Winbirds 2 \$10	V Victory Medal Cells \$15
				Worlds of Jape Deluxe \$10	V Victory Gold Box \$12
					V Victory Medal \$12
					Wargame CS2 9913 \$18
					Wargame CS2 9914 \$18
					Wargame CS2 9915 \$18
					Wargame CS2 9917 \$18
					Wargame CS2 9918 \$18
					Wargame CS2 9919 \$18
					Wargame CS2 9920 \$18
					Wargame CS2 9921 \$18
					Wargame CS2 9922 \$18
					Wargame CS2 9923 \$18
					Wargame CS2 9924 \$18
					Wargame CS2 9925 \$18
					Wargame CS2 9926 \$18
					Wargame CS2 9927 \$18
					Wargame CS2 9928 \$18
					Wargame CS2 9929 \$18
					Wargame CS2 9930 \$18
					Wargame CS2 9931 \$18
					Wargame CS2 9932 \$18
					Wargame CS2 9933 \$18
					Wargame CS2 9934 \$18
					Wargame CS2 9935 \$18
					Wargame CS2 9936 \$18
					Wargame CS2 9937 \$18
					Wargame CS2 9938 \$18
					Wargame CS2 9939 \$18
					Wargame CS2 9940 \$18
					Wargame CS2 9941 \$18
					Wargame CS2 9942 \$18
					Wargame CS2 9943 \$18
					Wargame CS2 9944 \$18
					Wargame CS2 9945 \$18
					Wargame CS2 9946 \$18
					Wargame CS2 9947 \$18
					Wargame CS2 9948 \$18
					Wargame CS2 9949 \$18
					Wargame CS2 9950 \$18
					Wargame CS2 9951 \$18
					Wargame CS2 9952 \$18
					Wargame CS2 9953 \$18
					Wargame CS2 9954 \$18
					Wargame CS2 9955 \$18
					Wargame CS2 9956 \$18
					Wargame CS2 9957 \$18
					Wargame CS2 9958 \$18
					Wargame CS2 9959 \$18
					Wargame CS2 9960 \$18
					Wargame CS2 9961 \$18
					Wargame CS2 9962 \$18
					Wargame CS2 9963 \$18
					Wargame CS2 9964 \$18
					Wargame CS2 9965 \$18
					Wargame CS2 9966 \$18
					Wargame CS2 9967 \$18
					Wargame CS2 9968 \$18
					Wargame CS2 9969 \$18
					Wargame CS2 9970 \$18
					Wargame CS2 9971 \$18
					Wargame CS2 9972 \$18
					Wargame CS2 9973 \$18
					Wargame CS2 9974 \$18
					Wargame CS2 9975 \$18
					Wargame CS2 9976 \$18
					Wargame CS2 9977 \$18
					Wargame CS2 9978 \$18
					Wargame CS2 9979 \$18
					Wargame CS2 9980 \$18
					Wargame CS2 9981 \$18
					Wargame CS2 9982 \$18
					Wargame CS2 9983 \$18
					Wargame CS2 9984 \$18
					Wargame CS2 9985 \$18
					Wargame CS2 9986 \$18
					Wargame CS2 9987 \$18
					Wargame CS2 9988 \$18
					Wargame CS2 9989 \$18
					Wargame CS2 9990 \$18
					Wargame CS2 9991 \$18
					Wargame CS2 9992 \$18
					Wargame CS2 9993 \$18
					Wargame CS2 9994 \$18
					Wargame CS2 9995 \$18
					Wargame CS2 9996 \$18
					Wargame CS2 9997 \$18
					Wargame CS2 9998 \$18
					Wargame CS2 9999 \$18
					Wargame CS2 9999 \$18

See list and browser accepted. Prices valid 4 weeks. MOST ORDERS SHIP TO US. SHIP TO CANADA \$15. INTERNATIONAL \$25. Shipping and handling charges. Delivery restricted with some products. All items priced at lowest available. Shipping and handling charges calculated on a per order, not per shipment, and per item basis. The "per order" charge is charged once per order and the "per item" charge is charged once for each item shipped on a per order basis.

FREE! ADULT CD-ROM DIGIZINE

Experience digital erotica. World's first interactive adult magazine puts hours of fascinating erotic exploration at your fingertips. Packed with "show and tell" reviews, erotic demos of new adult games, sexy photos.

TRY ONE FOR FREE!

Just call 800.999.7995 or mail coupon below to get yours now. Shipping & handling \$7.95

YES! Send my FREE copy of IQ Digizine NOW!

Name _____

Residence phone (including area code) _____

Mailing address _____

City _____ State _____ Zip _____

Most include \$2.50 shipping & handling. Payment check/money order

Mastercard Visa Discover

Card # _____

Exp. Date

Signature (Required) _____

I certify I am 21 years of age or older.

Date of Birth (Required) _____

Mail to: IQ, Dept. CGW1296, 551
Valley Road, Montclair, NJ 07043
www.iqmag.com

Mission Control HOT ADULT SOFTWARE WWW.MISSIONCD.COM



Starring Virtual Victor
You control Victor's every move. Satisfy the Sirens... or die trying!

ONLY \$49

Duke Screw 'em-38DD

He's everything Duke Nuke 'Em always wanted to be.
More levels than any other adult game!

NEW

ONLY \$49

Check These Out!

