WING COMMANDER III BLASTS OFF IN TRUE 3-D

COMPUTER GAMING WORLD

The #1 Computer Game Magazine ZD

Star in William Gibson's Cyberpunk Thriller

DON'T PLAY WITH YOURSELF
SAY GOODBYE TO
SPECIAL
FEATURE!
STUPID AI
PLAY HEAD TO HEAD

Adventure 57
Noctropolis, King's Quest VII, Death Gate, Jorune: Alien Logic

Action 106
Magic Carpet, Battledrome

Sports 132
Front Page Sports Football, ESPN Baseball

Simulations 143
NASCAR, U.S. Navy Fighters

Strategy/War 159
Fifth Fleet, Legions, Hammer of the Gods

Johnny Mnemonic

See the Best Film Action in a Game Yet!

"*Triad* is a truly awesome game!"* But don't take our word for it.

RISE OF THE TRIAD

DARK WAR

"*Rise of the Triad* is sure to have every *DOOM* freak in the world lining up just to drool all over it."
— *Interactive Entertainment**

"*Rise of the Triad* provides everything an action gamer could want."
— *Computer Game Review*

"This game is the most multiplayer-friendly product we've seen. DeathMatch will never be the same again."
— *Computer Gaming World*

• Taunt your opponents with RemoteRidicule™ during 11-player network games.

• An industry first: Violence Level Adjustment with password–only get gore if you want it!

• Die as one of five unique characters (mal & female) on over thirty levels of action!

This is the game you've been waiting for. An all-out blast-fest. The unrelenting blood and fire rampage of your most twisted night mares. With ten incredibly vicious weapons, you annihilate the enemy. Your machine gun blasts holes in the walls, sparks and metal fly as you blow apart everything in sight. Mass destruction has never been this fun!

APOGEE™

Form INCORPORATED

Created by Apogee Software, Ltd. and distributed by FormGen Inc. 7641 E. Gray Rd. Scottsdale, AZ. 85260 (800) 263-2390
Available on disk and CD. Supports serial, modem, and 11-player network (individual or team) play.
(body bags not included)
Circle Reader Service #43

The Lords of the Realm invite you to join our ranks

Build your castles

Marshal your resources

Test your troops in siege..

..and battle

Take the challenge

Go for the Crown!

"★★★★1/2 !!!" *Computer GamingWorld*

"They've got a winner here.."! *Strategy Plus*

"A rarity...worthwhile at twice the price..."! *PC Gamer*

GOLDEN TRIAD AWARD! *Computer Game Review*

EDITOR'S CHOICE AWARD! *PC Gamer*

Impressions™

Impressions Software, Inc. 222 Third Street, Suite 0234, Cambridge MA 02142

Circle Reader Service #77

An Awesome Adventure of Enchantment and Escape

EXPERIENCE THE MOST HEARTWARMINGLY HUMOROUS CINEMATIC ADVENTURE EVER. CREATOR ROBERTA WILLIAMS PRESENTS THE SEVENTH CHAPTER IN THE BEST-SELLING COMPUTER ADVENTURE SERIES OF ALL TIME: KING'S QUEST® VII: THE PRINCELESS BRIDE. JOIN PRINCESS ROSELLA AND HER MOTHER VALANICE AS THEY BATTLE THE EVIL ENCHANTRESS MALICIA FOR THE SURVIVAL OF THE MAGICAL REALM OF ELDRITCH. DON'T MISS THIS BREATHTAKINGLY BEAUTIFUL EPIC ADVENTURE FOR THE WHOLE FAMILY. FOR YOUR COPY, SEE YOUR LOCAL DEALER OR CALL: 1 800-757-7707.

KING'S QUEST

THE PRINCELESS BRIDE

SIERRA®

© 1994 Sierra On-Line, Inc.

Circle Reader Service #98

NOT AVAILABLE IN STORES

To order call
Epic MegaGames
1-800-972-7434

"THE BEST ARCADE PLATFORM GAME FOR THE [PC] EVER"
PC GAMER

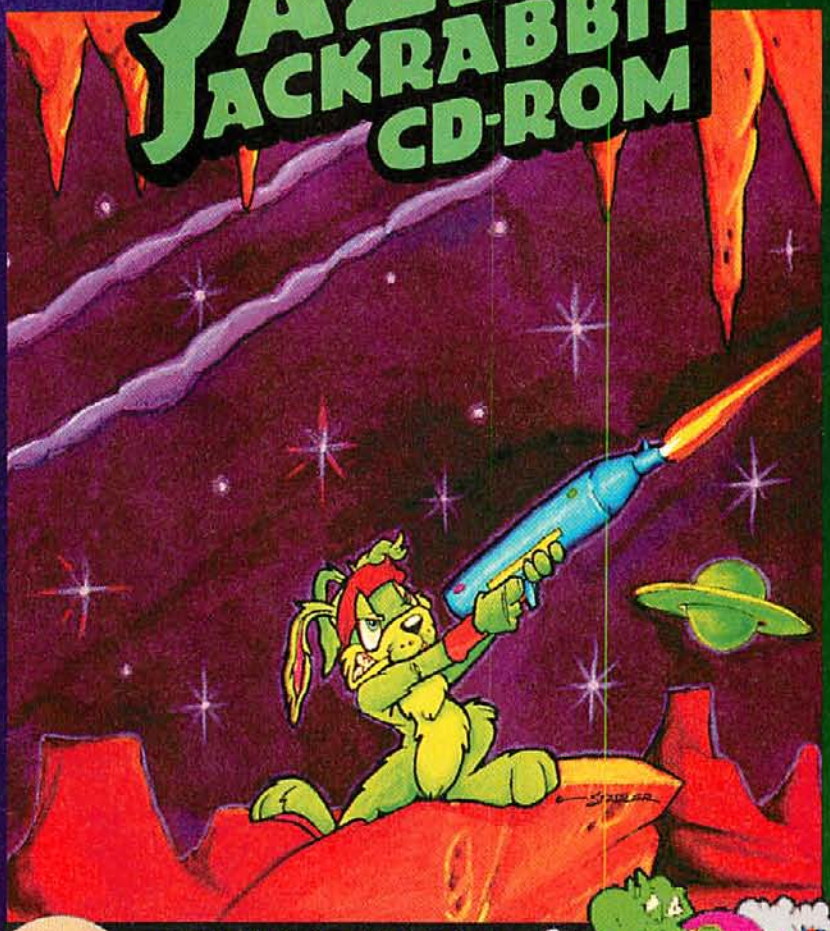
Incredible 3D bonus stages and over 90 levels of action!

Adjustable difficulty level. Suitable for all ages and skills.

"Plays like a dream" - rated as high as 94%!

High-speed action you'd expect to find only on a cartridge.

JAZZ JACKRABBIT CD-ROM



Playable directly from CD. Includes a new bonus stage selector and 30 new levels - the toughest Jazz levels with the hottest graphics we've ever done.

Remember the Tortoise and the Hare? Well, it's 3,000 years later and they're at it again. This time it's a fight for the galaxy and the love of a beautiful princess.

Jazz Jackrabbit is high-speed action through and through with 4-button joystick support, gorgeous graphics, hilarious cartoon-quality animation sequences and awesome digital sound-effects and music.

All nine episodes, 90+ levels, on CD-ROM are only $49. The six episode 60+ level version on floppy is $39. Both include a 36 page color manual with the Jazz Jackrabbit comic by reknowned artist Nick Stadler.

EPIC MEGAGAMES

TRY THE SHAREWARE VERSIONS TODAY!
On CompuServe GO EPIC and visit the Epic Forum or call Exec-PC BBS at (414) 789-4360 or on the Internet ftp them from the /msdos/games/epic directory at ftp.uml.edu

CALL 1-800-972-7434 TO ORDER!

Try these games on CompuServe just GO EPIC

"MOVE OVER, DOOM, FOR ONE MUST FALL: 2097 IS A SURE WINNER!"

GAMEBYTES

11 robots with over 120 frames of 3D animation per robot!

Supports dual joystick head-to-head combat in 5 unique arenas

Win cash to upgrade robots, get training & buy new moves

Run out of cash! and your repairs are over!

Pilot giant 90ft robots that fight with the kind of "feel" you've been waiting for in PC combat games.

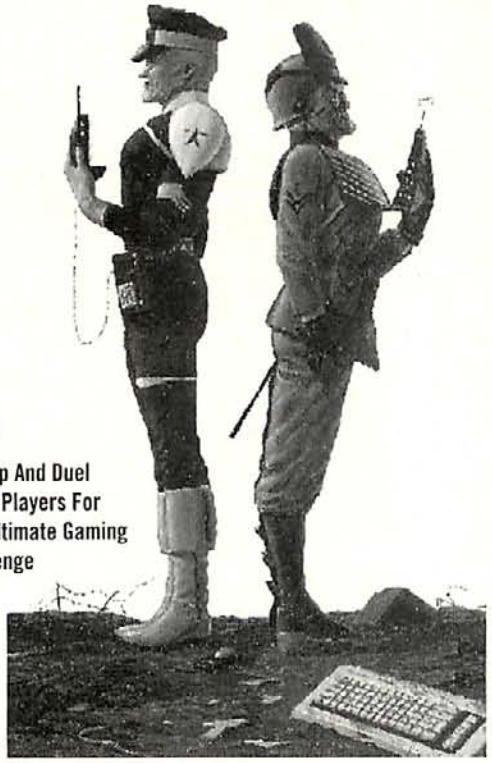
Play head-to-head against your friends or fight your way through increasingly difficult tournaments. Use your winnings to upgrade, trade robots and purchase training in an attempt to defeat diverse enemies with unique personalities.

Features multi-channel, metal-crushing sound effects and heart-pounding digital music.

One Must Fall 2097 is only $39. Or, get the game, the massive OMF Strategy Guide and a cool color poster for only $49.

Please add $4 s&h. Visa, Mastercard and checks accepted. MD residents add 5% sales tax. Every order includes a bonus shareware game. Inquiries? call us at 301-983-9771. In UK/Europe call us at +44 (0)1767-260903.

Epic MegaGames Inc. · 3204 Tower Oaks Blvd #410 · Rockville MD 20852



38
Dial Up And Duel Other Players For The Ultimate Gaming Challenge

COMPUTER GAMING WORLD

FEBRUARY 1995

FEATURES

34 SNEAK PREVIEW! JOHNNY MNEMONIC While there are still limitations to the "interactive movie" concept, two *CGW* editors find that jacking into this version of William Gibson's cyberpunk world is both eerie and strangely compelling.

38 MULTI-PLAYER GAMES Tired of playing with yourself? Does the AI in your favorite game resemble a limp dishrag? Find out how more can be merrier when Martin Cirulis unlocks a rich world of head-to-head competition in his distinctive feature on modem, e-mail and network games.

ADVENTURE/ ROLE-PLAYING

57 SCORPIA'S STING Role-playing's most eminent authority offers her travelogue on the Underdark capital of MENZOBERRANZAN.

62 SCORPIA'S MAIL The "Dear Abby" of Adventure helps you avoid the pitfalls set for the unwary in NOCTROPOLIS, offers an important key to the DEATH GATE and keeps the Drow off your heels in MENZOBERRANZAN.

64 KING'S QUEST VII: THE PRINCELESS BRIDE Charles Ardai pulls the neo-Disney sword from the Rosella stone, as he takes you on a fairy-tale tour through Sierra's cel-animated world.

68 DEATH GATE Peter Olafson goes looking for that old Rune Magic in **Legend**'s version of Weis & Hickman's fantasy novels.

74 NOCTROPOLIS Sumptuous graphics, a dark and moody atmosphere...What more could you ask from EA's new graphic novel-style adventure? Charles Ardai suggests something in the way of plot.

84 JORUNE: ALIEN LOGIC Even with all its resplendant graphics, Paul Schuytema still sees clouds in the Skyrealms of Jorune.

90 THE VORTEX: QUANTUM GATE II Greg Roach, the alleged "Steven Spielberg of Multimedia," is back with more surreal science-fiction imagery. Charles Ardai bravely plunges into the maelstrom.

102 ECSTATICA Allen Greenberg decides **Psygnosis**' Alone in the Dark-style adventure is worthy of its title.

ACTION

106 WING COMMANDER III Big-name movie stars, incredible cinematics, and terrific action sequences are but a part of Chris Roberts' *magnum* ***Origin*** *opus*. Martin Cirulis looks into the Heart of the Tiger to find why this game is so compelling.

112 METALTECH: BATTLEDROME Zap data through the phone or network lines as you literally smash your opponents to "bits." Jeff James comments on the latest anthropological combat vehicle.

118 NOVASTORM Psygnosis enters the 3-D combat sweepstakes with plenty of pyrotechnics. Gordon Goble takes control as *CGW* enters the fray.

122 **MAGIC CARPET** Mark Clarkson weaves the appropriate spells, lest his manna run out before he is allowed to explore all of **Bullfrog's** detailed landscapes, in this addicting first-person action/strategy game.

128 **CREATURE SHOCK** Ed Wood would be proud. In a schizophrenic science-fiction world from **Virgin**, Jeff James survives space combat worthy of *Plan 9 From Outer Space*, but finds the tense first-person shoot-'em-ups true to his vision.

SPORTS

132 **SNEAK PREVIEW! ESPN BASEBALL** **Sony** gets its glove on a hard grounder from *CGW*'s George Jones, but can ESPN's Chris Berman make the double play?

138 **FRONT PAGE SPORTS FOOTBALL PRO '95** Prognosticator Dennis Macauley quotes the odds on Patrick Cook leading **Sierra** to another title.

SIMULATION

143 **BOGEY'S BAR AND GRILL** The way of the AIR WARRIOR is made clear by a mysterious **GEnie** and mystic Tom Basham.

146 **NASCAR RACING** Correspondent Gordon Goble takes the spin of his racing career as **Papyrus** and **Virgin** try to out-perform INDYCAR RACING.

154 **U.S. NAVY FIGHTERS** Even when the action gets intense in **Electronic Arts**' new flight sim, Denny Atkin is never tempted to use the ejection seat.

STRATEGY/ WARGAMES

159 **BROADSIDES & GRIPESHOT** Guest Columnist Terry Coleman looks at boardgames converted to the computer, and discovers that sometimes, less is actually more.

164 **SNEAK PREVIEW! CONQUEROR: AD 1086** **Time-Warner**'s new strategy game evokes memories of DEFENDER OF THE CROWN. Johnny Wilson acts chivalrously for a change and jousts his way through the graphic spectacle.

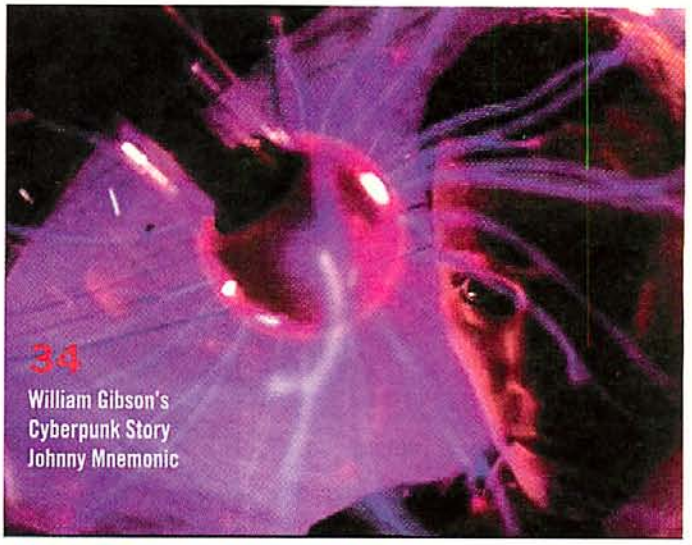
168 **5TH FLEET** Despite some annoying bugs, Commodore Tim Carter finds that this wargame remains solidly afloat for **Avalon Hill**.

176 **HAMMER OF THE GODS** If you've ever wanted to sit at the right hand of Odin, **New World** will show the way to move up the Tree of Gods.

182 **LEGIONS** **Mindscape** journeyed to the ancient world, and left General M. Evan (Scipio Mindscapanus) Brooks waiting for tactical reinforcements.

188 **REUNION** According to Martin Cirulis, this title is appropriate, since he finds this European import from **Merit** reuniting themes from several sci-fi sources.

197 **DOMINUS** Overlord Jason Kapalka mixes a Mesomorph or two in the kitchen-sink design of this ambitious import.



34
William Gibson's Cyberpunk Story Johnny Mnemonic

146
Take A Crash Course On NASCAR Racing

168
5th Fleet Is More Than Just A Game— It's An Adventure

DEPARTMENTS

12 **EDITORIAL** The Editor As Surgeon

16 **INTERFACE** Letters, E-mail and Flaming Arrows

24 **READ.ME** The Latest Buzz, Bits and Bytes

200 **SHAREWARE SHOWCASE** Perplexing Puzzlers

206 **HEX, BUGS & ROCK 'N ROLL** Game Design 101

208 **ADVERTISER INDEX** The Ad Finder And Free Info Center

214 **UNDER THE HOOD** The Game Player's Bag of Tricks

219 **HALL OF FAME** All-Time Great Games

220 **TOP 100** Readers Rate The Top Games

222 **PATCHES** Game Files To Kill Bugs Dead

224 **THE RUMOR BAG** Rabbi in Disguise

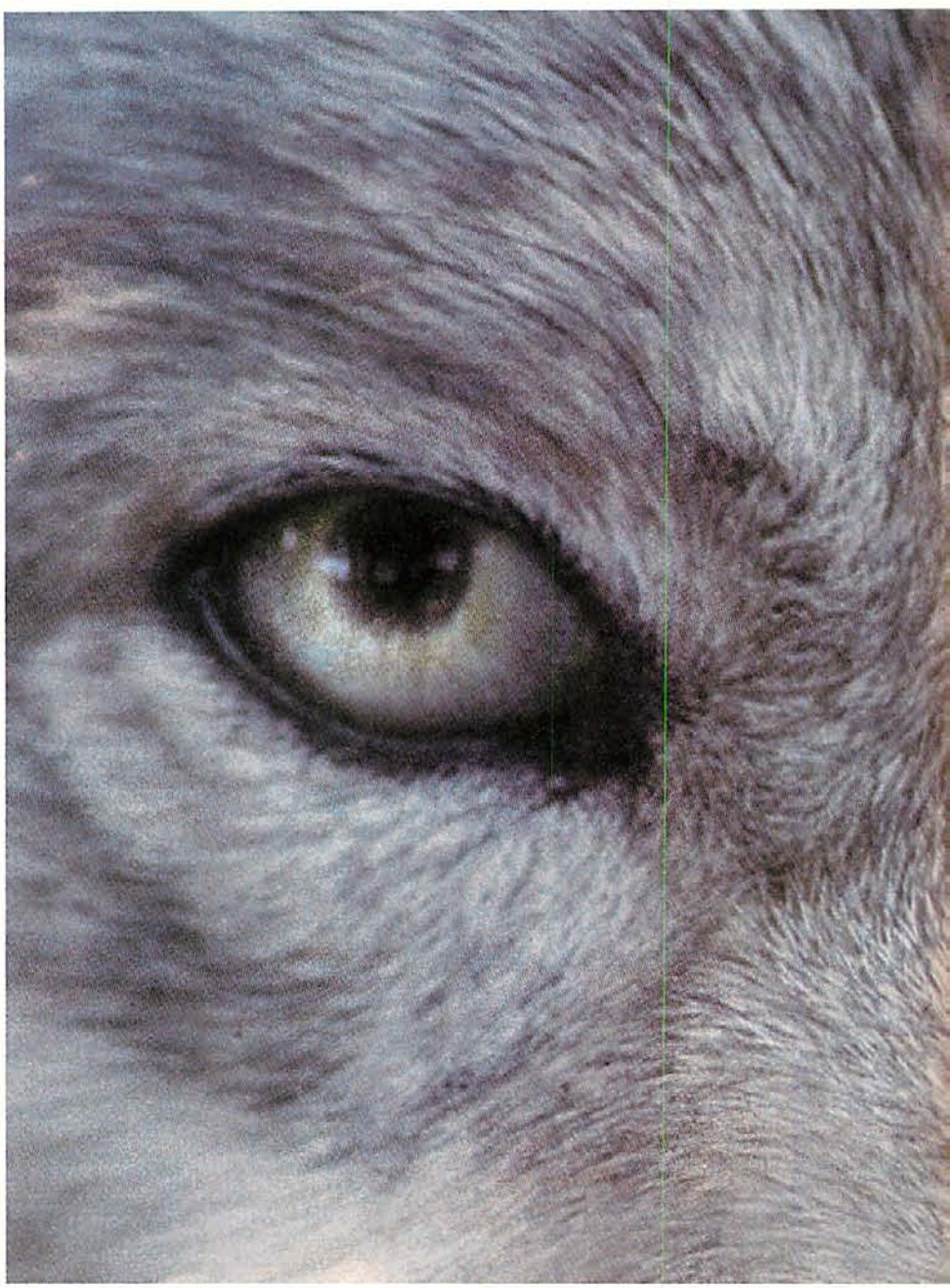
YOU ANIM

Your heart is racing.
Th-thump. Th-thump.
It's pumping as fast as your legs.
You don't notice the gentle breeze, the noon-day sky.

"Truly innovative." Strategy Plus

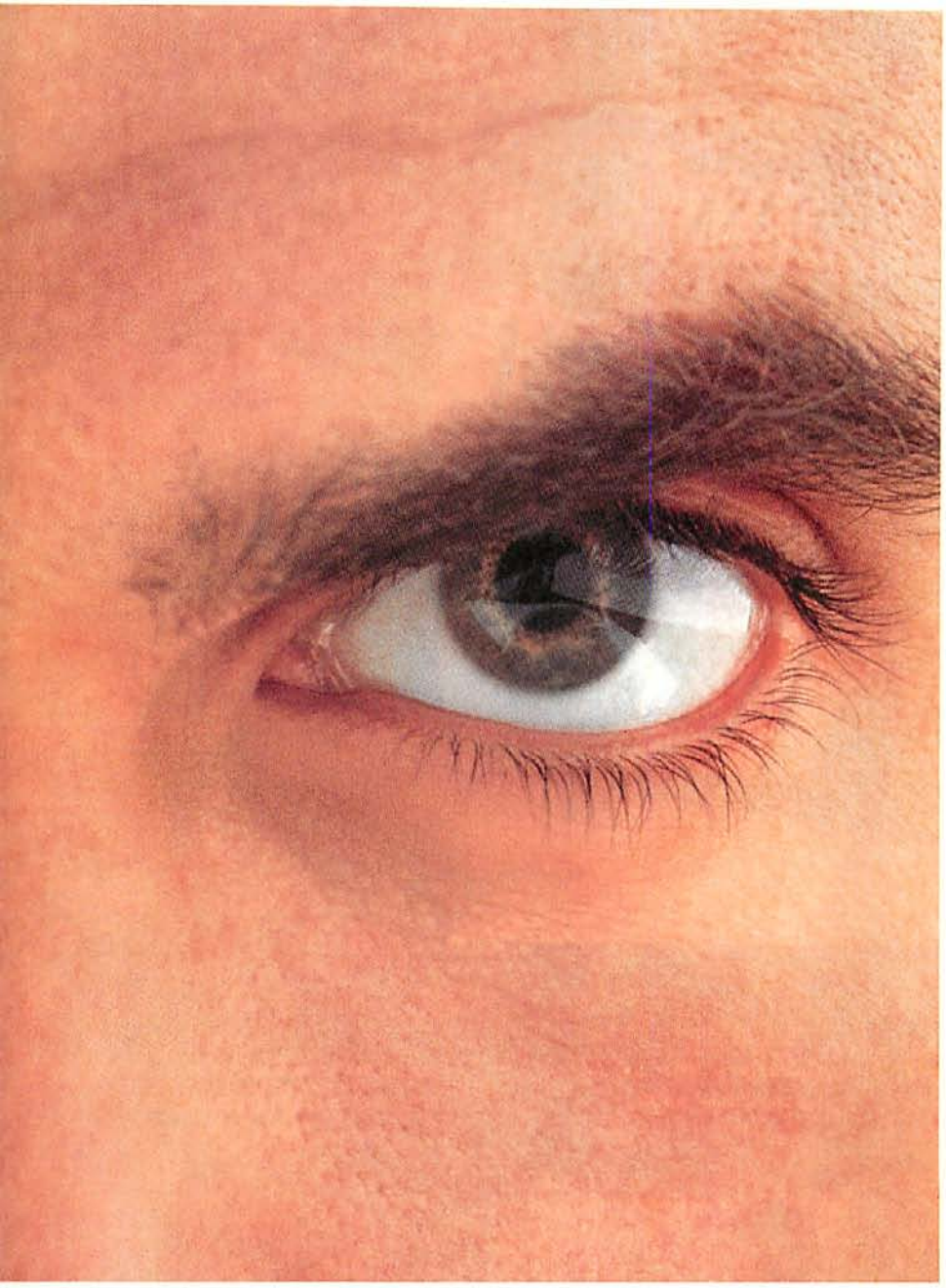
You are totally focused.
On the smell.
Just the smell.
Could be the first thing you sink your teeth into, in days.
Dust, pebbles, sticks.
They're flying.
Then you pounce.
Suddenly. Stealthily.
You break its neck.
You're hungry.
You are such an animal.

"It's addictive." PC Gamer



Wolf photo: copyright held by Wolf Haven International: Jerry Roberts Photography. © 1994 Sanctuary Woods Multimedia, Inc. All rights reserved. The I-enterta

MAL, YOU.



Really.
In this wilderness survival adventure, that's exactly what you are.
A wolf.
And you experience all the sights, sounds...and smells...firsthand.

Mating tips included.

That's what makes this game unlike any other.
It's realistic.
So realistic that it just might blow you away.
(Or maybe a predator will.)
Will you survive?
You'll have to hunt.
Fight.
Mate.
(Hey, maybe it's not so hard after all.)
See your retailer or call 800-943-3664.

WOLF

ENTERTAINMENT

SANCTUARY WOODS

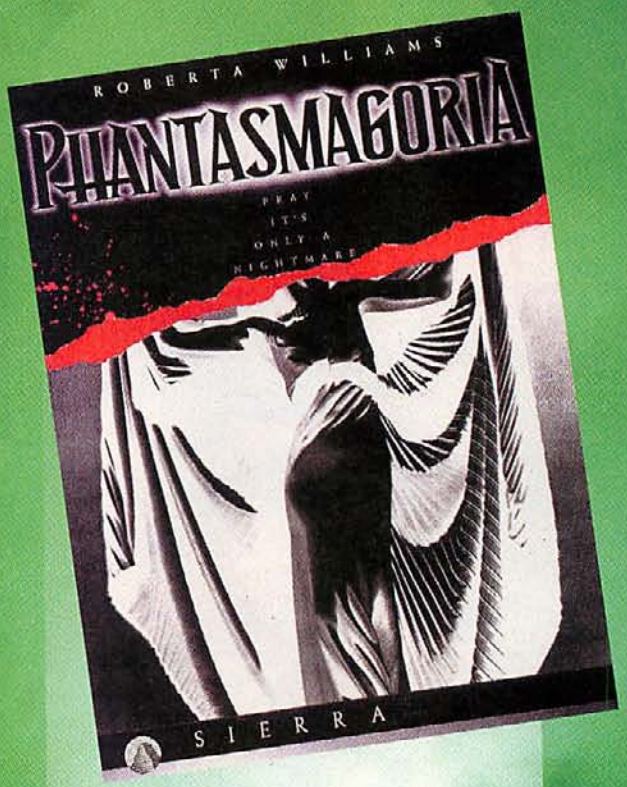
nd the Wolf logo are trademarks of Sanctuary Woods Multimedia, Inc. Sanctuary Woods is a registered trademark of Sanctuary Woods Multimedia Corporation.

"Leading horror adventure game of the year!"

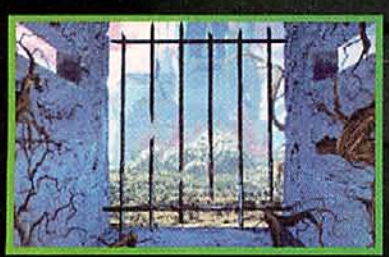
Chuck Miller, InterActive Gaming

"Takes players on a heart-racing roller coaster ride of terror."

Russ Ceccola, Electronic Games



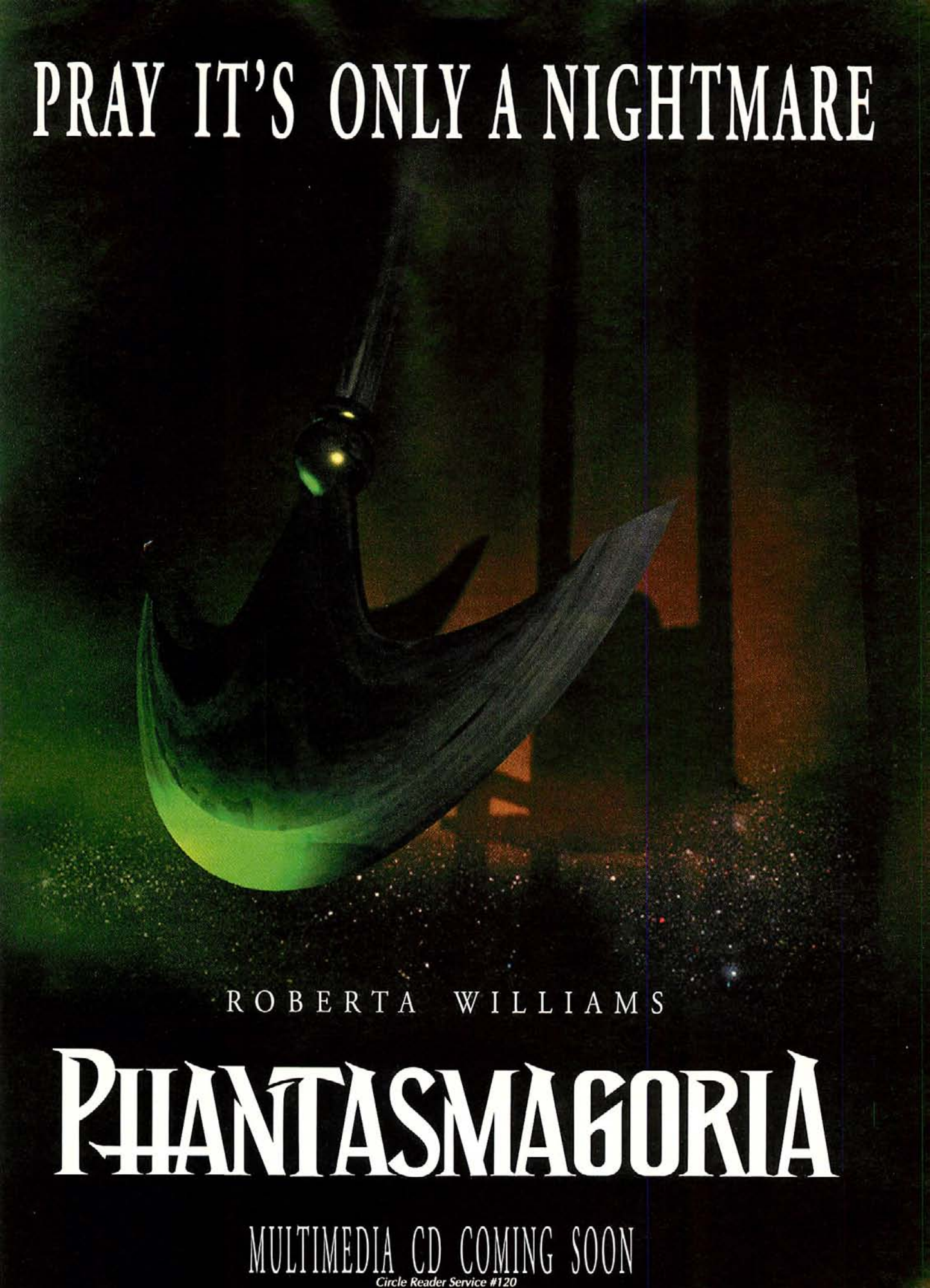
Phantasmagoria's stunning setting was created using the most advanced cinematography and computer graphics techniques ever for a computer game.



An experience in terror like nothing ever seen or heard before on PC.

The fate of a young woman rests in your hands in this shocking cinematic tour-de-force.

SIERRA



Circle Reader Service #120

The Editor As Surgeon

by Johnny L. Wilson

Writing is a lot more fun than editing. Even rewriting is more fun than editing. Editing is surgery. In writing, you get to share what you find interesting—everything you find interesting. Editing, however, focuses on what's important, not just what's interesting. To edit is to select, emend, and refine for a particular purpose. The selection process is a two-edged sword—when you select the good stuff, you are hopefully slicing away the peripheral, the irrelevant and the uninteresting.

Sometimes, though, you have to trim away the amusing, colorful or detailed portions of a carefully crafted work. Sometimes, you yourself bleed as you send prose to word processor limbo or film to the celluloid graveyard on the cutting room floor. To fit the space available, the audience you want to reach, or the view of the director, you often have to surgically remove material that you personally like.

So it is with the evolution of a magazine. You have to focus on the needs of your audience and adjust your editorial lens to meet those needs. As editors, we listen and do our best to respond to what we hear from our readers.

That's why there are a couple of new looks this issue. Cosmetically, we've given *Now Playing* and *Beta Bits* a facelift. Both changes give the new products featured there the exposure they deserve.

You told us that *Beta Bits* needed more screen shots. Guess what? Now, *Beta Bits* will have more and bigger screen shots to go with the text describing our early experiences with alpha and beta versions of the games. You told us that our mini-catalog of new games, *Now Playing*, included too many less significant titles and got lost in the back of the magazine. Starting this issue, *Now Playing* will have a more graphic look and will be restricted to a half-dozen of the most important games. In addition we have moved the section to the front of the book to afford it more prominence.

Editing focuses on what's important, not just what's interesting. The selection process is a two-edged sword—when you select the good stuff, you are hopefully slicing away the peripheral, the irrelevant and the uninteresting.

The changes to *Now Playing* should make it more interesting and useful than ever. Of course, the section will continue to feature final, shrink-wrapped games which we received prior to press time. This will also help you to know what major reviews are likely to be on tap for the next issue. So, *Now Playing* will not only tell you what's on the shelves at retailers and distributors, it will also serve as a "Coming Attractions" for our upcoming feature coverage.

But that's not all! We're also phasing out our *Opponents Wanted* page. Your letters have indicated that this is the least read page in each issue. Also, we think that the best place to have an *Opponents Wanted* section is in our ZiffNet forum and in the on-line version of *Computer Gaming World* on the new Interchange Network. Eventually, we visualize an on-line *Opponents Wanted* where you should be able to add your classified directly to the database and search for fresh victims by searching for area code.

These changes are a reflection of what you told us you wanted. We're listenening to what you like and don't like about the magazine. Incidentally, based on your feedback to our Reader Poll in the December issue ("New Years Wish"), we

Circle Reader Service #358

will be adding a Game Hints column to supplement Scorpia's adventure and role-playing hints. We'll even have more hardware coverage on a regular basis at your request. Here's hoping that these changes will better meet your needs. By the way, if you're a CGW reader and you aren't sending in CGW Poll votes on a regular basis, we probably aren't hearing from *you*.

Important Correction: In case you aren't a regular reader of either our letters column or any of the on-line services where we posted this correction, we had a problem with regard to the game ratings in two of issue #126's *Editors Speak* boxes. See the note in Interface (Letters) under "Swingin' On 5 and 1/2 Stars" for more explanation.

***Now Playing* will not only tell you what's on the shelves at retailers and distributors, it will also serve as a "Coming Attractions" for our upcoming feature coverage.**

HOW DO WE RATE?

The Guide To CGW's Review Rating System

★★★★★ Outstanding: That rare game that gets it all right. The graphics, sound, interface, and, of course, the game play come together to form a Transcendent Gaming Experience.

★★★★½ Very Good: A quality game that succeeds in many areas. May have minor problems, but is still worth your time and money, especially if you're interested in the subject matter/genre.

★★★½ Average: A mixed bag. Can often be a game that reaches for the stars, but falls short in significant areas. Can also just be a game that does what it does well, but lacks flair or originality.

★★½ Weak: A game with serious problems. May be buggy, may not have much play value, may be ill-conceived—and you may want to think twice about buying it.

★½ Abysmal: That rare game that gets it all wrong. Usually a buggy, incomplete, and/or valueless product.

COMPUTER GAMING WORLD

The #1 Computer Game Magazine

FEBRUARY 1995, NUMBER 127

Publisher	Russell Sipe
Associate Publisher	Jonathan Lane
Editor-in-Chief	Johnny Wilson
Editor	Chris Lombardi
Managing Editor	Ken Brown
Technical Editor	Mike Weksler
Assistant Editors	Terry Coleman Allen Greenberg George Jones
Interchange Editor	Alan Emrich
Art Director	Susan Zurawik
Graphic Artist	Jack Rodrigues
Production Assistant	Christine Kloss
M.I.S. Manager	Gene Allen
Advertising Manager	Lee J. Uniacke
Advertising Sales Coordinator	Kathy Garcia
Account Representative	Marci Yamaguchi
Contributing Editors	Scorpia *(Adventure Games)*, M. Evan Brooks *(Wargames)* Tom Basham *(Simulations)*

Contents are copyrighted by Ziff-Davis Publishing Co., 1995.
Computer Gaming World is not affiliated with IDG.

Subscription Rate: The subscription rate is $27.94 for a one year subscription (12 issues). Canada and all other countries add $11.00 for postage. Airmail subscriptions are $78.00 per year. Canadian GST registration number is R123669673. Payment must be in U.S. dollars made by check or money order drawn upon a U.S. bank. Visa, MasterCard, AMEX accepted.

Subscription Services: For subscription service questions, address changes or ordering information, call toll free (800) 827-4450 within the U.S. and Canada. All other countries call (303) 447-9330 or fax to (303) 443-5080 (international subscribers only) or write to Computer Gaming World; P.O. Box 57167, Boulder, CO 80322-7167.

Editorial Offices: 130 Chaparral Court, Suite 260, Anaheim Hills, CA 92808

Back Issues: For back issues (subject to availability), $6.00 per issue ($8.00 outside the U.S.), send check, money order or credit card information to Back Issues Dept., Ziff-Davis Publishing Co., P.O. Box 53131, Boulder, CO 80322-3131.

Psalms 9:1-2
CompuServe (76703,622)
America On-Line: CGW
Prodigy: EXPT40B
GEnie: CGW
ImagiNATION: Box 1048

Internet: 76703.622@compuserve.com
Telephone: (714) 283-3000
Fax: (714) 283-3444
For advertising information only, call:
Lee J. Uniacke, (714) 283-3000 x41

For quality reprints in quantities of 100 or more, contact REPRINT SERVICES/COMPUTER GAMING WORLD, 315 5th Avenue N.W., St. Paul, MN 55112, (612) 582-3800, FAX (612) 633-1862.

ZIFF-DAVIS PUBLISHING COMPANY
Chairman and CEO: Eric Hippeau
President, Consumer Media Group: J. Scott Briggs
Executive Vice President: Mike Edelhart
President, Computer Intellegence/InfoCorp: Bob Brown
President, International Media Group: J.B. Holston III
Senior Vice President, Circulation: Baird Davis
Senior Vice President: Rachel Greenfield
Vice President, Assistant to the Chairman: Tom McGrade
Vice President, Business Manager: T.L. Thompson
Vice President, Circulation Services: James F. Ramaley
Vice President, Controller and Treasurer: Timothy J. Mitchell
Vice President , Creative Services: Herbert Stern
Vice President, General Counsel and Secretary: J. Malcolm Morris
Vice President, General Manager: Bruce W. Bourne
Vice President, Human Resources: Rayna Brown
Vice President, Production: Roger Herrmann
Vice President, Research: Rolf M. Wulfsberg
Vice President, Technology: Bill Machrone
Chief Information Officer: Wellington Y. Chiu
Internal Marketing Consultant: Paul H. Chook
Editorial Director: Lewis D'Vorkin
Executive Director, Information Systems: Owen Weekley
Executive Director, Marketing Services: Jim Manning
Production Director: Walter J. Terlecki
Director of Licensing: Jean Lamensdorf
Director of Public Relations: Gregory Jarboe

The graphics in today's games look just like photos. If you'd rather play movies than watch a slide show, you'd better get them developed on a Falcon.