2069 SexOdyssey	44	DulFest 69	44
The Black Book	20	Rodney Rubber	39
Buttman's B&B&B	44	Samurai Pervert	34
Crystal Fantasy	27	Seymour Betts 2	39
CyberPhotographer	36	Space Steers 2	39
CyberXperience 4CDs	54	Suits Bar Cells	29
Decca Machine 2	44	Talkin' Strippers	22
Drive X Romance	39	Virtual Sex 2	34
Galix Game	39	Virtual Sex Shop	39
Hollywood Bdy DH	29	Virtual Volume 2	36

ORDER TODAY! CALL TOLL FREE

800-999-7995

OR 201-783-3600 • FAX 201-783-3606

Send Orders To: MISSION CONTROL, 7 Oak Place,
CGW1296, Montclair, NJ 07042 • Mastercard, Visa,
Discover, Checks & Money Orders. Shipping: \$7

Must be 21+ to order. CIRCLE READER SERVICE #388

ComputerLife

YOU'LL GET BIG BONUSES
WHEN YOU SUBSCRIBE
FREE SOFTWARE
PHENOMENAL SAVINGS
FROM THE MAGAZINE THAT'S
PUSHING THE LIMITS AND
PUSHING BACK THE PRICE
TO LOOK IN BIG SAVINGS
AND RESERVE YOUR
FREE DISK, CALL
1 800 926 1578

'ULTRA VIXEN'
 Journey through space and time with the hyper-spy super heroine of the 21st century. As her life is warped, you direct her in each time portal. This is critical to harnessing her ultimate weapon, her devastating super climax. Use it to destroy the portals and save the earth! **\$49**

'Hollywood Body'
 You will be an instant crowd over Shirley Mitchell and her beautiful co-stars in a dozen full-screen erotic locations where your imagination can run wild! You choose the camera angle, close-up lenses, and be escorted to Stacy Mitchell's private parlor where the classy adult lobby begins. **\$44**

'ALL NIGHT LONG'
 Over a thousand of original never before published images. All full screen, all full color, all different stages. Beautiful women and couples engaging in explicit sex captured on the sets of over 20 adult rated picture shows with beautiful sets & slide show features! **\$18**

'VCA INTERACTIVE 5 PACK'
 contains 'Serenity Sex Riders', 'Distrapose Dopes' where there is power in numbers, 'Sush P I O T S', 'Technobitch', 'True Legends-Only the Very Best', and John Leake's 'Characterists'. All 5 of us come with hybrid PC-MAC Motion Picture Sound. **\$45**

'CYBER PHOTOGRAPHER'
 After entering the MegaDaddy cyber-space choose from 3 different models. Choose lighting, camera lens, music and start on your photographic advent by snapping a roll of 36 exposure film. When you finish choosing your favorite pictures print out a calendar, birthday card or Christmas card! **\$34**

'VIRTUAL LAS VEGAS NIGHT II'
 where everything is just getting better. 3D hotel casino, show girl girls, name games (Black Jack, Matchbox Poker, Hot Slots, and Wheel of Fantasies and a whole lot more of surprises), we are taking FUN! Double FUN! Triple FUN! Search for Ultimate Sexual Fantasy! **\$38**

INTERACTIVE MOTION STILLS

2006 Oriental Sex \$66	100 Orient Girls 2 \$16	Asian Movie Library \$18
Alice \$13	101 Sex Frontiers 2 \$16	Adult Pro Lib 4 \$19
Anal Row 2 \$42	Adult Separates \$29	Amateur Models \$23
Asian in Wonderland \$35	Adventure Girl \$25	Amateur Probs 3 \$25
Asian Paradise \$40	Amateur Models 6 \$29	Amateur Probs 5 \$25
Asian Sherry \$45	American Ass-Girl 2 \$25	Beautiful Bodies \$18
Asian \$49	Anal Asian 2 \$25	Beautiful Bodies \$18
Asian 2 \$25	Anal 2 \$21	Beautiful Bodies \$18
Asian 3 \$25	Anal 3 \$21	Beautiful Bodies \$18
Asian 4 \$25	Anal 4 \$21	Beautiful Bodies \$18
Asian 5 \$25	Anal 5 \$21	Beautiful Bodies \$18
Asian 6 \$25	Anal 6 \$21	Beautiful Bodies \$18
Asian 7 \$25	Anal 7 \$21	Beautiful Bodies \$18
Asian 8 \$25	Anal 8 \$21	Beautiful Bodies \$18
Asian 9 \$25	Anal 9 \$21	Beautiful Bodies \$18
Asian 10 \$25	Anal 10 \$21	Beautiful Bodies \$18
Asian 11 \$25	Anal 11 \$21	Beautiful Bodies \$18
Asian 12 \$25	Anal 12 \$21	Beautiful Bodies \$18
Asian 13 \$25	Anal 13 \$21	Beautiful Bodies \$18
Asian 14 \$25	Anal 14 \$21	Beautiful Bodies \$18
Asian 15 \$25	Anal 15 \$21	Beautiful Bodies \$18
Asian 16 \$25	Anal 16 \$21	Beautiful Bodies \$18
Asian 17 \$25	Anal 17 \$21	Beautiful Bodies \$18
Asian 18 \$25	Anal 18 \$21	Beautiful Bodies \$18
Asian 19 \$25	Anal 19 \$21	Beautiful Bodies \$18
Asian 20 \$25	Anal 20 \$21	Beautiful Bodies \$18
Asian 21 \$25	Anal 21 \$21	Beautiful Bodies \$18
Asian 22 \$25	Anal 22 \$21	Beautiful Bodies \$18
Asian 23 \$25	Anal 23 \$21	Beautiful Bodies \$18
Asian 24 \$25	Anal 24 \$21	Beautiful Bodies \$18
Asian 25 \$25	Anal 25 \$21	Beautiful Bodies \$18
Asian 26 \$25	Anal 26 \$21	Beautiful Bodies \$18
Asian 27 \$25	Anal 27 \$21	Beautiful Bodies \$18
Asian 28 \$25	Anal 28 \$21	Beautiful Bodies \$18
Asian 29 \$25	Anal 29 \$21	Beautiful Bodies \$18
Asian 30 \$25	Anal 30 \$21	Beautiful Bodies \$18
Asian 31 \$25	Anal 31 \$21	Beautiful Bodies \$18
Asian 32 \$25	Anal 32 \$21	Beautiful Bodies \$18
Asian 33 \$25	Anal 33 \$21	Beautiful Bodies \$18
Asian 34 \$25	Anal 34 \$21	Beautiful Bodies \$18
Asian 35 \$25	Anal 35 \$21	Beautiful Bodies \$18
Asian 36 \$25	Anal 36 \$21	Beautiful Bodies \$18
Asian 37 \$25	Anal 37 \$21	Beautiful Bodies \$18
Asian 38 \$25	Anal 38 \$21	Beautiful Bodies \$18
Asian 39 \$25	Anal 39 \$21	Beautiful Bodies \$18
Asian 40 \$25	Anal 40 \$21	Beautiful Bodies \$18
Asian 41 \$25	Anal 41 \$21	Beautiful Bodies \$18
Asian 42 \$25	Anal 42 \$21	Beautiful Bodies \$18
Asian 43 \$25	Anal 43 \$21	Beautiful Bodies \$18
Asian 44 \$25	Anal 44 \$21	Beautiful Bodies \$18
Asian 45 \$25	Anal 45 \$21	Beautiful Bodies \$18
Asian 46 \$25	Anal 46 \$21	Beautiful Bodies \$18
Asian 47 \$25	Anal 47 \$21	Beautiful Bodies \$18
Asian 48 \$25	Anal 48 \$21	Beautiful Bodies \$18
Asian 49 \$25	Anal 49 \$21	Beautiful Bodies \$18
Asian 50 \$25	Anal 50 \$21	Beautiful Bodies \$18
Asian 51 \$25	Anal 51 \$21	Beautiful Bodies \$18
Asian 52 \$25	Anal 52 \$21	Beautiful Bodies \$18
Asian 53 \$25	Anal 53 \$21	Beautiful Bodies \$18
Asian 54 \$25	Anal 54 \$21	Beautiful Bodies \$18
Asian 55 \$25	Anal 55 \$21	Beautiful Bodies \$18
Asian 56 \$25	Anal 56 \$21	Beautiful Bodies \$18
Asian 57 \$25	Anal 57 \$21	Beautiful Bodies \$18
Asian 58 \$25	Anal 58 \$21	Beautiful Bodies \$18
Asian 59 \$25	Anal 59 \$21	Beautiful Bodies \$18
Asian 60 \$25	Anal 60 \$21	Beautiful Bodies \$18
Asian 61 \$25	Anal 61 \$21	Beautiful Bodies \$18
Asian 62 \$25	Anal 62 \$21	Beautiful Bodies \$18
Asian 63 \$25	Anal 63 \$21	Beautiful Bodies \$18
Asian 64 \$25	Anal 64 \$21	Beautiful Bodies \$18
Asian 65 \$25	Anal 65 \$21	Beautiful Bodies \$18
Asian 66 \$25	Anal 66 \$21	Beautiful Bodies \$18
Asian 67 \$25	Anal 67 \$21	Beautiful Bodies \$18
Asian 68 \$25	Anal 68 \$21	Beautiful Bodies \$18
Asian 69 \$25	Anal 69 \$21	Beautiful Bodies \$18
Asian 70 \$25	Anal 70 \$21	Beautiful Bodies \$18
Asian 71 \$25	Anal 71 \$21	Beautiful Bodies \$18
Asian 72 \$25	Anal 72 \$21	Beautiful Bodies \$18
Asian 73 \$25	Anal 73 \$21	Beautiful Bodies \$18
Asian 74 \$25	Anal 74 \$21	Beautiful Bodies \$18
Asian 75 \$25	Anal 75 \$21	Beautiful Bodies \$18
Asian 76 \$25	Anal 76 \$21	Beautiful Bodies \$18
Asian 77 \$25	Anal 77 \$21	Beautiful Bodies \$18
Asian 78 \$25	Anal 78 \$21	Beautiful Bodies \$18
Asian 79 \$25	Anal 79 \$21	Beautiful Bodies \$18
Asian 80 \$25	Anal 80 \$21	Beautiful Bodies \$18
Asian 81 \$25	Anal 81 \$21	Beautiful Bodies \$18
Asian 82 \$25	Anal 82 \$21	Beautiful Bodies \$18
Asian 83 \$25	Anal 83 \$21	Beautiful Bodies \$18
Asian 84 \$25	Anal 84 \$21	Beautiful Bodies \$18
Asian 85 \$25	Anal 85 \$21	Beautiful Bodies \$18
Asian 86 \$25	Anal 86 \$21	Beautiful Bodies \$18
Asian 87 \$25	Anal 87 \$21	Beautiful Bodies \$18
Asian 88 \$25	Anal 88 \$21	Beautiful Bodies \$18
Asian 89 \$25	Anal 89 \$21	Beautiful Bodies \$18
Asian 90 \$25	Anal 90 \$21	Beautiful Bodies \$18
Asian 91 \$25	Anal 91 \$21	Beautiful Bodies \$18
Asian 92 \$25	Anal 92 \$21	Beautiful Bodies \$18
Asian 93 \$25	Anal 93 \$21	Beautiful Bodies \$18
Asian 94 \$25	Anal 94 \$21	Beautiful Bodies \$18
Asian 95 \$25	Anal 95 \$21	Beautiful Bodies \$18
Asian 96 \$25	Anal 96 \$21	Beautiful Bodies \$18
Asian 97 \$25	Anal 97 \$21	Beautiful Bodies \$18
Asian 98 \$25	Anal 98 \$21	Beautiful Bodies \$18
Asian 99 \$25	Anal 99 \$21	Beautiful Bodies \$18
Asian 100 \$25	Anal 100 \$21	Beautiful Bodies \$18

'ROOM FOR RENT'
 Enter the realm of neuro-space. Will these lovely girls while you attempt to rent a room from them. Watch them lounge around the pool. You will never look at renting a room the same way again. **\$32**

'SUPER SOFT 5 PACK'
 Double Down, Boom of Passion 2, Sensuous Gals in 3D, Massive Melons, Touch Me, First Me and Private Strappings are what you'll get in this sexy 5 pack! **\$39**

'FANTASIES'
 Create countless personal visual fantasies with the five of the most beautiful women in the world! You control the capabilities in this disc of explicit, passionate erotica. **\$39**

'HEIDI'S HOUSE'
 is the most stimulating CD game ever played and is automatically designed to change each time you play it, offering dozens of combinations for hours of fun. **\$36**

'MERRY EROTIQUE'
 The future of sex is here! Hitch a ride on the inter-matrixes super highway to Europe with one goal in mind: Vegas doing the most gorgeous women ever to travel over the hot wire. Log on and experience the best and possibility this medium can provide. **\$24**

'STRIP POKER PROFESSIONAL VOL. 2'
 combines the action of 5 Card Draw Poker with some very different side stories. Gina, Gami, Sherry and Luvie are 4 gorgeous opponents who are willing & able to bet it all for the chance to lose the pants off you! **\$36**

Buy 2 Adult Titles From the List Below and get the One of Equal or Lesser Value FREE!
 Amateur Photo Gallery, Crystal Fantasies, Tabloid Beauties, Phone Sex, Hot Glamers, Swingers Worldwide, Sexy Sports Trivia, Erotic Girls & Eruption.
 Request must be made at time of purchase. Quantities limited - Offer good through to change in price at discretion at any time. Effective 05/15 - 08/30/1997.