THE FALCON MACH V: THE ULTIMATE GAMING MACHINE ™

If you need the fastest computer performance for your gaming, personal, or business software, you need to fly a Falcon!

he MACH Vp-90 MHz Pentium - $2,995

andard features as of 2/1/94:

- l Pentium™ 90 MHz Processor
- % Compatible with All IBM™ PC Software
- con PCI Bus Motherboard, 256K Cache
- Bit PCI Graphics Board with 1 Megabyte - 16.8 Million Colors!
- con PCI Bus Enhanced IDE Hard Drive Controller
- egabytes of RAM expandable to 128
- Floppy Drive
- Megabyte Enhanced IDE 8ms Hard Drive with 128K Cache
- ms QUAD-Speed CD-ROM Drive - NEW!
- ative Labs SoundBlaster 16™ & Shielded Multimedia Speakers
- Products FlightStick PRO™ 4 Button Joystick with Viewing Control
- Products Automatic Speed Sensitive Dual Gameport
- Tower Case with 250 Watt UL approved power supply
- Digital Non- Interlaced Super VGA Monitor, .28dp, Edge-to-Edge Display -NEW!
- Key Keyboard, 3 Button Serial Mouse
- DOS, Windows™ (latest versions) & 10 free games on CD-ROM!
- Year Parts & Labor Warranty, One Year On-site Service
- CSA, TUV and FCC class B certified
- 50 UARTS, Temperature sensitve fans, Customized BIOS' and many other unique features!

h MACH V is custom built to meet your specific needs. There are hundreds of options to ose from. When you're ready to buy, please call us for the latest quote.

arks are the property of their respective owners

To Order Call:
1-800-258-6778
VISA,MasterCard & Discover Accepted
Financing Available On Approved Credit.

FALCON NORTHWEST
COMPUTER SYSTEMS
263 South Bayshore Dr. Coos Bay, OR 97420

Circle Reader Service #141

Interface

LETTERS FROM CGW READERS

REVOLUTIONARY OBSERVATION

On your December cover, you have a picture of a Ticonderoga class cruiser, but it is not the Ticonderoga. It is the USS Cowpens. I looked for the photo credit, but could not find it. Give credit where credit is due. Besides, Cowpens has the VLS and the Ticonderoga does not.

Bill Gillespie
Cambridge, MA

What's all this about a VLS during the Battle of Cowpens? Okay, we neglected to inform folks it was the USS Cowpens. Now that you've thoroughly embarassed us about the cover, how did you like the rest of the issue?

A ROM-ING MIND

I have not yet upgraded to CD-ROM (soon!) and there is something which has been puzzling me—and, I expect, others.

One CD holds as much as many (450?) floppies, and my understanding has been that games then play directly from the disk, thus saving your hard drive from being filled up. (I know that many games transfer a little bit of information to the hard drive, and that some games use the CD only as a transfer medium—such games thus offer no advantage over their floppy version, I suppose.)

Now, I read that some games are coming on more than one CD: WING COMMANDER III apparently uses four. My question is: how do you play them? Since the computer only holds one CD at a time, what happens when the game needs information which is stored on one of the disks not in the machine? Do you interrupt the game to change disks? Surely these mega-games don't transfer all of the data to the hard drive—what hard drive would be big enough?

By the way, your December issue was nonpareil. The guides to hardware will be of great use to all of us faced with upgrades—and who isn't, these days? But I was a bit surprised that in your surveys of upcoming games you did not mention the mission disk (#2) for PRIVATEER. But, even Origin themselves didn't mention it in their recent flyer advertising their latest products. Is it vaporware?

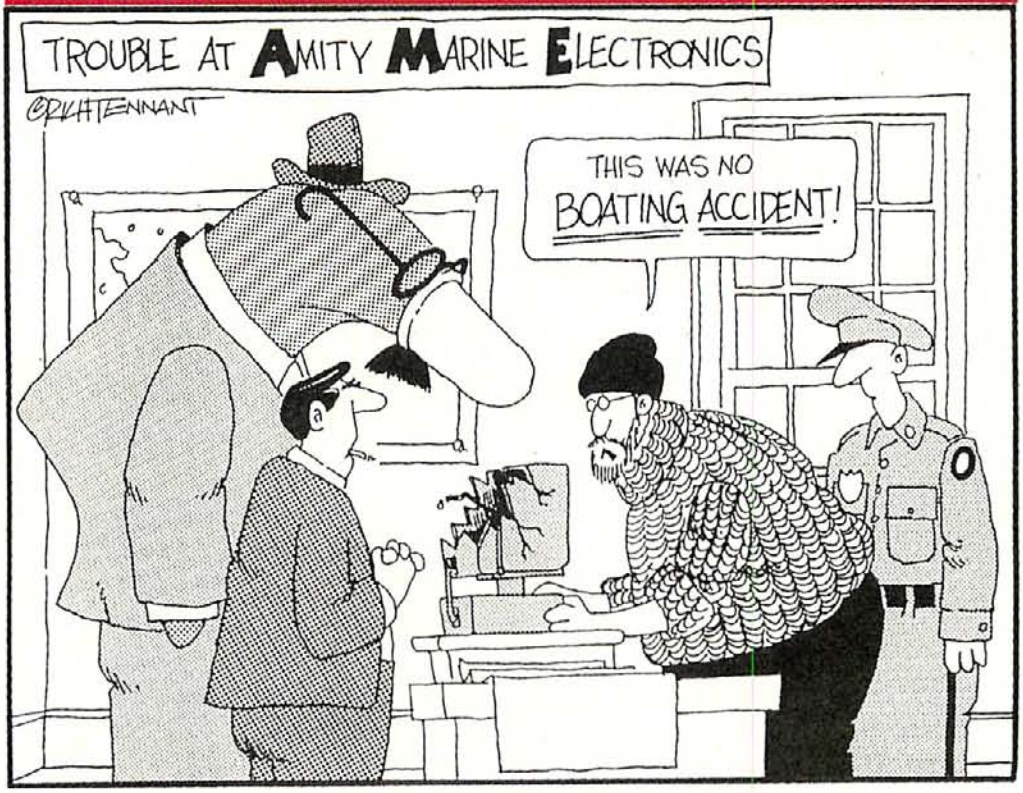
Brian A. Libby

Come on over here Brian and sit on Grandpa's knee. Ya see, back in the olden days of computing, games came on multiple floppy disks and computers didn't have hard drives. So, in order to play these games, you'd have to swap the disks when the games asked you to. Unfortunately, for all the advantages that CDs bring, they also take us back to those disc-swapping days, unless you can afford $800-$1,000 for a Pioneer multiple CD drive. As for the PRIVATEER Mission Disk #2, our intergalactic spies report that Origin has no intention to release such a disk; however, there is considerable internal discussion about developing a full-blown sequel to PRIVATEER.

HATE MAIL TO DIE FOR

Boy, do I detest you! I hate you and all you stand for and everything associated with you!!! You get these extremely knowledgable and accurate writers to preview/review games in such a trustworthy manner that I don't give games with poor reviews a second look. And games that are given good

The 5th Wave **By Rich Tennant**



Build a Railroad Empire with Iron Horses and an Iron Will!

1830

Railroads & Robber Barons®

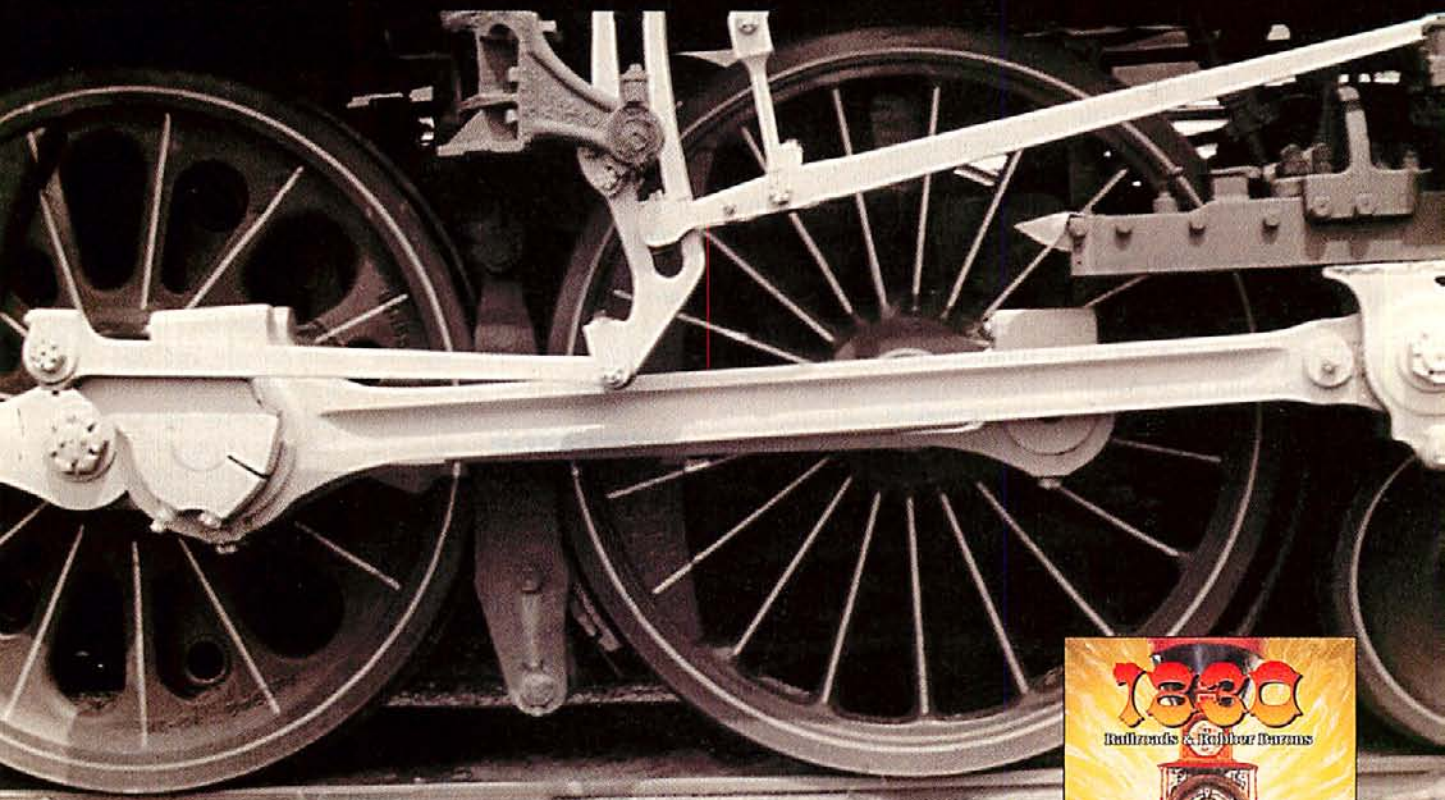
Roll against history's greatest!

Welcome to the 19th Century!

With immigrants pouring in, America is poised for explosive westward growth. Magnates famed for their greed and business acumen rush to cash in. Can you handle the challenge? Lay track, build stations, purchase trains, and manipulate stocks to build an empire of iron and steel. History's greatest Robber Barons will try to stop you by undercutting your lines and buying out your stock. Your only weapons are money and trains. Will your empire succeed or fall under the wheels of the competition?

Break through the competition!

Actual screens may vary



The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road Baltimore, MD 21214

SIMTEX

CD ROM COMING SOON

Available on: PC Compatibles, 386 or better, 4 MB of Ram, 3.5" High Density Floppy, Mouse, VGA color graphics. Sound Support for Sound Blaster AW32, Sound Blaster 16, Sound Blaster Pro and Compatibles, Pro Audio Spectrum and Roland.

1830: Railroads & Robber Barons can be found in computer game stores near you. For order information or for the name of a retailer near you, call 1-800-999-3222. Ask for Dept. CGW 1

Circle Reader Service #295

reviews (4 "stars" and above), I feel compelled to buy.

I've been reading your magazine for over two years now. My addiction has grown to where I *have to* buy your magazine every month and read it cover-to-cover! I don't smoke, drink or do drugs. Thanks a lot for introducing me to my only addiction... besides my wife, that is.

With the dozens of boring PC and game magazines out there, thanks to the entire staff at *CGW* for consistently putting out THE WORLD'S BEST MAGAZINE! *CGW* has recognized a seemingly little known fact...that is, for many...the only reasons to upgrade is to play games. Last month, that was my main reason for moving my 386 to the attic. Let's face it, one doesn't need a 486/66 with 17" monitor, double-spin CD-ROM, joystick, one-half gigabyte drive and 16-bit sound card to process words! Virtually, every aspect of your magazine is SVGA—(Sensational, Vibrant, Grandiose, Awesome).

My New Year's Wish, as requested from *CGW* #125's questionaire—a new feature I'd like to see in *CGW* 1995—profiles on your writers, editors, etc. , what are their technical backgrounds, favorite games, home towns and such? But, then again, how do you improve perfection?

Wishing you continued success and all the best in the new year.

R. Wayde Gilmour
Clarence Creek, Ontario,
CANADA

Easy, Wayde! You can hurt yourself gushing that much. As for the contributor profiles, are you aware of how many pages our editor-in-chief's profile alone would take up? Perhaps we will put him on a diet and give your suggestion some serious consideration.

IT'S MYSTY OUTSIDE MY WINDOWS

Broderbund Software, Inc. Product Manager Matt O'Hara's response to a *CGW* letter writer, regarding MYST MPC version game design anomalies, was appreciated, and in particular, the company's offer to replace the affected CDs (#125 CGW, 12/94). However, game anomalies aside, my experience with the Windows version has been less than stellar, due to frequent system lock-ups and general protection faults.

Contrary to system requirements as stated on the box, no mention is made of WINDOWS FOR WORKGROUPS 3.11 special circumstance that requires changing 386 Enhanced section settings by disabling 32-bit file access, and restarting Windows each time before running the game. Additionally, screen savers must be disabled and, if running with 65,000 color resolution, changing back to 256 colors. (The initial setup also requires loading updated Sound Blaster drivers and files, which fortunately, are provided on the CD.) These system configuration changes, each and every time the game is played, are in my opinion beyond the scope of novice computer users, as is the case of my wife, who refuses to deal with the hassle and thus, will not play the game. Even if she was capable, the frequent system hang-ups and/or general protection faults are a further detriment to the potential enjoyment of game play. I know it was for me. For the record, I ran the game on a 486 DX2/50 VLB system that meets MPC-2 requirements and then some. From a graphics, plot and play function standpoint, MYST is one great game. But, the platform flaws kill it for joy of playability.

As for the magazine itself, the December issue was outstanding! Especially informative and useful was the assemblage of hardware articles covering sound card wave table daughter boards and graphics cards. Nuts and bolts like these complement gamer needs for game play, satisfaction and enjoyment. Thanks to all concerned and keep up the good work!

Vernon Craig
Flint, MI

Apparently, our mention of the Windows conversion of MYST touched a nerve among several readers. You weren't the only one to write us about encountering technical difficulties in MYST, but we hope that sharing your experiences may help a few of our readers know some of the reasons behind the conflicts they may have been having.

CYBERCIDE

If I never see another game with "cyber" somewhere in the title or the generic definition, it will be too soon. I'd like you to publish a regular column making a mockery of anything with "cyber" in it.

Peter Hickman
Raleigh, NC

We suppose this means you didn't like the Johnny Mnemonic story in this issue. Ah, well. Take solace in the fact that famed science fiction writer Norman Spinrad proclaimed cyberpunk dead over four years ago.

TIMELY OBSERVATION

As a computer gamer who hates all real-time games, I would love to see some indication added to all reviews, now playings, and articles related to games as to whether said game is real-time or phased (turn-based). I will *not* buy nor play a real-time game. I depend on *CGW* heavily for any info I can get *before* I buy anything. Thanks!

P.M. Patterson
Merriam, KS

We're well aware that there's a split among gamers between those who love real-time and those who don't. We even have a split opinion on the staff. You can be sure that if a game is real-time, we'll be very up-front about it in our coverage.

SWINGIN' ON 5 1/2 STARS

(To be sung to the tune of "Swingin' on a Star") A scapegoat's an animal that must take the fall, he gets blamed for anything at all ... Unfortunately, we don't have a scapegoat for the two 5 1/2 star errors that so many of you noticed in CGW #126. Our graphics template had 5 1/2 stars as its default because it was apparently easier to delete the stars than to add them. Unfortunately, two games received impossibly high 5 1/2 star ratings on a five star scale when the template was not adjusted. We goofed. End of story. Please forgive the misprint that gave impossible ratings to RISE OF THE ROBOTS (should have been two stars) and BATTLE ISLE 2200 (should have been three stars).

THE EDITORS SPEAK

COMPUTER GAMING WORLD

RATING ★★★★★ 1/2

PROS Comprehensive coverage, solid reviews by experienced gamers, ultra-realistic flight model.

CONS Ratings have silly squashed-bug "star" symbols. Too big to read in one sh—, er, sitting.

Heroes™ of Might and Magic®

The realms of Might and Magic are expanding! New lands have been discovered, and you must vie for their control against three other warlords. Now is the time to summon your heroes, recruit your armies and lead them to victory. Control every resource in your empire from your castles, docks and guilds to your archers, dragons and ogres. Keep a level head and an iron fist as you strive for total domination in the world of **Heroes of Might and Magic.**

- *Over two dozen different monster types*
- *Customizable computer opponents*
- *Dynamic musical score*
- *Intuitive point-n-click interface*
- *Exquisite SVGA Graphics*
- *Indefinitely replayable*

Available at your local software retailer or order direct from New World Computing at 1-800-325-8898 (818-889-6070 outside the U.S.), or by mail: P.O. Box 4302 Hollywood, CA 90078-4302

NEW WORLD COMPUTING, INC®

P.O. Box 4302, Hollywood, CA 90078

© 1994 New World Computing, Inc. Heroes of Might and Magic is a trademark of New World Computing. New World Computing and its distinctive logo and Might and Magic are registered trademarks of New World Computing, Inc. All rights reserved. IBM screens shown. Actual screens may vary.

Circle Reader Service #302

Play with thousands of gamers on the Information Super Highway and lose yourself in the graphic adventures and traditional games offered on the Multi-Player Games Network.

MPG-NET gives you something you just can't find on a floppy disk...another human mind. Whether you like fantasy role-playing, 3D action, war simulation or card games, MPG-NET offers games 24 hours a day, seven days a week with players from all over the globe.

PLAY GAMES WORLDWIDE ON THE INFORMATION SUPER HIGHWAY.

In December 1994, MPG-NET goes all graphic! No more text menus. No headaches trying to log on. It's never been easier to be on-line!

Here's what else you'll find:

• Electronic Bulletin Boards filled with the latest adventure reports and discussions by gamers from all over the world!

• Electronic Mail–send and receive messages with all your friends and plan when to meet and play your favorite game!

• Download files from our database and read the latest in gaming news, updates and stories from other members. It's as easy as visiting your hometown library!

• The Persona Creation Room–lets you generate a face to match your on-line personality!

• Conference Rooms–have real-time conversations with people all over the world and see more than just their words, you'll get a chance to see what they look like!

• More games than you've ever seen before!

MPG-NET can be accessed with a local phone call from over 600 cities in the USA and 40 nations worldwide. All you need is a modem, a phone line and a computer to join the fun! Call our 800 number from 9am to 8pm Eastern time on weekdays to receive our free starter kit.

MPG-NET–twenty four hours a day, seven days a week, bringing you games that will take you out of this world!

Call now: 1-800-GET-GAME.

© 1994 MPG-NET, Inc. Multi-player Games Network and MPG-NET are service marks of MPG-NET, Inc. The Kingdom of Drakkar is a trademark of Drakkar Corp. Empire Builder is a trademark of Mayfair Games, Inc. Operation Market-Garden and Star Cruiser are trademarks of GDW Games, Inc. Fiefquest and Warlords of the Apocalypse are trademarks of the Dreamers Guild. All other brand and product names are trademarks or registered trademarks of their respective holders.

TANTALUS

The Dreamers Guild

MPG-NET℠

Your Multi-Player Games Network℠

1-800-GET-GAME

Circle Reader Service #250

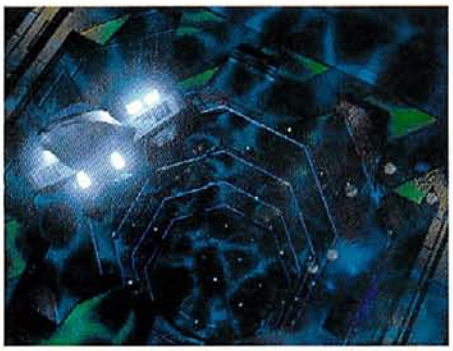
READ.ME

THE LATEST NEWS FROM THE GAMING WORLD

The Hero, The Mechanoid, The Cowpoke, And The Dick

Meet New World's Eclectic Cast For '95

From the depths of the ocean to the frozen reaches of space, from the distant mists of fantasy to the far future battles of mechanized monsters, New World Computing has assembled another eclectic linup for gamers this year.



WET WORK IF YOU CAN GET IT Players race to save an underwater civilization in New World's WETLANDS.

The company's showcase strategy game is HEROES OF MIGHT & MAGIC, the spiritual descendant of KING'S BOUNTY, HEROES OF MIGHT & MAGIC is a fantasy strategy game that looks a bit like MASTER OF MAGIC on a diet. New World plans to release it sometime around March.

From there we dive into WETLANDS, a graphically stunning action-adventure hybrid designed by a talented group of artists known as **Hypnotix.** In an underwater Atlantean universe, a spreading virus threatens to wipe out the civilization. Players fill the role of a psychic detective trying to stop it. New World tells us that the adventure game sequences will be connected by running and vehicle action scenes similar to those in LucasArts' REBEL ASSAULT.

New World is also working on a project with the prolific game developers at **SimTex Software.** Headed by Steve Barcia, the rising star designer of MASTER OF ORION and MASTER OF MAGIC, SimTex is building MECH WAR, a real-time wargame in the 'mech genre. Look for battling teams of anthropomorphized steel in the second quarter of this year.

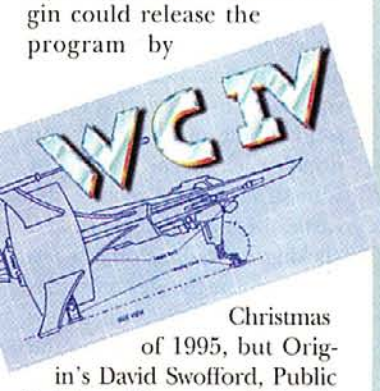
Meanwhile, those eagerly awaiting the next great galactic roundup will be happy to learn that SPACEWARD HO! 4.0 is almost ready to lasso. **Delta Tao,** developers of the wild and woolly SPACEWARD HO!, are finishing up the new Macintosh version for a February release. This tongue-in-cheek game of "How the West(ern Spiral Arm of The Galaxy) was Won" will have the same basic structure of the original game, with several new additions. Investments in technology have made possible two new ship classes (tanker, dreadnought), two new star classes, and a revamped diplomatic model. HO! 4.0, like its predecessor, will support multi-player network games, but now humans will be allowed to send real e-mail messages to facilitate the formation of alliances and dirty back-stabbing ploys. A handy turn clock will help pick up the pace of network play. New World says the 4/4 Windows scouts have enough fuel to hit retailers in April. Owners of 1/1 versions of SPACEWARD HO! will be offered a special discount to scrap their old model and trade up.

KNAVES IN THE WOODS HEROES OF MIGHT & MAGIC features a KING'S BOUNTY-style combat (above) and a new strategic map face (left).

Finally, New World President Jon Van Caneghem is working on the design for the next game in the epic MIGHT AND MAGIC role-playing series, tentatively titled MIGHT AND MAGIC 6. He is doing the basic design work while two authors from Del Rey's ranks are working on the storyline. The game is still early in the design stage, but New World has told us that they plan to create a free-scrolling, 3-D environment for the adventure. Big deal, you say? Well, perhaps not, but New World is trying something that has not yet been attempted with 3-D RPGS—bringing back the *party* of adventurers. Has anyone noticed how lonely these 3-D RPGs have been without the barbarian out in front of the party and the magic users/archers in the back ranks? New World hopes to implement a party system with turn-based combat. But don't expect to see the vanguard of this party until sometime in '96.

Riding High On Wing III, Origin Begins Plans For Wing Com IV

With WING COMMANDER III barely off the flight deck, the initial buzz is so positive that **Origin Systems** is already reported to be moving forward with plans for WING COMMANDER IV. Sources at Origin say they will complete WING COMMANDER IV more quickly, because it will build upon WING COMMANDER III's existing technology, just as the second WING COMMANDER was built upon the original game. Origin could release the program by



Christmas of 1995, but Origin's David Swofford, Public Relations Director, said that it is too early to confirm any release date for the project. Instead, he cautioned that even a sequel using existing technology still depends upon: delivery of an acceptable script, efficient filming and post-production, and potential negotiations with on-screen talent.

WING III producer Chris Roberts is expected to serve as Executive Producer for the next game with veteran television/software producer Mark Day, and Dallas Snell acting as co-producers in leading the project day-to-day. Asked if any of the cast members from WING COMMANDER III were already signed for the next game, Swofford indicated that he was not privy to the contracts. He did indicate, however, that there were current negotiations in place with some of the existing cast members. The good news for WING COMMANDER fans is that the next project appears to be on target for a delivery much sooner than most expected.

PLAYING LATELY?

Here are the titles that gamers are spending the most "quality time" with. Let us know which game you've been playing lately, by writing the name of your current addiction in the "Playing Lately?" section of the *CGW* Top 100 poll card.

Readers' TOP 10

Results for *CGW* #125, December 1994

1. **Doom** (id Software)
2. **X-Com: UFO Defense** (MicroProse)
3. **Master of Magic** (MicroProse)
4. **TIE Fighter** (LucasArts)
5. **Colonization** (MicroProse)
6. **Aces of the Deep** (Dynamix)
7. **Front Page Sports Football "95** (Sierra)
8. **MetalTech: Earthsiege** (Sierra)
9. **Panzer General** (SSI)
10. **Under A Killing Moon** (Access)

Notable Quotes

Wit, wisdom and caustic quips from gaming's harshest critics

"There are so many DOOM wannabes around that I can't remember what the Hell DOOM was like."

Lost with a shotgun, Sacramento, CA

"MASTER OF MAGIC is another hit for MicroProse and another sleepless night for me."

Brad Geyer, Morton, IL

"Thanks to Dynamix for a truly exceptional, fun submarine simulation in ACES OF THE DEEP."

Ed Eisler, Mission Viejo, CA

"My wife recently gave me an ultimatum: 'Either I go or you give up FRONT PAGE SPORTS FOOTBALL PRO.' Well..."

Michael Crudder, Phoenix, AZ

"It's been a long dry spell for SSI, but I think they finally got it right with PANZER GENERAL."

Dave Hight, Hawthorne, CA

"I agree COLONIZATION does get long because of micro-management, but it is still a good game. X-COM is still the best game I've played in '94."

Mike Dorn, Lewiston, MI

BETA bits

Breach 3

Long before X-COM squaddies were squashing aliens in Algeria, there were other teams of space marines bug hunting in the far reaches of space. These were the marines of the Federated Worlds Special Forces, and theirs was the game system called BREACH.

BREACH was a tactical, turn-based, squad-level game that gathered something of a cult following after **Impressions Software** released it in 1987. The game underwent one revision in BREACH 2, and now another in BREACH 3, although its basic structure remains the same. Players still role-play as a squad leader whose rank and skills improve with continued success in combat. But now the action takes place in quasi real-time: multiple soldiers can move simultaneously while the clock is running, but the clock can be stopped and orders changed at any time.

ONCE MORE INTO... BREACH 3 will bring a new slant to xenophobia, but it may not thrill X-COM vets.

There's also a new interface and new commands, allowing you to set a marine's speed (walk, run, dash) and his or her firing posture (hold fire, return fire, fire at will). Of course, the marines might not follow your orders to a "t" since they each have their own personality and will respond accordingly in combat. Other new features allow marines to follow one another, making movement a little easier, and the ability to call for artillery support in a pinch.

One of the secrets of BREACH's fanatical following was its inclusion of scenario creation tools, and BREACH 3 upholds this fine tradition. Players can now design their own fire-fights from the introductory scenario animation (using anims from a stock supply) to the last mission objective, and then string these scenarios together in campaigns with win/loss branches as in WING COMMANDER.

BREACH games have always been slightly behind the times as far as graphics and interface go, and this is true of BREACH 3. Players used to the large, articulating soldiers and slick interface of X-COM will probably not be very impressed with it, but those willing to sacrifice looks for scenario creation power may want to enlist for a tour of duty.

Celtic Tales

In Ancient Ireland, they were known as "the good people," the Tuath De Danan, and the Marcra Shee. They are the heroes of old—known as giants, fallen angels, men and fairies, depending on the story or the tradition. In CELTIC TALES: BALOR OF THE EVIL EYE, **Koei** allows you to re-create the legends of the Emerald Isle by mixing together some of the standard game mechanics of both strategy games and role-playing games.

The game begins with the selection of a tribal ruler. Kudos to Koei for allowing you to select either a male or female ruler—after all, there are both patriarchal and matriarchal tendencies within the Irish. Then, you move your character around on a screen that looks similar to the isometric playing fields of POPULOUS and POWERMONGER. You use an iconic interface to choose whether to farm, herd livestock, perform magic, create magical items, harvest trees, forge weapons, practice hurling (a Gaelic sport akin to field hockey), construct buildings, and explore other provinces.

In many ways, CELTIC TALES is like other Koei games. It places you in an ancient era, gives you a legendary persona and requires you to build up the economy and population of a historical geography until you are strong enough to defeat your enemies and unite the entire gameboard. Unlike previous games, however, this one features both clear-cut enemies to be defeated and natural allies to be united. Further, the rune-based magic system that allows you to cast spells adds an interesting touch with its dozen combat spells and four beneficent spells.

The options are essentially the same as in earlier games. However, the menu structures are well-integrated in graphic screens. Should you want to send tribute or go to war, you double-click on the location of your stronghold. A picture of a castle throneroom opens, and clicking on various objects lets you perform the desired tasks. If you want to recruit a new hero, you double-click on the hut and you are confronted with a picture of heroes around a table. If a hero is available, you encounter said hero in brief conversation. To create an item for your use or for trade, just double click on the town and choose the correct option from the hot spots pictured on-screen.

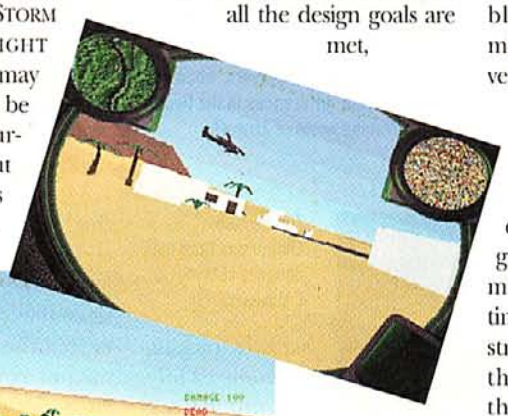
In short, CELTIC TALES is a refined presentation of the traditional Koei strategy game in

SILICON SHILLELAGH Koei's CELTIC TALES features lots of heroes and villains, while generously blending history and myth.

an occidental rather than oriental milieu. It offers more variety and detail than the earlier games, but may suffer from an over-designed interface.

Tank Commander

What do you get when you combine **Psygnosis**' arcade space-shooter NOVASTORM and **Domark**'s FLIGHT SIM TOOLKIT? Wags may answer that it would be something like a turret-mounted 747, but the real answer is TANK COMMANDER.



STORM THAT BEACHFRONT PROPERTY You can lead the fight in TANK COMMANDER from the traditional third-person, or a more "up close and personal" view.

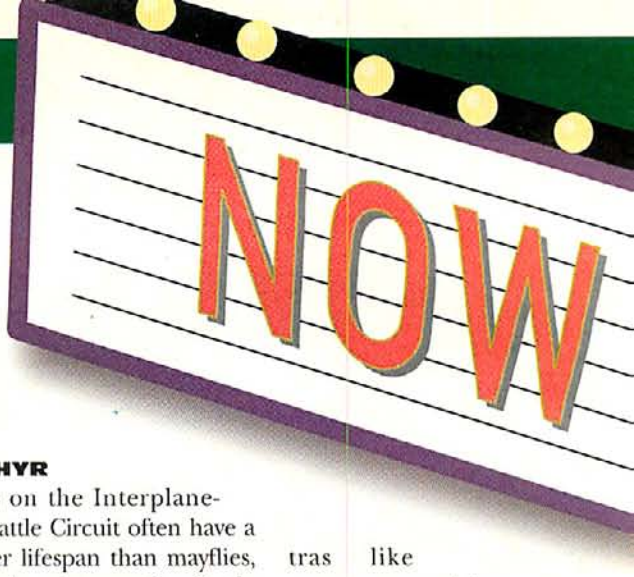
TANK COMMANDER, from Domark, allows you to search and destroy armored vehicles as the leader of an elite panzer squadron amidst texture-mapped desert sand dunes, valleys, and arctic tundras. Although the version we played was an early beta, we were able to see enough to realize that if all the design goals are met, including network and modem play, this game is loaded with potential. TANK COMMANDER will consist of 40 different missions with varying objectives, in which panzer generals can switch between several different vehicles in the heat of the battle, *a la* **Three-Sixty Pacific**'s SANDS OF FIRE. If you don't like the looks of your T-72, you'll be able to instantly switch to an M-1 Abrams, or even a jeep or motorbike. In addition to switching between tanks, there are also a number of "in-vehicle" views, including turret view, gunner view, chase view, and helicopter view. A radar screen and tactical map provide instant readouts of the locations of enemy forces and geographical features.

In this age of Voxel-Spacing and 3-D-rendered graphics, we were concerned that Tank Commander's polygon-based graphics might look dated, but the game's texture mapping provides a great sense of realism and is so attractive that, at times, it looks like non-playable animation. The gameplay looks fast, fun, and easy to learn—we mastered the controls and were blasting away bogies within minutes. Computer tank drivers who want more complexity in their game will have plenty of "realistic" options, like the ability to rotate the turret independent of the tank body. Also, since gamers will be controlling multiple forces at the same time, there will be some added strategic depth, particularly in the multi-player modes. Although on-line play is often scrapped at the last minute, Tank Commander's designers are said to be committed to network and modem play in the final version. We hope that they do, because the capability to play with or against more than one person at a time is high on our network play wish list.

PIPELINE

ESTIMATED RELEASE DATES BASED ON THE LATEST INFORMATION FROM GAME DEVELOPERS

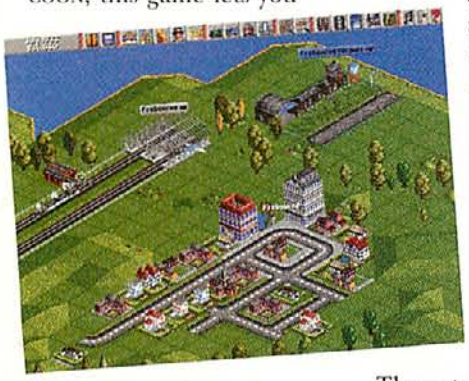
NAME OF GAME, COMPANY	RELEASE DATE
Absolute Zero Domark	3/95
Airship Mindscape	6/95
Battles in Time QQP	Q2/95
Beyond Squad Leader Avalon Hill	Q2/95
Bioforge Origin	2/95
Blackbeard Avalon Hill	Q1/95
Blood Bowl MicroLeague	2/95
Breach 3 Impressions	2/95
Bureau 13 GameTek	Q1/95
Celebrity Poker New World	3/95
Civil War Empire	2/95
Command & Conquer Virgin	4/95
Daggerfall Bethesda	3/95
Empire II New World	5/95
Frontier: First Encounter GameTek	Q1/95
Full Throttle LucasArts	2/95
Goblins 4 Sierra	2/95
Great Naval Battles 3 SSI	2/95
Harvester Merit	5/95
Heroes Might & Magic New World	3/95
High Seas Trader Impressions	2/95
Jagged Alliance Sir Tech	3/95
Lands of Lore 2 Virgin	Q1/95
Lords of Midnight Domark	Q1/95
Lost Admiral 2 QQP	Q1/95
Lost Eden Virgin	1/95
Magic: The Gathering MicroProse	6/95
MechWar New World	4/95
Navy Strike MicroProse	3/95
Perfect General 2 QQP	2/95
Perfect World EA	3/95
Phantasmagoria Sierra	3/95
Powerhouse Impressions	3/95
Ravenloft: Stone Prophet SSI	3/95
Renegade SSI	1/95
Spaceward Ho! 5.0 New World	2/95
Star Net Mindscape	4/95
Stonekeep Interplay	Q1/94
Tank Commander Domark	3/95
The Pure Wargame QQP	2/95
Third Reich Avalon Hill	Q1/95
Wetlands New World	5/95
World Circuit 2 MicroProse	Q1/95
Zorro Capstone	2/95



TRANSPORT TYCOON

Remember playing SIMCITY and wishing that you could actually control the routes of the cute little planes, trains and automobiles that were zipping around the screen? Thanks to TRANSPORT TYCOON, you can finally get that experience. Reminiscent of RAILROAD TYCOON, this game lets you build a variety of commercial transport systems and give sequentially-based orders to your units ("1-Load at Newbridge, 2-Unload at Wollingham", etc.). Instead of just having trains at your disposal, though, you'll now have boats, trucks, airplanes, trains and even monorails to dispatch with alacrity. The SVGA, isometric viewpoint provides a clear, attractive, three-dimensional view, although having to raise and lower landscapes before building roads and structures can be a (click and) drag. Another minor nitpick: while computer competitors' AI routines are better than average, we do miss the characters other games like RAILROAD TYCOON and CIVILIZATION have. These two complaints aside, our initial impression is that TRANSPORT TYCOON is an addictive mover and shaker. IBM CD-ROM, $59.95. Circle Reader Service #1.

MICROPROSE, HUNT VALLEY, MD, (800) 879-7529

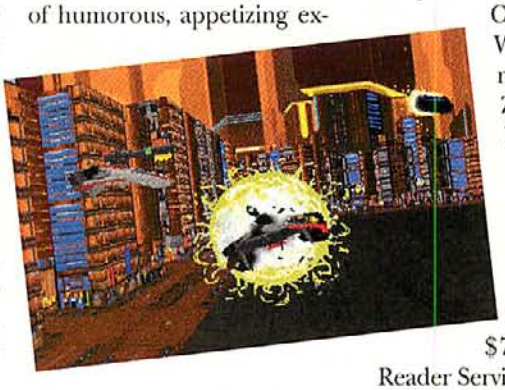


Rail magnates like Vanderbilt would be small fry in the intensely competitive world of TRANSPORT TYCOON.

ZEPHYR

Pilots on the Interplanetary Battle Circuit often have a shorter lifespan than mayflies, and advancing on the Battle Circuit is even more brutal. In order to accumulate the highest points, you'll have to dust off the most laps and, more than likely, the most enemies during a six race circuit in your corporate-sponsored Zephyr hovertank. 3-D graphics, incredible sound and lots of humorous, appetizing extras like race commentators and corporate sponsorships make ZEPHYR sound appealing. In spite of all the strategy and tactics, though, the steep learning curve and the, at times, frustratingly fast action may completely overwhelm gamers and turn ZEPHYR into a simple arcade shoot-'em-up. Contrary to New World's advertisements and Zephyr's game box, network and modem play are *not* included. A future patch has been promised, however. IBM CD-ROM, $79.95. Circle Reader Service #2.

NEW WORLD COMPUTING, AGOURA HILLS, CA, (800) 325-8898



Who needs corporate lawyers, when you can settle your differences in the hectic combat/racing world of ZEPHYR?

THE LEMMINGS CHRONICLES

Lemmings don't know when to stop, or so goes the popular myth about their cliff diving habits. **Psygnosis** and **DMA Designs** seem to have the same problem, as they've released LEMMINGS CHRONICLES, the third game in the popular LEMMINGS series, and they've radically changed the interface. As in the previous games, players lead a tribe of ditzy but endearing creatures through levels fraught with peril. But things are a bit different this time around. Now, the lemmings aren't assigned skills by the player; instead, all the lemmings are generic and acquire skills by picking up tools. While the puzzles are still challenging with this new system, the play seems to have lost some of its elegance. Other new additions include "monsters" like a vulture that swoops down and rips little lemming heads off, and Potato Beasts that punch in little lemming teeth. The lemming antics are just as cute, in fact a bit more so since they are a few pixels larger, but the package as a whole was put together with a little less care. LEMMINGS lovers may be unable to resist 90 more levels of brain-draining fun, but they should be aware that all is not as blissful as it once was in the land of lemmings. IBM CD-ROM, $49.99. Circle Reader Service #3.

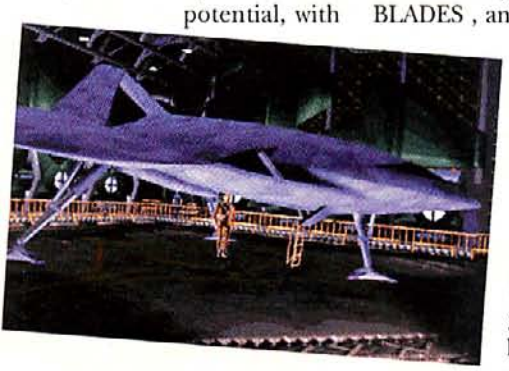
PSYGNOSIS LTD, CAMBRIDGE MA, (800) 438-7794

The lovable Lilliputians face new dangers in LEMMINGS CHRONICLES.

PLAYING

CYBERIA

The year is 2027, and guess who's been "volunteered" to go to Russia and recover the ultimate doomsday device? **Interplay's** action/adventure hybrid is full of potential, with



Hollywood splash and splendor meets arcade gameplay in CYBERIA.

futuristic, Silicon Graphics imagery and an innovative game design. CYBERIA combines puzzle-solving, 3rd person perspective adventuring, and arcade action. The arcade action consists of blasting away enemy fighters as your ship flies a predetermined route through Rebel-Assault looking terrain. Get through that and you'll encounter puzzles, roadblocks, and blockheaded enemy guards that will test both your mind and your mouse. Particularly unique is BLADES , an image recognition system built into your glasses that detects infrared, bio-organic, and mechanical footprints. The cinematic graphics give this game lots of style, but we suspect that some gamers will have little patience with the incredibly high number of times Zak (our cyberpunk hero) will die before finishing the game. IBM CD-ROM, $79.95. Circle Reader Service #4.

INTERPLAY, IRVINE, CA, (800) 969-4263

FLIGHT COMMANDER 2

Designer Charlie Moylan had long enjoyed playing board games on air combat, and he knew the computer could quickly handle the complex rules of those games. So, he created what is primarily a

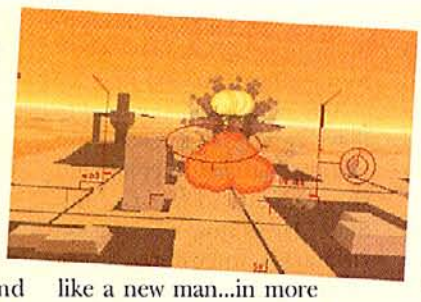
No joysticks required—but tough bogies in FLIGHT COMMANDER 2 may have you reaching for the eject button.

wargame for anyone fascinated by jet-to-jet combat, but who lack the reflexes to fly or patience to learn simulations like FALCON 3.0. This new version by **Avalon Hill** features the same game engine as its Macintosh predecessor, and makes good use of Windows, with nary a bug in sight. The graphics have been enhanced, featuring crisp aircraft silhouettes (which, not surprisingly, resemble cardboard game counters). AH artist Charlie Kibler provides gorgeous terrain maps, which some may prefer to flying through empty blue skies or cloud cover. Meanwhile, audio clips like radio chatter, explosions and the roars of afterburners lend a convincing feel to strafing runs and Immelmans. The reference manual gives a good overview of air combat tactics, and the step-by-step tutorials will have even novices taking out bogies quicker than you can say "check six." Still, even the veteran pilot will find plenty of action in the numerous scenarios, especially since the game will generate random historical missions from Korea in the '50s up to the late 1990s. Five campaigns are included, along with an extensive on-line database. IBM, $54.95. Circle Reader Service #5.

AVALON HILL GAME COMPANY, BALTIMORE, MD, (800) 999-3222

INFERNO

Ocean's new combat action adventure is another sci-fi title full of potential, combining great graphics, a great soundtrack and a compelling storyline. 3-D graphics that reminded us of those *Thunderbirds* puppet shows on television, and cheeky British dialogue like "I just got out of the regeneration chamber, chief, and I feel like a new man...in more ways than one!" give the game some personality. On the upside, your ship comes



A pulsating soundtrack drives INFERNO, the latest British action import from Ocean.

equipped with a bundle of weapons and even has three different autopilot settings. However, the space combat action might take some getting used to and overly sensitive controls will have to be dealt with before you'll be blasting bogies with any frequency. Also, although the combat graphics are attractive enough in the planetary dogfight sequences, the space combat graphics are so simplistic and two-dimensional that they often remind us of ELITE. IBM CD-ROM, $59.95. Circle Reader Service #6.

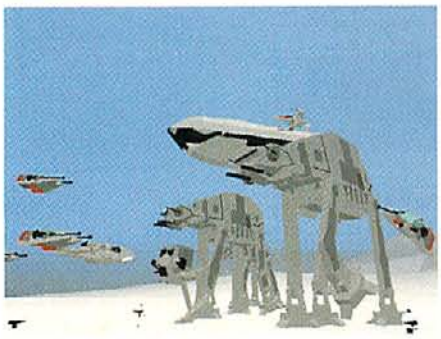
OCEAN OF AMERICA, INC., SAN JOSE, CA, (408) 954-0201

Local Gamer Makes Good

CGW Reader Wins Domark Contest And A Job In Game Design

When Joe Marullo read about the flight sim creation tools in **Domark**'s FLIGHT SIM TOOLKIT, he was immediately moved by creative visions, but not of the Spitfires, Harriers, and Tomcats that the toolkit typically inspires in sim fans. Marullo's mind ran to the stars, and a galaxy far, far away.

Marullo had long been a Star Wars fan. In fact, it was **LucasArt**'s X-WING that inspired him to give up his Amiga and buy an IBM computer. Hooked on X-WING, he snatched up the IMPERIAL PURSUIT and B-WING expansion disks as fast as LucasArts could create them.



HELL HOTH NO FURY A scene from Joe Marullo's prize-winning FST design of the Battle of Hoth.

"LucasArts seemed to be taking their Star Wars games in the same direction as the movies, using the expansion disks to fill in the gaps between each film," Marullo says. "*The Empire Strikes Back* was my favorite of the trilogy, and the battle between the Imperial and Rebel troops on the ice planet Hoth was a scene I could watch a million times."

He eagerly looked forward to fighting in that battle in the next game of the series. But when LucasArts announced that the next game, TIE FIGHTER, would skip his favorite scene and begin immediately *after* the Battle of Hoth, he felt cheated: "I'd be lying if I said I wasn't a little upset," he said.

Then he read a magazine article about FLIGHT SIM TOOLKIT and how its 3D shape editor could be used to createand pilot functional jets and tanks on any type of terrain. "I questioned why tanks had to look like tanks, and planes like jets," said Marullo. "Why couldn't the terrain look like a ball of ice, where Rebel troops fought impossible odds against Imperial war machines?"

He bagged FST first thing the next morning.

Marullo began working on his dream game, slowly learning the FST tools and building more and more complex 3D shapes. His first completed shape was a giant Imperial AT-AT "walker," which he learned how to animate in a program that doesn't offer animation.

For the next few months, Marullo worked feverishly on the "Hoth" project, and as the deadline drew closer, his life consisted of nothing but "Hoth-Work-Sleep." He finished and shipped his creation a week before the contest deadline.

Domark received a full recreation of the Battle of Hoth in which the player flies a Rebel Snow Speeder. Marullo had created a complete soundtrack and sound effects package by splicing in sounds from the movies, and he had created shapes for every character and craft in the scene, from the Millennium Falcon to the Rebel-mounted TonTon creatures to Darth Vader and his Stormtrooper escorts. The player's Snow Speeder could even fire a grappling hook to trip the AT-ATs, just as Luke Skywalker did in the film.

"Everyone at Domark was amazed," recalls spokesman Paul Baldwin. "Joe had done things that we thought were only remotely possible."

Marullo won the contest handily and was given the grand prize: a trip to the Farnborough Air Show in England and a visit to the offices of SIMIS, the developers of FLIGHT SIM TOOLKIT. While in England, Marullo was offered a game development job in Domark's California offices.

Although he found it hard to leave family and friends in Florida, Marullo accepted and shipped out to the Golden State. He is now working on Domark's upcoming space combat game, ABSOLUTE ZERO.

"So what do you know," mused Marullo. "Sometimes dreams do come true after all."

Diamond Kit Offers Blazing Speed, 3 CD-ROM Games

If state-of-the art DOS-based games require a faster PC than you can afford, you can give your Intel-based machine a steel-toed kick in the pants with **Diamond Multimedia**'s new *Games Accelerator Kit.*

The kit combines a new 1 MB version of Diamond's fast STEALTH 64 DRAM video card, a sampling of CD-ROM games, and a "starter" joystick.

Gamers who need even higher performance for games like WING COMMANDER III,

NASCAR and U.S. NAVY FIGHTERS may want Diamond's 2 MB DRAM card, an $80 upgrade. It offers excellent performance in both DOS and Windows, nailing high benchmarks in the December issues of *PC Magazine* and *CGW.*

The Games Accelerator Kit has a suggested retail price of $219 and includes three CD games: an enhanced version of **Domark**'s high-res FLIGHT SIM TOOLKIT, **LucasArts**' REBEL ASSAULT, and **Mindscape's** MEGA RACE.

Contact Diamond Multimedia for more details at (408) 736-2000.

"*Rise of the Triad* is sure to hit the target, especially when multiple players are involved."
Computer Gaming World

"I can't think of any reason why every DOOM nut won't flock to this game. It's beautiful, fast, and challenging."
Interactive Entertainment

"★★★★ 'Four Diskettes'—A must buy."
Hot Disks!

"Blistering action and a sense of humor make *Rise of the Triad* one of the year's favorites."
Computer Game Review

Who are we to argue?

RISE OF THE TRIAD
DARK WAR

As part of the High-risk United Nations Taskforce (HUNT), it's your assignment to devastate and destroy...to ensure peace on Earth. You're equipped with the most vicious weaponry ever seen. But have you got the guts to blaze through hundreds of deranged terrorists and slaughter their sinister masters of death? Yes!

• Fierce Comm-bat™ zones, ideal for massacres during modem and network play.

• Cruelly taunt your opponent with live RemoteRidicule™ during multi-player games.

• Did we mention tons of gut-spewing graphics and blood-curdling digital sound?

APOGEE™ FormGen INCORPORATED

Created by Apogee Software, Ltd. and distributed by FormGen Inc. 7641 E. Gray Rd, Scottsdale, AZ, 85260 (800) 263-2390
Available on disk and CD (body bags not included)
Circle Reader Service #143

HARD COPY COPY COPY

Rebel Scum Don't Stand A Chance With New TIE Fighter Strat Books

LucasArts' TIE FIGHTER is one of the hottest action games of the year. It comes as no surprise, then, that publishers are launching strategy guides like proton torpedoes.

The Fully Authorized Battle Manual for Imperial Pilots, from **Brady**, is probably the flashiest of these. With about 140 glossy, magazine-sized pages, this guide's high graphic flair puts an issue of *Wired* to shame. Unfortunately, style seems to come first here, and author Corey Sandler's tips tend to get lost amidst the graphics. Without the glitz, you get somewhat less than 50 pages of hard information.

After 40-odd pages equivalent to the game instructions, each mission is given a big glossy page, with a couple of relevant screen shots from the mission, a list of friends and foes, some general advice on what to look out for, and a list of mission objectives. Apart from the advice paragraph and listing of secret mission objectives, there is very little here that a gamer could not get from the game itself. It may be authorized and extremely pretty, but it falls short on usefulness.

In *Tie Fighter: The Official Strategy Guide,* substance takes a clear priority. The book, written by well-known authors Rusel DeMaria, David Wessman and David Maxwell, comes in at a hefty 400 pages. The first 40 pages are spent going over the basic tools and maneuvers available to a pilot. Then, lengthy tables detail and compare the various craft encountered in the game. Readers are guided through each mission by young Imperial pilot Maarek Stele, who provides a kind of storyline to the game's linked scenarios. Stele also offers a kind of Cliff's Notes for each scenario, telling the player what button to push, which direction to go and what ships to blow up for optimal success. Finally, it finishes off with a 125-page appendix, describing every single ship group to be encountered in the course of the game, along with its weapons load, tactics and starting position.

Prima's guide may be a little thick for the casual player. Also, players who rely on Maarek Stele's play-by-play could end up feeling that *they* are being flown instead of the fighter.

The 64 Gigabyte QUESTION?

What kind of a game would you design if there were literally no limitations? We wondered the same thing and we asked some prominent computer game designers, "With unlimited computing resources, an unlimited budget and no user hardware constraints, what kind of interactive experience would you create?"

This month we take flight with Larry Holland, designer of such classics as THEIR FINEST HOUR, SECRET WEAPONS OF THE LUFTWAFFE, X WING and TIE FIGHTER. Watch this space each month for a different designer's answer.

"I would create a high-fidelity virtual world experience that would satisfy my penchant for exploring the Earth. Based in a scientific research vessel with the freedom and capability to move through the entire span of Earth's history, over any geography and operate on any scale down to the molecular level, the player could travel to his/her favorite world. This 'fantastic voyage' craft would have the unique power to 'morph' its size and functions to the needs of the current environment. It could change to a heat-resistant craft capable of flying down the neck of an erupting volcano, or to a thin protective skin that thinly covers one's body. Given this free range of movement, complete protection from any environmental hazards and the power to study and experience any event from close-up, all that remains

is to create an immense detailed database of places and times to explore.

I would start by creating an environment database for Lake Turkana in Northern Kenya about 1.5 million years ago, with the intention of joining a band of proto-humans as they struggle for survival on the African savannah.

Next, I would create a world from the scale as an insect sees it, and fly into a beehive...

Then, recreate the Trojan war..."

Never Lose Sight Of How Pinball Should Be Played.

A truly great pinball game is more than great graphics and spectacular sounds, more than the latest arcade features like 3D ramps and three multi-ball play, more than fast ball movement and precise flipper control, and it's more than being able to see the whole playfield at once so you can aim your shots. A great pinball game has that unique quality of playability and never-ending challenge that keeps you coming back for...*just one more game* and a shot at your new high score!

Washington Post– "Crystal Caliburn perfectly captures the essence of a great pinball machine."

New York Times–"The realism is striking... [Crystal Caliburn] will be at the top of Silicon Santa's gift list this year."

Inside Mac Games– "ARCADE GAME OF THE YEAR"

Computer Game Review– "Crystal Caliburn sets a new standard. For realistic pinball on a computer, there's nothing like this game."

Electronic Entertainment– "Crystal Caliburn is simply the best, most realistic, most challenging pinball simulation for the Macintosh yet." (Rating: 9 out of 10)

GAMES Magazine–"You'll forget you're playing on a two-dimensional computer screen... the realism is astonishing."

MacUser–"Electronic pinball's Holy Grail." (Rating: 4 1/2 out of 5)

SYSTEM REQUIREMENTS:

MACINTOSH: 13" or larger monitor, 256 colors, and 4MB RAM.

WINDOWS: 386 or faster processor, Windows 3.1, 256 SVGA monitor, 4MB RAM. Supports SoundBlaster® and other Windows compatible sound cards.

Crystal Caliburn™

From the creative genius of LittleWing™, developer of TRISTAN™ and Eight Ball Deluxe™ for Macintosh. Available from your favorite retailer or mail-order catalog. Interactive DEMO on AOL® and CompuServe®.

NOW AVAILABLE FOR WINDOWS!

StarPlay Productions, Inc. • PO Box 217 • Greeley, Colorado 80632-0217 • Tel 303.447.9562 • Fax 303.447.2739

™ Crystal Caliburn and Tristan are trademarks of LittleWing CO. LTD. Other trademarks are the property of their respective owners.

Circle Reader Service #225

THE NEW MINDSCAPE® PRESENTS METAL MARINES™

THE SURVIVAL OF CIVILIZATION IS AT STAKE.

YOU COMMAND MECHANIZED WARRIORS.

YOU DECIDE WHICH RESOURCES TO USE.

YOU DECIDE WHAT TO DO NEXT.

AND YOU BETTER DO IT,

BEFORE YOUR ENEMY DOES IT TO YOU.

Mindscape just changed the strategy of action games. There's never been anything quite like Metal Marines™. Combining non-stop action, precision-edge strategy, and just plain guts, it's a first in Windows™ entertainment.

You're in a high-tech war in the far future, and your side's fate is in your hands.

Every decision is crucial. Muster your Metal Marines and launch waves of raids and missiles to bring your enemy to its knees. You have to act fast. Or else.

The game play is in real time, with ferocious consequences. Build arsenals of high tech weapons, perform surgical missile strikes, lead your Metal Marines into combat—and on Windows™, leap from one window to another, and bomb your opponent while he's doing a spreadsheet!

With the artificial intelligence built into Metal Marines, 20 levels of intense action give you endless challenges and possibilities. Metal Marines, from the new Mindscape. It's no time like the present.

MINDSCAPE®

Formerly The Software Toolworks, Inc.

Mindscape, Inc.
60 Leveroni Court
Novato, CA 94949

To order call: 1-800-778-2299.

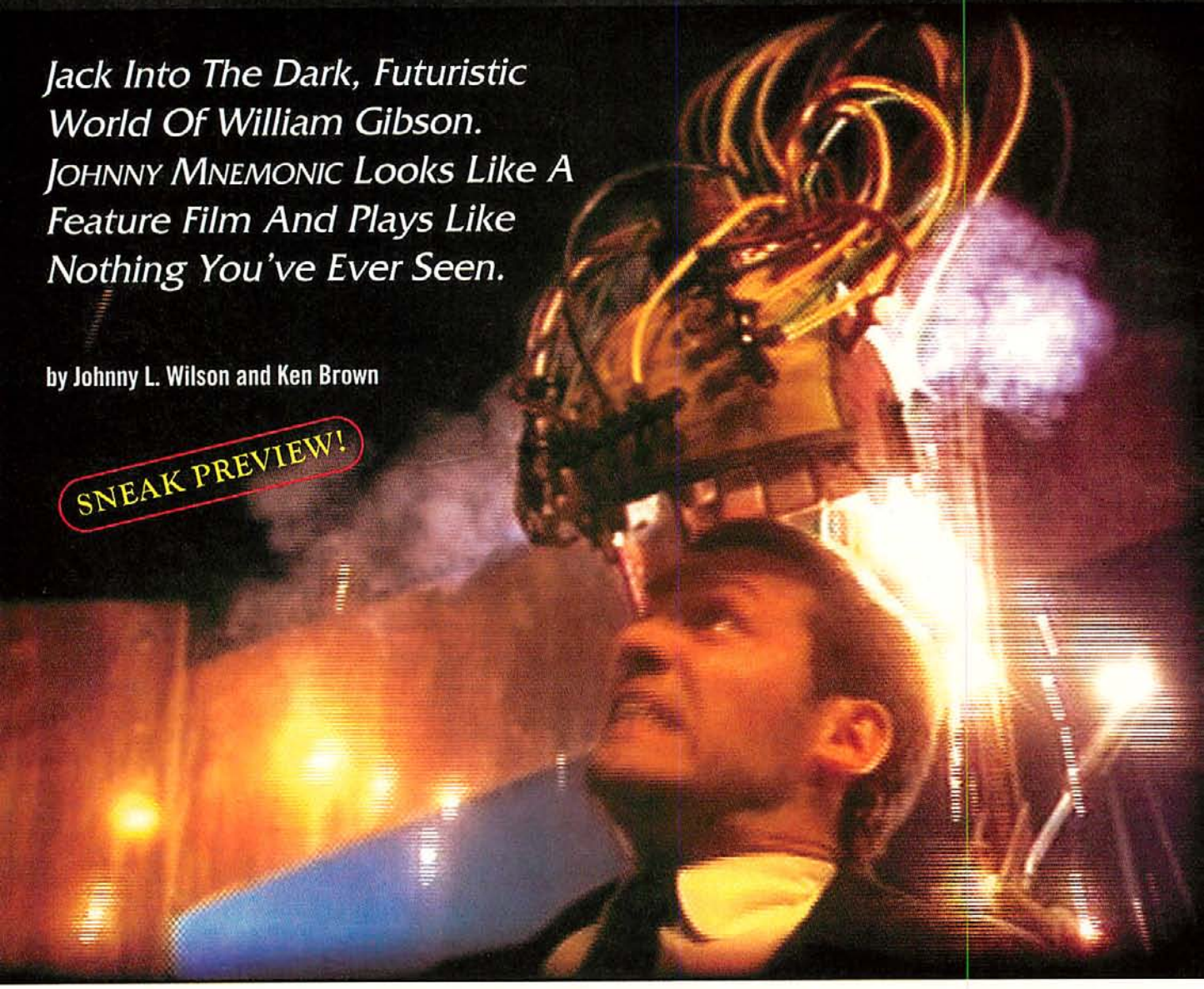
Formats: Windows™ MPC ©1995 Mindscape. All rights reserved. "Metal Marines"™ © 1994 Namco Ltd. All rights reserved. Windows is a trademark of Microsoft Corp.
All product and company names are the trademarks or registered trademarks of their respective holders.

JOHNNY MNEMONIC

Jack Into The Dark, Futuristic World Of William Gibson. JOHNNY MNEMONIC Looks Like A Feature Film And Plays Like Nothing You've Ever Seen.

by Johnny L. Wilson and Ken Brown

SNEAK PREVIEW!



DATA—THE IDEAL CONTRABAND. DATA—GOLDEN VEINS OF BINARY FILES MAINLINED INTO THE bitstream for profit, power, prestige. Ideas and unlimited knowledge packed into the hookah pipe of the net, sucked out by cyberjunkies jacking in for a fix. Data—power liberating and corruptible. The symbol of our time and the dark, near future.

When vital information can be stolen remotely or corrupted by viruses, where is it safe? Maybe in your head. Maybe in the head of someone willing to be implanted with silicon storage and precious cargo, for a price. A biological data unit.

When William Gibson wrote "Johnny Mnemonic" back in 1981, he postulated just such a carrier. His cyberspace-capable, circuit-headed courier of the future, the Johnny of the title, shuttles the building blocks of empire between the information pawnbrokers of a dismal future. Johnny uses his head to get ahead. Ahead, that is, until a capricious code broker opts to dispense with Johnny rather than pay him. Then, he's in danger of losing his head entirely.

Such is the shadow world of information smuggling in which Gibson's short story takes place. The dark, dehumanized world of an all-too-possible near future. A world whose images of deadly data and info assassins will be artistically splashed across both theater and computer screens

by mid-1995. Thanks to the persistence of visual artist and video director Robert Longo, Gibson's haunting vision will reach the big screen—complete with elaborate multi-million dollar sets. Thanks to the vision of Sony Imagesoft and some high-powered directing and writing talent, quite a different experience will be available to computer gamers.

In the theatrical presentation, you'll sit in a darkened theater in a dream-like trance and watch Keanu Reaves portray Johnny on the silver screen. In the computer experience, you will find yourself pulled *into* the screen. You cannot passively observe the lesser-known actor who plays Johnny, you must direct him. Left, right and forward through the video stream—you control the action. If the on-screen focus shifts to an object, you direct Johnny to use it. When pro basketball star Kurt Rambis (aka "Superman") looms menacingly over our hero enough to completely fill the screen, you direct Johnny to punch, kick or block Rambis' fists. Both "Johnny Mnemonic"s are presented on film, but they are entirely different experiences.

JACK-IN THEATRE

The first thing you notice about the CD-ROM version of JOHNNY MNEMONIC is that it looks like watching a movie on a PC. It might be a little pixelated, but the video plays full-screen, using new Quicktime 2.0 compression software. Johnny, played convincingly by Christopher Gartin, wakes up in his apartment and soon lapses into haunting flashbacks. You soon realize why he has a lot on his mind—he was implanted with information that will kill him within 24 hours if he doesn't upload it. Johnny better get moving.

And move he does. This game rockets along like a good Ridley Scott film, characters rushing from room to room, place to place, getting in fights, racing from gunbattles, and trying to survive in a kaleidoscopic spectacle befitting a Gibson vision. And all the while you are interacting with it, deciding where to go, when to jack in, and instantly changing the course of the game in ways both subtle and profound. The game play sucks you into a freaky movie-game gestalt you never thought possible, but sure don't mind experiencing.

Though Johnny gets in fights, he is no meatball. As in the short story, he is a very technical boy, finding strange electronic gadgets and pocketing them for later use. These can take the form of multi-language readers, VR glasses, sim/stim-style implant devices and other toys, all of which enhance the game's futuristic feel and give Johnny a rogue hacker mystique.

JOHNNY & JANE Johnny gets a real kick out of unwelcome visitors. Fortunately, his tattooed bodyguard Jane helps keep him out of trouble, sometimes. These scenes were shot during the game's filming.

OPEN FILE

When computer games are spun off of major motion pictures, the development path is usually more complex than the traces on a circuit board. JOHNNY MNEMONIC is no exception, having begun life as a video game first and then a PC game. Most computer game publishers couldn't afford the rights to a feature film property, but Sony Imagesoft is a game developer like no other. The parent corporation not only makes every electronic device known to man, they *own* Columbia Pictures and Tri-Star Productions, the latter of which is releasing the movie. Starting to get the picture?

Once Sony Imagesoft decided to produce a game based on the movie, they hired an experienced film unit to shoot all new footage just for the game. In this way, they wouldn't have to work around the movie's production schedule, or pay stratospheric rates for show-biz talent. Sony didn't scrimp when it came to selecting a production outfit, though. Propaganda Films, the leading-edge company chosen to film the game, is notable for filming the movie *Wild At Heart*, as well as producing high-end TV commercials for AT&T, Coca-Cola and Nike.

Propaganda Films, by no small coincidence, was moving toward the multimedia film business themselves and had formed a unit called Propaganda Code. The result is that Propaganda not only shot the footage but also developed the code for DOS, Macintosh, and MPEG-capable machines (equipped with a Reel Magic card). Playing JOHNNY MNEMONIC on an MPEG-equipped machine promises to be so perfectly crisp it will make even non-gamers sit up and bark to be able to play.

Propaganda Code procured the now defunct Ambassador Hotel for their 15 days of camera work. The hotel infamous for the assassination of Robert Kennedy was transformed by Jean Philippe Carp, designer for the film *Delicatessen*. Carp's wild adornments include aquarium end-table lamps whose occupants cast moving shadows on the walls and neon-adorned vid-screens that give the set its distinctly futuristic look.

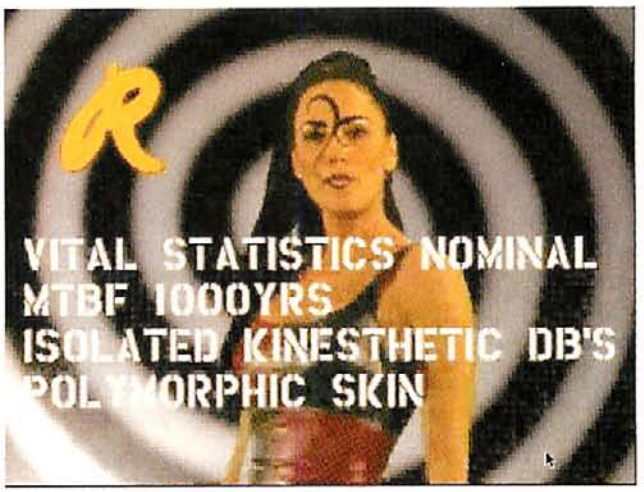
Using an original script by writers Douglas Gayeton and John Platten, the actors and production crew did 70 camera setups per day (compared to approximately six per day for a feature film) to capture

TEKNICAL DIFFICULTIES The leader of the Lo Teks (Isaac Hayes) breaks into news broadcasts to warn the hacker community of a deadly viral threat.

the 145 page script. Producers Mary Ann Norris and Connie Booth supervised the project and tracked the myriad details to ensure continuity in the game. Norris credits Gayeton's directorial sense and Platten's gaming sense with much of the success in producing the project. Platten's TOMCAT ALLEY was a best-selling Sega CD game in '94.

FILE DESCRIPTION

The team of writers and producers didn't want JOHNNY MNEMONIC to be a conventional shooter or a passive viewing experience. Instead, they wanted players to relive the Johnny Mnemonic experience through three modes: exploratory, action and combat. Producer Norris, a graduate of MIT's media lab, didn't want an obtrusive cursor or conversational interface popping up in the middle of the video and spoiling both the pacing and the suspension of disbelief. Her solution was elegant. She would use the letterboxing technique familiar to many film buffs (the black frame that surrounds the film itself when a non-standard-sized display format is used) to indicate Windows Of Opportunity (WOOs). Whenever a WOO would appear on-screen, the video would be flowing continuous at the same pace, but it would give the player a chance to interact.



GIBSON GIRL Depicted holographically in her boss's office, Pretty is a somewhat synthetic kinesthetic deconstructionist (otherwise known as a bodyguard) for Johnny's treacherous data broker.

Within the game context, you can always direct which way Johnny needs to go. If the video should suddenly appear in letterbox format during the exploratory mode, you have a chance to do something. You can USE an object and, depending on the object, you may get a clue necessary to solve some of the simple puzzles in the game or solve a puzzle merely by using that object. For example, if you have found the translator device prior to finding the Chinese FAX, you will be able to USE the translator on the FAX and gather vital information. To make things more interesting, however, the objects and other characters do not always show up in the same order. There is enough randomness to keep you off guard for a few playings.

FEMME BRUTALE Jane's vicious fight with Pretty is entirely interactive, like all of the fight scenes in the game.

If you are in combat mode and the view changes to a letterboxed view of your antagonist, you have the opportunity to punch, block or kick. In most games using streamed video or animation, you merely need to memorize the order and timing of these moves and you can win the fight every time. In JOHNNY MNEMONIC, the hot-spots change enough that you cannot win the fight by memorizing the moves. You must react as though you were in the situation, yourself—waiting for the optimal moment and choosing from your limited options. The combat sequences certainly offer a different feel to combat than all those animated, horizontal-scrolling fighting games. With the video, it suddenly becomes personal.

The action mode features a wider field of vision in which you have to move quickly to get to a usable object (thus, shifting to combat mode) or find an exit through which you can escape. This mode generally occurs when you've spent too long exploring one place or you inadvertently kick a tripwire leading to the bad guys. This is the mode that will really make you feel like you're trapped in a movie and have to do something to get out. It's an extremely interesting perspective.

FILE SUMMARY

The one incontrovertible feeling about JOHNNY MNEMONIC is that the pace won't let up. Just as it is vital for the Johnny of story and film to solve his dilemma within very restrictive time constraints, so does the pacing of the computer experience force you to keep moving, thinking, watching and reacting. When the game controls were first described to me, I didn't think there could possibly be enough to do in order to keep me playing the game. I was wrong. The continuous video stream and the constant assortment of action opportunities kept pulling me in deeper.

Whether the combat mode will be satisfying to hard-core gamers remains to be seen. I liked feeling that my tactics were impacting the fight on-screen and enjoyed replaying those which were available to me at press time. I do think that the four distinct endings and the possibility of winning in more than one way will add to the game's depth and mystique. But, as in many adventure games, replayability may be limited.

What I do know is that the game looks different and feels different than any computer game experience I've ever had. If the interactive movie concept has any validity at all, JOHNNY MNEMONIC is a watershed product. Within the limits of digitized video, it puts you as close to Gibson's dark future vision as you can probably get without injecting a chip into your skull.

Rockefeller had oil.
Carnegie had steel. You have

Zeppelin.

Experience the thrill and challenge of becoming the most powerful airship tycoon of all time. Travel at record-breaking speeds, ear-popping heights and incredible distances. Allocate resources, sell stock, race to discover new technology. *You* make every decision. Reach for the stars, but beware of the dangers. Because if you fall victim to war, natural disasters, or ruthless competitors, the only thing you'll be reaching for is a parachute.

©1995 MicroProse All Rights Reserved.
Photo courtesy AP/Wide World Photos.

MICROPROSE®

Anything is possible.

1-800-879-PLAY. For IBM-PC & Compatibles on CD-ROM.

Take Ten Steps.

Tired Of Beating Up On That Bits-For-Brains Computer Opponent? Take On A Real Challenge By Taking On Real Opponents In Network- And Modem-Capable Games

by Martin E. Cirulis

There are many odd things about the world of computer games, but one of the oddest is the fact so much time is spent discussing something that doesn't really exist. No, no, I'm not talking about *Champions, the CRPG*; I'm talking about something that probably will not be achieved in the lifetime of anybody reading this article—the true computer game Artificial Intelligence (AI). Though there have been valiant attempts to refer to this maligned field of programming as the Computer Opponent, or Artificial Opponent, the term AI has stuck. And this in spite of the fact that, even though it is artificial, there is no way that intelligence has anything to do with the situation. At best, all of us have been competing against primitive (mostly) expert systems, no smarter than the rig some mechanics use to diagnose your car's ills. While computer games continue to expand in power, glory and detail, the science of providing a strong opponent to make things interesting for the human player has lagged far behind. In fact, you could make a pretty good case for the fact that things aren't much different than the good ol' days of M.U.L.E., when it comes to computer players.

Not that this is really anybody's fault. Contrary to various overly optimistic magazine articles, modeling human thought is fiendishly difficult. It's not easy to make a working model of something when you're not very sure how it works. Now, game designers have never claimed to have made the greatest computing breakthrough since IBM said, "Hey, what if we put holes in the cards *before* we run them through the machine!", but the use of the term AI has given rise to unfair expectations. Some gamers are crying over something that often can't be helped. So, in the interests of fairness, and to set the record straight, here's *The Law of Opposition:* "No computer opponent will ever be as interesting to play as a human one." The sooner this is realized and accepted, the sooner great games will stop falling short by only having a single player mode.

Of course, once you have gotten into human competition, the question is how to pull it off. Sure, "hot seating" (taking turns at the same computer) is fine for sequential turn wargames, though you can wear out a couple of computer chairs before a five-player game of WARLORDS II is over, but any game involving real-time or simultaneous turns is right out on a

Illustrations by Brian Clarke

Turn, And Dial

single computer. There have been some valiant attempts at split screening and shared keyboards, but these are ad-hoc solutions at best. For true human vs. human competition, each mammal really needs its own computer.

"That's great, Mr. Wizard, but how do you put two computers together?" I can hear you asking, out there in PC-Land.

Well, currently, and probably far into the future, there are three ways to connect computers in the realm of gaming. The first two are our old kissing cousins, The Modem and The Serial Port, and they have been around almost as long as Computer Gaming herself. There have been and will continue to be wildly successful modem games, but the problem is that modems and serial ports are only two way connections—leaving the hobby without much of an edge over board games, except that our pictures move. The third type of connectivity is called Networking. No, I'm not talking about gathering together a bunch of yuppies over cappuccino. Networking is when two or many more computers link up and share systems with one another.

Regardless of what demographics say about the lone gamer and the lack of two computer households, the industry seems to have finally figured out that humans enjoy competing against other humans and that we are willing to go a little out of our way to do it. For those of you who missed this trend, and are just thinking about getting connected and are wondering what you missed, I'll be going over all the Network-capable games published to date, as well as some of the more popular Modem/Serial titles.

WEBWARS(NETWORK GAMES)

Networking has been around a long time, but it was once purely the domain of dreaded business software, since usually it was only businesses who had more than one PC at a time in the same area. So, while network technology offered the greatest potential for group computer gaming, it was largely ignored.

Ignored until there came a little game you might have heard of...DOOM.

Yes, DOOM, a game that surely would have been a huge successor to the old WOLFENSTEIN 3-D even if it had remained a single player shoot-em-up. But those wonderful kids at **id Software** added something that guaranteed its passage into gaming legend—they made DOOM networkable, up to four players. And with the explosion of DOOM came not only a horde of clones, but a burst of interest in networking by the industry. In '93 there were only three titles with network capability; in '94 that jumped by ten and '95 promises to be even better.

Many of the titles I'll be discussing benefit greatly from what I've come to call *Martin's First Law of Networking*, which states, "The Lameness Co-Efficient of any game varies inversely with the number of players capable of Networking into it." Or to put it less pretentiously, any "OK" game can be redeemed by adding network play, the more players the better. This is not to say that only the weak need networking—even great games benefit from The First Law. FALCON is a first-rate simulator, but when six human players are tied up in a dogfight, it becomes truly incredible.

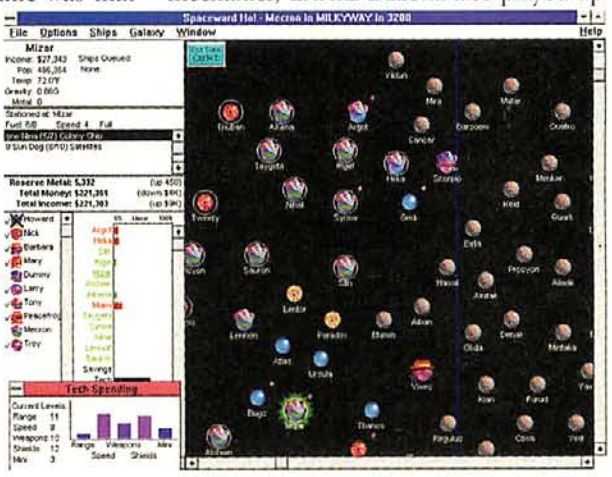
THE TRADITIONS OF WAR

The first Networking game I encountered in the distant mist of early '92 was a strange little game called ROBOSPORT from **Maxis**. The idea here was to give a

group of little robots orders that would cover 15 or so seconds on the battlefield, against up to three other teams. While it was possible to play the game with multiple humans in hotseat mode (if you didn't mind playing four rounds an hour), the nice thing about this game was that players could do their turns on their own computers and then the "master" program would merge the files and spit the results back to the players. This would allow you to speed the game up four-fold, and since ROBOSPORT was a Windows application, you could get some work done or just play some TETRIS while you waited, instead of bugging the Tail-End-Charley. (*Martin's Second Law of Networking*: In any game that allows simultaneous turns, some poor sod will inevitably be yelled at for consistently taking too long.) Unfortunately, time, technology and a seeming lack of support from **Maxis** for one of its earlier children has doomed this classic far too early; some aspect of the latest version of Windows for Workgroups (3.11) triggers the copy protection system on ROBOSPORT, making the network mode and anything but the basic game inaccessible. Perhaps it's time for ROBOSPORT 2?

The next title to brave the Networking Frontier was from **New World Computing**; this company seems to have a genuine commitment to network gaming, a commitment the gaming public is starting to take notice of. This first game was a humorous spaceploitation game called SPACEWARD HO! which allowed you to conquer worlds and research technology in a universe with a wacky cowboy motif. A quick, playable game, it might have passed into obscurity fairly quickly if not for the fact it could accommodate up to 21 players on a Net. It was another Windows-based game, and became the goof-off of choice in many office buildings until DOOM arrived. It's still fairly popular, enough so that there is an eager audience waiting for the long-promised upgrade. **New World**'s latest net offering, HAMMER OF THE GODS, is another idiosyncratic wargame; this one has an interesting take on the Age of the Vikings and most of the anti-social behavior that entails. While novel and enjoyable, its networking aspect suffers from lack of a Windows interface and sequential turns.

New World also turned to networking when it looked to improve the classic EMPIRE. Along with new weapons and refined mechanics, EMPIRE DELUXE also played up to six over a network, and while it was still hampered by sequential turns, it did come in a Windows version. Interestingly enough, a game that could politely be called a "tribute" to EMPIRE, called CONQUER FOR WINDOWS, actually improves on the basic concept by allowing players to make their moves in real time—so instead of a dry, derivative game of production and destruction, you have a nerve-racking, fast-action little wargame where a player must watch all fronts at once and pray he isn't attacked by two players at once.



THE WIERD WIRED WEST SPACEWARE HO!'s strange cowpokes-in-space motif is a great setting for an office-wide round up.

The latest net-capable wargame to incorporate both simultaneous turns and a Windows interface is LEGIONS from **Mindcraft**. Supporting up to five human players and 14 odd computer opponents, LEGIONS is an historical wargame covering human history from ancient China up to the wars of Charlemagne. With diplomacy, trade and individual Generals involved as well as straight combat, this game is a much needed fix for those of us who have waited so long for NetCivilization.

Back in the DOS arena: long ago, in a time when **MicroProse** still believed in multi-player games, there was a nifty little strategic game called GLOBAL CONQUEST. It was the sequel to an earlier nifty game called COMMAND HQ; both were in the tradition of EMPIRE, but with a slightly tighter focus and a better sense of humor. What made GLOBAL CONQUEST such an improvement was that it eventually featured network drivers that made it the first DOS-based network game. Even after **MicroProse** moved on, dedicated fans created a networkable version of COMMAND HQ, making it a fine example of a multi-player game that is always fun to go back to.

Recently, **Accolade** has imported BATTLEISLE 2200 from England and added net capability to an interesting SF wargame, which has some of the most diverse and interesting vehicle and weapon types I have ever seen. Unfortunately for social gamers, the network routine is very primitive and requires a dedicated server machine, meaning there has to be a computer doing nothing else but managing the network. This means the only people playing this one on the net will be after-hours office types.