Welcome to the Cooperstown of Computer Games. Here, raised upon pedestals, you'll find the games that broke

the records, established the benchmarks, and held gamers in delighted trances for untold hours.

HIGHLIGHTS

EARL WEAVER BASEBALL

Electronic Arts, 1986

The original EARL WEAVER BASEBALL stands out as the quintessential sports game, surpassed by only FRONT PAGE SPORTS FOOTBALL, and many fans would argue even that comparison. The Amiga version brought digitized sounds, graphics that would not be surpassed on the IBM for many years to come, and animation that mirrored real kinesiology—years before other games turned to rotoscoping techniques for modeling players' on-field movements.

Because Earl Weaver was involved in the design, the computer managers actually have a clue of when to bring in that pinch hitter, when to bunt, and when to walk your best hitters. The first baseball game to use a physical model for resolving plays—a system less robust but much more successful than the later FRONT PAGE SPORTS BASEBALL—EARL WEAVER BASEBALL managed to offer reasonable statistical accuracy without resorting to traditional stat-based mathematical models. In fact, the game played equally well in both action and management-only modes, a feat never repeated despite today's much better technology.

Earl Weaver also had incredible flexibility in drafting and editing players, and it was the first game to allow customization of stadiums and team uniforms. Unfortunately, the long-awaited sequel to the original game was a disappointment. But whatever the failings of its descendants, the original EARL WEAVER BASEBALL will forever be remembered as a watershed design in sports simulations that raised the entire genre with its tide.



EMPIRE

Interstel, 1978

Back before the dawn of modern computer civilization, Walter Bright's original version of this grand strategic conquest game mixed exploration and strategy with a simple economic system for unit construction. But this simple diversion held the Most Addictive Game crown almost unchallenged before the advent of *So Many's CIVILIZATION*, because of its simple yet elegant mechanics, deceptive depth of play, and unending replayability. After proliferating on college and corporate mainframes all through the 1970s, EMPIRE found new life on the personal computer when ex-NASA programmer Mark Baldwin was approached by Interstel to create an Atari ST version.

Ostensibly a game of planetary conquest, complete with a soft-ll wrapping in the documentation, Empire was really a delightful multiplayer version of strategic-level WWII-era warfare. The production level determined economic level, which, in turn, determined the potential number of military units available. Sure, it was a simple idea, but it worked brilliantly. As a multiplayer game, it could be played by "hot seat" (CSW deadlines were constantly in danger due to office games) and by PBEM. Not a direct port of the mainframe game, Baldwin's version added greater roles for destroyers and new intelligence algorithms, among other additions. Bob Rokoszy joined Baldwin in the early '80s to recreate the system as EMPIRE DELUXE, which offered improved graphics, interface mechanics, and multiplayer options.



Inductees Prior To 1989

BATTLE CRESS (Interplay Productions, 1988)
CHISELMASTER (The Software Toolworks, 1985)
DUNGEON MASTER (FTL Software, 1987)
EARL WEAVER BASEBALL (Electronic Arts, 1986)
EMPIRE (Interstel, 1978)
F-19 Stealth Fighter (MicroProse, 1988)
GETTINGBY: THE TURNING POINT (SSI, 1986)
KAMPEFFERRE (Strategic Simulations, 1985)
MEN OF BRASS (Strategic Simulations, 1985)
MIGHT & MAGIC (New World Computing, 1986)
M.U.L.E. (Electronic Arts, 1983)
PIRATES (MicroProse, 1987)
SM-CITY (Maxis, 1987)
STARBURST (Electronic Arts, 1986)
THE BARD'S TALE (Electronic Arts, 1983)
ULTIMA III (Origin Systems, 1983)
ULTIMA IV (Origin Systems, 1985)
WAR IN RUSSIA (Strategic Simulations, 1984)
WASTELAND (Interplay Productions, 1988)
WIZARDRY (Sir-Tech Software, 1983)
ZORK (Infocom, 1981)

Modern Inductees

ALONE IN THE DAWN (i-Motion, 1992)
BETRAYAL AT KNORROD (Dynamic, 1993)
DAY OF THE TENTACLE (Dynamic, 1993)
DOOM (Id Software, 1993)
FALCON 3.0 (Spectrum HoloByte, 1991)
FRONT PAGE SPORTS FOOTBALL PRO (Dynamic, 1993)
GENSHAP (MicroProse, 1989)
HAPPYON (Three-Sixty Pacific, 1995)
KING'S QUEST V (Sierra On-Line, 1990)
LEMMINGS (Psygnosis, 1991)
LINK 386 PRO (Access Software, 1992)
M-1 Tank Platoon (MicroProse, 1989)
MASTER OF DRAGON (MicroProse, 1993)
RAILROAD TYCOON (MicroProse, 1990)
RED BARRON (Dynamic, 1993)
SO MANY'S CIVILIZATION (MicroProse, 1991)
THEM FINEST HOUR (LucasArts, 1989)
THE SECRET OF MONKEY ISLAND (LucasArts, 1990)
THE FIGHTER (LucasArts, 1994)
ULTIMA VI (Origin Systems, 1990)
ULTIMA UNDERWORLD (Origin Systems, 1992)
WING COMMANDER I & II (Origin Systems, 1990-91)
WOLFENSTEIN 3-D (Id Software, 1992)
X-COM (MicroProse, 1994)

Computer game programs have grown so massive and the number of hardware configurations has become so huge that incompatibilities and glitches are frustratingly common. Software

fixes, or "patches," for buggy programs have become a necessary evil, and will be until we reach the golden age of standardized platforms and bug-free programs. New patches are in red.