ANCIENT ART OF THE KIBITZ Tactfully worded messages are an essential element of diplomacy in network games like LEGIONS.

As if to compensate for the former disappointment, the latest DOS-Network game to cross my desk is a true jewel. WARCRAFT from **Blizzard Entertainment** is kind of like DUNE 2 meets D&D. Players pit Human forces against truly despicable Orcs, each race having roughly analogous units with some unique twists. Part of the novelty of this product is that your ability to grow your village and produce the army you need to crush your foes is directly tied to your population of peasants, who actually move about the landscape mining, harvesting forests and building structures. The warfare is always

CHEAP.

Accelerated Graphics. Faster Games. Great Value.

Diamond Multimedia's Stealth™ Games Accelerator Kit comes with a blazing fast Stealth™ 64 DRAM graphics accelerator and three best-selling game titles for only $219 (MSRP). You'll get Rebel Assault, Mega Race™ and Domark's Flight Sim Toolkit™, the world's only high-speed, high-resolution flight simulator.

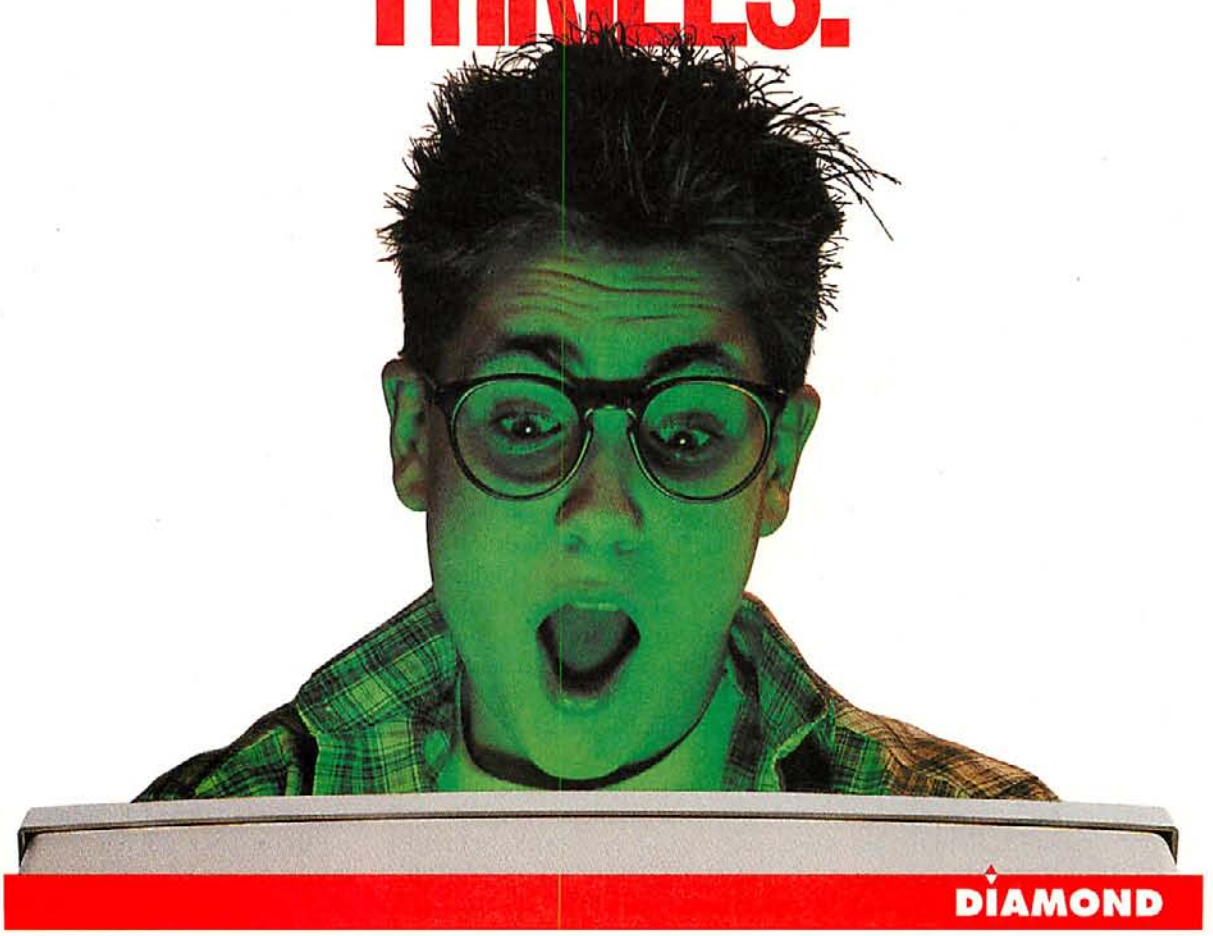
With the Stealth graphics accelerator you'll instantly notice smoother, quicker and more colorful graphics in all the latest Windows® and DOS applications. Games are more action packed and challenging. Edutainment is more realistic. It is simple to install and delivers accelerated graphics with faster screen updates, up to 16.7 million colors and flicker-free refresh rates of up to 120 Hz. Available in VLB or PCI versions, it works with all IBM-compatible systems.

Get a Stealth Games Accelerator Kit for thrilling games and hot graphics. Go to your nearest retail outlet or call **800-4-MULTIMEDIA** for a store near you. FAX-BACK service is available at **800-380-0030**.

Three Top Games Included!

All trade names referenced are the service mark, trademark or registered trademark of the respective manufacturers. Rebel Assault trademark & © 1993LucasArt Entertainment Co., used under authorization. All rights reserved. Diamond Multimedia reserves the right to change specifications without notice. © 1994 Diamond Multimedia Systems, Inc., formerly Diamond Computer Systems, Inc.

THRILLS.

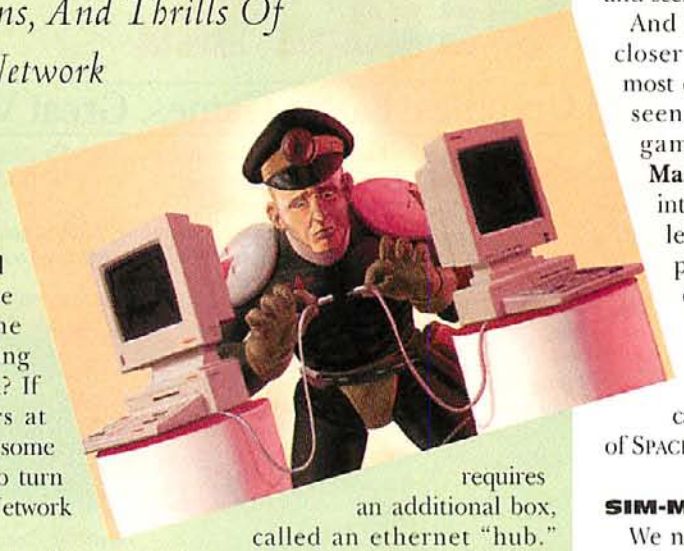


ELEK-TEK The Computer Wonderland CDN

Plug And Play?

The Trials, Tribulations, And Thrills Of Setting Up A Home Network

by Loyd Case



So you've grown tired of computer opponents and want a real challenge? Or maybe you got a taste of the multiplayer fever while playing DOOM on the office network? If you've got a few computers at home, a little spare cash, and some patience, you might be able to turn your home into a Local Area Network (LAN).

How? Well, we'll get to that, but first let's introduce you to some jargon.

Computers communicate with each other over a network using a well-defined set of communication instructions collectively known as a protocol. Network protocols allow data to be broken up in discrete packets that are transmitted over the network. Protocols also allow the receiver of those packets to assemble them in the correct sequence. More complex pieces of the protocol allow programs to be run remotely as well (i.e., I can run a program on Joe's computer from my computer), but most of today's networked games don't take advantage of this. The two most common protocols used today are NetBEUI, from Microsoft, and IPX from Novell. A third one, TCP/IP, is common on UNIX networks, and often is used in some PC networks as well. (It's likely that Microsoft will move away from NetBEUI over time to TCP/IP).

Almost all LANs these days run over a set of copper cables that use a communications technology called "ethernet". There are two main types of ethernet: 10-BaseT, which uses a twisted pair cable that looks a lot like the cable you plug into your telephone, and 10-Base2, which uses a coaxial cable similar to the cable that is fed to your TV from the cable company. 10-BaseT is somewhat easier and the cables are more robust, but it requires an additional box, called an ethernet "hub."

Hubs can run several hundred dollars (for up to 8-10 computers, typically), so add cost. On the other hand, the coax cables used in 10-Base2 networks are more expensive and more fragile than the 10-BaseT cables. Also, with coaxial, you need to worry about issues such as the terminator (no relation to Arnold Schwarzenneger), which mark the end nodes of the network.

So how much does all this cost?

Each PC needs a networking card. Networking cards are available in a number of flavors. There are cards that support twisted pair (10-baseT), coax or what's known as a MAU (media attachment unit). Stay away from cards that use a MAU, because you then need a transceiver, which is an additional cost (sometimes more than the card!). A typical ethernet card will run from $80-$200, depending upon configuration, features, bus type, etc. (Note: some cards will support both twisted pair and coax, although the network itself must be configured for one or the other.) A cheap hub for twisted pair LANs will cost between $150 and $300.

Now comes the NOS.

That's NOS, not nose. NOS stands for Network Operating System. Like the normal DOS or Windows operating systems on PCs, the NOS is the software and hardware resource manager for the

(Continued on page 44)

lively, and a human opponent extends the lifespan of this game almost indefinitely. The only complaint is that it is only a two player game, at the moment—and gamers being the way they are, they want more. An expansion disk adding more players and scenarios would be very well received.

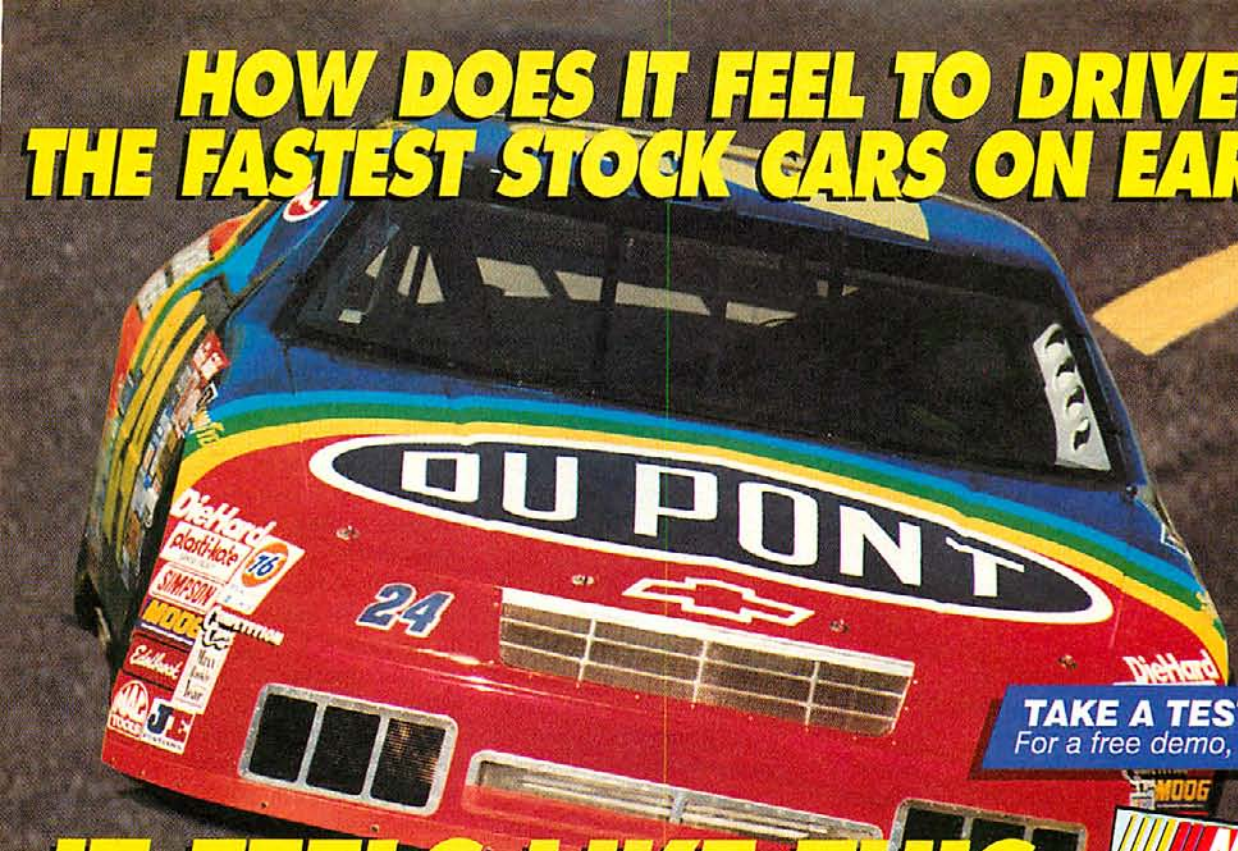
And finally, the farther you go, the closer you get to the beginning; the most connectable strategy game I have seen this year is one of the oldest games around. CHESSNET3 from **Masque** takes the old checkerboard into the 90's by providing an excellent Chess game that is not only playable over networks and modem/serial links, but can even connect directly through the InterNet! Ahhh, if only other games would take this path. I can see it now...2500-player games of SPACEWARD HO! Yee ha!

SIM-MACHINES...REAL PILOTS

We now enter the category of computer gaming that benefits the most from *Martin's Third Law of Networking:* "The best method of play for a Network game is in real-time." The addendum to this Law, for those of you out there looking to score high on the bonus quiz, is "Simultaneous turns are the next best form of network play, while Sequential Turns are just like playing a hotseat except your chair doesn't end up not smelling like you." Games best imitate reality when they put us into the driver's seat. Be it airplane, tank or even giant robot, in simulations your tactical choices are unlimited, and the weakness of computer opponents is usually glaring; silicon still has problems with freedom of choice. Almost every simulator out there gets "figured out" fairly quickly. Within a month of a sim's release, most of us will have bumped into somebody, either in real life or on a BBS, who says something to the effect of, "Oh (insert name of game), fun game but I know how to beat it now. When the (insert combat noun) does (insert offensive maneuver) I just (insert retentive maneuver usually perfected due to player's time not being taken up by things like dating) and rack up a billion points." Well, the application of networking technology puts these types in their place—because you can simply look at them and say, "Gee, you should try playing me sometime; I'd never fall for that."

FALCON 3.X is still one of the best flight simulators around, even after almost three years of shelf time, and it is still the only serious flight sim around that allows network

HOW DOES IT FEEL TO DRIVE THE FASTEST STOCK CARS ON EARTH?



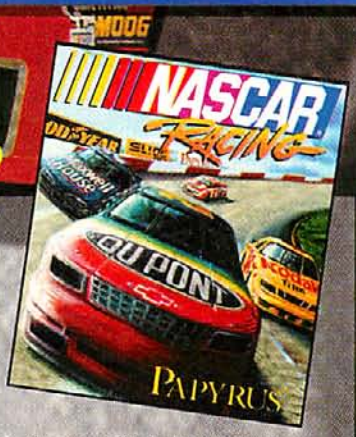
TAKE A TEST DRIVE!
*For a free demo, see below**

IT FEELS LIKE THIS.

NASCAR RACING *It's pure brute force. 700 horsepower monsters — that can blast you past 200 MPH in a couple of heartbeats. Or put you against the wall in a careless instant.*

No wonder NASCAR® is the world's #1 motorsport.

And now Papyrus introduces NASCAR RACING. *A simulation so real, you'll think you need a roll cage.*



The officially licensed NASCAR simulation. *You'll race on 9 different NASCAR-sanctioned tracks. Drive the world's hottest stock cars— against top NASCAR drivers. They may blow you off the track at first. But practice, practice, practice. You'll start moving up.*

"Knock-down gorgeous" on CD-ROM. *That's what PC Gamer said about our crisp, clear SVGA graphics. (Sept. '94) Looks so real you can almost smell burning rubber.*

The real look. *Papyrus' exclusive 3-D Super Texture™ technology gives you TV-like realism — on everything from cars to terrain to track-side billboards. Even the paint jobs and decals are authentic — plus, you can custom-paint your car your way.*

The real feel. *We've duplicated real-car behavior— everything from speed to engine setup, tire condition, fuel load, and more.*

Plus, you control spoiler angles, tire types, camber, gear ratios, suspension stiffness, you name it.

The combinations are endless. And so is the fascination.

Realistic danger. *Hit a wall and you'll know it. Sparks shower, parts fly off, wham! You may be able to go on, or it may mean back to the garage. By the way, It's one thing running solo — but racing in a crowded field, you need eyes on the front, sides and back of your head.*

*** For a free demo disk:**
Call 1-800-836-1802 ($5.95 for shipping and handling). Or, download a demo from Papyrus' BBS (617-576-7472), from CompuServe (GO PAPYRUS), or from Internet (ftp.std.com).

Available in stores in November – just in time for Christmas!
Visit your local retailer. Or call 1-800-836-1829 ext. 650

System Requirements:

Disk Version:**
386 33MHz or greater, 4MB RAM, MS-DOS 5.0 or later, VGA, hard drive with 15MB free.
*** Most major sound cards supported*

CD-ROM Version:**
Double-spin CD-ROM drive
VGA: 386 33MHz or greater, 4MB RAM, MS-DOS 5.0 or later, VGA, hard drive with 8MB free.
SVGA: 486 66MHz or greater, 8MB RAM, MS-DOS 5.0 or later, VGA, hard drive with 8MB free.

Virgin Interactive entertainment™
Distributed exclusively worldwide by Virgin Interactive Entertainment, Inc.
18061 Fitch Avenue
Irvine, CA 92714

PAPYRUS™

From the perfectionists who brought you IndyCar® Racing. *Papyrus' "phenomenal" IndyCar Racing has won almost every major award in the business. Guess what will win this year.*

IBM PC screens shown. Actual screens may vary. NASCAR is a registered trademark of the National Association for Stock Car Auto Racing, Inc. NASCAR Racing is officially licensed by NASCAR. Papyrus is a registered trademark of Papyrus Design Group, Inc.

Circle Reader Service #153

play. The computer flies your enemies with some competence, and the deadliness of the weapon systems involved compensates for any lack of tactical originality, but FALCON becomes an art form when up to eight players are ranging the battlefield at the same time, either together or in two opposing teams. This kind of group play has led to many players forming their own "Squadrons" with a few friends, and brag/challenging their way across any BBS that will take them. With the ability to support both networking and modem/serial play, FALCON showed the way to the future, a way other flight-sim companies have been slow to perceive. The only downside to FALCON is the high memory demands of the program itself, which makes it hard finding room for network card drivers.

The only other networkable "real vehicle" simulator is SEAWOLF by **Electronic Arts**. Unfortunately the lameness factor of this particular sim (in my humble opinion, at least) is so high that a two-player limit is too low to redeem it. Next time someone thinks multi-player sea sim, think fleet work and wolfpacks.

From the extremely arcade side of simulators comes **Velocity**'s SPECTRE and SPECTREVR. The basic game and its successor are basically BATTLEZONE on some serious chemical enhancements. The pace in SPECTRE is furious, as up to eight players skim over the vector graphic landscape blasting away at each other in no-holds-barred combat. Though the game is very simple, it can be as much as two hours before you come out of your combat-induced adrenaline-haze, and then only because your fingers and wrist are no longer responding to commands. SPECTREVR upped the ante by giving limited flight capability to the tanks, adding weapons and quadrupling the number of different "games" to be played—unfortunately, neither version allows players to join forces against the computerized foe.

While both games epitomize networking action at its wildest, **Velocity** has made a poor choice in copy protection; each computer needs a distinct copy of the game. While I am sure this discourages common piracy, it unjustly penalizes multi-computer households. Home users are not businesses, and they can rarely afford to buy multiple copies of the same game. I'm not sure what the correct answer to net-piracy is, but I am sure this is the wrong one.

The Science Fiction arena is not empty of net brew-ups either. Both **Dynamix** and **Origin** have dipped their toes in with products that bring multi-player action to already developed game "universes". BATTLEDROME offers Mech gladiatorial combat set against **Dynamix**'s METALTECH realm, where "Two legs Good! Tracks or wheels Bad!" has become the military slogan of choice. Players can operate the metal juggernauts against computer opponents or human ones, in pit fights where virtual money is wagered. Big winners can not only afford repairs to their cybernetic steeds, but also better weapons, or a bigger mech altogether.

(Continued from page 42)

network. It manages the links between PCs, remote file access, remote program access, logons, and a host of other issues that are important to network administrators and system managers. Typical network operating systems used in most large companies include Novell's Netware and Microsoft's NT Advanced Server. Unfortunately, they are expensive. A five user version of Netware 3.12 will cost $500-$800. This does NOT include network cards, cables, hubs, etc.

However, the network folks have realized that there's a need for small networks that are simpler to install and run. These small fry set ups are perfect for small businesses, departmental networks and, yes, for setting up a game network. These include Microsoft's WINDOWS FOR WORKGROUPS, Novell's PERSONAL NETWARE (formerly NETWARE LITE) and Artisoft's LANTASTIC.

For gamers, PERSONAL NETWARE or WINDOWS FOR WORKGROUPS are the two best solutions. They both can support NetBEUI or IPX, and they can both run as DOS-only networks (this may sound odd for a product called Windows for Workgroups, but you create DOS-only clients). There are several advantages to these products:

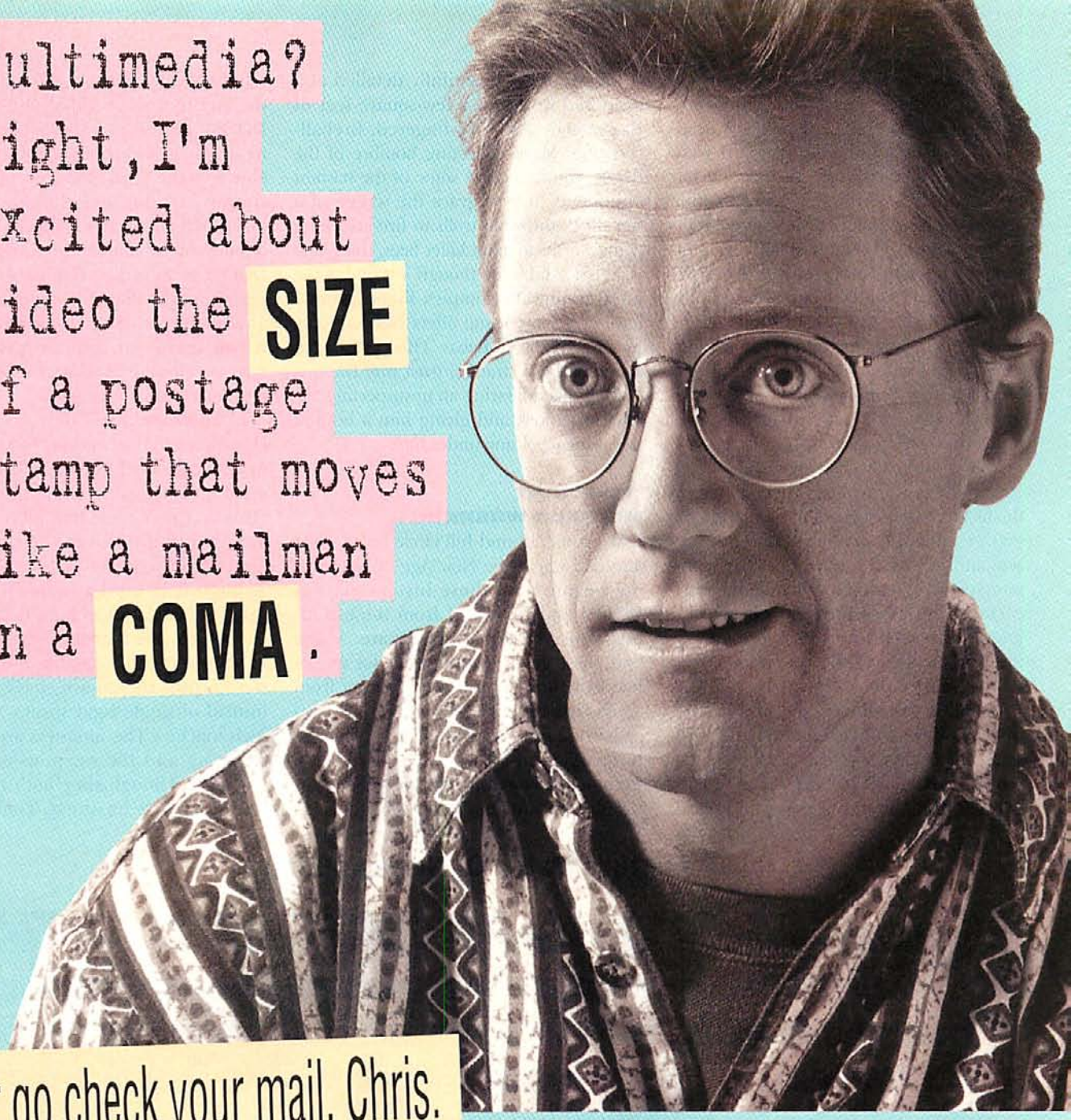
- You only need to pay for one network node at a time.
- They are cheaper. I've seen Personal Netware for as little as $42 per copy. If you're running Windows already, the Windows for Workgroups upgrade is around $49.
- They are far easier to set up and administer, although Microsoft doesn't do a good job of documenting the DOS-only setup.
- They are popular. This is important, because it means that almost every network card has drivers for these two systems.
- Finally, you can buy starter kits that contain from 1-5 network cards and the appropriate number of NOS licenses for much less than buying them individually.

That last point is important. For example, PC Zone, a mail order house, offers the Personal Netware Infomover bundle for $268.98, which includes 2 NE2000-compatible, 16-bit ethernet cards and a 2-user Personal Netware license. You can also find five-user packs. Microsoft WINDOWS FOR WORKGROUPS can be found in similar bundles.

How difficult is it to set up a network? Most of the modern networking cards use software setups, so there aren't any jumpers to set. However, you still need to worry about I/O addresses and IRQ settings. Network cards are every bit as finicky as sound cards, but once you have a setup that doesn't conflict, then it usually runs fine. WINDOWS FOR WORKGROUPS has the easiest installation, but even PERSONAL NETWARE is reasonably straightforward. To avoid headaches, however, read all the way through the installation instructions, preferably twice! It's much more critical to read the manual than in other applications. I recently set up a PERSONAL NETWARE network to run DOOM. I've set up several PC networks in the past, but it still took me a good two days to set up a four-node network. Part of the problem was that I had three different types of networking cards and four dissimilar computers. Had all the hardware been identical, my setup time would have been cut in half.

Is it worth it? That's for each gamer to judge. The hard part is the first installation. After you've done that, then it becomes a matter of getting all the computers together. A lot of the FALCON jocks will have networking weekends, for example. They save all their configurations, so installing the second and subsequent times are a snap. Once you've done it, the thrill of playing against (or with) several other human players ranks right up there with the feeling you had when you played that first game that sucked you into this insanity called gaming.

Multimedia? Right, I'm excited about video the **SIZE** of a postage stamp that moves like a mailman in a **COMA**.



Better go check your mail, Chris.

RealMagic™ is here now! Just add the RealMagic card to your PC for smooth, realistic digital video and 16-bit digital audio. MPEG does it—the powerful new digital video and audio standard that puts the "real" in RealMagic.

RealMagic opens up a new world of interactive MPEG CD-ROMs including games, educational titles, music videos, movies and more. RealMagic is available as an MPEG playback card or a complete multimedia upgrade kit. What are you waiting for? Get RealMagic and get real multimedia.

OLD MULTIMEDIA

"Old" Video Image

REALMAGIC

Full Screen
Full Motion • Full Sound

For the store near you or more information on RealMagic, call

1-800-845-8086

RealMagic is available at:

COMPUSA THE COMPUTER SUPERSTORE. COMPUTER City and other fine stores.

Circle Reader Service #128

© 1994 Sigma Designs, Inc. The Sigma Designs logo is a registered trademark, and RealMagic and ReelMagic are trademarks of Sigma Designs, Inc. All other brand and product names are property of their respective owners.

REALmagic
As Big As It Gets

SIGMA DESIGNS®

WING COMMANDER: ARMADA is **Origin**'s attempt to add a twist to the highest profile game reality of the Fall of '94. A head-to-head dogfight using the standard WING COMMANDER starfighter philosophy has been merged with a light spaceploitation strategy game that is SPACEWARD HO!'s simpler cousin. Though the game is lightweight, the combat is resolved from the cockpits of the fighters you produce, making every game a series of duels to the death. This game has remarkable flight graphics but is marred by a devastatingly bad computer opponent. Hopefully, **Origin** will consider a patch that brings the flight routines from WING COMMANDER 3 to this intellectually challenged AI.

The downside of both these games is the fact that they only offer two players the joys of futuristic combat. While one can sympathize with the horrors of programming network routines to handle the intricacies of multiple unit movement and interaction, it obviously can be done—as the final net-sim of the year shows, with such dazzling skill.

Definitely the oddest flight sim I've seen, surpassing in strangeness even the UFO simulator from a few years back, is MAGIC CARPET from **BullFrog**. As you may have guessed, the player is a powerful wizard, flying around a beautifully detailed and rendered world on a few-square feet of Bazaar-bait. As a two-fingered, fireball-shooting, Mana-collecting hombre of the desert, you face down some of the nastiest opponents to ever grace the screen of a sim. Rock-throwing trolls to fire-breathing flying worms to giant killer bees, this game is a blast. And, even though it is one of the most graphically complex flight games I have ever seen, it still offers Network play for up to eight Ali-Babas. Though the idea sounds a little strange, trust me; there is nothing like following an unsuspecting fellow carpet-jock and giving him a hotfoot by raising a volcano under him!

"YOU WANT ME TO GO WHERE?!!"

We come around full circle on the Net and end where the New Age of Networking began, with those instant classics DOOM and DOOM II from those stunningly wealthy kids at **id Software**. As I've said, these guys are responsible for single-handedly bringing network gaming from an obscure novelty to a trend on the cusp of becoming a permanent fixture of the industry...and all with the graphically stunning shoot-em up adventures of a little Marine and his afternoon in Hell. What **id** really deserves recognition for is the fact that they added networking to DOOM, not because they studied the demographics and thought there was a viable market return on networking, but simply because they thought it would make DOOM a better game—a lesson lost on most of the companies rushing to clone DOOM in a dazzling display of originality second only to that of Lemmings choosing a vacation spot. Here's a news flash, folks: if you leave out the networking, you haven't cloned DOOM; you've made a prettier WOLFENSTEIN 3-D.

id Software is not only licensing the DOOM engine to various folks, but has, in association with **Raven Software**, developed an interesting variant itself called HERETIC where up to four players are wizards hunting through the depths in a kind of full-contact DUNGEON MASTER. Though it is still basically DOOM in a new suit, the graphics have been tweaked enough to give a greater sense of reality to the proceedings; waters splash, monster corpses slide down stairs in chunks instead of single rigid sprites, and other such touches. The monsters are more interesting and the weapons are simply amazing. Though they both rend flesh like nobody's business, Gauntlets of

Martin's Matrix Of Network Games

Game	Type	Turn Mode	Skill	Players	Net Protocol	Win?	Modem?	MPV	SPV	Stability
Wing Armada	St/Act	Real	Med	1-2	IPX	no	yes	B	D	B+
Battledrome	Sim	Real	High	1-2	IPX	no	yes	B	C+	B
Battle Isle 2200	Strat	Seq	High	1-4	N/A	no	no	B	C	C
ChessNet3	Strat	Seq	Med	1-2	NetBios	yes	yes	A	B	A
Conquer For Windows	Strat	Real	Low	1-4	NetBios	yes	yes	B	C-	A
Corridor 7	Act	Real	Low	1-11	IPX	no	no	B	C-	B+
DOOM 2	Act	Real	Low	1-4	IPX	no	yes	A	B	A
Empire Deluxe	Strat	Seq	Med	1-6	NetBios	yes	yes	C+	C+	A
Falcon 3.0	Sim	Real	High	1-6	IPX	no	yes	A+	A	C
Heretic	Act	Real	low	1-4	IPX	no	yes	A	B+	A
Legions	Strat	Simul	Med	1-5	IPX	yes	no	A	B	C-
Magic Carpet	Act	Real	Med	1-8	NetBios	no	no	A	B+	C
RoboSport	Strat	Simul	Low	1-4	IPX	yes	no	B	C+	A
SeaWolf	Sim	Real	High	1-2	NetBios	no	yes	C-	D	C-
Spaceward HO!	Strat	Simul	Low	1-21	IPX	yes	no	A	C	A
Spectre	Act	Real	Low	1-8	NetBios	yes	no	B	C-	C+
SpectreVR	Act	Real	Med	1-8	Both	yes	no	B+	C	C+
Syndicate	St/Ac	Real	High	1-8	NetBios	no	no	C	C	B
Hammer of the Gods	Strat	Seq	Med	1-4	IPX	no	yes	B	C+	B
WarCraft	Strat	Real	Med	1-2	IPX	no	yes	B+	C+	A

Turn Mode = Type of turn structure, either real-time, simultaneous or sequential turns
Skill = Skill level of game
MPV = Multi-Player Value
SPV = Single-Player Value
Stability = Reliability of network connection

STATE-OF-THE-ART JUST BECAME HISTORY... NOW, EXPERIENCE THE FUTURE.

Rebel Assault™ was pretty. *The 7th Guest*™ had fun puzzles. ■ But, technology advances. Gamers demand more and more. And the time comes when even the best products are moved aside to make way for the future. ■ That time has come and the future is *Cyberia*™. ■ Featuring full-screen, full motion video, digitized speech, synthetic actors, music and sound effects by Thomas Dolby's Headspace and 11 of the most unbelievable arcade sequences your eyes (and your computer screen) have ever seen... it's so stunning that we're even willing to put our money where our mouth is. If you own *Rebel Assault* or *The 7th Guest*, send us the manualcover from either game along with a *Cyberia* sales receipt and we'll send you $10.00 cash back. If you don't own either of these titles, you've already saved a hundred bucks so stop waiting for a hand out...just go to your local software retailer to buy *Cyberia* or call 1-800-969-GAME to order direct. ■ (offer expires 3-1-95)

CD-ROM CINEMATIC MULTIMEDIA™

Interplay

Cyberia™ ©1994 Xatrix Entertainment, Inc. All rights reserved. Published and distributed by Interplay Productions, Inc. Rebel Assault is a trademark of LucasArts Entertainment Company. The 7th Guest is a trademark of Virgin Interactive Entertainment.

Necromancy beat a chainsaw any day of the week.

The award for best use of the DOOM concept should go to **Apogee** for their RISE OF THE TRIAD game, which offers everything multiplayer but the kitchen sink and maybe that too. ROTT not only boosts the number of network players to 11, adds some incredibly destructive weapons, and offers 24-odd levels dedicated totally to DeathMatch struggles (or COMM-BAT as they so cleverly call it), but it even offers many different "types" of games for players to participate in, from team fire-fights to "monster hunts." This game is a great example of trying to make something better instead of simply optimizing profit margins. Unfortunately, all this power does come with a price and it is kind of steep: for network play, one must dedicate a machine to act as server and not use it for actual play.

Capstone's entry into the first-person shoot-em-up sweepstakes is actually based on the old WOLFENSTEIN engine, but does it justice by letting up to 8 players pop in and out of the fun. Though graphically simple by today's standards, CORRIDOR 7 is something like the SPECTRE of the DOOM world. It's fast, easy and won't strain your processor. It even lets players take the shape of various monsters from the single-player game. Of course, it is so simple that it only allows DeathMatch-type play, leaving co-operation far behind.

For those of you who enjoy that being-to-being combat thing but get a little nauseous watching everything bob around, another title from **BullFrog** that has network capability might be your answer. SYNDICATE is a kind of Cyberpunk meets the combat engine of X-COM, and comes out with tiny figures but real-time combat. Instead of controlling a single person, players use entire squads of augmented Cyberthugs armed with everything from rocket launchers to lasers. The game takes a more serious wargamer's approach to action and uses a skewed 3-D perspective; the interface asks a lot of a person, and players will find most of their soldiers dying from their attention being elsewhere for a few seconds. This, combined with the small scale, makes this game a real test of the First Law of Networking.

NOTES ON THE NET

Network gaming is a difficult hobby sometimes. First, if you don't have access to a network at work, there is the issue of lugging your entire PC over to a friend's, or some other central location. A full PC multimedia rig isn't exactly pocket-sized; on the other hand, once you get the hang of it, transport is not as daunting as it looks—although those restricted to public transit might want to stick with modems. I find that most people who get together with a group for Network play usually do it once or twice a month, filling the same social niche that the old poker game once did.

BURNING DOWN THE HOUSE When it comes to the sensation of raw speed and power, MAGIC CARPET surpasses even DOOM.

FANTASY LEAGUE DOOM With HERETIC, Raven Software has injected a little magic into the DOOM engine.

Then there is the business of setting up the network itself (See the *Plug and Play?* sidebar)—and this is no small matter, thanks to the bizarre behavior of the PC hardware industry, where "compatibility" is like communism; it looks good on paper but the reality is something less than perfect. Network cards are as easy as any other card to bolt in, but there are an incredible array of things that can go wrong after that, mostly to do with interrupts, motherboard compatibility and evil things like that. If anything, you learn a lot about your PC by setting up and maintaining a network.

But all things being equal, the extra effort one must put out for the Network experience is returned ten-fold. Short of paying ten bucks an hour on the on-line networks, this is as good as computer gaming gets. And, once you get things set up and working, it is pretty much a snap to keep your own little net maintained. I'm sure some real dogs will come out in the future, as networking becomes more of a gimmick, but the vast majority of the games I've covered are worth the going price when you play them against other people—and definitely, the more the merrier.

Games like FALCON, DOOM and SPACEWARD HO! should serve as models of the ideal networked game. They all have sophisticated, reliable network routines that require very little technical know-how (though FALCON can be a little temperamental), they allow more than two players and, most importantly, they offer players the choice between competition and co-operation. To be honest, I think most gamers get a little shot to the old species pride by ganging up on and defeating the silicon hordes. When you have friends, who cares if the AI cheats?

TOWING THE PARTY LINE (MODEM GAMES)

While using a modem or serial-link to play games isn't as trendy as networking, and nobody is beating the concept to death with endless bad driving metaphors involving the Info-Turnpike, this mode of social gaming is by far the most prevalent, hence the one almost all players are familiar with. In fact, I would be surprised if anybody reading this with more than ten games in their possession didn't have at least one that was modem capable. Of course, there is a big differ-

IT'S NOT IF. IT'S WHEN.

486, Pentium, PowerMac...

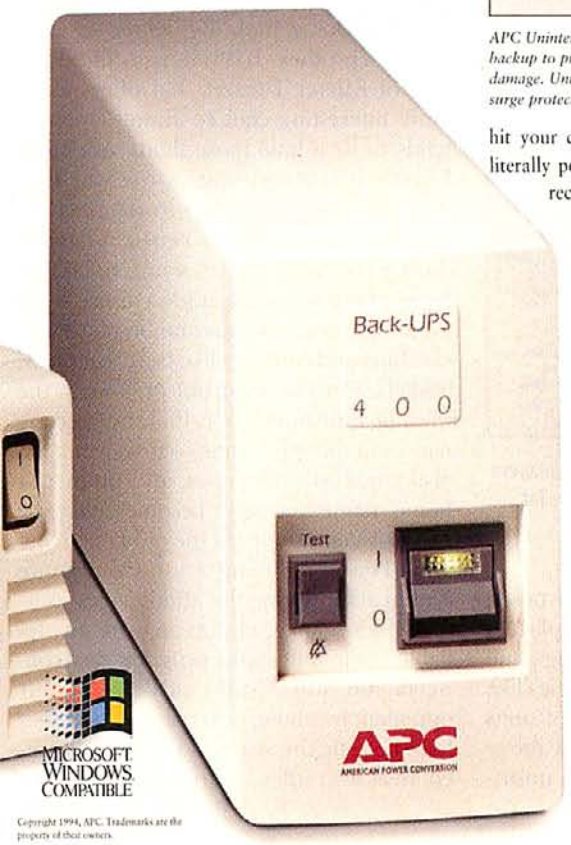
No matter how fast your PC is, it can't outrun a power problem

(Get Uninterruptible...starting at $119)

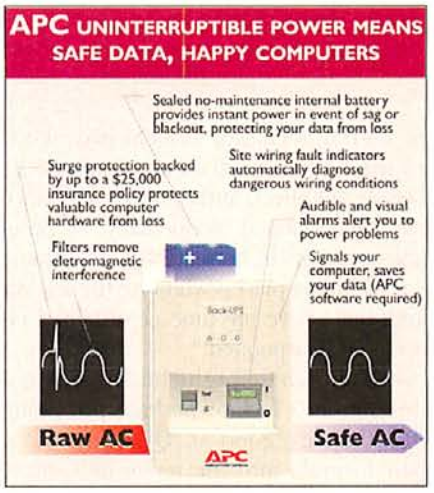
Just don't have the time for power problems on your PC? Don't worry. They'll always make the time for you. It's not if a power problem will occur, but when. Due to household appliances, poor wiring, bad weather or even other office equipment, power problems are as inevitable as death and taxes.

IN THE NEXT THREE MONTHS, MORE THAN 30,000,000 PCs WILL BE HIT BY POWER PROBLEMS...

In fact, you have better odds of winning the lottery than of escaping the sting of power problems on your PC. One study discovered a typical PC is hit over 100 times a month, causing keyboard lockups, hard drive damage, and worse. And since sags and blackouts represent more than 85% of power problems likely to hit your computer, standard surge suppressors are literally powerless to protect you. And a study in a recent *PCWeek* showed that the largest single cause of data loss is bad power, accounting for almost as much data loss as all other causes combined.



Copyright 1994, APC. Trademarks are the property of their owners.



APC Uninterruptible Power Supplies provide instant battery backup to protect your data from loss and your hard drive from damage. Units are even backed by up to $25,000 in lifetime surge protection insurance.

PROTECT YOURSELF BEFORE YOU KICK YOURSELF...

Get instantaneous battery backup power from an APC Uninterruptible Power Supply and prevent keyboard lockups, data loss, and hard disk crashes. Surge protection performance is even backed by up to a $25,000 Lifetime Equipment Protection Guarantee.

Ask for APC at your computer reseller today or call for your FREE handbook.

Starting at just $119, an APC UPS is serious protection no serious computer user should be without.

PC MAGAZINE UK EDITORS' CHOICE

PC World Top 20 Upgrade

"Don't take chances...get the ultimate protection... from APC."--PCWorld

Circle Reader Service #233

OVER 3,000,000 SATISFIED APC USERS...

"This is the best computer related purchase I have ever made! Has saved me hours of re-programming..."
Carol Irvine, Wizard Assoc.

"We reduced our maintenance costs the first year by 50% in repairs of equipment."
Valentin Gonzalez, Pfizer

"Our server was running a project when it lost power... messed up all the data files. It took four days to recover. But we don't worry anymore since we got APC..."
Tony Chen, DeAnza Systems

"We were working on a state bid when the power went off. APC saved the day and year and future...about 800 pages of data saved thanks to APC."
Ravi Iyer, Software Galleria

"A power surge did significant damage to all of our systems except those protected by APC. The APC units were undamaged..."
C. Jeffrey, C. Jeffrey Eng.

"APC has virtually eliminated downtime in our corporate network..."
Kurt Roemer, Searle Corp.

"Power went out while processing payroll! If not for APC we would have had a walkout!"
Suzi Higgason, OSI Inc

Home office user Don Traux knows first hand about APC reliability: "It ought to be against the law to buy a computer without an APC Back-UPS 250. I recently had a direct lightning hit right outside the house...my computer never blinked."

"APC lets me sleep better at night. How much would you pay to get back that one file you worked all day to complete for the boss who gets on the plane at 8:00 a.m? You should assume that you'll buy a UPS, not that it's some luxury item."
R. Morella, Westinghouse

"A power surge wiped out the FAT tables on all PC's not protected by APC. Now have APC installed on all.."
Craig Post, Comm. Tech.

"Before I purchased the UPS I had to put in at least two hard drives at $1000. With APC products...no new hard drives in two years!"
S. Foreman, LSP

FREE 60-PAGE HANDBOOK

What are the causes and effects of power problems? The most common power protection mistakes? Call for your free handbook today! Please reference Dept xx.

APC™

AMERICAN POWER CONVERSION

800-800-4APC

401-788-2797 fax / 800-347-FAXX faxback
132 Fairgrounds Rd., W. Kingston RI 02892 USA
A publicly-traded company (NASDAQ: APCC)

ence between modem-ready and modem-appropriate. Some games reveal a new aspect under modem play, while others lie there connected to your modem like roller skates on a fish.

THE Q.Q.P. PLAN

Although it is unusual to cover a company instead of just a title in this kind of article, I thought that the bunch at **Quantum Quality Productions** had done such a good job of putting modem play in almost everything they did that it wouldn't be fair to deny them the recognition they deserve. Though all of their games strive for playability above all else, and usually achieve it, a few have found a special niche amongst phone gamers.

It all started with THE PERFECT GENERAL, the quintessential computer wargame. Simple rules, a variety of units covering wars across the 20th century, and fast play. Every scenario has a turn limit, and victory points are achieved by taking and holding cities or map objectives; since these point values are accrued every turn, the game has a nice built-in sense of urgency to it. It would be nice to wait until every unit is in optimal position for an attack, but that usually means your opponent has racked up enough points that when you eventually get possession of the objective, it will be too little, too late. Interestingly enough, the mechanics are simple enough that a fairly challenging expert system has been programmed to be your opponent.

This successful formula was then applied to Naval Combat in THE LOST ADMIRAL, and then again in its quasi-sequel, THE GRANDEST FLEET. THE GRANDEST FLEET keeps to the simple mechanics but offers a nice little development system that forces players to develop the cities they capture in order to increase victory points and production—you could even gain the ability to produce nuclear-powered vessels of devastating power. THE LOST ADMIRAL and GRANDEST FLEET both offered random maps and the ability to link up to three scenarios together to form a campaign; a lop-sided victory in a previous battle would give you an advantage in the current scenario. Modem play allows for the hidden movement of subs to be used to full effect, and there is no chance they will be spotted "accidentally" as sometimes happens in hotseat play. This game is a big hit for players who love the sea but don't quite have the time or sustained effort to be "Harpooned."

And, in what might be considered pressing one's luck or perhaps just doing what they are good at, **QQP** has taken their formula into the realm of Fantasy wargaming with CONQUERED KINGDOMS, where players have the choice of playing with strictly historical pieces or using a full range of mythical creatures. Subtleties like Officers who enhance the power of units around them and spies who can move without being seen (as well as kill unsuspecting Officers with a single blow) do quite a bit to distinguish this game from its close relatives. CONQUERED KINGDOMS is great for people looking for a quicker game of WARLORDS.

The two **QQP** games that have distinguished themselves without being in "the basic mold" are BATTLES OF DESTINY and MERCHANT PRINCE. While both are designed by **Several Dudes Holistic Gaming** (which has evolved into the **Holistic Design Inc.** with the release of their HAMMER OF THE GODS game), they differ radically from each other. BATTLES is in the tradition of EMPIRE DELUXE, but offers a few more interesting choices in unit type and tends to be a little more fluid. MERCHANT PRINCE is truly a treat in the world of strategic gaming, as one to four players take the role of wealthy Venetian families during the Renaissance, trying to build a hemisphere-spanning trade empire while avoiding storms, pirates and brigands who eat ships and caravans like bears eat picnic baskets. Players must not only work the wiles of capitalism upon the unsuspecting natives in distant portions of the world, but also contend with power and politics at home, maneuvering to become either the Doge of Venice or even the old Pope Himself—Popedom being a somewhat more cynical affair during the Middle Ages.

All these games support an extremely reliable communications program that connects you quickly and easily with your opponent by phone or serial port, and they have become the staple of gamers in isolated areas who still want to wage war against

Martin's Matrix Of Modem Games

Title	Type	Turn Type	Skill	SPV	H2H	Stability
Merchant Prince	Strat	Seq	Med	C+	B+	A
Perfect General	Strat	Seq	Med	B	B+	A
Grandest Fleet	Strat	Seq	Med	B	B+	A
Conquered Kingdoms	Strat	Seq	Med	C+	B	A
Battles of Destiny	Strat	Seq	Med	C+	B	A
Indy Car	Sim	Real	High	B+	A	C
Tom Landry Football	Sport	Simul	Med	C+	B+	B
Ultimate Football	Sport	Simul	High+	B	B+	C+
Dark Legions	Strat	Seq	Med	C	B+	C-
Metal Marines	Strat	Real	Low	C+	B+	B
World Circuit	Sim	Real	High	B	A	B

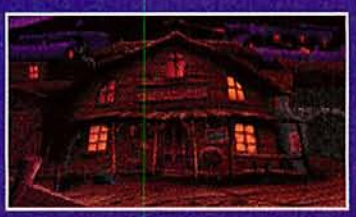
Turn Type = Type of turn structure, either real-time, simultaneous or sequential turns.
Skill = Skill level of game
SPV = Single Player Value
H2H = Head to head Value
Stability = Reliability of network connection; stability

THE CLASSIC GENERAL QQPhas become the patron saint of modem players since releasing their first, and some would say best, modem game, THE PERFECT GENERAL.

Silverload

Welcome To Silverload, A Devil Of A Town.

Folks don't come to Silverload much anymore. A'int been no silver here in years. And when they do come, they don't stay any longer than they have to. Missing persons? No, mister, a'int never seen no missing persons. Of course, folks here don't pay much attention to strangers. Have a look around? Can't say anybody will stop you from looking around, mister. Except the last man who came here looking for kin is buried over there on that hill.



VIC TOKAI INC.

22904 Lockness Ave. Torrance, CA 90501

© 1995 Millennium Interactive Limited

PC CD-ROM

Circle Reader Service #176

real intelligence. Now, while some could say **QQP** has only added modem play to some fairly beer-and-pretzel wargames and that is no big deal in programming, let's be honest: most games with sequential turns would be fairly easy to modem-link, but publishers with far more resources at hand than **QQP** routinely refuse to do so—probably because some marketing whiz has optimized the sales projections, and modem-play is a few decimal points shy of being relevant (according to some really old marketing data). As long as companies like **QQP** continue to support the actual needs of gamers, I'll continue to applaud while muttering darkly about any wargame that is not at least modem-capable.

MONSTER MASH DARK LEGIONS is a decent single-player action/strategy game, but when you get two humans on a line, the game breaks wide open.

MANO-A-MANO

Part of the appeal of Modem-linked games is the potential for friendly (mostly) grudge matches—the type of game where you and your opponent both know the game and each other well, and come back again and again to try out your next great idea. Players who never get any closer than a thousand miles can still cultivate great relationships based on respect and aggravation, and gaming BBS' create almost as many relationships as the boards dedicated to the Singles scene.

The modem support of network games like WING COMMANDER: ARMADA, BATTLEDROME and FALCON means you will always find them mentioned prominently on Boards with dedicated challenge areas. Other sims with modem support only (no net capability) are popular as well, with F-15 STRIKE EAGLE III from **MicroProse** being a close contender for sim competition of choice; while in the realm of WW2, **MicroProse** is also providing modem support through a downloadable patch for 1942: PACIFIC AIR WAR and **Kesmai** is planning to produce yet another home version of AIRWARRIOR, this one with modem support as well.

As far as challenge-rated strategy games goes, the current favorite is DARK LEGIONS from **SSI**, the true successor to the old classic ARCHON, where players move monsters across a chess-like board. But when king jumps pawn, it's no longer a sure thing; the contested square expands into a quick and deadly battlefield ideal for joystick jockeying. DARK LEGIONS is actually meant to be played by modem, and there is a phantom-monster that is actually invisible to the other player until it strikes. Holy cloaking device, Batman! Given this propensity for modem play, it is unfortunate that DARK LEGIONS performs sluggishly under all but the highest baud rate.

For a slightly lighter strategy game, there is a Japanese import called METAL MARINES, brought to us by **Mindscape**. In the tradition of Anime, this game could be called *Scorched Earth meets the Son of SimCity*. Players build up their own bases by laying down tiles representing headquarters, command canters, defense cannons, anti-missile systems, etc. while simultaneously trying to blow their opponent's base from the face of the Earth using Multi-Warhead Missiles and giant robot Marines. A mindlessly fun game using Windows, it sure beats Hearts for a quick fix for your competitive streak during lunch time at the office.

Mo' Modem Games To Try

Archon Ultra	SSI
Battlechess 4000	Interplay
Battles of Destiny	QQP
The Blue & The Grey	Impressions
Buzz Aldrin Race Into Space	Interplay
Command HQ	Microplay
Conquered Kingdoms	QQP
Dark Legions	SSI
Detroit	Impressions
F-15 Strike Eagle III	MicroProse
F-16 Combat Pilot	Electronic Arts
Global Domination	Impressions
Greens Golf	MicroProse
Knights of the Sky	MicroProse
Lords of the Realm	Impressions
The Lost Admiral	QQP
Pro League Baseball	Micro Sports
Powermonger	Electronic Arts
Siege	Mindcraft
Speed Racer	Accolade
TacOps	Arsenal
Tornado	Spectrum
Walls of Rome	Mindcraft

THE OL' PLAY BY PLAY

Sport simulations have been slow to pick up on the whole connectivity thing, but this is slowly changing and they seem to be doing it in pairs. In the flood of football titles available this year, two have them have decided that head-to-head play might be the novelty to distinguish them from the pack.

TOM LANDRY STRATEGY FOOTBALL: DELUXE EDITION is the perfect resolution to all those long-distance football arguments between old college buddies. Now, you can really see if who is the best couch coach by running games over the modem from the play-calling perspective. While the action after the snap is resolved automatically, couch coaches make every other call from designing your own plays to pulling a bum off the field. And of course, the ever congenial Tom Landry is hovering in virtual space ready to give you pearls of wisdom should your friend push you to the edge. It's a solid modem game that plays something like a sports wargame and is a respectable entry from **Merit Software**.

ULTIMATE FOOTBALL from **MicroProse** covers much the same ground, but allows a little more interaction after the snap and severe control-freak coaches can actually seize control of players on the field as the play progresses and move them to positions not in the selected play. Apart from this, the players still do their own jobs automatically when the opportunity arises, and players don't have to worry about timing passes themselves. A CD-ROM game, ULTIMATE FOOTBALL has some beautiful graphics, and the detailed and distinct stadiums for every team are a real treat. This game also supports an elegant drafting and trading system and allows games to be played on other computers, with the results uploaded and re-integrated into a master database. Of the two games, ULTIMATE

VIRTUOSO™

Life Sucks. Rock And Roll Is Dead. So Blast A Few Heads.

In the year 2055, life is just another word for chaos. Sure, your music has given you some moments of escape, but your rock superstar status has also given you too many nights locked away in hotel rooms, away from the din of crazed fans. Virtual Reality is the only reality that means anything anymore. In the world of Virtuoso you'll blast cyborgs in cavernous, sub-Martian passages, encounter the living dead in a Haunted House and submerge yourself with strange life forms in an Underwater Biosphere. Now, isn't that just what you needed?

VIC TOKAI INC. 22904 Lockness Ave. Torrance, CA 90501

PC CD-ROM

Virtuoso™ © 1994, Motivetime Ltd. Used under license by Elite Systems Ltd. All rights reserved.
Elite® is a registered trademark of Elite Systems Ltd.

Circle Reader Service #374

FOOTBALL is definitely for the football nut, allowing serious players to download real stat updates from on-line services, while TOM LANDRY is for us more casual types without the expertise or time for a full immersion into the complex world of pro coaching.

The other pair from the sports world are INDYCAR RACING from **Papyrus** and WORLD CIRCUIT from **MicroProse**. To be honest, both these games are great racing simulators and play great under serial connections and fairly well under the old modem, though a high transmission speed (9600) is a must. INDYCAR has the definite edge in graphics, but many swear by WORLD CIRCUIT's smoother action over the modem. Racing pros have argued the relative realism of these two titles over the past year, but a driving school cadet like me finds it to be a "six of one, half-dozen of the other" situation. I greatly enjoyed both, but as a neophyte racer, if I had to come down on one side or another, I would probably go with the "Pretty pictures...goooood!" school of Cro-Magnon reviewing and pick INDYCAR.

HIGH ON SPEED Papyrus' INDYCAR and NASCAR RACING (pictured) both support modem play, although you'll need both a fast modem and fast computers to play at full speed.

MO' MODEMS!

Though Networking is certainly on the hipper side of this whole InfoBahn jive, I suspect head-to-head modem play is in no danger of disappearing, and is actually far more secure than networkability, which could become nothing more than an industry flavor of the week in some dark future. In fact, the Data Turnpike and InterNet will enhance the popularity of these modem contests by making sure there will always be somewhere to find a player. On the other hand, there may not be one willing to pay the phone bill...but that is another matter. All you have to do is wander through the DOOM challenge discussion on the Net to see how many people are reaching out to crush someone.

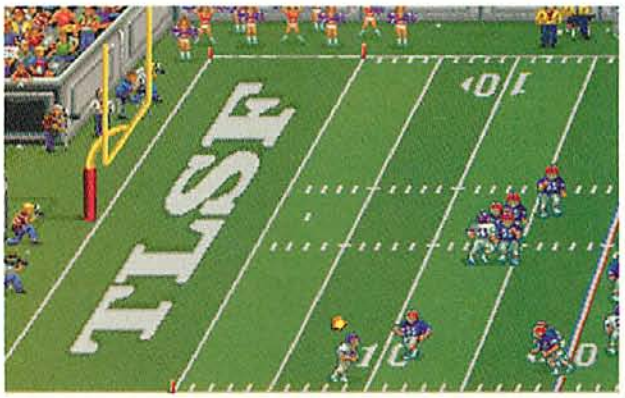
PEERING INTO THE FUTURE

Perhaps with the growing trend in networking, War and Strategy game designers will see the wisdom of adding multi-player capability; these games, of all the other categories, have the easiest time adapting their data structures to a file-sharing format. Unfortunately, this past year has seen a step backward from reality, with much-awaited games like MASTER OF MAGIC or the computer translation of KINGMAKER appearing as a single player games. With all the talk of the survival of the Wargame, making the experience more singular and isolated is probably a bad idea. A few months back, Alan Emrich said that he thought the Windows interface was good one for wargaming; not only do I think he is correct (and like Alan, I could care less about inane arguments about operating systems), but products like SPACEWARD HO!, EMPIRE DELUXE and ROBOSPORT show exactly how useful it is for a network game to be based on a system where all the net programming is already done. These games don't require the user to have anymore net knowledge than it takes to install drivers from a dialogue box.

Of course, this solution won't work for powerful and complex sims, (unless Windows/95 turns out better than it looks) so DOS will remain the domain of choice. This next year promises some very sweet networkable sims, including a couple of flight games working 10 or more players at once; those of us who covet the AIRWARRIOR experience on **GEnie** will get a chance to indulge in some epic dogfights without the credit card bill. At the time this article is being written, FIGHTER WING from **Merit** promises this experience and is just entering stores for Christmas.

ZEPHYR from **New World**, a game that should offer fighting action on the level of SPECTRE and graphics in the neighborhood of DOOM, promised Network capability but shipped without it. A network patch is promised for the New Year. Let's hope that it works out and is hot enough to keep the Networking trend going.

Networking is rife with disappointment; it is one of the first capabilities mentioned and usually the first one dropped when the deadline doom approaches...and let's not even talk about the poor souls who stare mournfully at their MECHWARRIOR2 demo every night before sleep. Connectivity is a hip word in the media these days, but at least it seems to be leaking into the consciousness of the industry that computer gamers are social animals after all. This, combined with the realization that the Network is the one true advantage computers currently have over those annoying game machines, may keep a good trend going. With a little luck, maybe, in a couple of years true multi-player capability will be the rule, instead of the exception.



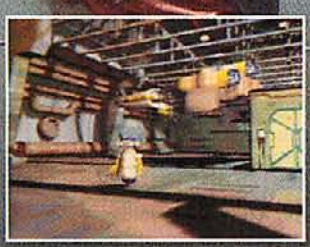
READY FOR SOME FOOTBALL? TOM LANDRY STRATEGY FOOTBALL was one of the first modem-capable football games, and is still good for a quick head to head match up.

The author would like to thank the Network Gang—Ken, Merit, Tony, and Troy—for their help in testing these games, and Craig Reece for his generous contribution of networking technical expertise.

ALIEN VIRUS

They're Unseen. Unheard. Unknown And Unfed.

As you set down on the docking pad in the station hangar, you are a little puzzled. You remember that on Station Zeus there must be at least a hundred crew members, and not one is here. And while the mystery begins to unfold, the clues, like the shredded remains of some poor souls, may not be very easy to digest. In the meantime, an unimaginable terror stalks the few colleagues that you have left aboard Station Zeus.



© 1994 International Computer Entertainment

VIC TOKAI INC. 22904 Lockness Ave. Torrance, CA 90501

PC CD-ROM

Circle Reader Service #375

BACK...

WITH A VENGEANCE!

The world of Arkania returns with incredible sound, speech and music, spectacular graphics... and an experience you won't forget!

Strategy Plus (September 1994) observed, "...massive improvements on both graphics and sound fronts."

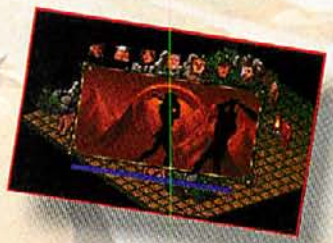
PC Gamer (September 1994) noted, "...impressive... a new angle on the classic role-playing adventure..."

CLUE BOOK AVAILABLE

Exciting new game features take you into the turmoil of an epic quest fraught with danger...

- Smooth-scrolling 3D Movement
- Graphically Detailed Automap
- Fully Editable Diary
- Character & Diary Print Option
- Intelligent Keyword Dialogue System
- Stunning Cinematics
- Awesome Digitized Speech

CD-ROM ENHANCED GRAPHICS & SPEECH



To order visit your local retailer or call 1-800-447-1230

SIR-TECH

P.O. Box 245, Ogdensburg, NY 13669 Tel: (315) 393-6633 Fax: (315) 393-1525

● Coming this spring, ***JAGGED ALLIANCE***. Watch for it! ●

Realms of Arkania® is a registered trademark of Sir-tech Software, Inc. Realms of Arkania is manufactured and distributed under license by Sir-tech from Attic Entertainment Software, Fantasy Productions and Schmidt Spiel + Freizeit GmbH

Circle Reader Service #112

Beware Of The Under Drow

SCORPIA CASTS A DARK GLANCE AT DREAMFORGE'S DARK TALE OF DARK ELVES

by Scorpia

Menzoberranzan, for those unfamiliar with R.A. Salvatore's novel *The Legacy*, is the underground capital city of Dark Elves, the Drow. Although normally comfortable in their dank and damp realm of Underdark, the Drow are rampaging on the surface of the Forgotten Realms, looking for a traitor to their cause. You see, Drizzt, the traitor, is an anomaly in the Dark Elf world, a black sheep, an outcast. He's a good guy.

Not able to find Drizzt the good Dark Elf, the Drow make off instead with a selection of human villagers, hauling them to the underground city for slavery or worse. Your job, if you choose to dive into **SSI**'s MENZOBERRANZAN role-playing game, is to penetrate to the nethermost reaches of the Underdark, infiltrate the city of Menzoberranzan, and rescue the captives.

Those who've played SSI's earlier RAVENLOFT game will find much that is familiar in MENZOBERRANZAN. While the party has room for four characters, you create only two of your own; the remaining slots are filled by other characters you meet along the way and invite to join the group.

For that reason, most players will likely prefer to create the typical two-person party of Elven Fighter/Magic-User and Dwarven Fighter/Cleric. Only Elves wearing Elven chain mail can cast spells in armor; all others must forgo armor if they want to do any spellcasting. Dwarfs are handy not only for being able to read Dwarvish (important in one section of the game), but they are absolutely tops at spotting illusory walls, and there are plenty of them in this game. A Dwarf in the group makes life much easier.

Thieves aren't necessary; there is little use for their ability to pick locks (all locked doors require special keys). If you feel happier with a thief in the party, pick up Vonor the Kenku; he's a triple-class Fighter/MU/Thief and handy to have along. He can also cast spells while wearing his special Kenku armor.

You can probably also get by with letting Vonor handle the mage stuff and putting a Fighter/Paladin/Ranger/etc in place of the Fighter/Magic-user. I didn't use much offensive magic in the game; the fighting contingent was generally able to handle anything we came up against.

MENZOBERRANZAN

Price: $69.95
System Requirements: IBM compatible 386-40Mhz (486-33Mhz recommended), 4 MB RAM, VGA graphics, 13 MB hard drive space, 2x CD-ROM; supports most major sound cards.
Protection: None
Developer: DreamForge
Publisher: Strategic Simulations, Inc.
Sunnyvale, CA
(800) 245-4525

360 DEGREES OF FREEDOM

The basic game mechanics are similar to RAVENLOFT, which in turn came by way of EYE OF THE BEHOLDER. The view is 3D and the party moves as a whole. Movement can be either in step mode or free-scrolling mode. Step mode is just that: one click is one step forward, with turns of 90 degrees. Free mode is the full 360 degree range, as in ULTIMA UNDERWORLD. If that sort of thing makes you dizzy, stick with step mode. There are some places where free

mode is necessary, but they are few and brief and not likely to upset anyone.

Character portraits are strung along the bottom of the screen, with icons for the left and right hands. Clicking on these icons causes the characters to attempt a strike with a readied weapon. This means swinging the cursor back and forth, clicking away madly, during a fight.

An alternate method is to put the cursor on the target, where it becomes a small sword. Clicking this causes readied weapons to strike out, but only once per weapon, so you still have to keep clicking during the combat. Ranged weapons will fire with this method, except Spiritual Hammer. For some reason, the hammer icon itself must be clicked to make an attack.

Fighters in the rear can engage in melee if they have long weapons, such as two-handed swords and halberds. These are better than most missile weapons which, as usual, have to be retrieved after combat. There is a magical throwing axe and a magical knife which return after being thrown, but their damage potential is rather small.

Outdoors, everyone is considered in melee range and can fight with any readied weapon. Indoors (which is most of the game), only the two front rank characters are close enough for melee. Those in the rear can only use long weapons or missile weapons to attack. Naturally, spells can be cast from any position.

Spellcasters do not have to hold a book or holy symbol to cast spells. You simply click the special icon on the character portrait to bring up a list of spells, or special abilities, for that person. Spells are not cast automatically in a fight; you have to bring up the list and choose a spell from it. This can be a pain in real-time combat, even with the list readied beforehand, and was another reason I didn't use a lot of offensive magic.

Once killed, monsters do not regenerate. This makes life much easier, since you can clear out a level, then go back over it more carefully looking for illusionary walls or elusive buttons without a horde of critters breathing down your neck.

ADVENTURING AMENITIES

MENZO features a very nice auto-mapping system. You can call it up anywhere, anytime. Among other things, it shows where the party has been, where it is now, nearby monsters (but only those that are close), illusionary walls (once you know about them), locations of nearby non-hostile characters, and perhaps most importantly, locations of items to be picked up.

The maps are scrollable, and you can always look at maps of previous places the party has been, in that dungeon or another. In addition, you can write your own notes on this map, and even print it off on a printer. Maps can also be saved to a separate file for viewing in any word processor.

The inventory screen shows what items

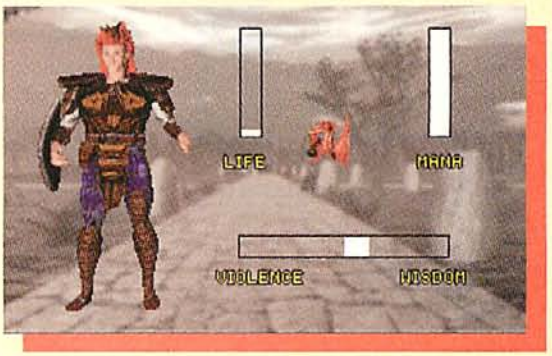
Scorp's Shorts

Apparently, Scorpia was a very good girl this year. Santa filled her stocking with all sorts of adventure and role-playing goodies, and Scorp went on a game playing binge to beat all. When she emerged from her dungeon this month, besmirched with the blood of several Foozles and wearing several hero's crowns, even she was amazed to find that she had hacked and slashed through four full games in two weeks. Here are her interrogation reports from a few of her adventure game victims.

DRAGON LORE

Published by **Mindscape**, this is a game with pretty graphics and not much substance. Werner Von Hallenrod, having reached 18 years old, sets off to prove himself worthy of joining the Dragon Knights, and incidentally discovers the truth about his father's death.

He needs votes from current Knights to be accepted. Some Knights exhort him to be bloodthirsty, others to take the path of wisdom. One refreshing character will accept a bribe in return for a positive vote. A bar graph measures Werner's actions, growing towards violence or wisdom depending on his actions in certain circumstances.



There are no conversations, only monologues from NPCs, as Werner never speaks in any way. Perhaps he should have been christened Noel, the Silent Knight. Whatever, Werner heads out, kills some monsters, picks up a few spells, and finally arrives at Von Wallenrod castle.

The rest of the game is taken up with a scavenger hunt in the castle, finding various objects and figuring out what to do with them. Some items are not easy to see, and every room must be scanned thoroughly to ensure not missing something important. "Boring" gains new meaning here, especially as you are likely to revisit many rooms, looking for things that might not even be there.

While there is some fighting, it is similar to **I-Motion**'s ALONE IN THE DARK. Werner has no stats or skills, only a bar measuring his life force. Combat is simply equipping a weapon and bashing away, hoping you can outlast the monster.

Magic is minimal. Two spells are one-time-only; fireball can be handy if you have time to bring up the runes for it. Teleport, when finally obtained, allows Werner to move around the castle easily, and later the countryside, when he receives the magic map. This is the best feature of the game.

Amazingly, there are only four save slots, and you can't even give them your own titles. Games are saved as "Saved Game 1", Saved Game 2", etc. This is not really helpful in trying to recall where all those saves are in the game, or which is the most recent.

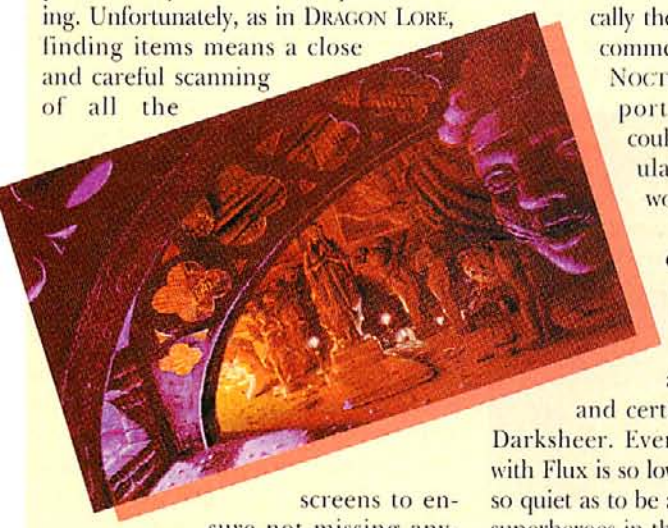
Only Sound Blaster and compatible sound cards are supported. For Gravis owners, SBOS works well; I hope other soundcard owners have something similar, or the game will play silently. At least you can turn on text so you won't miss the monologues (some of which actually have importance).

Bottom line: To quote a friend of mine (commenting on a game many years ago): "It's like diving into a beautiful pool, and finding the water is only two inches deep."

NOCTROPOLIS

Grim and moody, NOCTROPOLIS is set in a fictional comic-book world of eternal night. Perennial loser Peter Grey is magically transported there from our world to take the place of Darksheer, a superhero who recently retired.

Despite the setting and the comic book that comes with the game, this is an adventure, and getting through it depends mostly on traditional puzzle solving. Unfortunately, as in DRAGON LORE, finding items means a close and careful scanning of all the



screens to ensure not missing anything, which is all too easy to do, given the mainly dark scenes.

Also on the downside, this game is nothing like a comic book adventure. Aside from chucking some holy water at Succubus, Darksheer doesn't actually fight any of the five "cameo" villains, nor even the evil mastermind Flux. No, the only person he beats up is his partner, Stiletto.

First he knocks her around, then he makes love to her. This proves he has what it takes to be a superhero in the Darksheer mold. After that, she follows him around like a tame sheep, not doing much beyond vamping a couple of men in the most crude and embarrassing fashion, and managing to kill Master Macabre (well, he cut off her finger, so she's probably entitled). Otherwise, she contributes nothing at all as a supposed "partner." With a little editing, Stiletto could have been left out entirely and it would have made no difference to the game (aside from lowering the T&A factor).

Considered strictly as an adventure without comic book trappings, it's about middling difficulty, most of that coming from aggravating conversational trees and hard-to-find objects. Graphically the game is good. I can't comment on sound/music, as NOCTROPOLIS does not support Ultrasound, and I couldn't get any of the emulations, even SBOS, to work with it.

Bottom line: Considered as a comic book adventure, this one just doesn't make it. There is no pace, no action, no excitement, and certainly no heroics from Darksheer. Even the final encounter with Flux is so low-key, so anti-climactic, so quiet as to be a passive experience. If superheroes in the real comics were like this, comic books would have vanished long ago.

DEATH GATE

This one comes from **Legend Entertainment**, the people who gave us COMPANIONS OF XANTH. Fortunately, while using the same interface and engine, DEATH GATE is a better adventure than XANTH.

Centuries ago, the Sartans split the world into five realms: Earth, Air, Fire, Water, and Nexus. They imprisoned their enemies, the Patryns, in the Nexus, in a nasty construct called "The Labyrinth." Your character is Haplo, a Patryn rescued from the Labyrinth by Lord Xar, who wants to reunite the world. With Haplo's assistance, he might be able to do that.

So Haplo goes off in a magic ship through the DEATH GATE, the only connection between the realms, to find the four sections of the World Seal. Along the way, he pieces together more of the story of the Sundering, and finds that things are not always as they seem.

The game is very linear. Once Haplo leaves a realm, he can never go back. This makes it vital to pick up every obtainable item, or you could be stuck in a later realm for lack of an important object and have to replay part of the game (which happened to me on one occasion).

This is not a hard adventure, although some puzzles are tricky. Most of them can be figured out logically; it usually isn't necessary to go through the "try everything" routine if you think about the situation a little.

What set my teeth on edge was the bright and bouncy, "cutesy-funsy" overtone of the game, with its cute but gullible Dwarfs and lovesick princes, among others. The story of DEATH GATE is too important for that and should have received a more serious treatment.

I had problems with the game crashing in VGA every time I talked to the merchant; switching to SVGA cleared that up. Besides, SVGA graphics are much better; play in that mode if you can.

Bottom line: Of the three games covered in these short articles, DEATH GATE was the least irritating overall, and the closest to traditional adventuring. If you can put up with the cute stuff, you may find this one worth playing.

characters are wearing/carrying, and is the place to check on stats, experience levels, health, and current spell effects (if any). These are handled very neatly with pop-up menus off of icons. Moving items from character to character is easy and simple: just pick something up from one slot and put it in another.

The standard inventory is 12 slots, but more can be carried through the use of bags, boxes, and scroll cases. The downside is that weight matters, and a heavily-encumbered character will be at a disadvantage in combat. A small scale for each character measures the encumbrance level; keep an eye on that and be sure weaker party members aren't loaded down with a lot of heavy stuff.

Happily, if you dismiss one party member in favor of a new one, the departing member hands over all items not his own to the newcomer. If the joining character doesn't have enough room for everything, the excess is placed on the ground for redistribution. This is a good system, and one I hope other designers will keep in mind for games with similar add/dismiss-character features.

DON'T FEED THE BUG BEARS Combat is a snap. Simply click on the enemy you wish to attack, and your fighters will strike with their readied weapons.

NO NEW TALE TO TELL

Moving to the game itself, unfortunately the best that can be said about MENZO is that it is mediocre. Much of your time is spent on getting to the city, plodding through caves and tunnels that follow each other in dreary succession.

When you finally arrive, everything that follows is laid out for you in a neat, linear path. The party is carefully directed from point to point, event to event, like you're riding on a sightseeing tram at Disneyland. Go here, see him, get this, do that; after a while, you begin to wonder whether you're playing a computer game or connect-the-dots.

This is a shame, because so much could have been done with the material at hand. Here we have three major Drow houses scheming with and against each other, jockeying for power and possession of a potent artifact, teetering on the edge of all-out war. Into this maelstrom of chicanery, double-dealing, and assassination comes the party, all unknowing.

What an opportunity for a well-developed, involving story—and what a dismal hash was made of it. We could have had an exciting, nerve-wracking excursion into the murky waters of Drow politics, with treachery and surprise at every turn, and interesting choices to be made. Instead, we end up with a ho-hum, "just follow the plan" express railroad route to the endgame and inevitable showdown with Foozle.

The dialogue doesn't help matters. It's grandiose, overblown, melodramatic in the extreme. People don't so much speak as declaim everything they say, giving an unintended farcical overtone to the game.

MENZO runs relatively clean, but does have some programming problems. Most are trivial, such as some magical figurines that don't work, and the business with the Spiritual Hammer mentioned earlier. One that isn't so trivial is the "monsters in the wall" problem. You can see monsters stuck in the walls on the automap, and if you stand in front of the wall and swing away, you can kill whatever is in there.

NOMINEES FOR BEST DRESSED IN A QUEST The character inventory screen sports a drag-and-drop interface and can provide information on each character's vitals.

Where this becomes a very nasty problem is in the end game. Here you break in on Matron Malice, in the middle of a sacrifice. Naturally not pleased, she attacks, along with a Drow priestess and several monsters. Killing her and the priestess initiates the endgame sequence of congratulations and "once again, great heroes, you have saved the day, etc."

You must kill Malice and friend to get that sequence, and it is entirely possible for your party to walk into that room and she won't be there. The monsters are there, but no Malice, no priestess. You can kill off everything in sight, but the game doesn't end.

Current thought at SSI is that the game is placing Malice halfway in the wall or altar. When a monster is stuck in that fashion, the game "kills it off" to avoid problems (apparently fully in a wall isn't a problem). So the software gets rid of her for you, but that doesn't trigger the ending animations.

Unfortunately, there is absolutely no way of knowing if this will happen until the party enters the room. This is one of those "transient" bugs that doesn't happen to everyone, just some players. More bizarre, it could occur and not occur in separate games.

I had three teams altogether that went through to the finale. The first two did *not* see Malice when they entered the altar room, no matter how many times they tried it. However, the third team walked in, and there she was, standing behind the altar! I was so startled, the monsters got in a few hits before I recovered from the amazement.

So you could have one game that will never end, and another where a different party goes through properly all the way. SSI is working on a patch, and it will likely be available by the time you read this. In the meantime, it's the luck of the draw as to whether Malice will be around or not when you get to her.

Overall, MENZOBERRANZAN is a disappointment. It has some nice features, but nice features must be supported by a strong story. Sadly, what could have been a superior entry in the CRPG field comes off as just another hack-n-slash product, suitable mainly as a time-filler when nothing better is available.

COMPANIONS OF XANTH™

CD-ROM

FEATURING VOICES FOR OVER 30 CHARACTERS!
Xanth speaks to you!

FREE BOOK ENCLOSED!
"Demons Don't Dream"
by Piers Anthony

Open the door to a fantasy world...

USA Today says— A playful fantasy filled with fun.

...where beauty masks the danger lurking at every turn

An enchanted land with fantastic creatures and all the magic, puns and humor that have made Xanth a worldwide favorite

LEGEND
ENTERTAINMENT COMPANY

1-800-245-7744

Actual VGA graphics shown. Distributed by Accolade, Inc.

Letters From The Dark Side

Well, the Holiday season turned out to be not so bad after all. A few companies were able to get a few games on the shelves, and though none of those games were really, really good, at least we got something. It was especially interesting to see the large number of adventure games (from companies other than Sierra) that made their appearance. It's been a long time since so many came to the shelves at once.

The mail on the newer games is just now trickling in, but I've gotten some interesting letters in that small batch. So we have some new titles on the list for a change. By the way, did you notice that almost all the new games are showing up on CD first (or exclusively)? If you don't have a CD ROM drive, better plan on getting one soon, or you won't have much to play in the coming months.

And now, on to the hints....

Noctropolis: You might have a hard time at the start of the game when dealing with the gargoyle outside the cathedral. A coil of wire is necessary to complete your little death device, but finding it — that's tough! This is one of those situations where you have to scan slowly and carefully across the screen to find the item, because it's so easy to miss and nearly impossible to see. I suggest concentrating on the left side.

Death Gate: Arriving on the water world of Chelestra, you don't find much to work with. There's a cave you can't enter because of a fear spell, and a city you can't get into because of the Ward (Keep Out: This means you!) in the front gate. However, if you recall what was mentioned in the book where you learned the Possession spell, the ward will soon be runed.