Advanced Tactical Fighters V1.14: Many additions and changes give better weapons performance, enhance radar, and improve joystick support.

AH-64D Longbow V.1.08F: Updated flight dynamics, easier hovering and auto-rotation come to the hot helicopter simulation, along with new rotor/engine sounds.

Battleground: Waterloo V1.02: This new battle plan corrects errant PDEM replies and solves other random crashes.

Civilization II V2.41 Update: It prevents crashes with auto-sellers, help, and Civilization screens, in addition to many other tweaks. This patch will reportedly work with and supersede all previous patches.

Command & Conquer V1.22: Updates versions 1.07, 1.18, 1.19, and 1.20 to current version, adding Windows 95 modem play, USR 14,400/28,800 UART speed, and fixing Diamond Viper palette/color problem.

Conquest of the New World V1.1 Update: This international patch contains the latest fixes for the German and French versions, as well as English.

EF2000 V2.4: A new executable for the Premier Award-winning sim that doesn't add any new features, just fixes bugs.

Descent II Video Upgrade: Here you'll find new drivers for the S3 Virge 3D Accelerator Video Chip only.

Fighter Duel V1.92: In addition to new aircraft in your hangar, you receive some minor fixes and additional joystick support.

Grand Prix Manager V1.02: Tired of cars that jump from under the bridge at the crossover in Suzuka, or drivers that get hurt or

sick too often? Take a pit stop with this latest patch.

Heroes of Might and Magic for Win 95 V1.1: Anomalies with the cursor and in the Map Editor are magically cleaned up.

Jagged Alliance Deadly Games V1.12 Update: Marcos now speak up when they are spoken to. The F9 key will update the number of enemies in "sector" view, and modem dialing has been fixed to include asterisks and long phone numbers.

Jane's Longbow Patch: Your Longbow will now crash less due to DOS/AGW video hardware and memory settings conflicts. Combat is smoother, now that the shaft +/- no longer gets stuck.

Madden Football 97 1.1: Fixes the QB/RB/TE freezing or running in place after the snap, and will enable you to update rosters. Doesn't help the AI or poor gamepad support, though.

Panthers in the Shadows Map List Utility: Allows you to print out a list of maps, with the map description linked to the actual file name.

Quake V1.01: The fraggiest extravaganza now sports new multiplayer code for modem play.

Star Trek Judgment Rites V 1.01 Update (Mac only): Mac users with 32 MB of real RAM or Macs with two monitors will find this patch more helpful than Mr. Scott during a Klingon attack.

Steel Panthers V1.2: This armor upgrade cleans up the map editor, squashes a few bugs and polishes the AI.

SVGA Air Warrior V1.16b: Dismisses a bug in the macro engine.

Tigers on the Prowl V2.02: Fixes many minor problems plus the involuntary dismount bug.

Warcraft 2 V1.2: Orcs and Humans alike will appreciate the new multiplayer options, including the shareware version of Kal and IPX network code optimized for better performance. The Exorcism spell problem is cast out, and you may now have more than 255 PUD trees in the WAR2 directory. A good patch to have before trying any of the add-on packs.

Wizardry Gold V1.1a: Problems with saves in the earlier patch? This takes care of that as well as difficulties with level increases when skills reach 100. Finally, it also allows you to set combat and non-combat text speeds separately.



Check for new patches at this week's disk.

ZDNet

These patches can usually be downloaded from the major on-line networks (CompuServe, AOL, ZDNet) and Computer Gaming World's Web site (<http://www.zdnet.com/gaming/>) but can also be obtained from individual software publishers' Web sites or direct from the publisher with proof of purchase.

Publisher Web Sites

Many patches are available directly from the publishers, at the following sites.

Accolade: <http://www.waccolade.com>

Activision: <http://www.activision.com>

Apogee/3D Realms: <http://www.apogee1.com>

Atomic Games: <http://atomic.com>

Bethesda: <http://www.bethsoft.com>

Blizzard: <http://www.blizzard.com>

Bullfrog: <http://www.ea.com/bullfrog.html>

Domark: <http://www.domark.com>

EA: <http://www.ea.com>

EA Sports: <http://www.easports.com>

Epic MegaGames: <http://www.epicgames.com>

Id Software: <http://www.idsoftware.com>

Interactive Magic: <http://www.imagicgames.com>

Interplay: <http://www.interplay.com>

LucasArts: <http://www.lucasarts.com>

MicroProse/Spectrum HoloByte: <http://www.microprose.com>

Microsoft: <http://www.microsoft.com>

Mindscape: <http://www.mindscape.com>

New World Computing: <http://www.nwc.com>

Ocean: <http://www.ocean2000.com>

Origin: <http://www.ea.com/origin>

Papyrus: <http://www.sterra.com/papyrus>

PhlFlps: <http://www.vmla.com/games>

Sierra On-Line: <http://www.sierra.com>

Spectrum HoloByte: <http://www.microprose.com>

SSI: <http://www.ssonline.com>

Take 2: <http://www.take2games.com/main.html>

Virgin: <http://www.vie.com>

THE COMPUTER GAMING POLL • A MONTHLY SURVEY OF CGW SUBSCRIBERS

Each month, 2,000 CGW subscribers are selected at random to rate 100 computer games. The results of that poll are combined with the results of previous months to yield a cumulative average for the best plays in gaming. If you receive a ballot, please return it with your ratings so that other gamers and game publishers can benefit from your experience.