Menzoberranzan: While mucking through the tunnels is mostly straightforward, adventurers could have a bit of trouble in the beginning section, where you have to go up and down between the two levels to find your way to the exit. The important thing is to be on the lookout for illusionary walls that open the way to other areas. Generally, you can figure that such a wall is as far as possible from the way you came in.

Dragon Lore: Once you arrive at Van Wallenrod Castle, what to do becomes somewhat obscure. On the entry level, your job is to find the three pieces of the Von Wallenrod seal to open the door at the bottom of the stairs. These are hidden in different rooms on this level, and everything you need to get them is also in the rooms (so in this case, you don't have to worry about not having something with you already). Be sure to pick up everything you come across, as some things are needed later on. If your inventory is getting full, you can dump the canteen (which is not needed) and the rope.

Malcolm's Revenge: All you need to do at the start is get off the island. There are six ways of doing this, and all the puzzles at the start are related to one or more of them. Try not to get too tangled up or involved in following multiple paths, which can be very confusing. Once you find a way off, just keep going, because all the methods will take you to the Isle of Cats anyway (you just end up in different locations depending on how you did it).

Dark Sun II: People find the secret door in the Old Digs and can't get it open. There's a good reason for that: it can't be opened directly by the party. This particular door will only open after you've tracked down and killed those responsible for the murder spree in the mines. If you have an early version of the game, you should go directly to Old Digs after doing that, because otherwise a bug will prevent you from passing through the door. A patch is available from SSI and on various online networks to fix this and some other problems in the game.

Ultima 8-Pagan: Can't find the Breath of Wind? It's right up there with Stratos. All you need is one spell to see it and another to get it. However, since taking the Breath will deactivate all spells except Air Walk, you may want to wait until you're ready for the end game before nabbing it. Some of those Air spells come in handy.

Superhero League of Hoboken: Some folks are having a hard time shuffling off to Buffalo. That's because they need the gold tube car pass and haven't been able to find it. Well, there isn't one. However, there is a master tube car pass, which allows you to ride any of the trains, including the gold line (and therefore you can sell all the others once you have it for extra cash). Just pay a visit to Harrisburg, and check out all the establishments there.

And that's about it for this look into the mailbag. In the meantime, if you need help with an adventure game, you can reach me in the following ways:

On Delphi: Visit the GameSIG.

On GEnie: Type "Scorpia" to reach the Games RoundTable.

By US Mail (enclose a self-addressed, stamped envelope if you live in the U.S.): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring!

THE DARK SIDE OF THE FORCE JUST GOT DARKER.

DARK FORCES™

A FIRST PERSON, ORIGINAL STAR WARS CD-ROM EXPERIENCE. COMING THIS WINTER.

Dark Forces computer program ©1994 LucasArts Entertainment Company. Dark Forces audiovisual display ©1994 LucasArts Entertainment Company and Lucasfilm Ltd. All Rights Reserved. Used Under Authorization. Star Wars is a registered trademark of Lucasfilm Ltd. Dark Forces is a trademark of LucasArts Entertainment Company. The LucasArts logo is a registered trademark of LucasArts Entertainment Company.

CHECK OUT THE DARK FORCES SLIDE SHOW ON THE LUCASARTS BBS AT (415) 257-3070

The Bride With The Disney Dowry

Sierra Creates Their Own Magic Kingdom in KING'S QUEST VII: THE PRINCELESS BRIDE

by Charles Ardai

I CONSIDER THIS GAME TO BE KING'S QUEST I. THIS IS WHERE IT ALL OUGHT TO HAVE STARTED; OR, TO LOOK AT IT another way, this is where it all starts. Yes, KING'S QUEST VI got a lot of attention for its snazzy opening cartoon, crammed with swooping camera movements and full-screen characters rendered three-dimensionally; but once you got past the opening, the game was just another KING'S QUEST. Decent graphics, but nothing to stand up and cheer over—the graphics even felt like something of a letdown after the outstanding animation of the introduction.

KING'S QUEST VII, on the other hand, is a visual marvel from beginning to end. I tried this game on my mother (a big fairy tale fan), who asked, "Is that a game from Disney?" When I replied in the negative, she said, "But they're trying to do Disney, right?"

They are indeed. From the opening frames, where drops of dew in an enchanted forest drop on the tummy of an enchanted ladybug, to the scene a few seconds later in which lovely Princess Rosella sings her royal heart out in a tuneful paean to her about-to-be-lost adolescence, KING'S QUEST VII exudes Disney-like quality from each of its cel-animated poses.

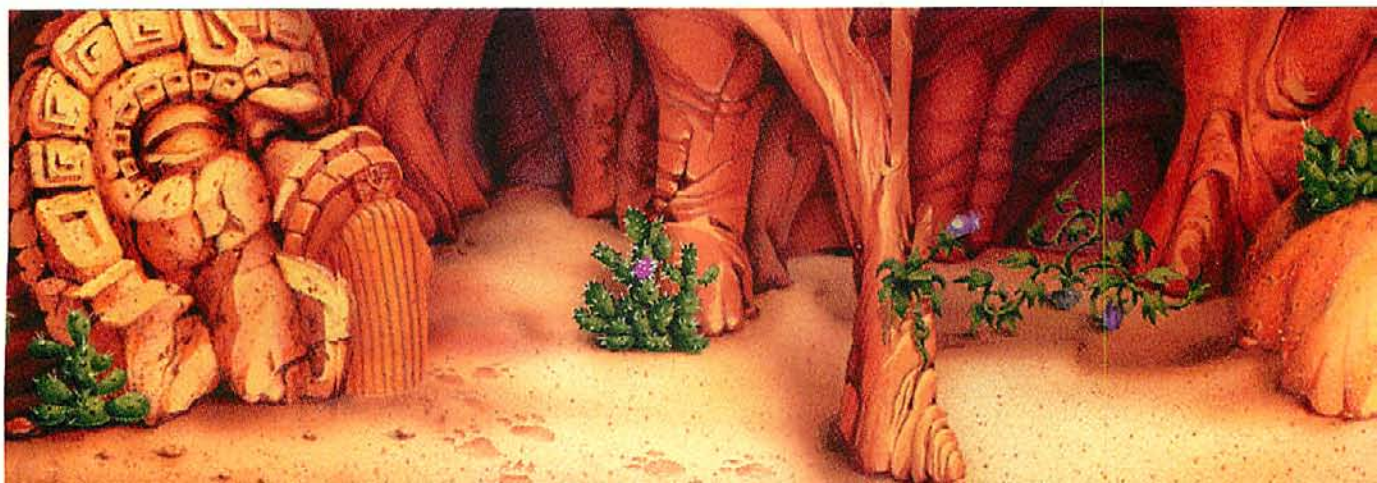
Every frame is beautiful, every line is neat and pert, the camera soars and glides, and the notes of the musical score tinkle out in bounding effervescence like the fizz out of a bottle of soda pop. This is the Disney of *The Little Mermaid* or *Beauty and the Beast*, or *Aladdin*, if you deduct that film's adult-targeted sense of irony. It's the Disney of *The Sword In the Stone* and of *Alice in Wonderland*, light and fluffy as a soufflé. It's not the Disney of *Bambi* or *Snow White*; here even the menaces are adorable bits of whimsy. If the villains ever frighten, it's only for a brief time, and then everyone gets together again for one more song.

It matters not at all that the game is from **Sierra** rather than Disney. It is true to the Disney spirit, just as any movie about a rugged hero who wears a leather jacket and gets out of one scrape after another is really Indiana Jones, and any movie about a suave secret agent is essentially James Bond. At the same time, KING'S QUEST VII is also KING'S QUEST through and through, meaning (among other things) that it cribs from other sources left and right. A bit of a familiar fable here—is that Chicken Little running about the streets of the town called Falderol?—a bit of a legend there, a bit of a modern fairy tale two screens over.

Rosella falls down, down, down into a magical pool like Alice down the rabbit

King's Quest VII

Price: $79.95, CD-ROM
System Requirements: IBM compatible 386-33Mhz or better (486 recommended), 4 MB RAM (5 MB RAM rec.), SVGA graphics, Windows 3.1, CD-ROM, mouse; supports Windows compatible sound cards.
Protection: None
Designer: Roberta Williams
Publisher: Sierra On-Line, Inc.
Bellevue, WA
(800) 757-7707



hole, and when her mother, Valanice, follows her, she actually meets a rabbit and goes through a number of tiny doors. "The Wizard of Oz" is in the game, too, in Rosella's opening song about being transported to "a land beyond dreams." So is Guinevere's soliloquy from Lerner and Loewe's *Camelot,* when Rosella sings, "[I'm] about to be a bride/[But] I want to run and hide." (Guinevere sang, "I won't be bid and bargained for like beads at a bazaar...I've run away, eluded them and fled..." Same idea; KING'S QUEST VII just eliminates those nasty, complicated words like "eluded" and "bazaar.")

What else is lurking in this game? For one thing, a Halloween land that suspiciously resembles the town from Tim Burton's *Nightmare Before Christmas*, and even uses the name "Ooga Booga." (The bad guy in that flick was a heavy named "Oogey Boogey." A subtle distinction.) Anyone else? Sure: the three Fates from Greek mythology, Titania and Oberon from *A Midsummer Night's Dream*, a comical carnivorous Venus flytrap, and a headless horseman, all lifted from other sources and jumbled together in the mythic hodgepodge that is KING'S QUEST VII.

JACK'S FLAT Princess Rosella's journey will take her through a Halloween land reminiscent of Tim Burton's *A Nightmare Before Christmas.*

FISH OR FOUL? Valanice will encounter a number of colorful characters with "fishy" motives while looking for her princess daughter.

Everyone you meet gives you a quest to carry out; that's tradition, too. It wouldn't be KING'S QUEST if you actually had to go out and look for puzzles to solve, now would it? It never struck me before now just how mercantile a world-view the KING'S QUEST series presents: everyone wants something, everyone's got something you want, everyone's willing to make a trade. The jeweler troll in the caverns wants a jewel to buy new tools with, and he'll give you his old tools if you bring him same; the crystal dragon wants a spark, and if you bring her one she'll give you a nice big ruby. You have a lantern that can carry a spark, and you need a hammer and chisel to chip off one of the dragon's scales while she's asleep. Do I smell trades in the offing?

Trades are at the heart of this game, an ironic subtext for a story whose stated topic is the marrying off of a nubile girl, and not just any nubile girl, a nubile royal, in whose person is presumably vested some claim to political authority over and ownership of her father's lands. But enough of that—this is neo-Disney, remember. This is KING'S QUEST, where the closest you get to sexual politics is Rosella going "blecch!" after being kissed by a troll. This is magic and wonder and happily ever after, and the crew of designers and artists who worked on the game have pulled it off so well that, by gosh and begorrah, it really does cast the spell a good animated movie does. It's the first computer game to do so, certainly the first KING'S QUEST. The puzzles may be the familiar sorts of puzzles and the characters may be the usual sorts of characters, but in another sense nothing is the same. A new era begins now.

HANDS, LANDS, AND SHIFTING SANDS

It must be the result of inbreeding, these four-fingered hands that Rosella and Valanice have. If you never noticed them before, it's not cause for a trip to the ophthalmologist.

They've never had hands before, at least not like this, with fingers and everything. Now you can see their fingers move, and their eyes, and their facial expressions. You can see Valanice stick her finger in her tiny mouth when she samples a piece of birthday cake and Rosella's yellow tongue unfurl in the mirror after she's been turned into a troll.

OUT OF CON-TROLL Rosella had better watch her tongue around the grumpy trolls lest she find herself turned into one.

It's every bit as good as the animation in the last adventure game to win acclaim for its cartoon-style animation, **LucasArts**' THE DAY OF THE TENTACLE (where the characters also had four-fingered hands—go figure).

Denny Delk, DAY OF THE TENTACLE's Hoagie, turns up here as the voice behind King Otar, Lord of the Trolls, who snatches Rosella out of the magic pool, transforms her, and claims her as his fiancee. (The versatile and wonderful Delk also turns up as a badger in Falderol and a shrunken head in Ooga Booga Land.) While Rosella goes about getting herself un-trolled and then labors to escape Ooga Booga's creepy environs unmolested, Valanice searches for her through an endless desert and a cursed forest where she encounters a snake oil salesman (Roger Jackson) who outdoes *The Music Man*'s Robert Preston for sheer oiliness, and a mockingbird in the best Don Rickles tradition (Jim Cranna), among other interesting creatures. With the exception of Chicken Little and one or two of the trolls, all the characters' voices are extremely well done. It is a pleasure to think about how far we've come from the days when Sierra used to corral random staff members to do the voices on the CD-ROM editions of their games.

The game's story unfolds in six chapters, alternating between Valanice and Rosella as on-screen heroine. First, Valanice has to struggle through the desert to get a stone idol to open its mouth; when, upon pulling this off, she finds herself menaced by a giant gila monster, the game suspends her story and turns its attention to Rosella's travails in the land of the trolls. When Rosella finds herself clinging to the edge of a graveyard sinkhole by her fingernails, the game leaves her to return to Valanice. A bit of cleverness gets Valanice past the gila monster and into Falderol, where after much ado she ends up on trial for stealing the moon. (Don't ask.) Before we get to see Valanice exonerated, we return to Rosella; then it's back to Valanice, and so on, until you've made it through the last chapter.

Or, if you prefer, you can jump around instead, starting a new game at any chapter you like. This is one of several nice touches that make KING'S QUEST VII easier and more user-friendly than most adventure games on the market. Also, if you "perish" or "expire" in the game you have the option of retracting your fatal move and trying something else.

Other nice touches don't necessarily make the game easier, but do make it more fun. For instance, clicking an object from your inventory on the eye icon in the command line calls up a window in mid-screen that displays a fancy 3-D rendering of the object, which you can rotate to examine it from all angles.

There are some unfortunate weaknesses, too. The eye icon in the command line, for instance, can only be used to look at inventory objects, not at anything in the graphic window. This confused me, and I imagine it might confuse younger gamers even more. Also, there is a large, ornate letter 'K' at the end of the command line, which looks like it ought to do something, but turns out not to have any function at all. Another peculiarity is that the game has no save game feature and only saves your position in the story when you quit.

These are minor complaints; the only major one I have is that the copy of the game I had crashed several times as a result of internal errors. I had been warned that this might happen, but the warning didn't make the fact any easier to take. It's no fun when your game stops dead and displays an arcane error message like "Error 48: myCursorView is not a selector for pInventory," especially when the lack of a save function means that if you haven't quit recently you'll have to replay a good-sized chunk of the game.

It's a shame that in order to get the game into stores in time for the holiday season, Sierra had to release it with bugs still present; the silver lining is that at least this is one of the rare games that, because of its great animation, is fun to replay. Nevertheless, you may want to wait until Sierra has all the kinks worked out and new copies on the shelves before taking the plunge.

LUCKY SEVEN

Whether sooner or later, though, gamers who like their gaming light, and certainly gamers with kids, will want to take the plunge. Even if this is not the sort of game you typically enjoy, even if earlier installments in the KING'S QUEST saga have left you yawning or bristling at their interminable cuteness, KING'S QUEST VII is one game you'll have to see. Not so much because of the puzzles, which are negligible, or the brilliance of the writing, but simply because its execution and the quality of its presentation make this game one of the landmark titles in the field.

THE EDITORS SPEAK

KING'S QUEST VII

RATING 4.5

PROS Animation as good as you'd get from a middle-quality Disney feature, with voices and writing to match.

CONS Sierra's quick left turn at Mass Market Street may have left some hard-core gamers in search of a challenge. Also, there are a few crash bugs in the initial release.

ADVANCED WAVE TABLE BY SOUND BLASTER. ACCEPT NO IMITATIONS.

The New Sound Blaster AWE32.™

Introducing the wave of the future: the new Sound Blaster AWE32. It combines advanced wave table synthesis, a powerful digital signal processor, and the hottest audio effects all on the same sound card. That's why it's the next generation PC sound standard.

The Sound Blaster AWE32 puts the world's purest music synthesis technology (from E-mu Systems) inside your PC. It also includes effects like chorus and reverb for increased depth and richness. And QSound so you can position sounds in 3D. It even comes with downloadable SoundFont™ technology, so you can add to the library of sampled sound effects and instruments. And the latest speech technology, so you can navigate through all the major Windows™ applications using voice commands.

Of course, it's a Sound Blaster. So it makes all your favorite games and software sound more outrageous than you ever imagined. All this sound technology could cost you thousands. But the new Sound Blaster AWE32 is only $399.* No other sound card comes close. Sound interesting? Visit your local Creative Labs dealer. Or call 1-800-998-5227.

SOUND BLASTER AWE32 INCLUDES:

SOUND BLASTER AWE32	GENERAL MIDI INTERFACE	HSC INTERACTIVE SE
TRUE 16-BIT CD SOUND	THREE CD-ROM INTERFACES	CREATIVE WAVESTUDIO™ 2.0
ADVANCED WAVEFFECTS™	MICROPHONE	QSOUND CONTROL PANEL
SYNTHESIS	SOFTWARE INCLUDES:	CREATIVE ENSEMBLE™
32-VOICE POLYPHONY	CAKEWALK APPRENTICE	CREATIVE SOUNDO'LE™
SAMPLING SUBSYSTEM	FOR WINDOWS	CREATIVE MOSAIC

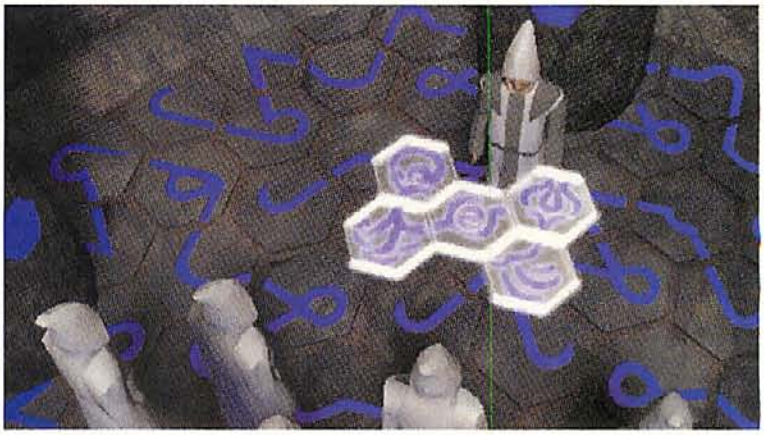
CREATIVE
CREATIVE LABS, INC.

WAKE UP THE REST OF YOUR BRAIN.™

*Suggested retail price. ©1994 Creative Technology Ltd. Sound Blaster, Sound Blaster AWE32, Advanced WavEffects, Creative VoiceAssist, Creative TextAssist, Creative Ensemble, Creative WaveStudio, Creative Soundo'LE and the Sound Blaster and Creative logos are trademarks of Creative Technology Ltd. All other trademarks are the property of their respective owners.
U.S. inquiries: Creative Labs 1-800-998-5227 or 408-428-6600. International inquiries: Creative Technology Ltd., Singapore, TEL 65-773-0233 FAX 65-773-0353.

A World In Runes

Legend Animates The Pages Of Weis And Hickman's DEATH GATE



by Peter Olafson

IF ITS PREDECESSOR, COMPANIONS OF XANTH, WAS A GAME ENGINE IN SEARCH OF A GAME, THEN DEATH GATE IS A GAME in search of a game engine—and a consistent voice. This CD-ROM-based graphic adventure from **Legend Entertainment** offers a colorful, and occasionally affecting, excursion through the fantasy world based on the *Death Gate* novels by Margaret Weis and Tracy Hickman, but sacrifices some of its appeal to disparities of content and style.

You're cast as Haplo—a recent Pryan refugee from the Labyrinth, a large and dangerous maze to which your human-like race was consigned 2,000 years earlier by the Sartans in the Sundering. In a final, desperate act in their losing battle with the Pryans, they split the world into five realms—the Labyrinth and the usual Air, Water, Fire and Stone—and then made themselves scarce.

Lord Xar, a labyrinth retriever (groan) who saved Haplo's hash in the maze, would have him believe the Sartans are demons. (Haplo will learn, by turns, that they're not all that bad.)

The sorcerer is out for revenge, and to reform the world, but lacks the necessary knowledge to perfect his plan. So he's designated the young man to be his instrument in the realms. Haplo is to venture through the Death Gate to the four divided worlds, retrieve the scattered pieces of the World Seal used in the Sundering, and learn what he can of the Sartans' whereabouts. So off you go, in a sort of winged Viking ship, armed with four basic spells. On Arianus, you'll help the dwarves shed some unwanted "Gods." On Pryan, you're a matchmaker. On Abarrach, you'll help put down a tyrant. And so it goes.

DEATH GATE

Price: $59.95
System Requirements: IBM compatible 386-33Mhz or better, 4 MB RAM, SVGA graphics, 5 MB hard drive space (minimum), mouse, CD-ROM; supports Roland (MT-32/Sound Canvas) and Sound Blaster (AWE32) compatible sound cards.
Protection: None
Designer: Glen Dahlgren
Publisher: Legend Entertainment
Chantilly, VA
(800) 658-8891

COUSIN OF XANTH

The game engine from XANTH is back for DEATH GATE—surrounded by a court of splendid speech and animations—and that's basically a good thing. XANTH itself was so frothy that you could almost sense the machinery laboring beneath the fabric of the game. DEATH GATE's a weightier creature, and the engine here is simply an engine. Giving orders is a matter of pointing and clicking. There's no guesswork to finding the right verb—seven common verbs are nestled in the upper left corner, and clicking on an object calls up any others unique to it—and certainly no typing. It is simple, easy, and it is even fun in itself.

The content is another matter. In games, as in literature, it is important to strike a tone and stick to it—if only in the interest of atmosphere. DEATH GATE doesn't quite manage that. It seems to want to be an airy SPELLCASTING 401 and a brooding TIME QUEST at the same time, and it never really settles down in either world.

The intro is promising—a majestic affair heralded by the white crackle of magic and set on an island floating above a vast, dusky drain called the Vortex.

We've come to the Vortex to destroy the world!" the white-robed leader tells his followers grimly, the camera passing behind a pillar into darkness, and the credits begin. It's the sort of moment that makes you think, "Ah, I'm onto something special here."

And so you are, if only in fits and starts. DEATH GATE is at its best when it is serious. That apocryphal tone is echoed in Xar's lust for revenge and reaches a pinnacle in the fire realm of Abarrach. This lava world is largely peopled with the undead, and in one spot you'll need to put two half-wits together to make a whole one: one zombie ceaselessly reading a child's poem, and another zombie ceaselessly obeying the verses. It stirs the player to a mixture of compassion and horror that doesn't have a name, and how many games do you know that tap into any emotion (except maybe frustration)?

That's one of the more modest puzzles. The game isn't all that tough, but it relies heavily on the player's powers of close observation. And that may occasionally have you scratching your head raw. Especially clever is the entry code to the treasure room in the Brotherhood tower, and the use of a dog—the world black and white

INTRODUCING

MULTIMEDIA STACKER.®

THE POWER TO

LAUNCH MORE GAMES.

You slide into the cockpit, ease the throttle forward, and prepare for a good old-fashioned dogfight. But suddenly, you come to a grinding halt. What's this? Not enough disk space or RAM?

Well, don't surrender those controls quite yet. Because StackerMan is here with new Multimedia Stacker®—the easiest way for you to more than double your hard disk capacity and give your system a big boost in RAM.

Not only is Multimedia Stacker optimized for speed on multimedia systems, but it gives you the maximum disk space you can get.

It also includes a free copy of Multimedia Cloaking,™ a new technology from Helix Software that frees up extra memory by moving system drivers to a 32-bit protected area. So your favorite games have more room to run.

Multimedia Stacker is available on disk or CD-ROM and can be found wherever you see the StackerMan display. So visit your local dealer or call **1-800-522-7822, ext. 9602** for information.

Get Multimedia Stacker today. Because without it, you're grounded, Mister.

Stac
STORAGE & COMMUNICATIONS

"GROUNDED BY RAM AND DISK SPACE PROBLEMS? STACKERMAN READS YOU LOUD AND CLEAR."

Outside of the U.S. call 1-619-794-4333 or fax 1-619-794-4575 for more information.

© 1994, Stac Electronics. Stac and Stacker are registered trademarks of Stac Electronics. Multimedia Cloaking is a trademark of Helix Software. Actual compression results may vary.

through its color-blind eyes—to identify and retrieve an antidote. You get fond of that dog, too. And there DEATH GATE goes, getting into your heart again.

A TOUCH TOO SWEET

But the game has this cute side, and it just doesn't belong. The dwarves you'll find in Arianus service a vast and ill-understood machine named, in a blast of Anglophilia, the Kicksey-Winsey. (Was Douglas Adams a consultant?) Zifnab, a voluble and eccentric Sartan wizard who turns up on Pryan and again in the endgame, carries on a monologue laden with decidedly modern Earth references. Haplo's options in verbal responses often run to the snotty-sarcastic. Even though this comic relief worked in the books, it seemed distracting and inappropriate in the game.

Perhaps Legend didn't want to make the game too heavy, but this leavening only sends mixed signals. Happily, this light touch did not affect the amount of text in the game.

An enormous quantity of information changes hands here—most of it orally, in conversation, but a good deal in books, some of them quite extensive. Finding and reading these tomes—which appear as full-screen animations—is delightful, but it's also a thoughtful way to shepherd a newbie into the DEATH GATE cycle. It has the effect of *showing* you what this world is like, rather than telling you, and you come to understand it more intuitively, rather than being entirely force-fed.

And that's good, because the minimalist game manual barely mentions *Death Gate* after the title page. Not a word of background. No glossary. No character sketches. Was DEATH GATE intended simply for already-in-the-know fans of authors Margaret Weis and Tracy Hickman? It's hard to imagine the uninitiated making much of "Forever Falling," a new *Death Gate* short story included in the package.

Unfortunately, it's only rarely that the conversations have any palpable effect on the course of the game. Oh, occasionally, you can slip up. For instance, revealing himself to the Sartan necromancer Balthazar as a Pryan immediately earns Haplo a job feeding worms, and certain characters will turn over items upon your request. But basically the conversational options are a series of hierarchical lists to cycle through, with no real threads (or impact) in the game's fabric. There's no art to conversing in DEATH GATE; it's a good tool for passing on information, but, in terms of the game's ebb and flow, a relatively meaningless feature.

DRY DOCKED Haplo travels from realm to realm in his ship, recovering parts of the World Seal.

WHAT UP, WIZARD DUDE? Zifnab looks like a wizened elder of an ancient age, but he talks like the wise-ass who lives next door. Consistency is not DEATH GATE's strong suit.

THEY RUNED IT

Spells are handled in a similar fashion. You click on the "Cast" icon and on the person or object you want to magically manhandle and, on a separate screen, select the incantation and watch the spell runes assemble themselves. Neat. Spells are the meat of DEATH GATE; watch the rune written in the air, and they're yours. But if you're going to create a whole separate interface for magic, then you'd expect the game to justify its existence. This one suggests you should be able to build spells yourself. Well, that may be. But only once, and only late in the game, did I have occasion to even fine-tune an existing spell. (You need to toy with Self-Immolation so you don't burn yourself up.) One spell adjustment does not an interface justify. It's pretty but effectively useless, and unhappily recalls XANTH's setting up a whole "Companion" structure simply for the sake of one inane puzzle.

MIX-N-MATCH MAGIC Spells are created by combining basic rune tiles on this screen.

Technically, it's a very clean game. It booted, it saved, it didn't crash. For all the voices, DEATH GATE is happily free of audio oddities and dropouts. Indeed, the only inconsistency I found was when Haplo, imitating a long-dead wizard, switched back and forth between his own voice and the imitation, depending on which line you had him use. (On the other hand, I'd really like to see a hero who doesn't sound as thought he works as an AM radio DJ on his day off.) For all the accompanying text, I didn't spot even one typo. The animations ran more or less smoothly on a 486 DX2/66.

But I occasionally was haunted by a feeling that DEATH GATE's technology has outstripped its genre. All the amenities lavished on the game—the enormous reservoir of digitized speech, the SVGA graphics, the animated cut scenes—build expectations for a game mechanism to complement them. And as agreeable as the engine may be, the game proper is essentially the same old object-oriented adventuring: Take everything that's not nailed down and use it in a conspiracy to take everything that is. There is something inherently trivial about inhabiting a lavish world and being stranded simply by want of a certain item. Melding a rather typical graphic-

You can hear your breath,
your boots pounding on metal stairs.
There's only one way out.
20 more feet...15...10.
You're almost there when suddenly
from out of nowhere
an 8-foot-tall green alien drops down
and lunges at you with a spear, leaving you
approximately .08 seconds to act.

This may be a good time to
mention the superior processing speed
of a Power Macintosh.

For vastly superior game play, arm yourself with a Power Macintosh™ computer. It offers better graphics, smoother animation* and, in some cases, the chance to meet those from cultures intriguingly unlike your own.

Power Macintosh

In fact, games for Power Macintosh are like nothing on this planet. But see for yourself. Call 800-538-9696, and we'll be happy to tell you where you can get into a game. But not, alas, how to get out of it.

Apple

*When compared to the same games running on 68K-powered Macintosh® computers. © 1995 Apple Computer, Inc. All rights reserved. Apple, the Apple logo and Macintosh are registered trademarks and Power Macintosh is a trademark of Apple Computer, Inc. The product names and logos of all games featured are trademarks or registered trademarks of their respective companies. All games sold separately.

and-text adventure to the resources of 3D STUDIO or ALIAS is rather like having an orchestra play "Row, Row, Row Your Boat."

I'd put up with a little messiness for greater depth and interconnectedness of these fancy-looking pieces. The endgame, for example, is thin on several counts. It's simply not a good idea to take control out of the player's hands, but that's precisely what DEATH GATE does in one of Haplo's confrontations with the evil dragon, Sang-Drax. The player can only summon Zifnab and his good dragon, and it's this dragon, not our hero, who fights the necessary fight.

Finally, the game ends relatively cold with a short and predictable 3D animation of Sang-Drax getting a *real* close look at the inner workings of the Vortex, and a digitized reading of three congratulatory paragraphs. The thing is, Sang-Drax is a relatively late addition to the tale and, as we don't have a history with him, his undoing is not nearly as momentous as it might have been had he been introduced early on. (Or if he'd turned out to be disguised as, say, Xar.)

Instead of this weak ending, it might have been nice to go back and see what changes the ending has wrought on the divided worlds, especially since the game's linearity prevents you from seeing the results of your efforts. Once you've reached a new realm, you can't leave until you've finished your task—shades of a finicky child at the dinner table—and once you've completed your task and reported back to Xar, you can't return. That's doubly inconvenient because the game *does* let you move on to a new realm without getting everything you'll need for future use. (Fortunately, the only restriction on saves seems to be hard drive space.)

And that's not a bad metaphor for DEATH GATE itself. It is, in a sense, a series of nicely-appointed but closed realms which raise interesting possibilities for adventuring, but don't really explore them. If it did, I'd be back in a second.

INTERFACE BY XANTH The DEATH GATE interface is sweet simplicity. Seven verbs, a compass rose, and an accessible object inventory.

THE EDITORS SPEAK

DEATH GATE

RATING

PROS Bullet-proof interface, some clever puzzles, and quality voice-overs. A big step up from COMPANIONS OF XANTH.

CONS The game is schizophrenic, trying to be both serious and whimsical. Ends with a whimper.

THE FUTURE OF ROLE PLAYING

Revolutionary Game Assistance Program that offers authentic role playing as never before possib
Fast, Flexible, and Fun, minus the complexity and tedium.

GT 2001 The GoldTree Engine

SOFTWARE FEATURES:
- Designed for all levels of Role Players.
- Works with any Role Playing Game System.
- Completely edit all rules, charts, characters and buildings.
- Hundreds of intelligent character generations and random occurrences.
- Comprehensive tracking of all player activity.
- Map navigate the entire city on multiple levels.
- Increases game time up to 85%.
- Intelligent character behavior, weather patterns, and population flow.
- Supports all standard graphic file formats.

GT 4000 Hudson City Sector One

"The things (The Goldtree Engine) can do are amazing. It does all the dirty work, leaving the GM free to Role Play. For city campaigning, there is simply no better GM aid." Lester Smith of Dragon Magazine

"The computer game application wi definitely become a major factor in the evolution of Role Playing in the coming years." Gary Gygax, creator Dungeons & Dragons - Grandfather of Role Pl

SOFTWARE ADD-ONS
REQUIRES THE GOLDTREE ENGINE
GT2201 Kingspoint, Outer City
GT2202 Demon Tower
GT1201 Graphic Character Library, Vol. I
GT1101 Graphic Building Library, Vol. I

Produced and distributed by:
Goldtree Enterprises
P.O. Box 24819
New Orleans, La.
70184-4819

SYSTEM REQUIREMENTS:
IBM and Compatibles
EGA Recommended
570KB free RAM
4 MB Hard Disk Space
Mouse Recommended
Circle Reader Service #300

WORKS WIT ANY ROLE PLAYING SYSTEM

See your local game store software store. To Order Di
CALL: 1-800-746-37

There you are, flying through the air
with the greatest of ease when
the air-to-air missile locks on you
and starts homing in. Let it close to 4 miles.
Roll 90 degrees into it and start laying chaff
and flares like crazy. It's still coming.
Keep turning. G forces. Everything's going black.
Turn harder or you're dog meat.
You're dog meat.

Even a Power Macintosh
can't do everything.

Games for the Power Macintosh™ computer have better graphics and smoother animation.* Thanks to the sizzling processing speed of the PowerPC™ chip, they also deliver dismally timely, realistic payloads.

To find out where you can take a test run, give us a call at 800-538-9696. Then go strap yourself into the cockpit of an F/A-18, and be prepared. The animation won't jump, but you may have to.

Power Macintosh

Apple

*When compared to the same games running on 68K-powered Macintosh® computers. © 1995 Apple Computer, Inc. All rights reserved. Apple, the Apple logo and Macintosh are registered trademarks and Power Macintosh is a trademark of Apple Computer, Inc. PowerPC is a trademark of International Business Machines Corporation, used under license therefrom. The product names and logos of all games featured are trademarks or registered trademarks of their respective companies. All games sold separately.

See You In The Funny Papers

Electronic Arts' Dark "Comic Book" Adventure, NOCTROPOLIS

by Charles Ardai

IT USED TO BE THAT LIKENING SOMETHING TO A COMIC BOOK WAS A WAY OF PUTTING IT DOWN. "COMIC BOOK" meant two-dimensional, episodic, unsophisticated, and juvenile. These days, if you compare something to a comic book it's a compliment. Some of the biggest movies of the last few years have been based on comic books (*Batman*, *The Mask*, *TimeCop*), while others might as well have been, they resembled comic books so closely. Today "comic book" means mythic, dark, and resonant, or else cynical, self-aware, and hip. And profitable—it means profitable more than it means almost anything else.

Little wonder, then, that after a hiatus of several years computer game designers are once again looking to comic books for inspiration. (There was a brief flurry of titles around 1987; gamers with long memories may recall ACCOLADE'S COMICS, "featuring Steve Keene, Thrillseeker," and DAN DARE, PILOT OF THE FUTURE from Electronic Arts.)

NOCTROPOLIS, EA's latest attempt at a comic book-inspired game, comes closer to the mark than the earlier titles did, by combining the characteristics that have made the new generation of comic books so popular—stylized visuals, grotesque characters, bloody violence, sporadic nudity, moral ambiguity—with such features of modern multimedia gaming as full-motion video and a moody orchestral soundtrack. At first glance (and first listen), NOCTROPOLIS appears snazzy indeed.

Unfortunately, one rapidly discovers that NOCTROPOLIS is also comic book-like in the old sense: it's flat, episodic, poorly written, technologically crude, and juvenile. It's also highly derivative, both of actual comic books and of other computer games.

NOCTROPOLIS

Price: $59.95
System Requirements: 386-33Mhz or better (486-33Mhz recommended), 4 MB RAM, SVGA graphics, 500k hard drive space, CD-ROM; supports General MIDI, PAS, and Sound Blaster compatible sound cards.
Protection: None
Designers: Brent Erickson, Shaun Mitchell
Publisher: Electronic Arts
San Mateo, CA
(800) 245-4525

NOC', NOC'. WHO'S THERE?

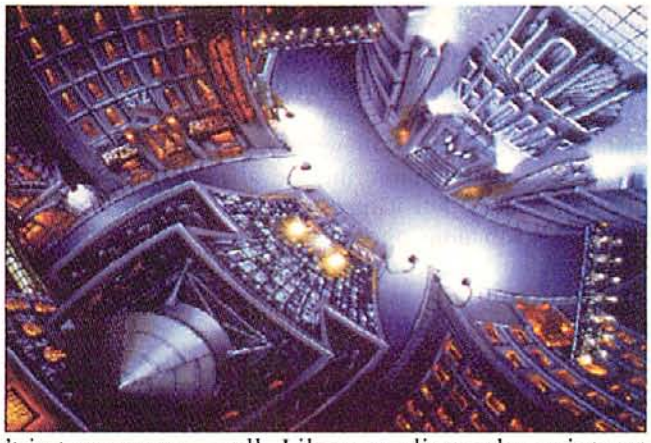
You're a down-on-his-luck bookstore owner who gets in over his head in a city brimming with dark rituals and ancient evil. Ultimately you come to terms with your own mystical destiny and assume the heroic mantle you were always fated to wear. Quick: what game are you playing? GABRIEL KNIGHT from Sierra? Wrong. NOCTROPOLIS.

You're the city's champion, a Dark Knight bringing justice to the shadowy underworld. One day, an arch-villain out for your blood breaks an army of psychopaths out of a home for the criminally insane, and now you've got to face them one by one in progressively deadlier encounters.

Quick: who are you? Batman, in last year's "KnightFall" storyline? The Shadow, in his "Seven Deadly Finns" storyline of a few years earlier? No. You're Darksheer, the costumed anti-hero of NOCTROPOLIS.

And who, pray tell, do you have to fight in the course of the game? Greenthumb, a mutant plant creature who is sort of like DC Comics' Swamp Thing, only evil; TopHat, a sexy magician who is sort of like DC's Zatanna, only evil; and The Drealmer, a mischievous dream-invader who is sort of like Freddy Krueger, only shorter. What ally do you have fighting by your side? Stiletto, a blade-swinging, cat-suited babe who is sort of like Marvel Comics' Electra, only blond.

Some people say there are only six plots in all of literature, which would mean that authors since Homer have been retelling familiar yarns about familiar types of characters and ought not to be criticized for doing so. Even if you accept this idea, though, there is a difference between good stories and bad ones. If good stories are never wholly novel, at least they aren't wholly familiar either. NOCTROPOLIS is familiar stuff from beginning to end. There is not one scene in the game that doesn't instantly remind you of a dozen similar scenes in other games, films, and books.



trigger." "God help me," cries the priest, "I can't do it!") The narration, on the other hand, far from indulging in clichés, is a singular example of peculiar and pompous overwriting.

Windows don't just break in NOCTROPOLIS, they "shatter in a deafening shower of coruscation." You aren't just sorry your favorite comic book series has been cancelled—no, "an unexpected anxiety irritably competes for your attention [as] you swallow the bitter acknowledgment that this will be the last time you may enjoy the novelty of a Darksheer adventure. Annoyed by your inability to affect the publisher's decisions, you ...resume your review of the last installment of the ...saga." When, during your adventures, you stop by a strip joint, you don't just restrain yourself from whistling at a stripper, you "overcome the desire to vocalize a number of degrading catcalls toward the exotic dancer."

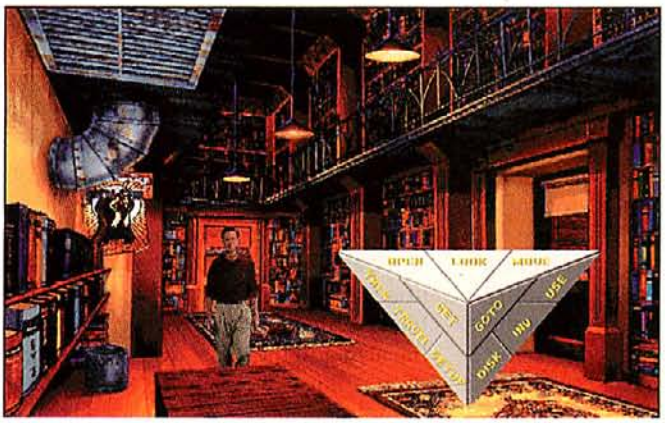
If this isn't bad enough, there is overwriting of another sort in evidence as well. Like comedians who point out their punch lines so you'll know where you're supposed to laugh, authors Brent Erickson and Shaun Mitchell insist on filling the screen with text boxes that tell you what you are about to see. "The Succubus' attack is interrupted by the sudden appearance of Stiletto," says one text box, which then adds, "who is fitted in her stylized black cat suit and heels." Sure enough, the text box vanishes and there comes Stiletto; and sure enough, she's wearing her cat suit and heels. But why did we need to be told this in text when we could just have watched it happen?

Another text-related complaint: although the game comes on CD-ROM, and although the designers managed to find room on the CD for more than 20 minutes of music, they somehow neglected to find room for spoken renditions of most of the text in the game. In a typical conversation between Darksheer and another character, only the first few lines of the other character's dialogue are spoken out loud; all of Darksheer's lines and the bulk of the other character's responses are printed out on the screen. The result is that NOCTROPOLIS feels old-fashioned, like an adventure game from the DAN DARE era of computer gaming, when players would put up with a less-than-satisfying gaming experience because technical limitations meant they had no choice.

Contributing to this behind-the-times feeling is a

In an attempt to break with the familiar, the story tries to pull off a big twist at the end, but players who bother to read the miniature comic book that comes in the game box will guess it before the game even begins. Even players who somehow fail to anticipate the twist will not care about it when it comes, since it is hard to care about anything that happens to characters who act not like normal human beings or even super-powered human beings, but like characters in bad action movies—or bad comics.

Not helping matters much is the actual text of the game. The dialogue consists almost exclusively of hoary clichés. ("Not another step," says a priest menaced by a nun who is possessed by a demoness. "Any closer and I'll send you back to Hell!" "Go ahead, holy man," says the demoness, "pull the



PYRAMID POWER? The adventure interface looks cool in all of its 3-D triangularity, but it's so "idiot proof" that it inhibits intelligent puzzle-solving.

poorly designed user interface that makes playing this game about as comfortable and convenient as playing the piano in mittens. For example, the command menu you call up with a click of the right mouse button includes the command "Use," but it turns out that "Use" only functions on items in your character's inventory. If you want to use an object that is not in inventory, you have to select the "Move" command, which only occasionally makes sense in context. (If you want to turn on a motor, you have to "move" the motor. If you want to pick up a phone, you have to "move" the phone.)

If you do want to Use an item in inventory, you can—but you can't tell the computer what you want to use it *with*, or in what way you want to use it. If you are in the right room to use the object, it will be used correctly; if not, not. This means that players not only don't have to but *can't* demonstrate any puzzle-solving ingenuity.

In a good adventure game, if you wanted to smash a hole in a wall by tying one end of a rope to a sack of bricks and throwing the other end into the blades of a giant fan, you would have to use the rope first on the bricks and then on the fan. Not here. Here, you stand in the middle of the Fan Room, select "Use," and then click on each object you're carrying. Eventually you get to the rope, and as soon as you click on it, you're done—you can sit back and watch while Darksheer goes about implementing the specific solution to the puzzle.

Similarly, when, at the end of the game, Darksheer has to build some tools by combining objects in his inventory, you would expect to have to indicate which objects you want him to combine. Instead, as soon as you indicate one object, the game automatically combines it with the others you need to produce the tool Darksheer requires.

O SOLO NEATO NOCTROPOLIS has at least one thing going for it—the graphics. Each scene is meticulously rendered in a palette caked in grit and dried blood.

TUNE IN TO FMV Live actors do their thing in small video windows. The full motion dialogue is limited to the first verbal exchange in most encounters.

SHEER AND SHEER ALIKE

The weak gameplay doesn't diminish NOCTROPOLIS' good qualities, of course. The surreal background art is elaborate and dramatic. The music is evocative. Some of the performances are fun, especially Nathan Oventhal's as the phlegm-spewing Greenthumb and Anthony Russell's as a playful sadist named Dr. Macabre. Julie Simper's work as a widow and David Jean Thomas' as the beleaguered priest, though minor, are also worth a glance.

Unfortunately, even in these areas, NOCTROPOLIS tends to disappoint. As usual for a multimedia game intended for "mature" audiences, the quality of the acting in the game declines in direct proportion to how much skin an actor has to show. Jessica Youngblood is quite good in her incidental role as a hooker wearing a teddy under a trenchcoat; the Succubus (Brittney Lewis), who flashes a nipple in the first scene, seems to be reading her lines off of misspelled cue cards; and as for Stiletto (Hope Marie Carlton), who shows off an obvious pair of implants in a bizarre topless scene, all I can say is that this is an actress whose career is unlikely to take off unless they start making "Porky's" movies again.

Aside from the gratuitous nudity, the designers also demonstrate questionable taste in a scene in which TopHat conjures up a bunny and then hurls it to the floor with a bloody splat, and another in which Dr. Macabre slices off one of Stiletto's fingers and flings it in the player's face. There's nothing wrong with a little sex and violence, but when a game needs to use cheap shocks and cheap thrills to hold a player's attention, it's usually a sign that there isn't much else to notice.

Indeed, there isn't. The music's decent, the art's better than decent, the weak interface makes the game pretty easy to get through, and gamers whose tastes run that way can replay Stiletto's strip-tease to their heart's content, but if gamers are looking for a substantial or challenging game to play, they'd better look elsewhere. As good as comic books can be these days, they used to be (and often still are) slight and mediocre affairs. NOCTROPOLIS is as slight and mediocre as they come.

THE EDITORS SPEAK

NOCTROPOLIS

RATING

PROS The artists had a field day painting atmospheric settings to make the City of Night come to life; this makes the environment an appealing one to explore.

CONS The writers have filled the environment with familiar characters, hokey dialogue, and a meaningless plot, plus they've stuck the player with a third-rate interface.

Ripley's Believe It or Not!®

THE RIDDLE OF MASTER LU™

A GRAPHIC ADVENTURE

COMING THIS SPRING

For more information call 1-800-943-3664

ENTERTAINMENT

SANCTUARY WOODS

The Riddle of Master Lu is a trademark of Sanctuary Woods Multimedia. *Believe It or Not!* is a trademark of Ripley Entertainment, Inc.

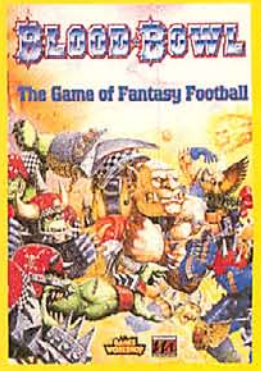
Circle Reader Service #356

CHIPS & BITS INC.

Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10204
PO Box 234 Dept 10204 Rochester, VT 05767

'TIE FIGHTER CAMPAIGN 1: DEFENDER OF THE EMPIRE' The next chapter in the TIE Fighter saga continues with you piloting the Imperial star-fighter in more thrilling Star Wars missions. Offers four new historical missions, three new battles and a continuation of the storyline. **$19**

'DRAGON LORE' The dark Knight Von Diakonov has murdered your father, destroyed your castle and left you without possessions. You must to avenge your father's death. Offers 3D rendered environments, stunning life like animation and synchronized speech. **CD $47**



'BLOOD BOWL' A mighty roar fills the stadium as the players take to the field! Across the Warhammer World, teams of armored warriors battle to the death in great arenas. Features league and season play, head-to-head modem play, & astro-granite, grass or ice play fields. **$34**

FREE SHIPPING!

Place an order for an out of stock item and recieve FREE overnight shipping when product becomes available. Handling $2 per shipment.

'TIE FIGHTER' Sequel to X-Wing, players fly under the direction of Darth Vader. Defy the Rebel Alliance in training, combat missions & tours of duty that strengthen the Emperor's hold on the galaxy. Six Imperial starfighters to fly under the strategies of the Empire. **$45**

'ECSTATICA' A young girl lies in a trance of twisted dreams that are turning the village of Tirich into a nightmare. You stumble upon the town and must now defeat the demons. Offers a mix of action & puzzles and choice of male or female main character. **CD $35**

IBM HARDWARE

4 Plex Quad Speed Dr	$459
4 Plex Quad Spd EXT	$559
Advnc Grvs Ultrsd Mx	$179
Altec ACS 50 Speakrs	$79
Altec ACS 100 Spkrs	$103
Altec ACS 300 Sp wSb	$239
Audiophl Refr 10 A sp	$122
Audiophl Refr 30 A sp	$189
Auto Cockpit	$159
CH Flight Stick Pro	$57
CH Game Card 3 Auto	$25
CH Mach 3 Joystick	$25
CH Pro Pedals	$75
CH Pro Throttle	$89
CH Trackball Pro	$85
CH Virtual Pilot Pro	$75
Cyberman	$54
Digital Edge 3x Int CD	$699
Flt Stk Pro X-Wng Bdl	$72
Game Zapper	$75
Games Kybrd Temp ea.	$11
Gravis Anolog Pro Jystk	$33
Gravis Phoenix Joystick	$98
Impressn Lite VLB Crd	$299
Jazz J-306 Speakers	$32
Jazz J-320 Speakers	$49
Jazz J-901 Mini-Subw	$225
Jet Stick	$24
Joystick Extension Cbl	$9
Joyswitch	$38
Labtec CS-800 Spkrs	$32
Labtec CS-1000 Spkrs	$75
Labtec CS-1400 Spkrs	$99
Logitech WingMn Extrm	$45
Maxx Cobra Flightstick	$59
Media Cncpt Sblst Cln	$39
MS Flt Sm 5 Gravis Pro	$56
MS Natural Keyboard	$91
NEC 4XE EXT CD	$489

IBM HARDWARE

Notebook Gameport	$42
PC Virtual Golf Club	$119
Pro Audio Spect16 Bsc	$96
Reel Magic Video Upg	$342
Sony SRS-PC20 Spkrs	$29
Sony SRS-PC30 Spkrs	$58
SBlst 16 ASP wSCSI2	$196
SBlaster 16 MCD ASP	$177
Snd Blaster 16 Value	$105
Snd Blaster 32 AWE	$263
SBlaster 32 AWE Light	$169
SBlst Discovry CD 16	$238
SBlst Edtainmt CD 16	$426
SBlst Edt CD16 Ex Kt	$529
SBlst Gameblst CD 16	$379
SBlst Omni CD 4X	$412
SBlst Omni CD Dr 3X	$344
Sound Blaster Value	$57
SBlst Vid Spigot WIN	$199
SGalaxy BX2 WSpkrs	$29
SGlxy NXPRO16 Mmd	$299
Sound Man Wave	$125
Snd Scp 16 Bit Wvtbl	$185
SpeedStr Pro SE VLB	$179
Stealth 64 Video Card	$219
Teac Supr Qud CD Dr	$342
Thrustmst Driving Sys	$111
Thrust F16 TQS Thrttl	$112
Thrst FCS Pro UPRom	$14
Thrustm FLC Sys F16	$112
Thrustm Flight Systm 1	$59
Thrustmstr Game Card	$25
Thrustmstr Rudder Sys	$99
Thrustmstr WCS Mrk 2	$90
Thrust WCS 1 UPROM	$14
Universal Cockpit	$219
VFX 1 Vrt Reality Hdgr	$949
Vivid 3D Sound	$55
Vivid 3D Plus Sound	$72

IBM ADVENTURE

11th Hour CD	$51
Adv Willie Beamish CD	$24
Alone in the Dark 2 CD	$41
Alone in the Dark 3 CD	$48
Amazon	$35
Amer Sweethearts CD	$42
Beneath Steel Sky CD	$41
Bioforge CD	$44
Blackthorne	$29
Blake Stone Episode 1	$9
Blake Stone: Plnt CD	$28
Blind Date CD	$38
Blood Society CD	$34
Bloodnet CD	$41
Blue Frc: Next Kin CD	$19
Body Count CD	$29
Buccaneers CD	$48
Bureau 13 CD	$39
Cadillacs & Dinosrs CD	$49
Castle Wolfstn CD 6 ep.	$42
Castle Wolfstn-Spr Dest	$29
Castle Wolfstn 3D MD 2	$24
Castle Wolfstn 3D MD 3	$24
Central Intelligence CD	$24
Chaos Continuum CD	$29
City 2000 CD	$20
Companions of Xanth	$32
Compns of Xanth CD	$33
Conan CD	$26
Conqust Robin Hd EGA	$29
Conquests of Camelot	$15
Conspiracy CD	$30
Corridor 7 CD	$29
Creature Shock CD	$48
Critical Path WIN CD	$48
Cruise for a Corpse	$16
Curse of Enchantia CD	$23
Cyberia CD	$45
Cyberwar CD	$48

IBM ADVENTURE

Daedalus Encountr CD	$46
Dark Forces CD	$46
Darkseed 2	$42
Day of the Tentacle CD	$42
Death Gate CD	$32
Digital Dreamware CD	$24
Dinonauts WIN	$24
Doom 2: Hell on Earth	$44
Doom 2: Hell Earth CD	$44
Doom Episode 1	$9
Dracula	$32
Dragon's Lair 2	$34
Dragonsphere CD	$24
Dreamweb	$34
Dune CD	$29
Earth Invasion WIN	$19
Ecstatica CD	$35
Eric The Unready CD	$19
Evolution DOS or CD	$29
Flash Traffic CD	$25
Flashback	$19
Fortress of Dr. Radiaki	$34
Fortress Dr. Radiaki CD	$34
Fourplay WIN	$19
Fred P. Frontier Pharm	$24
Freelancer 2120 CD	$41
Full Throttle CD	$42
G-Force	$19
Gabriel Knight CD	$43
Game Wizard	$25
Gateway 2 CD	$25
Gateway Collct 1&2 CD	$36
Goblliins 3 CD	$19
GrailQuest	$21
Guy Spy CD	$29
Hand of Fate CD	$39
Harvester CD	$44
Heart of China EGA	$34
Heaven and Earth	$32

IBM ADVENTURE

Heimdall	$17
Hell Cab CD	$42
Heretic DOS or CD	$46
Hired Guns	$36
Hook	$32
Horde CD	$19
I Have No Mouth CD	$44
In Extremus	$42
Inca 2 CD	$19
Inca 3 CD	$39
Indy Jones Ft Atlnts CD	$42
Inherit the Earth CD	$32
Innocent Until Caught	$34
Iron Helix CD	$56
Isle of the Dead CD	$18
Jagged Alliance	$46
Journymn Prj Sp Ed CD	$39
Jurassic Park	$29
King's Quest 6 VGA	$45
King's Quest 7 CD WIN	$48
King's Ransom CD	$33
*Kronolog : Nazi Paradx	$22
Labyrinth of Time CD	$24
Lands of Lore 2 CD	$46
Laura Bow 2 CD	$24
Leather Goddesses 2	$19
Legend of Kyrandia CD	$32
Legend Kyrandia 3 CD	$39
Leisure Suit Larry 6 CD	$44
Leisure St Lrry Anth CD	$47
Loadstar CD	$49
Lost Eden CD	$39
Lst Files Shrlck Hlm CD	$32
Lost Treasrs Infocom 2	$19
Lost in Time DOS or CD	$19
Lunicus CD	$42
Maelstrom CD	$18
Magic Death CD	$15
Man Enough CD	$34

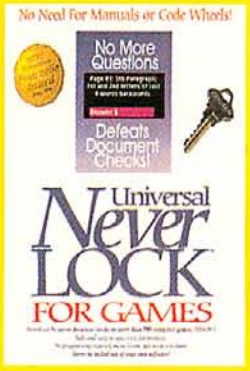
IBM ADVENTURE

Manhole	$19
Martian Memorandum	$24
Mission Critical CD	$34
Mixd Up Fry Tale VGA	$29
Mixd-Up Mother Goose	$29
Morph Man CD	$29
Myst CD	$46
Nerves of Steel CD	$22
Night Trap CD	$48
No World Order CD	$24
Noctropolis CD	$47
Nomad CD	$36
Operation Body Cnt CD	$29
Out of this World	$19
Out of this World 2 CD	$45
Pagemaster CD	$39
Peppr's Adv Time VGA	$29
Phantasmagoria CD	$49
Police Quest 4 CD	$44
Prince of Persia 2	$42
Psychotron CD	$36
Psychotron MPEG CD	$38
Quantum Gate WIN CD	$45
Quarantine CD	$39
Quest for Glory 4 CD	$44
Relentless: Twinsn CD	$44
Return of the Phantom	$34
Return to Zork CD	$44
Return to Zrk wAnth CD	$44
Riftwar Legacy VGA	$23
Ringworld CD	$19
Rise of the Triad CD	$42
Robocop 3	$32
Robot City CD	$48
Sam & Max Hit Rd CD	$42
Secret Monkey Island 2	$21
Secrets of Stargate CD	$28
Shadow Caster	$18
Shadow of Comet CD	$29

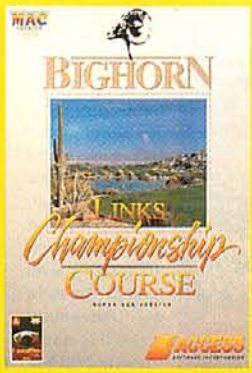
OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. All sales final. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $6. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. Call for details.

FREE GAME OFFER*

See details below



'UNIVERSAL NEVERLOCK' By pass document checks on over 500 computer games! Safe and easy to use even for novices. It's menu driven, just point and shoot. Never be locked out of your own software again! Winner of BYTE Magazine's 8/94 Pournelle Award. **$39**



'LINKS PRO BIGHORN COURSE DISK' Bighorn's championship golf course is a stunning achievement by renowned architect Arthur Hills. The sixth hole, Bighorn's signature hole, is a 505-yard par 4 providing a breathtaking view of Coachella Valley. **$19**

'THE PURE WARGAME: DEATH FROM ABOVE' is the first in a new series from QQP. Designed to give you full control of an accurate rendition of great airborne assaults in WW2. Offers command of Axis or Allied forces and authentic Battalion insignias. **$29**

'DEATH GATE' Locate the missing pieces of the World Seal! Travel to magical realms in this epic fantasy of betrayal and honor! Offers exciting 3D-modeled animations and digitized audio. Based on the Death Gate novels by Margret Weis and Tracy Hickman. **CD $32**

'NEED FOR SPEED' Race any of 8 purebred exotic sports cars against the clock or duel with the computer. Features instant replay from six camera views and 15 minutes of actual test track video developed in conjunction with Road&Track magazine. **3DO $52**

*FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from January 1st through February 28th or while supplies last. Request must be made at time of order.

SPEND $60 GET

Airborne Ranger 5.25, Charge of the Light Brigade 5.25, Chess Net WIN 3.5/5.25, Conquered Kingdoms Scen 1 3.5, Dr. Dooms Revenge 5.25, Gunship 5.25, MacArthur's War 5.25, Microleague Baseball Managers Challenge 5.25, Railroad Tycoon Classic 3.5, SDI 5.25

SPEND $100 GET

Battles of Destiny 3.5, Bridge 7.0 3.5, Cohort 2 3.5, Dragon Force 3.5/5.25, Earth Invasion WIN 3.5, Heirs to the Throne 3.5, Kronolog: Nazi Paradox 3.5, Simon the Sorcerer 3.5, Sony SRS9 Speakers, Storm Across Europe 5.25, Warlords 1 5.25

IBM ADVENTURE

Shadws Cairn WIN CD	$39
Simon the Sorcerer	$18
Skull Cracker CD	$41
Space Quest 6 CD	$45
Space Ship Brainlk CD	$49
Spawn	$42
Spellcasting 101	$16
Star Reach	$36
Star Trek 25 Anniv CD	$51
Star Trek Judgt Rts CD	$42
Star Trk NG Clit Ed CD	$79
Star Trk: Str Flt Acd CD	$48
Swap	$16
System Shock CD	$47
Terminator 2029	$24
Terminator 2029 Op Scr	$19
Terminator Rampage	$42
Terror of the Deep CD	$36
The Dig	$40
The Prophecy	$19
Touche	$39
Tuneland CD	$48
Ultimate Domain CD	$36
Under Killing Moon CD	$54
Voyeur CD	$46
Walker	$32
Warriors of Legend	$18
Where Space Crmn Dlx	$39
Where in Time Carmen	$29
Where USA Crmn Dlx	$45
Where Wrld Carmn Dlx	$44
Where in World Dlx CD	$54
Who Killd Sam Rprt CD	$24
Wing CommUltm 6 CD	$29
Wlf: Hnt or Be Hntd CD	$39
Wrath of Gods CD WIN	$44
Yserbius	$26
Zombie Dino CD	$40
Zorro	$39

IBM ARCADE

500 CC Race Bike	$29
Alien 3	$29
Alien Breed	$19
Aliens Ate Babysitter	$27
Animation Classics 2	$42
Breakthru WIN	$35
Cannon Fodder CD	$22
Corpse Killer CD	$48
Creepers	$26
Crime Patrol CD	$35
Crystal Caliburn WIN	$29
Dr Doom's Revenge	$9
Dragn's Lr 2 MPEG CD	$42
Dragons Lair 2 CD	$39
Drug Wars CD	$35
E- Motion	$6
Eight Ball Deluxe	$31
Fire & Forget	$16
Glider 4.0	$29
Gobliiins 3	$19
Gorg CD	$19
Guy Spy	$9
Incred Machine 2 WIN	$29
Incredible Toons	$29
Ishar 3	$33
Jump Raven CD	$42
Jurassic Park CD	$25
Lode Runner WIN CD	$39
Mad Dog McCree II CD	$35
Magnaflux Runner	$29
Mega Man X	$23
Metal & Lace NR13	$27
Metal & Lace NR18 Up	$5
Metal Marines WIN	$28
Microcosm CD	$42
Microsoft Arcade WIN	$29
Mirage Thunder	$39
Monty Pythn Waste CD	$54
Mortal Kombat	$24

IBM ARCADE

Never Mind	$9
Novastorm CD	$34
Out of this World WIN	$19
Oxyd Magnum	$36
Pick'n Pile	$19
Pinball Dreams Dt Disk	$18
Pinball Fantasies	$29
Power Rangers CD	$25
Prehistorik	$16
Raiden	$29
Raiden CD	$36
Rebel Assault CD	$44
Rise of the Robots CD	$46
Rotox	$9
Silverball 2	$19
Sink or Swim CD	$19
Slam City CD	$48
Sleepwalker	$21
Soccer Kid CD	$25
Space Ace 2	$34
Space Ace MPEG CD	$42
Space Pirates CD	$39
Street Fighter 2 Cplt CD	$22
Super Arcd Games CD	$16
T2:Arcade Game	$23
Take-A-Brk Pinball WIN	$19
Taking of Beverly Hills	$6
Teenage MNT Arcad	$12
Tetris	$15
Tetris Gold CD	$32
Titan	$16
Top 100 Games 2 CD	$12
Tubular Worlds	$36
Vaxine	$12
Welltris	$15
Who Shot Jon Rock CD	$34
Wild Streets	$16
Wrath of the Demon	$21
Xiphos	$6

IBM ROLE PLAYING

ADD Collct Edition 3	$19
Al-Qadim CD	$39
Alien Legacy CD	$39
Arborea Journy Inr Snct	$34
Arena: Elder Scrolls, I	$39
Character Editors (Specify Game) Each	$16
Cobra Mission	$29
Curse of Azure Bonds	$15
Cyber Space CD	$38
CyberJudas CD	$48
Cyclones CD	$44
Daemonsgate	$27
Dark Sun CD	$49
Dark Sun 2: Wk Ravngr	$47
Demon Hunter	$42
Devil's Gate CD	$40
Disciples of Steel	$34
Dragon Lore CD	$44
Dungeon Master 2 CD	$46
Elder Scrolls 2 CD	$48
Elvira 2 Jaws Cerberus	$16
Eye of the Beholder 3	$19
Flames Freedom MWII	$19
Gateway Savg Frontier	$32
Goldtree Build (RP Aid)	$10
Gldtree Drk Tw (RP Aid)	$15
Gldtree City (RP Aid)	$15
Hell CD	$45
Hero's Mght & Mgc CD	$39
Hexx: Heresy of Wizard	$29
Hunters of Ralk CD	$54
Ishar 3 CD	$33
Kingdoms Far Rchs CD	$40
Knights Xntr CD PG13	$39
Knight Xentar NR 18 Up	$5
Lands of Lore CD	$41
Legacy: Rlm Of Terror	$39
Lord of the Rings 1 & 2	$19

IBM ROLE PLAYING

Lords of Midnight CD	$48
Menzoberranzan CD	$47
Might & Magic 5	$19
Pirates Gold	$25
Pool of Radiance	$15
Protostar	$19
Ravenloft CD	$49
Realms of Arkania	$25
Red Crystal	$21
Return to Ringworld CD	$44
Riftwar Legacy CD	$23
Rings Medusa Gold CD	$23
Robinsn's Requiem CD	$33
Rome: Pathway Power	$29
Secret Silver Blades	$15
Shadow Caster CD	$44
Sherlock Holmes 3 CD	$39
Skyrealms Jorune CD	$39
SpellJamr:Pirates Rlm	$16
Star Trail CD	$45
Star Trail Scenario Disk	$21
Str Trk Dp Space 9 CD	$41
Strtrk NG: Fnl Unity CD	$49
Stonekeep CD	$46
Stronghold	$19
Summoning	$16
Superhero Lg. Hoboken	$34
Sword of China	$42
Syndicate Plus CD	$40
Ultima 7 Series CD	$29
Ultima 8 CD w/spch pk	$33
Ultima 8: Pagan	$26
Ultima 8: Speech Pack	$17
Ultima Uworld 1 & 2 CD	$29
Ultima UW 2 Labyrinth	$48
Unlimited Adventures	$19
Witch World	$42
Wizardry 7 Crusaders	$19
World of Xeen CD	$40

IBM EDUCATION

12 Rds Gettsyburg CD	$48
Alphabet Blocks CD WIN	$5
Annbl's Ancnt EgyptCD	$52
Audobns Mammals CD	$26
Castle of Dr Brain VGA	$19
Children's Write/Publish	$42
Civil War	$34
Daily Number Busters	$30
Don Quixote CD	$19
EcoQust Search Cetus	$29
EcoQuest VGA	$32
Fatty Bear's Bday Srprs	$32
Honorble Gde Math CD	$24
Island Of Dr. Brain VGA	$29
Island of Dr Quandry	$26
Kid Writer	$29
Last Chance to See CD	$29
Linkword-Spanish	$19
Mario is Missing	$44
Mmdia: Vivaldi WIN CD	$24
Oregon Trail WIND CD	$39
Print Shop Deluxe	$49
Print Shp Dlx Bus Grph	$26
Prof Zany Gvaways CD	$29
Putt Putt Goes to Moon	$42
Putt P. Goes Moon CD	$34
Putt Putt Joins Parade	$32
Putt P. Joins Parade CD	$32
Putt P. Funpack CD	$34
Putt Putts Fun Pak	$19
Qurky Quys Turbo Sci	$29
Scooter's Magic Castle	$32
Secret Isle Dr. Quandry	$29
Softwr Tlwrks Refer CD	$79
Spelling Blizzard CD WIN	$5
Spelling Jungle CD WIN	$5
Stickybear Reading	$24
Super Slvrs Spellbound	$29
SS: Gizmos & Gadgets	$26

CHIPS & BITS INC.

Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10204
PO Box 234 Dept 10204 Rochester, VT 05767

'WING COMMANDER 3: Heart of the Tiger' In this technologically astounding sequel, you're a squadron commander and you must end the Terran-Kilrathi conflict. Guide personal morale. Features seamless melding of film and computer technologies. **CD $54**

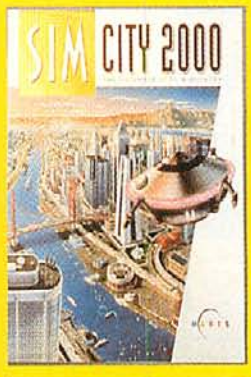
'UNDER A KILLING MOON' Transports you to the virtual world of fiesty detective Tex Murphy. New feature allows you to save and splice scenes together. Digitized voices & sound effects and an amazing level of detail & freedom of movement make this game stunning. **CD $54**

'THRUSTMASTER F-16 FLCS' A stick with almost unlimited programmability. It looks and feels like it was ripped out of the jet. The ultimate edge for a flight sim. A grip modeled after the F-16 Fighting Falcon, four 8-way hat switches, a dual stage trigger and 3 strategically placed buttons. **$112**

FREE STRATEGY PLUS!

Recieve an issue of Strategy Plus magazine FREE with every IBM software order. Offer subject to change or cancellation without notice. Valid from January 1st to February 28th or while supplies last.

'CREATURE SHOCK' You are mankind's last hope! You investigate the remains of a survey ship and discover that the only life forms on the ship are aliens waiting to kill you. Features two styles of gameplay, full screen 3D rendered animation and one-on-one combat. **CD $47**



'SIMCITY 2000' is the follow up to SimCity that takes urban planning into the next century. SimCity 2000 adds a new level of realism & sophisticated gameplay. New features include underground water and transportation systems, 3D views & SVGA graphics. **$34**

IBM HINT BOOKS

11th Hour Official Strat	$16
A-Train	$16
Aces Over Europe Strat	$16
Across the Rhine Strat	$16
Advent Willie Beamish	$10
Aegis: Guardian Fleet	$16
Aircombat Pacific Strat	$16
Al Qadim	$12
Alone in the Dark 2	$10
Arena	$12
Armored Fist Strat. Gde	$16
Batt Cruisr 3000 Mnual	$16
Bioforge	$12
Blackthrne Official Strat	$16
Blue Force: Next of Kin	$12
Castle Wlfstn 3D Spear	$14
Castle of Dr Brain	$10
Champions of Krynn	$12
Civilization	$16
Colonel's Bequest	$10
Colonizatn: Official Strt	$16
Computer Adv Secrets	$16
Conquests Robin Hood	$10
Conquests of Camelot	$10
Curse of Azure Bonds	$12
Cyberia Official Stratgy	$16
Cyclones	$12
Dark Queen of Krynn	$12
Dark Sun	$12
Dark Sun 2	$12
Day of the Tentacle	$12
Doom 2 Official Stratgy	$16
Doom Battlebook	$14
Dracula Unleashd Strat	$16
Dragon Lore Official Str	$16
Dungeon Master	$12
Dungeon Master 2 Gde	$16
Dynamix Grt Wr Planes	$16
EcoQust Search Cetus	$10

IBM HINT BOOKS

Eye of the Beholder	$12
Eye of the Beholder 2	$12
Eye of the Beholder 3	$12
Fleet Defender Stratgy	$16
Flights of 13 Mike	$16
Fred Phrks Fron Pharm	$10
Front Pg Sports Bsball	$16
Front Pg Sports FB '95	$16
Gabriel Knight	$10
Gateway Savg Frontier	$12
Global Cnqut Bk w/dsk	$21
Gobliiins	$10
Gold Rush	$10
Gunship 2000	$16
Hand of Fate	$12
Harpoon 2 Stratgy Gde	$19
Heart of China	$10
Hell Official Strategy	$16
Inca 2	$10
Indi Jones 4 Ft Atlantis	$12
Indy Jones Grfx Adv	$12
Inherit the Earth	$12
Jagged Alliance	$16
Jet Fighter 3 Official Str	$16
Jetfighter 2.0	$16
King's Quest 4	$10
King's Quest 5	$10
King's Quest 6	$10
Laura Bow 2 HintBook	$10
Legend of Kyrandia 3	$16
Leisure Suit Larry 1	$10
Leisure Suit Larry 2	$10
Leisure Suit Larry 3	$10
Leisure Suit Larry 5	$10
Leisure Suit Larry 6	$10
Lemmings /disk	$18
Lode Runner Strategy	$16
Loom	$12
Lord of the Rings V1	$14

IBM HINT BOOKS

Lord of the Rings V2	$12
Lost Files Shrlck Hlms	$14
LucasArts Adventr Bk	$16
LucasArts Air Cmbt Strt	$16
Manhunter San Francs	$10
Master of Magic Official	$16
Master of Orion Official	$16
Matrix Cubed	$12
Mechwarrior 2 Official	$16
Menzoberranzan	$12
Microsoft Space Simltr	$16
Might & Magic 1 & 2	$12
Might & Magic 3	$16
Might & Magic 4	$16
Might & Magic 5	$16
Might & Magic Compdm	$16
Off Bk Leisr St Lrry 2nd	$14
Off King's Quest 3rd ed	$16
Off Bk Ultima, 2nd Ed	$16
Off Wilco's Space Advt	$14
Outpost Strategy Guide	$16
Pacific Strike Playtestrs	$14
Panzer General Official	$16
Perfect Generl 2 Official	$16
Police Quest 1	$10
Police Quest 3	$10
Pool of Radiance	$12
Pools of Darkness	$12
Populous 1 & 2 Off Str	$16
Power Monger Strategy	$16
Powermonger	$10
Privateer Playtester's	$14
Protostar	$12
Quest For Clues 2	$21
Quest For Clues 3	$21
Quest for Clues 5	$16
Quest for Clues 6	$16
Quest for Glory 3	$10
Quest for Glory 4	$10

IBM HINT BOOKS

Quest for Glory Stratgy	$19
Questbusters	$18
Questbusters 2	$18
Ravenloft	$12
Realms of Arkania	$16
Rebel Assault Insiders	$16
Return to Zork	$10
Return to Zork Adv Gde	$16
Rise of the Dragon	$10
Sam and Max	$12
Sea Wolf Strategy Gde	$16
Secret Monkey Island	$12
Secret Monkey Island 2	$12
Secret Silver Blades	$12
Shadow Caster	$14
Shadow of Comet Strat	$16
Sherlock Holmes Strat	$16
Sim City 2000 Strategy	$16
Sim Earth	$16
Sim Farm: Almanac	$16
Simlife Official Strategy	$16
Simon the Sorcerer Hint	$12
Sky Realms of Jorune	$12
Sonic Strategy Guide	$16
Space Quest 3	$10
Space Quest 4	$10
Star Crusader Official	$16
Star Trail	$16
Star Trek 25th Aniv	$12
Star Trek Judgmt Rites	$12
Stonekeep Official Strat	$16
Strike Commander Off	$16
Stunt Island	$16
Subwar Official Stratgy	$16
Summoning	$12
System Shock	$12
The Dig Official Stratgy	$16
Tie Fighter Strategy	$16
Treasures Svg Frontier	$12

IBM HINT BOOKS

Tunnels & Trolls	$12
Ultima 7	$12
Ultima 7 Pentology	$12
Ultima 8 Official Stratgy	$16
Ultima Avatar Advt Bk	$16
Ultima U Stygian Abyss	$12
Ultima UW 2 World Lab	$12
Under A Killing Moon	$16
V Victory	$16
Wing Armada Playtstrs	$12
Wing Commdr Armada	$12
Wings of Glory Playtstrs	$12
Wizardry 7	$16
X-COM Official Strategy	$16
X-Wing Cllct CD Guide	$16
X-Wing Official Strat	$16
Yserbius	$12

IBM BUNDLES

7th Guest Dune Bdl CD	$36
Access Super Bundle	$34
Amazon and Martian Memorandom	
Air Combat Classics	$22
Their Finest Hour	
Battle Hawks	
Secret Weap of Luftwaff	
All Star Sports Cllct CD	$23
Allied Forces	$9
M1 Tnk Platoon, Gunship	
Award Bundle	$44
Kings Qust 5, Red Baron, Rise of the Dragon	
Award Winning Wrgms	$39
Award Win Wrgms CD	$39
Dynamix Bundle 1	$24
A-10 Tank Killer 1.5	

IBM BUNDLES

Heart of China	
Stellar 7	
EA Top Ten Pack CD	$3
Eye of Beholder Collect	$4
Eye of Beholder Tril CD	$5
Falcn 3.0 wThrst FCS	$9
Five Foot Ten Pk 2 CD	$2
Gateway Collect 1 & 2	$3
Intrplay 10 Yr Anth CD	$4
Mindshadow, Tass Time,	
Bard's Tale, Wasteland,	
Dragon Wrs, Battle Chss	
Lord of the Rings, Castle	
Star Trek 25th Annivrsry,	
Out of this World	
King's Quest Anth CD	$5
Land Sea Air 2	$2
Command HQ	
Red Storm Rising	
F15 Strike Eagle	
Lemming's 1 & 2 CD	$2
Lost Treasrs Infcm CD	$3
Infidel, Lurking Horror,	
Deadline, Witness,	
Suspect, Ballyhoo,	
HitchHiker's Guide/Galx	
Suspended, StarCross,	
MoonMist, PlanetFall,	
StationFall, Enchanter,	
Sorcerer, SpellBreaker,	
Zork 1-3, Beyond Zork,	
Zork Zero	
Lost Treasr Infcm 2 CD	$2
Border Zone, Plundered	
Hearts, Bureaucracy,	
Cutthroats, A Mind for	
Voyaging, Hollywood Hi	
Jinx, Seastalker, Sherloc	
Holmes: Riddle of Crown	

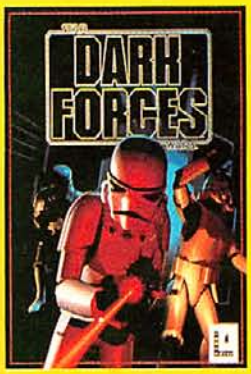
OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. All sales final. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. Call for details.

FREE GAME OFFER*

See details below

'ACROSS THE RHINE' Control history's famous tanks & experience the fierce combat & tough decisions that gripped WWII tank commanders. Offers multiple command levels and 3D graphics. Blast your way through enemy units across war-torn Europe. **CD $47**

'STAR TREK: NEXT GENERATION' The crew is all here. You are part of an original interactive mystery that will take you from Federation space to shields-up confrontations. Offers voice-overs by the stars, control any of the seven main characters and command of the ship. **CD $55**



'DARK FORCES' Capture the Death Star plans and infiltrate the Empire's secret facility to stop a new army of mechanized, super storm-troopers. Features richly detailed 3D environments, first person perspective, compelling new Star Wars plot and more than a dozen worlds. **CD $46**

'INTERACTIVE ENTERTAINMENT CD MAG' is a monthly CD ROM publication covering the computer gaming industry. Every episode features hundreds of screen shots and hours of digitized speech describing the hottest upcoming releases. Features interactive video interviews with industry celebrities. Get definitive reviews of the latest releases, along with previews of upcoming games. **CD $10**

'GEX' It's GEX's mouth that gets him into trouble, but his tail that gets him out. GEX gets stuck in the Media Dimension, where cheesy TV shows go to retire. To escape he must kill a TV in each world. GEX loves his suction cup paws and the fact that his key body parts grow back. **3DO $52**

*FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from January 1st through February 28th or while supplies last. Request must be made at time of order.