TOP ACTION GAMES

RANK	GAME	COMPANY	SCORE
1	Duke Nukem 3D	Apogee	8.64
2	Crusader: No Remorse	EA/Origin	8.25
3	Crusader: No Regret	EA/Origin	8.17
4	The Need for Speed SE	EA	8.14
5	Quake	Id Software	7.85
6	Dark Forces	LucasArts	7.81
7	Descent II	Id Software	7.78
8	The Need for Speed	EA	7.66
9	Descent II	Interplay	7.53
10	EWJ 162: Whole Can D' Worms	Playmates	7.47

TOP ADVENTURE GAMES

RANK	GAME	COMPANY	SCORE
1	Galaxy Knight 2	Sierra	8.37
2	Pandora Directive	Access	8.30
3	Spycraft	Activision	7.80
4	Full Throttle	LucasArts	7.56
5	Zerk Nemesis	Activision	7.44
6	Sher Control 3	Accolade	7.39
7	Under a Killing Moon	Access	7.37
8	Phantasmagoria	Sierra	7.27
9	The Dig	LucasArts	7.12
10	Reckless	EA	7.08

TOP CLASSIC/PUZZLE GAMES

RANK	GAME	COMPANY	SCORE
1	You Don't Know Jack	Berkeley System	8.05
2	Incredible Toys	Sierra	7.28
3	Incredible Machine 2	Sierra	7.11
4	Monopoly	Woods/Virgin	6.84
5	Lemmings Paintball	Playmates	5.58
6	Gemstone	Philips	5.72
7	---	---	---
8	---	---	---
9	---	---	---
10	---	---	---

TOP SIMULATION/SPACE COMBAT GAMES

RANK	GAME	COMPANY	SCORE
1	Wing Commander IV	EA/Origin	8.57
2	Grand Prix 2	MicroProse	8.49
3	Wing Warrior 2	Activision	8.37
4	AH-64 Longbow	EA	8.25
5	Wing Commander 3	EA/Origin	8.27
6	Silent Hunter	SSI	8.20
7	EF2000	Ocean	8.00
8	U.S. Marine Fighters	EA	7.97
9	Advanced Tactical Fighters	EA	7.85
10	NASCAR Racing	Papyrus	7.76

TOP SPORTS GAMES

RANK	GAME	COMPANY	SCORE
1	Links LS	Access	8.67
2	NHL Hockey 96	EA Sports	7.85
3	Tripleplay 97	EA Sports	7.70
4	FPS Football Pro 96	Sierra	7.74
5	NBA Live 96	EA Sports	7.70
6	NBA Live 95	EA Sports	7.62
7	PGA Tour Golf 406	EA Sports	7.47
8	Madden 97	EA Sports	7.45
9	Tony Danza 3 86	Stormfront Studios	7.44
10	NHL Powerplay	Virgin	7.43

TOP STRATEGY GAMES

RANK	GAME	COMPANY	SCORE
1	Warcraft II Expression	Bizzard	8.07
2	Warcraft II	Bizzard	8.06
3	Civilization II	MicroProse	8.05
4	C&C: covert Operations	Woods/Virgin	8.05
5	Command & Conquer	Woods/Virgin	8.47
6	Heroes of Might & Magic	New World Computing	8.08
7	Master of Magic	MicroProse	8.01
8	Jagged Alliance: Deadly Games	SI-Tech	7.87
9	Jagged Alliance	SI-Tech	7.85
10	Worlds of Delzax	SSG	7.75

TOP ROLE-PLAYING GAMES

RANK	GAME	COMPANY	SCORE
1	Boggerfall	Bethesda	7.05
2	Night & Magic: Clouds of Xeen	New World Computing	7.65
3	Avail of Dawn	New World Computing	7.35
4	Stonekeep	Interplay	7.06
5	Ravenloft: Stone Prophet	SSI	6.85
6	Wall	Sanctuary Woods	6.71
7	---	---	---
8	---	---	---
9	---	---	---
10	---	---	---

TOP WARGAMES

RANK	GAME	COMPANY	SCORE
1	Steel Panthers Campaign Disk	SSI	8.65
2	Steel Panthers	SSI	8.52
3	Panzer General	SSI	8.38
4	Battleground: Shikoh	TalorSoft	8.07
5	Battleground: Waterloo	TalorSoft	7.70
6	Battleground: Gettysburg	TalorSoft	7.44
7	Age of Rifles	SSI	7.14
8	Flight Commander 2	Avolon Hill	7.07
9	Perfect General II	ODP	7.04
10	Allied General	SSI	6.83

	GAME	COMPANY	TYPE	SCORE
★	1	Warcraft II Expansion	Bizzard	ST 9.07
	2	Warcraft II	Bizzard	ST 8.98
	3	Civilization II	MicroProse	ST 8.85
★	4	Links LS	Access	SP 8.87
★	5	Steel Panthers Campaign Oak	SSI	WG 8.65
★	6	Duke Nukem 3D	Apogee	AD 8.64
★	7	Wing Commander IV	EA/Origin	SI 8.57
	8	C&C: Secret Operations	Virgin/Westwood	ST 8.56
	9	Steel Panthers	SSI	WG 8.52
	10	Grand Prix 2	MicroProse	SI 8.49
	11	Command & Conquer	Virgin/Westwood	ST 8.47
	12	Parox General	SSI	WG 8.38
	13	MechWarrior 2	Activision	SI 8.37
★	14	Gabriel Knight 2	Sierra	AD 8.37
	15	Pandora Directive	Access	AD 8.30
	16	AH-64 Longbow	EA	SI 8.28
	17	Wing Commander 3	EA/Origin	SI 8.27
	18	Crusader: No Remorse	EA/Origin	AC 8.26
	19	Crusader: No Regret	EA/Origin	AC 8.17
	20	The Need for Speed SE	EA	AC 8.14
	21	Heroes of Might & Magic	New World Computing	ST 8.08
	22	Battleground: Shiloh	TalenSoft	WG 8.07
★	23	You Don't Know Jack	Berkeley Systems	CP 8.05
	24	Master of Magic	MicroProse	ST 8.01
	25	Silent Warter	SSI	SI 8.00
		EF2000	Dorian	SI 8.00
	27	U.S. Marine Fighters	EA	SI 7.97
★	28	Diggerfall	Bathesda	RP 7.95
		Quake	id Software	AC 7.95
	30	Jagged Alliance: Deadly Games	Sr-Tech	ST 7.87
	31	Jagged Alliance	Sr-Tech	ST 7.85
		Advanced Tactical Fighters	EA	SI 7.85
		NHL Hockey 95	EA Sports	SP 7.85
	34	Dark Forces	LucasArts	AC 7.81
	35	Spycraft	Activision	AD 7.80
	36	Tripleplay 97	EA Sports	SP 7.79
	37	Descent II	id Software	AC 7.78
	38	NASCAR Racing	Papyrus	SI 7.76
	39	Warlords II Deluxe	SSG	SI 7.75
	40	FPS Football Pro 95	Sierra	SP 7.74
		Warcraft	Bizzard	ST 7.74
	42	Battleground: Waterloo	TalenSoft	WG 7.70
		NBA Live 95	EA Sports	SP 7.70
	44	Fantasy General	SSI	ST 7.68
	45	The Need for Speed	EA	AC 7.68
	46	Night & Magic: Classics of Chess	New World Computing	RP 7.65
	47	NBA Live 95	EA Sports	SP 7.62
	48	Missileforce Cyberstorm	Sierra	ST 7.58
	49	Full Throttle	LucasArts	AD 7.56
		U.S. Navy Fighters	EA	SI 7.56

	GAME	COMPANY	TYPE	SCORE
	51	Cricket	MicroProse	SI 7.53
		Descent II	Interplay	AC 7.53
	53	PGA Tour Golf 498	EA Sports	SP 7.47
		EWJ 182: Whole Can O' Worms	Playmates	AC 7.47
	55	Madden 97	EA Sports	SP 7.46
	56	Zark Nemesis	Activision	AD 7.44
		Tony Larussa 3 95	Starmfront Studios	SP 7.44
		Battleground: Gettysburg	TalenSoft	WG 7.44
	58	NHL Powerplay	Virgin	SP 7.43
	60	Time Commando	Activision	AC 7.42
	61	FPS Football 95	Sierra	SP 7.41
	62	Star Control 3	Accolade	AD 7.38
	63	X-Com: Terror from the Deep	MicroProse	ST 7.38
	64	Under a Killing Moon	Access	AD 7.37
	65	Magic Carpet 2	Bullfinch	AC 7.35
		Avail at Dawn	New World Computing	RP 7.35
	67	Nexon	id/Raven	AC 7.34
	68	Sin City CD-ROM	Mikes	ST 7.31
		Virtua Fighter PC	Sega	AC 7.31
	70	Incredible Teams	Sierra	CP 7.28
	71	Phantasmagoria	Sierra	AD 7.27
	72	Terra Nova: Strike Force Centauri	Locking Glass	AC 7.25
	73	Virtual Pool	Interplay	SP 7.23
	74	Wings of Glory	Origin	SI 7.22
	75	Flight Unlimited	Locking Glass	SI 7.20
	76	Nyper 3D Pinball	Virgin	AC 7.17
		Knardball 5	Accolade	SP 7.17
	78	Age of Rifles	SSI	WG 7.14
	79	The Big	LucasArts	AD 7.12
	80	Incredible Machine 2	Sierra	CP 7.11
	81	Caesar II	Sierra	ST 7.10
	82	System Shock	EA/Origin	AC 7.08
		RebelUS	EA	AD 7.08
		Star Trek: TNG, Final Unity	Spectrum HoloByte	AD 7.08
	85	1942 Pacific Air War Gold	MicroProse	SI 7.07
		Fight Commander 2	Avalon Hill	WG 7.07
	87	Starkeep	Interplay	RP 7.06
	88	Perfect General II	ODP	WG 7.04
		Warhammer	Mindscape	ST 7.04
	90	Acies of the Deep	Sierra	SI 7.03
	91	Nemetic	id/Raven	AC 7.02
	92	Z	Virgin	ST 7.01
	93	Settlers II	Blue Byte	ST 7.00
	94	Deadlock	Accolade	ST 6.94
	95	Legends of Kyrandia 3	Westwood/Virgin	AD 6.93
	96	Earthlog 2	Sierra	SI 6.92
	97	Apache	Interactive Magic	SI 6.90
	98	Ravenloft: Stone Prophet	SSI	RP 6.85
	99	Mazepoly	Westwood/Virgin	CP 6.84
	100	Alied General	SSI	WG 6.83

Games on unnumbered lines have scores equal to the line above. ★ = Top game of type Red = New Game, AD = Adventure, RP = Role-Playing, SI = Simulation/Space Combat, ST = Strategy, WG = Wargame, AC = Action, SP = Sports, CP = Chess/Puzzle Games are retired after two years and become eligible for the Hall of Fame.

What's The Deal With... Design Hype?

One thing that has always bugged me are the guys who plan to save the world without really knowing how things work.

Specifically, in our case, designers who pop up and claim they are going to "revolutionize gaming"—when what they really should say is, "I am so out of touch with the market that I have no idea I am churning out derivative crap."

Now, granted, a lot of the blame for these claims lies with writers and editors who know as little about games as the designers they are writing about. If you doubt this, see *Wired's* Web site for the back issue where they went on and on about the incredibly hip *Rocket Science*, failing to reveal that they know squat about design or the computer game industry. If the reporter had a clue, one look at *Cracklax & Dinosaur* or that awful space trucking game *Loosekn* should have been enough to raise suspicion about the company's design direction.

Of course, you have to expect that kind of thing in the "mainstream" magazines, even ones supposedly on the cutting edge of all things computer-ish, because their interest in and knowledge of gaming begins and ends with breakout titles like *Myst* or

Doom. They are far more interested in the sales numbers, or how cute it is that the designers still dine on beer and peanut butter when they can afford caviar. Rarely is anything written about what makes the cash cow a good game. But even in our hallowed halls of CGM, our desire to see something new often blinds us to the fact you have to master the form before you can fool with it.

How many times has the phrase "It's not JUST a game!" gone by with out a note of challenge? As if the word "JUST" wasn't a slap in the face to every decent designer. "Not JUST a game" annoys me the same way that Saturn commercials do: for all the endless posturing, your damn car better have six wheels and nuclear engines. In the relatively short history of computer gaming, there have only been a handful of games that offered "more," notably Chris Crawford's *Balance of Power* and the *Star-Earn/SunLine* pairings from Maxis. Apart from the exceptions, "not just a game," when paired with a new company, translates to me as "We can't be bothered to actually understand the industry and we really think games are kind of stupid, but we looked at the profit margin on *Myst* and decided that it shouldn't be too hard to impress the greks." I realize that might sound a bit harsh, but how else does one

explain such gems as *Made from Core!*? Or many of the other FMV disasters from various start-up companies? Games (except for those that fit gambling colters, that is) are so often associated only with children, in this culture, that the assumption must be that creating them is child's play.

I know that many times this tale on game creation is due to geniuses in

breaking designers, fine—but you're not going to get a lot of acknowledgment when your first offerings are a side-scroller with 3D effects and a 3D fighting robot game. C'mon, a fighting robot game? *ONE MUST FALL*. 2 ring any bells, boys? Rise or the *Roads*? Rise 2. *Resurrection*? There must have been some project closer to your heart, bogging to be made long before that.

I guess what I am trying to say is that game design isn't easy. Game theory is its own small, respected branch of Mathematics. Hell, I still have nightmares about my Stats 305 final. And even apart from the science of balancing probabilities, it is a fine art to combine various elements into something that is: a) even remotely original, and b) actually entertaining/interesting/pleasant. The second requirement is not quite so noble, but it's one that designers like Derek Smart and even a real talent like Crawford seem to have forgotten while pursuing loftier goals. The whole *WGA PLUMETS* saga shows, if nothing else, that if you build a good game, they will come. And all the pretty graphics and marketing bumbling in the world will not distract them.

So for those who want to surpass the field without mastering it, I have but one response:

"Not JUST a game!"

You should be so bloody lucky ☹

“Claims of 'Not JUST a game!' annoy me the same way that Saturn commercials do.”

marketing, as opposed to the guys actually doing the work. I find it hard to believe that the designers of *HyperHunk* and *CrashGuards* really think they are part of the rebel underground at Sierra (see Sierra's Fall '96 *IronArrow* magazine). I mean, if you want to strut around like ground-

Jack is Back!



The Course Designer



This is the Course Designer that created all 5 Nicklaus-designed courses in the game!

Use the Designer to re-create your favorite course! Import, modify, and play courses from previous Nicklaus games!

From Tee to Green



Challenge golfing legend Jack Nicklaus – The Gopher of the Century – on one of his own signature courses!

Play with friends across the room or around the world via serial, modem, LAN, and the Internet!

introducing

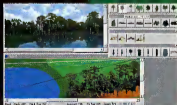
Jack Nicklaus 4™

Featuring *Colleton River Plantation*,
Country Club of the South, *Muirfield Village*,
Cabo del Sol, and *Winding Springs*.

The Course Designer



Input the basic details of a course from a real scorecard—the "Wizard" automatically routes each hole.



Chosen from over 100 different types of trees, bushes, rocks, and other objects!



Click and drag on its shape.

Choose from a variety of templates, or create your own shapes. Changing terrain is as easy as click-and-drag.



The result: a new bunker.



"Is it live or is it...?" Our Course Designer is so true-to-life, it's hard to tell the difference!

This image is of the 3rd Green at Country Club of the South. The left half of the image is from the Course Designer; the right half of the image is an actual photo.



The Hole View of the new bunker.

From Tee to Green

The Tee Shot



Pop-up displays are optional—leave them off for the purest golfing experience.

4-bit color lets you view your round at resolutions and color depths as high as your system will support.



Replay shots from unlimited camera angles, from ground level, or up to 300 feet in the air!

The fastest screen redraw times on the PC allow the camera to automatically switch to the landing in full-screen, from varying viewpoints!

The Approach Shot



New "Intensity Control" reproduces the dynamics that shape the shot. "Club up and swing easy" for control or a low trajectory; "swing hard" when you want spin and distance.

Every shot flies, bounces, and rolls true to the game, with the best ball physics model in existence. Courses are accurate to within 6 inches!



Multiplayer play is fully supported, including recorded rounds, shared keyboards, serial, modem, LAN and Internet play.

Play all of the best golf formats: stroke play, match play, skins, shootout, grass tournament, set tournament and "side games" like "Bingo, Bango, Bongo".



Weather can change in the middle of the round, and natural wind variations and every possible turf condition add to the challenge!

Around The Green



Separate clipping and putting waters maximize control around the green.



For enhanced gameplay, this optional grid floats down and drapes itself over the green, clearly showing all high and low spots.



With beautiful, high-speed graphics, a true physics model, more realistic swing meters, better putting, and unlimited camera positions, Jack Nicklaus 4 is truly the game every golfer has anticipated!

Call 1-800-245-7744 to order direct

Look for the Jack Nicklaus 4 playable demos in select magazines or online at <http://www.accolade.com>

For hints and tips on Accolade products, call Accolade Direct 1-900-454-HINT, \$0.99/minute. If you are under 18, please get your parents' permission before making this call.



"The most brutal

and addictive

gameplay

around."

-PC Gamer



best of 2001

-Zamper! Gaming World

The explosive sequel to Crusader: No Remorse
**1996 Action Game
of the Year**

—Crusader: Game Strategy Plus, Computer-Gaming World, PC-Entertainment

CRUSADER
NO MORE REMORSE

Download the demo at

www.ea.com/origin



10 devastating weapons — heavy, light, level, versatile and best-of-all your choice.



10 multi-level, non-linear, packed with incredible detail, death and destruction.



Run, die and roll with 21 horrid enemies. See who, although, wins every day!



© 1996 EA GAMES™. EA GAMES™, Crusader: No Remorse™ and Origin™ are trademarks or registered trademarks of Electronic Arts Inc. EA GAMES™ and Origin™ are trademarks of Electronic Arts Inc.