SPEND $60 GET

Airborne Ranger 5.25, Charge of the Light Brigade 5.25, Chess Net WIN 3.5/5.25, Conquered Kingdoms Scen 1 3.5, Dr. Dooms Revenge 5.25, Gunship 5.25, MacArthur's War 5.25, Microleague Baseball Managers Challenge 5.25, Railroad Tycoon Classic 3.5, SDI 5.25

SPEND $100 GET

Battles of Destiny 3.5, Bridge 7.0 3.5, Cohort 2 3.5, Dragon Force 3.5/5.25, Earth Invasion WIN 3.5, Heirs to the Throne 3.5, Kronolog: Nazi Paradox 3.5, Simon the Sorcerer 3.5, Sony SRS9 Speakers, Storm Across Europe 5.25, Warlords 1 5.25

IBM BUNDLES

- Jewels, Wishbringer, Nord and Bert, Trinity
- Lucas Classic Adventrs $36
  - Indiana Jones, Secret Monkey Island 1, Maniac Mansion
- Maximum Overkill wDk $39
- Megafortress Mega-Pak $38
  - Megafortress & MD 1
  - Megafortress 3D Editor
- Merit CD Megapack CD $18
- Perfect General Trilogy $34
  - Perfect General
  - Greatest Battles of 20th C
  - WW 2 Battles
- Power Hits: Battletech $22
  - Battletech 1, Battletech 2, Mech Warrior
- Power Hits: Battltch CD $19
- SSI's Fantasy Fest CD $39
- Space Quest Anth CD $48
- Space Quest Bndle 1-4 $42
- Spellcasting Bundle $29
- Spellcasting Bundle CD $28
- Strike Com Priv Bdl CD $43
- Tsk Frc 1942 wRSR CD $35
- The Victory Pack $39
- Tp 50 Games DOS CD $26
- Top 50 Games WIN CD $26
- Turning Point $29
  - Gettysburg, Spanish Armada, Waterloo
- Ultima Bundle 1-6 CD $29
- Ultima Trilogy 2 $48
  - Ultima 4-6
- Wing Com 1&2 Dlx CD $32
- Wing Commd 1 Dlx CD $29
- Wizardry Trilogy $32
- Wizardry Trilogy 2 $33

IBM SIMULATIONS

- A T P 2.0 (blue) $29
- A320 Airbus $29
- AH-64 B Longbow $54
- Absolute Zero CD $40
- Aces of the Deep CD $47
- Aces of the Pacific CD $38
- Aces over Europe CD $38
- Across Rhine Gold CD $48
- Across Rhine Ex Set 1 $30
- Air Cmbt Pac. 1942 CD $48
- Air Cmbt Sr: Nvy Ftr CD $47
- Air Havoc Cntrl WIN CD $39
- Air Warrior 2 CD $34
- Armour Geddon $32
- Army Air Corps: 1942 $48
- Art of the Kill $24
- B17 Fly Fortrss Classic $19
- B17 Fly Fort w SS2 CD $37
- Battle of Britain 2 WIN $34
- Battlecruiser 3000 CD $48
- Chopper Pack CD $38
- Chopper Strike CD $52
- Combat Classics 2 $19
- Confirmed Kill CD $44
- Cyber Race CD $32
- Cyclemania CD $34
- D-Day: Oprtn Ovrlrd CD $39
- Dawn Patrol CD $40
- Delta V CD $43
- Descent CD $48
- Dream Web CD $34
- Elite Plus $19
- European Racers CD $29
- Evasive Action $34
- Evolver $38
- F15 Strike Eagle 3 CD $48
- FA 18 Hornet CD $54
- Falcon 3.0 $36
- Falcon 3 S1 Fght Tiger $24

IBM SIMULATIONS

- Falcon 3 S2 MiG 29 $32
- Falcon 3 S3 FA 18 Hrnt $25
- Falcon Gold CD $50
- Fast Attack CD $48
- Fighter Duel Pro 2 $33
- Fighter Wing CD $39
- Fleet Defender Plus CD $48
- Flight Light CD $19
- Flight Sim ToolKit $54
- Flght Sm T-kt WW2 CD $19
- Flight Sim Toolkit Sc 2 $19
- Flight Unlimited CD $48
- Fly the Grand Canyon $29
- Flying Circus $39
- Formation Attack CD $48
- Formula 1 $24
- Frontier Elite 2 $22
- Grand Canyon Scenery $16
- Grand Prix 500 2 $14
- Great Naval Batt 2 CD $39
- Gunship 2000 VGA $23
- H.A.W.C. CD $35
- Harrier Asslt SVGA CD $35
- Indy Car Racing $30
- Indy Car Rac Add On 1 $22
- Indy Car Rac Add On 2 $22
- Inferno DOS or CD $44
- Iron Angel CD $44
- Jet Fighter 3 CD $48
- Jet Pack CD $39
- Jump Jet $29
- Jump Jet Aces Pack $46
- Kawasaki Super Bikes $24
- Lawn Mower Man CD $35
- Life and Death 2 $24
- Lode Runner CD $38
- Lunar Command $19
- M1 Tank Platoon 2 $44
- M4: Sherman Tnk WIN $34

IBM SIMULATIONS

- Magic Carpet CD $43
- Mantis Expert Ftr VGA $29
- Maximum Ovrkll Bdl CD $42
- Mech Commander CD $42
- Mech Frc: Iron Asslt CD $39
- Mechwarrior 2 $46
- Megarace CD $39
- Metal Tch: Battdrm CD $39
- Metaltch 2: Earthsg CD $47
- Metaltech 2 Speech Pk $20
- Microsoft Flight Sim 5.0 $44
- MS Flt Sim 5 Euro 1 CD $26
- MS Flt Sm 5 Ls Vgs CD $33
- MS Flt Sim 5 New York $29
- MS Flight Sim 5 Paris $29
- MS Flt Sim 5 Prtlnd CD $33
- MS Flt Sim 5 San Franc $29
- MS Flight Sim 5 DC $29
- MS Flt Sim Flt Shp CD $44
- MS Space Simulatr 1.0 $44
- Mig 29 Gold CD $49
- Nascar Racing CD $47
- Pacific Strike $25
- Phoenix Fighter CD $49
- Power Boat Simulator 3 $46
- Privateer $48
- Privateer Special Ops 2 $22
- Rally $29
- Rd Brn A10 Tnk Kll CD $39
- Red Baron wMsn Buildr $29
- Renegade CD $48
- Sailing Simulator 3 $52
- Sea Wolf CD $44
- Seal Team $26
- Seaworthy CD $18
- Shuttle CD $24
- Silent Service 2 $21
- Sim City Clsc Grph 1&2 $14
- SimTower $42

IBM SIMULATIONS

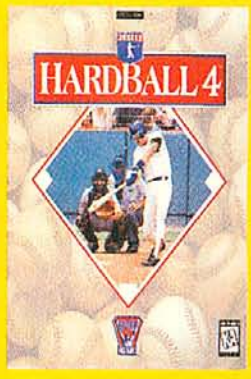
- Simcity 2000 Sc 1 WIN $14
- Space Clipper $42
- Spectre VR CD $39
- Speed Racer $19
- Star Base $42
- Star Crusader CD $39
- Star Crusdr MD & Spch $19
- Strike Commander $26
- Strike Com Spc Ops 1 $22
- Strike Commd Spch Pk $19
- Sub Batt Sim 2 Win CD $39
- Sub War 2050 Plus CD $40
- Subwar Scenario Disk $32
- Syndicate S1 Amer Rvlt $20
- TFX CD $36
- Tank Com Network CD $44
- Task Force Admirals Pk $39
- Test Pilot CD $44
- The Big One CD $26
- Theme Park CD $39
- Tie Fighter $45
- Tie Fighter MDk 1 or 2 $19
- Top Gun CD $48
- Tornado CD $39
- Tower CD $44
- Train Engineer $29
- U-Boat 2 $36
- Ultrabots Sanctn Earth $26
- Volce Commander Bdl $18
- Wing Commander 2 $26
- Wing Commander 3 CD $54
- Wing Commd Academy $18
- Wing Com Armada CD $47
- Wings of Glory Enh CD $44
- Wolf Pack CD $28
- World Circuit CD $34
- X-Wing Collector's CD $46
- X-Wing Mn Disk 1 or 2 $19
- Zephyr CD $45

IBM SPORTS

- All Amer College FB '94 $38
- Barkly: Shut Up & Jam $42
- Blood Bowl CD $34
- Brett Hull Hockey $42
- Empire Soccer '94 $29
- FIFA Int'l Soccer $36
- Front Page Football Pro $29
- Front Pg FB Pro '95 CD $47
- Frnt Pg Sprts Bsball CD $47
- Frnt Pg Sprt FB Pro Up $29
- Hardball 4 $34
- Ice Hockey CD $28
- Jack N. Golden Br Ed $34
- Jack Nicklaus Golf CD $39
- Links Pro 386 CD $29
- Live Action Football CD $34
- Microsoft Baseball CD $51
- Microsoft Golf CD $48
- Mike Ditka Pwr Football $34
- ML Personal Pro Golf $19
- NBA Jam $44
- NFL Chall Premium Ed $59
- NFL Coaches Clb FB 2 $44
- NFL Coachs Clb Ex Dk $19
- NHL Hockey '95 CD $40
- PGA Tour Golf 486 CD $47
- Picture Perfect Golf CD $42
- Planet Soccer $29
- Pro Tennis Cup $38
- Proleague Baseball '94 $35
- Proleague FB Com. Ed. $38
- Road to Final Fr 2 CD $43
- Serious Soccer $18
- Time Out Sports Bsball $16
- Tony LRs BB2 V 2.0 94 $37
- Troy Aikman Fball CD $49
- Ultimate Football CD $45
- Unnecsry Rghns '95 CD $34
- World Cp Glf Dordo CD $42

CHIPS & BITS INC.

Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10204
PO Box 234 Dept 10204 Rochester, VT 05767



'HARDBALL 4' In Hardball 4, your baseball dreams come true in brilliant detail. Al Michaels even calls each player by name. Features 28 realistically rendered ballparks, extensive statistics, expanded printing function, and thrilling commentary by Al Michaels. **$34**

'MAGIC CARPET' Fly through worlds on a magic carpet in your quest to become ruler of Arabia. When a wizard war splits the continent into islands, you step in as Grand Vizier. Offers fantastic 3D flight dynamics, 20 hazardous missions and 11 magic spells. **CD $43**

'TRANSPORT TYCOON' Construct complex rail, road, air and sea networks. Move goods to lucrative destinations and help industries to boom. Offers match wits against rivals, use financial reports to track progress & randomly generated game worlds. **CD $48**

FREE INTERACTIVE ENTERTAINMENT!

LOST ADMIRAL INCLUDED!

Request your FREE Interactive Entertainment Episode 8 with any in stock CD ROM software order. Offer subject to change or cancellation without notice. Request must be made at time of order. Valid from January 15th to February 28th or while supplies last. Quantities limited.

'SAMURAI SHOWDOWN' The fiercest arcade fighting game, is leaping onto the 3DO in a whirlwind of furious sword swinging action. Offers 12 lethal characters to master, camera zooms, and blasting enemies with knockout special moves. **3DO $52**

'METALTECH: BATTLEDROME' is a virtual-reality combat arena where strategy & tactics count as much as firepower. Mighty Herc robots fight for power. Offers ten Herc chassis, broad weapons arsenal, adrenaline pumping music, & one-on-one modem play. **$34**

IBM STRATEGY

1830: Rlrds & Brns CD	$34
18th Air Squadron	$36
A-Train WConstrctn Set	$29
Advanced Civilization	$34
Airbucks 1.2	$26
Arc of Doom CD	$30
Battle Bugs	$37
Battle Isle 2200 CD	$34
Battle Chickmagua CD	$42
Battles in Time	$35
Battles of Destiny	$19
Black Beard	$34
Breach 3	$34
Buzz Aldrin Rc Spc CD	$39
Campaign 2	$36
Castles 2 CD	$48
Celtic Tales: Blr Evil CD	$39
Chssmst 4000 Trb WIN	$36
Civilization Ntwrk WIN	$48
Colonization Gold CD	$48
Command & Conquer	$38
Conquered Kingdms 2	$36
Conquered Kingdms S1	$12
Conquest	$36
Darklegions CD	$38
Dead Zone CD	$52
Detroit	$39
Dominus CD	$38
Dune 2	$28
El Fish	$34
Empire Builder	$36
Empire Dlx Mst Edit CD	$22
Even More Incrd Mach	$28
Fantasy Empires CD	$42
Fantasy Fiefdom CD	$48
Flight Com 2 PCMC CD	$38
Front Lines CD	$39
Genghis Khan 2	$34
Gettysburg: Turning Pnt	$15

IBM STRATEGY

Grandest Fleet CD	$32
Great Nav Btt Admrl Pk	$19
Hammer of Gods CD	$39
Hannibal	$26
Harpoon 2 Battle Set 1	$24
High Seas Trader CD	$39
Hollywood Mogul WIN	$39
Incredible Machn 2 CD	$39
Jagged Alliance CD	$46
Jutland CD	$44
Kingdoms of France	$34
Kingmaker	$33
Koshan Conspiracy CD	$19
Lemmings 3	$35
Liberty or Death	$29
Lords of the Realm CD	$39
Lost Admiral 2	$39
Machiovelli the Prince	$40
Master of Magic CD	$48
Master of Orion CD	$40
Merchant Prince	$37
Millenium Actn Cllct CD	$25
Navy Strike CD	$40
Opertn Crsd PCMC CD	$39
Outpost WIN	$38
Outpost Planet Add CD	$33
Patrician CD	$36
Pax Imperia	$34
Perfect General 2 CD	$35
Pirates Gold WIN CD	$48
Pizza Tycoon	$40
Populous 2	$25
Power House WIN CD	$39
Project USA CD	$29
Rags to Riches	$36
Railroad Tycoon 2 Dlx	$24
Reunion CD	$33
Romance 3 Kingdms 4	$39
Rules of Engagt 2 Cpgn	$19

IBM STRATEGY

Sabre Team CD	$34
Second Conflict WIN	$34
Serf City: Life is Feudal	$37
Seven Cities Gold 2	$19
Sid Meir's Civil War	$58
Sim Ant CD	$41
Sim Ant Windows	$19
Sim City 2000	$34
Sim City 2000 CD	$45
Sim City CD	$47
Sim City Classic	$25
Sim Earth CD	$40
Sim Farm	$29
Sim Health	$25
Sim Life	$29
Sim Town CD	$42
SimClassic Collection	$44
Space Hulk CD	$24
Space Miner	$36
Space Raiders CD	$42
Spaceward Ho!	$36
Stalingrad PCMC CD	$39
Star Control 2	$34
Starlord CD	$39
Starship CD	$39
Starship Troopers	$39
Terminatr 2 Chswrs CD	$27
The Complete UMS	$44
The Rogarn Agnda CD	$39
Ticonderoga	$46
Transport Tycoon CD	$48
Victory or Defeat WIN	$42
Vikings 2	$36
Walls of Rome	$39
Warcraft CD	$39
Warlords 2 Scen Editor	$29
Worlds of War CD	$48
X-Com: Terror of Deep	$40
X-Com: UFO Defns CD	$40

IBM TRADITIONAL

Battle Chss 4000 SVGA	$26
Battle Chess CD	$45
Beat the House	$29
Bobby Fischer Chss CD	$34
Bridge 8.0	$32
Bridge Baron Windows	$34
Bridge Olympiad	$29
Caesar's Wrld Gm CD	$37
Casino Master CD	$28
Celebrity Poker CD	$28
Chssmnc 5 Bill & 1 CD	$34
Chessmaster 3000 CD	$46
Classic Casino WIN	$16
Classic Solitaire WIN	$16
Clock Werx CD	$34
Clue CD	$24
Evn More Incrd Mch CD	$39
Gambit V 1.5 CD	$39
Hard Day's Night CD	$23
Incredible Toons CD	$39
Jeoprdy Dlx WIN wAlex	$34
Knight Moves CD	$34
Pinball Arcade CD	$34
Power Poker Windows	$39
Robotech: Macross CD	$15
Saturday Nt Live An CD	$28
Shanghaii 2 Windows	$24
Solitaires Journey	$34
The Mask: Origin CD	$23
Trivial Pursuit CD	$34
Ultima Trivia CD	$26
Videogame Soltn CD 2	$23
Virtual Vegas CD WIN	$19
Wayne's World	$26
Wheel of Fortune CD	$32
World Series of Pkr CD	$24
Wrath of Demon CD	$29
Xplora Deluxe CD	$62
Zig-Zag	$29

IBM WAR GAMES

Aegis: Guardn Fleet CD	$46
Aide de Camp	$45
Battle of the Bulge	$39
Beyond Squad Leader	$45
Blue & The Gray CD	$39
Campaign CD	$35
Carriers at War 2	$39
CincPac: Midway	$39
Commd & Conquer CD	$48
D-Day: Begin of End	$39
Dreadnoughts	$32
Dreadnoughts Deluxe	$59
Fields of Glory	$37
Fifth Fleet CD	$39
Flight Commander 2	$38
Gary Grigsby Pacific Wr	$19
Gettysburg: Btt WIN CD	$42
Harpoon Classic CD	$26
Iron Cross	$39
Last Blitzkrieg	$40
Man of War	$36
Napoleonics	$34
Operation Crusader	$36
Operation Europe CD	$34
Panzer General CD	$39
Point of Attack	$32
Red Sky Morning	$36
Rd Sumter to Appomttx	$45
Seventh Fleet	$36
Stalingrad	$39
Tac Ops WIN	$40
Task Force 1942	$32
The Great War	$39
Tigers on the Prowl	$42
To The Rhine	$29
V Victory: Markt Garden	$29
V Victory: Velikye Luki	$29
Victory at Sea	$41
Wargame Cnt 2: Tanks	$39

IBM BUDGET

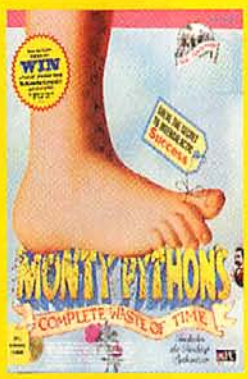
3 D Pinball	$12
Air Force Commander	$9
Alphabet Blocks CD WIN	$5
Amberstar	$12
Armada Villa Crespo	$9
Assignment Miami	$9
A T P Flight Simultr 1.0	$12
Audio Clips WIN (2001)	$12
Banzai	$9
Bard's Tale Constructn	$12
Bball Chall 87-89 Tms ea	$6
Baseball Facts	$9
Battle Command	$6
Blackjack	$9
Blue Max Aces Grt War	$9
Boom Box	$9
Captain Blood	$9
Castles Northern Cpgns	$12
Champions of Krynn	$12
*Charge of Light Brigade	$12
*Chess Net WIN	$9
Conqueror Multi Tank	$6
Conqust Robin Hd VGA	$12
Covert Action	$6
Crime City	$12
CyberStrike	$12
Daughter of Serpents	$9
Dealer's Choice	$9
Demon Blue	$9
*Dr Doom's Revenge	$9
Dr Floyds Desktop Toys	$9
Dr Thorp's Mini Blackjk	$9
Dragon Lord	$9
Dragons of Flame	$9
Dyno-Quest	$9
E- Motion	$6
Early Math CD WIN	$5
Electric Jigsaw	$12
Fighting for Rome	$12

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. All sales final. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. Call for details.

FREE GAME OFFER*

See details below

'NOVASTORM' It's 2129 & the Bator System is being destroyed by a hostile sentient computer. The Federation launches a fighter to track down & destroy the Data Grid. Offers 4 worlds, 18 stages in which to battle & Silicon Graphics rendered images. **CD $34**



'MONTY PYTHON'S COMPLETE WASTE OF TIME' In the game you'll face a series of challenges on a quest to discover the secret of Intergalactic Success. In the Interactive Monty Python Show you can watch new comedy or highlights from the TV episodes. **CD $54**

'MENZOBERRANZAN' Members of your party have been captured by evil Drow Elves and taken underground where the Drow reign supreme. You must descend and rescue them. Offers printable auto-mapping and a real-time, smooth-scrolling adventure. **$47**

'OFF WORLD INTERCEPTOR' Drive brutal 4x4's over vicious alien terrain as you bounty hunt your way through space. Be prepared for intense competition as you hurtle through tunnels. Offers one or two player driving and 6 vicious worlds to thrash. **3DO $52**

'MASTER OF MAGIC' is a fascinating game of exploration, spellcasting, and strategy set in a changing fantasy world. Features strategic use of resources and magic. Offers new fantasy worlds & mystical planes, five difficulty settings, and an icon-based interface. **$39**

*FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from January 1st through February 28th or while supplies last. Request must be made at time of order.

SPEND $60 GET

Airborne Ranger 5.25, Charge of the Light Brigade 5.25, Chess Net WIN 3.5/5.25, Conquered Kingdoms Scen 1 3.5, Dr. Dooms Revenge 5.25, Gunship 5.25, MacArthur's War 5.25, Microleague Baseball Managers Challenge 5.25, Railroad Tycoon Classic 3.5, SDI 5.25

SPEND $100 GET

Battles of Destiny 3.5, Bridge 7.0 3.5, Cohort 2 3.5, Dragon Force 3.5/5.25, Earth Invasion WIN 3.5, Heirs to the Throne 3.5, Kronolog: Nazi Paradox 3.5, Simon the Sorcerer 3.5, Sony SRS9 Speakers, Storm Across Europe 5.25, Warlords 1 5.25

IBM BUDGET

Gamma Force	$6
Guy Spy	$9
Harrier Assault	$12
Hearts	$12
Heroes of the 357th	$12
Hoyle's Book Gms V3	$12
Humans: Insult to Injury	$9
International Sports Chall	$6
Jack Nicklaus Clip Art	$3
Jack Nicklaus Crs Disk 5	$6
Jack Nicklaus SE Crs 1	$4
Jones In Fast Lane CD	$12
Kid's Typing CD WIN	$5
Killing Cloud	$6
Lightspeed	$9
Line in the Sand	$12
Loremaster	$9
Lost Vikings	$12
Madden Plyr Stats 1989	$2
*MacArthur's War	$9
Magic Candle 3	$9
Marianas Turkey Shoot	$12
Matrix Cubed	$9
MegaTraveller:Zhodani	$8
ML 50s-70s Wrld Srs ea	$9
ML Baseball All Stars	$9
ML Baseball Pro Tms ea	$9
*ML BB Manager's Ch	$12
Micro Lg. BB Seattle I3	$9
MicroL 82-88 BB Ssn ea	$9
Micro Lg. 89 FB Season	$9
Millenium	$6
Never Mind	$9
New Facilities Locator	$9
NFL Chall Col Alumni	$6
NFL Chall Ssn 90 or 91	$6
NFL Chall All Star Team	$6
NFL Chall Dream Teams	$6
NFL Video Football	$12

IBM BUDGET

On Target	$9
Operation Combat	$12
Patriot	$12
ProFB Analyst 92 Edt	$9
Puzzle Gallery 1	$9
Return to Zork Anth CD	$12
Rings of Medusa	$9
Rotox	$9
Rules of Engagement	$9
*S D I	$6
Sentinel Worlds 1	$9
Shadow Sorcerer	$9
Sorry	$12
Space Quest 4 CD	$12
Space Vegetables	$9
Spell Blizzard CD WIN	$5
Spelling Jungle CD WIN	$5
Sporting Triangle	$3
Star Legions	$12
Stellar 7 CD	$12
*Storm Across Europe	$12
Surf Ninjas	$5
Taking of Beverly Hills	$6
Tales Magic:Prphc Shd	$9
Teenage Mut N Trt Arc	$12
Tegel's Mercenaries	$9
Terran Envoy	$9
Test Drive 3:Road & Car	$6
Tie Break Tennis	$9
Tom Landry Football	$12
Tom Landry Fball Dlx	$12
Tony LRussa Clsc Stad	$12
Tony LaRussa BB 1991	$12
Tony LaRussa Baseball	$9
Top 100 Games 2 CD	$12
Treasures Savage Frntr	$9
Trump Castle 2 DD1 or 2	$4
UMS 2 Planet Editor	$9
Under Fire	$12

IBM BUDGET

Vaxine	$12
Video Poker WIN	$12
War in the Gulf	$12
War of the Lance	$9
*Warlords	$12
Weaver Tm/Plyr Stats 89	$3
Wheel of Fortune	$6
Wheel of Fortune 3	$9
Xiphos	$6

CDi HARDWARE

CD-I 220 Philips Plyr	$399
CD-I 450 Magnvx Plyr	$289
CD-I Infrared Remote	$39
CD-I Mouse	$46

CDi ADVENTURE

7th Guest Digital Video	$52
Alice in Wonderland	$44
Burn Cycle	$46
Creature Shock	$48
Dark Castle	$34
Dragon's Lair 2	$44
Effacer	$26
Escape from Cyber City	$44
Flintstones/Jetsons	$32
Hotel Mario	$44
Inca	$44
Kether	$44
Kingdom Digital Video	$44
Laser Lords	$44
Link:The Faces of Evil	$44
Litil Devil Digital Video	$44
Lords of the Rising Sun	$44
Lost Eden	$48

CDi ADVENTURE

Return Cyber City Dg	$58
Space Ace Digit Video	$52
The Apprentice	$32
Third Degree	$36
Thunder in Paradise Dg	$56
Voyeur	$44
Zelda's Adventure	$44
Zelda: Wand Gamelon	$44

CDi SHOOTERS

Alien Gate	$26
Chaos Control Dgt Vid	$44
Earth Command	$44
Mad Dg McCree Dg Vd	$52
Microcosm Digit Video	$44
Mystic Midway 2	$26

CDi STRATEGY

Axis & Allies	$44
Backgammon	$30
Battleship	$30
Caesar's Wrld Gambling	$44
Clue Digital Video	$44
Defender of the Crown	$34
Dimo's Quest	$32
Jeopardy	$36
Joker's Wild!	$36
Mega Maze	$30
NFL Instant Replay Dgt	$44
NFL Trivia Chall 94/95	$44
Name That Tune	$36
Pinball	$30
Sargon Chess	$36
Tetris	$30
Text Tiles	$30

3DO

3DO System	$399
3DO Gun	$44
11th Hour	$59
Aces over Europe	$54
Alone in the Dark	$46
Battle Chess	$39
Burning Soldier	$49
Clayfighter 2	$46
Demolition Man	$58
Doom	$56
Dragon Tales Lore	$46
ESPN Baseball	$52
FIFA Internatnal Soccer	$52
GEX	$52
Gridders	$42
Horde	$52
Ishar 3	$52
Jurassic Park	$52
Kingdom:Far Reaches	$46
Lemmings Chronicles	$52
Mad Dog McCree 2	$54
Madden Football	$49
NovaStorm	$52
Off World Interceptor	$52
PGA Tour GA	$54
Pebble Beach Golf	$52
Rebel Assault	$56
SHADOW:War Succesn	$52
Samurai Showdown	$52
Shock Wave	$56
Soccer Kid	$36
Space Ace	$52
Star Trek Next Generin	$54
Super Street Ftr 2 Trb	$59
Syndicate	$54
Theme Park	$52
Way of the Warrior	$52
Wing Commander	$49
Wrld Cp Glf Dorado Bch	$49

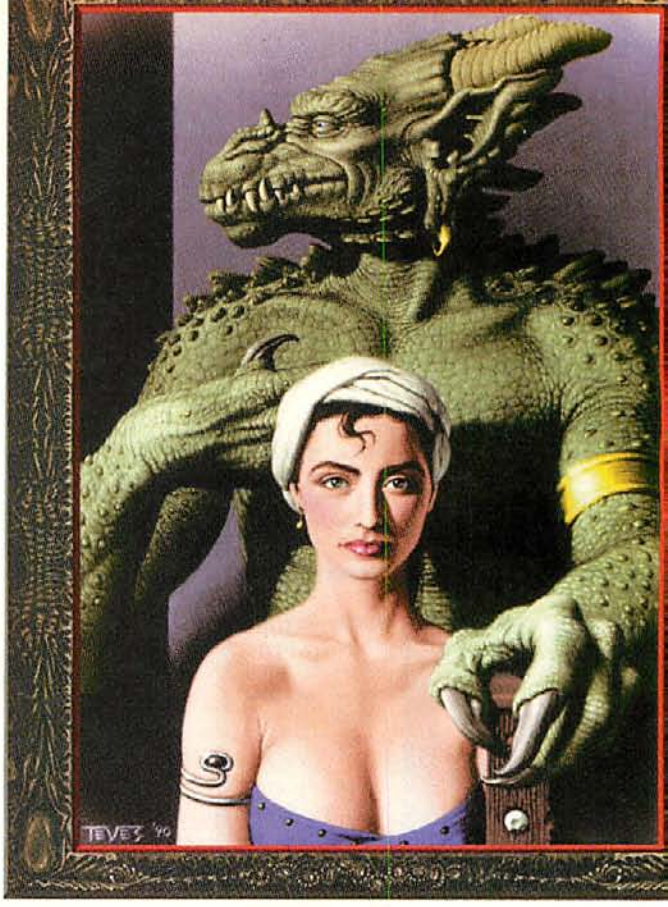
ADVENTURE NOT FOR KIDS

Bloodnet CD	$41
Come Play W/Me CD	$36
Dark Tunnels CD	$29
Darkseed 2	$42
Desktop Voyeur 1 CD	$49
Digital Dancing CD	$32
Doom 2: Hell on Earth	$44
Dream Girl CD	$28
Dream Machine CD	$54
Ecstatica CD	$35
Fantasies Intractive CD	$35
Fox Pack CD	$37
Gabriel Knight CD	$43
Girlfriend Maria	$39
Girlfriend Teri	$49
Harvester CD	$44
Intrt Adlt Smpl WIN CD	$12
Intractv Semr Butts 2	$58
Midnight Stranger CD	$45
Neurodancer CD	$39
Nick Steele P.I. CD	$59
Noctropolis CD	$47
Operation Body Cnt CD	$29
Paradise Club CD	$39
Phantasmagoria CD	$49
Quarantine CD	$39
Scisrs N' Stns WIN CD	$29
Secrets Interactive CD	$35
Shadow of Comet CD	$29
Sorority House CD	$37
Space Sirens CD	$49
Spy Club CD	$59
Under Killing Moon CD	$54
Vampire's Kiss CD	$49
Velvet Dreams CD	$35
Virtual Director CD	$49
Virtual Valerie 2 CD	$39
Voyeur CD	$46
Winner Takes All CD	$39

Gene Weaver

ALIEN LOGIC Splices Bio-Tech, Magic, Great Graphics, and Dreadful Dialogue Into A Strange New Adventure

by Paul C. Schuytema



OVER THREE THOUSAND YEARS AGO, THE HUMAN SPECIES WAS RESPONSIBLE FOR THE XENOCIDE OF THE shantha race on the colony planet of Jorune. Now, time has healed some, but not all of the wounds. Red Shantha, a renegade shantha, sees humans as an unacceptable evil. Four years ago, he raided your village and placed the inhabitants in containment crystals. Somehow, through a strange series of accidents, your crystal ended up in the Mountain Crown of Tan-Iricid, home to the inquisitive Thriddle. You were released, told of the fate of your people, and set out on the quest to find your fellow villagers and free them from the Red Shantha's enslavement.

ALIEN LOGIC, an adventure game from SSI in the Skyrealms of Jorune game world, is the first computer game set in this formerly pencil and paper role-playing universe. Jorune, a fantastic, semi-Earthlike planet, has a wondrous history. It is rich in powerful crystals and other compounds, and its strange magnetic field generated by tension along crystal lattices gave rise to the SkyRealms, massive floating land masses which dot the globe. Some SkyRealms float near the ground, rarely moving, casting dark shadows and leaving the land below barren and desolate. Other SkyRealms float freely in the crystalline currents, circumnavigating the globe.

Jorune was once the home world for the shanthas, a race of sentient, blind humanoids whose culture and technology was based on the knowledge of Isho. Isho is not magic, but an energy force flowing through Jorune's crystalline structures. This force can be "woven" into tools, defenses or weaponry. One who knows the Isho, who can weave functional dyshas from the energy, is very powerful indeed.

Beyond the almost magical energy forces on Jorune, biotechnology is very sophisticated. Strange giant melons called incupods dot the landscape, containing the raw matter to grow and hatch all manner of strange creatures. DNA clusters, called corks, can be inserted into the incupods to instruct the matter to congeal and accrete into a utilitarian life form called a reco. Citizens of Jorune may buy pre-engineered corks to create stable creatures, or skilled artisans can use raw, color-coded corks and a laser scalpel to cut and modify the DNA manually to create other unique reco forms.

The history, culture, flora and fauna of Jorune are simply wondrous. As a pencil and paper role-playing game, the Skyrealms of Jorune garnered many followers who bought into the fiction of Jorune. SSI had a major challenge on their hands when they decided to bring this world to the PC. In some respects, they have created a wonderfully sophisticated game world. In others, ALIEN LOGIC falls flat.

ALIEN LOGIC

Price: $50.00, CD-ROM & 3.5" floppy
System Requirements: IBM compatible 486-33Mhz (66Mhz recommended), 8 MB RAM, SVGA graphics card, 10 MB hard drive space, CD-ROM; supports Gravis, PAS, and Sound Blaster sound cards
Protection: None
Developer: Ceridus Software
Publisher: Strategic Simulations, Inc. Sunnyvale, CA (800) 245-4525

SCENES FROM A SCHOOLYARD

The biggest problem is that the character interaction and dialogue in ALIEN LOGIC is a joke. Never have I seen such a contrast between a beautiful game world implementation and absolutely ridiculous writing. The characters, one and all, speak like snotty pre-teens. It's hard to take the game seriously when our hero, who grew up in a wholly alien culture 40 centuries in the future, describes another character as "a real jerk." It gets worse when the "jerk" tells the hero, "You piss me off." Throughout the game, whether encountering humans or a myriad of other races, the characters all sound like this: immature, idiomatic and chatty.

RPG and adventure game publishers

THE NEW STAR WARS TRILOGY IS COMING SOONER THAN YOU THINK.

IT'S HERE. NEW. ENHANCED X-WING™ FOR CD-ROM. FEATURING FULL VERSIONS OF X-WING, IMPERIAL PURSUIT™ AND B-WING™. WITH MORE REALISTIC SPACECRAFT AND VOICE. PLUS SIX NEW MISSIONS. CALL 1-800-STAR WARS FOR AVAILABILITY.

LUCAS Arts

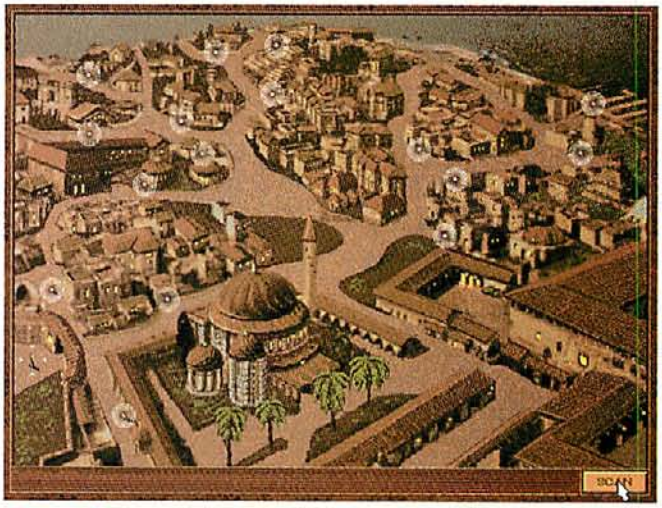
X-Wing computer program ©1992, 1994 LucasArts Entertainment Company. B-Wing and Imperial Pursuit computer programs ©1993, 1994 LucasArts Entertainment Company. X-Wing audiovisual display ©1992, 1994 LucasArts Entertainment Company and Lucasfilm Ltd. B-Wing and Imperial Pursuit audiovisual displays ©1993, 1994 LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. X-Wing and B-Wing are trademarks of Lucasfilm Ltd. Star Wars is a registered trademark of Lucasfilm Ltd. Imperial Pursuit and iMUSE are trademarks of LucasArts Entertainment Company. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. iMUSE U.S. Patent No. 5,315,057.

should have learned this lesson by now: pretty graphics and a detailed game world are great, but it's the characters and plot that sell the story. While playing ALIEN LOGIC, I could allow my imagination to become transported to that alien world. Slicing the DNA to create a digger reco was a wonderful challenge that was wholly believable. But as soon as I ran into another sentient being, the horrible writing simply shattered the illusion.

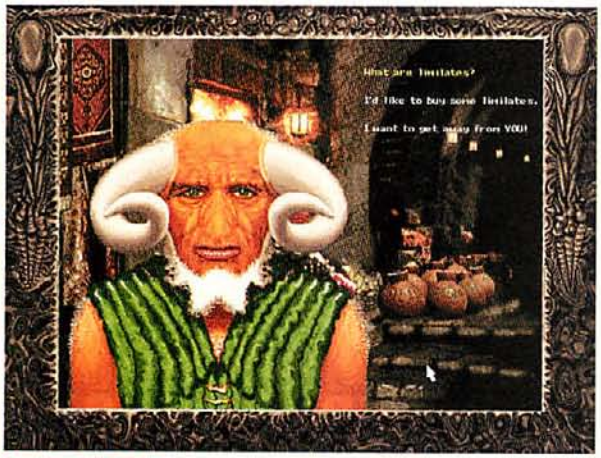
SHAZAAM! When push comes to shove in ALIEN LOGIC, Our Hero weaves a web of offensive and defensive "dyshas," which bear a striking resemblance to magic spells.

Perhaps the most infuriating example of this was when I ran into a woman in the human city of Ardoth who used to be one of the villagers my character had grown up with. She hadn't seen my character in years and she had no idea of the fate of the village (which was presumably home for her family). Here we have the setup for a great dramatic scene, one of those interactive gems that could really pull a player into the fiction of ALIEN LOGIC. But the woman is absolutely unconcerned with the village. In fact, her only purpose in the first trimester of the game is to serve as a "trigger" to allow you to pick up a free laser scalpel from the "jerk" mentioned above. Beyond that, she is a totally empty personality.

ALIEN LOGIC is an adventure game as opposed to a role-playing game. There is really no character development; your game-world alter ego is merely a tool with which to interact with the game world. True, your character does have health and isho levels which are variable, and one of your tasks in the game is to learn to weave a variety of functional dyshas, but they are mechanical, albeit interesting tasks. There is no sense of a well-rounded character, no personality quirks or moral dilemmas to work through. You must simply quest, moving from task to task as you seek to free your fellow villagers from stasis.



CITY LIVES The game has a number of unique and beautiful interfaces, like this city map. A bio-scan of the city shows several shining points of life.



BUTT OF THE JOKE The conversational system in ALIEN LOGIC is of the old choose-your-response school. Sadly, the responses are rarely worth choosing.

Perhaps what this game really lacks (and this is a trait shared by far too many games) is a sense of pressure. The foundation blocks of the plot create no innate sense of tension, urgency or desire in the player. As I was zipping back and forth between the "field" and Ardoth, gathering crystals with my reco digger for cash and dysha luring, I easily forgot that I had this other "meta quest" to perform. I was as unconcerned about the fate of the villagers as my game alter-ego seemed to be.

THE UNIVERSE IS BIG

To be fair to ALIEN LOGIC, there is a lot to this game. You follow a string of quests, picking up location clues from dialog and artifacts you find, and along the way, you explore and interact with Jorune and its very unique denizens. The game is not difficult, but it is not overly easy. It possesses just the right blend of challenge, encouragement and opportunity, making it a game far less frustrating than many in the adventure genre.

In fact, I simply loved the game interface. As a player, you work through seven distinctly different and flawlessly implemented interfaces. The primary interface is the side-scrolling view in which your character interacts most closely with the world around him, and can control and weave dyshas. Beyond that, there are a handful of travel interfaces, from a photo-realistic overhead map, for moving to specific sites within a sector, to a meta-movement device, which allows you to travel larger distances, to the warp world interface, which allows you to enter another dimension of Jorune and travel instantly across vast distance to the various warps you have activated.

When you encounter a nasty sentient or beast, there are times when fighting is the only recourse. For those situations, you invoke your isho power to weave dyshas for offense or defense. The offensive dyshas can be as simple as a fireball (whose intensity will increase as your dysha knowledge increases) or as passively complex as a sphere of suspension

GAZILLIONAIRE™

The Game of Intergalactic Wheelin' and Dealin'

You are an intergalactic wheeler-dealer, rocketing among the 7 planets of the Galaxy of Gogg as the head of your own trading empire. Your spaceship is loaded with 100 tons of moon ferns, oggle sand, lava lamps, diapers and toasters. Your goal? Sell the cargo, make a cool profit and earn one million kubars before your squid-faced, lizard-headed competitors beat you to it. Think you can achieve economic dominance of the galaxy? Congratulations, humanoid—you have what it takes to be a Gazillionaire.

- Sophisticated real-world economic graphs and reports help you determine where supply meets demand.
- Play against 6 computer opponents and up to 5 of your friends in any of 5 skill levels.
- Hilarious sound effects and music entertain and taunt you.
- An innovative on-line tutorial literally teaches you how to play—at your own pace.

Gazillionaire. Available for Windows CD-ROM wherever fine oggle sand is sold.

Created by LavaMind

Published by Spectrum HoloByte

2490 Mariner Square Loop, Alameda, CA 94501

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

Gazillionaire is a trademark of LavaMind. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc.

Circle Reader Service #224

PHOTO REAL The hand-held tracker is a primary navigational tool in the SkyRealms. At this level of magnification, the landscape appears beautifully photo-realistic.

which surrounds your opponents. Combat is fairly straight-forward, but it moves a little too quickly at times for you to really spend any time considering which dyshas to use. As in most games, it is best to save just prior to the encounter, allowing you to restore your game until you can nail down the proper strategy.

In addition to the movement and encounter interfaces, you interact with a laser scalpel device, cutting cork to create just the right blend of DNA to create a stable and functional reco, or bio-robot, which will assist you in your endeavors. These recos can dig for crystals and minerals or serve to heal the player. Eventually, these little buggers simply use up their life force and die.

You also have the opportunity to enter "weaving world," another mysterious alter-dimension of Jorune in which you will find raw dysha powers. You must enter weaving world under the tutelage (and often for a fee) of a kerning-bay master. Once in the translucent dimension, you place crystals (which you must either find or purchase) to lure dyshas to the exit portal. Like attracting a rabbit, each crystal brings the dysha a little closer. Run out of crystals and you're out of luck, but get the dysha to the exit portal and that power becomes yours.

The craft displayed in the implementation of the game's interfaces and the world dynamics only makes me more frustrated. SSI has crafted one hell of a game engine, which would have been eminently capable of presenting us with an unforgettable playing experience. Instead, they deliver plot and writing which are nothing more than an embarrassment, leaving the player only going through the "point and click" motions rather than becoming absorbed in an alien world and culture so painstakingly thought out.

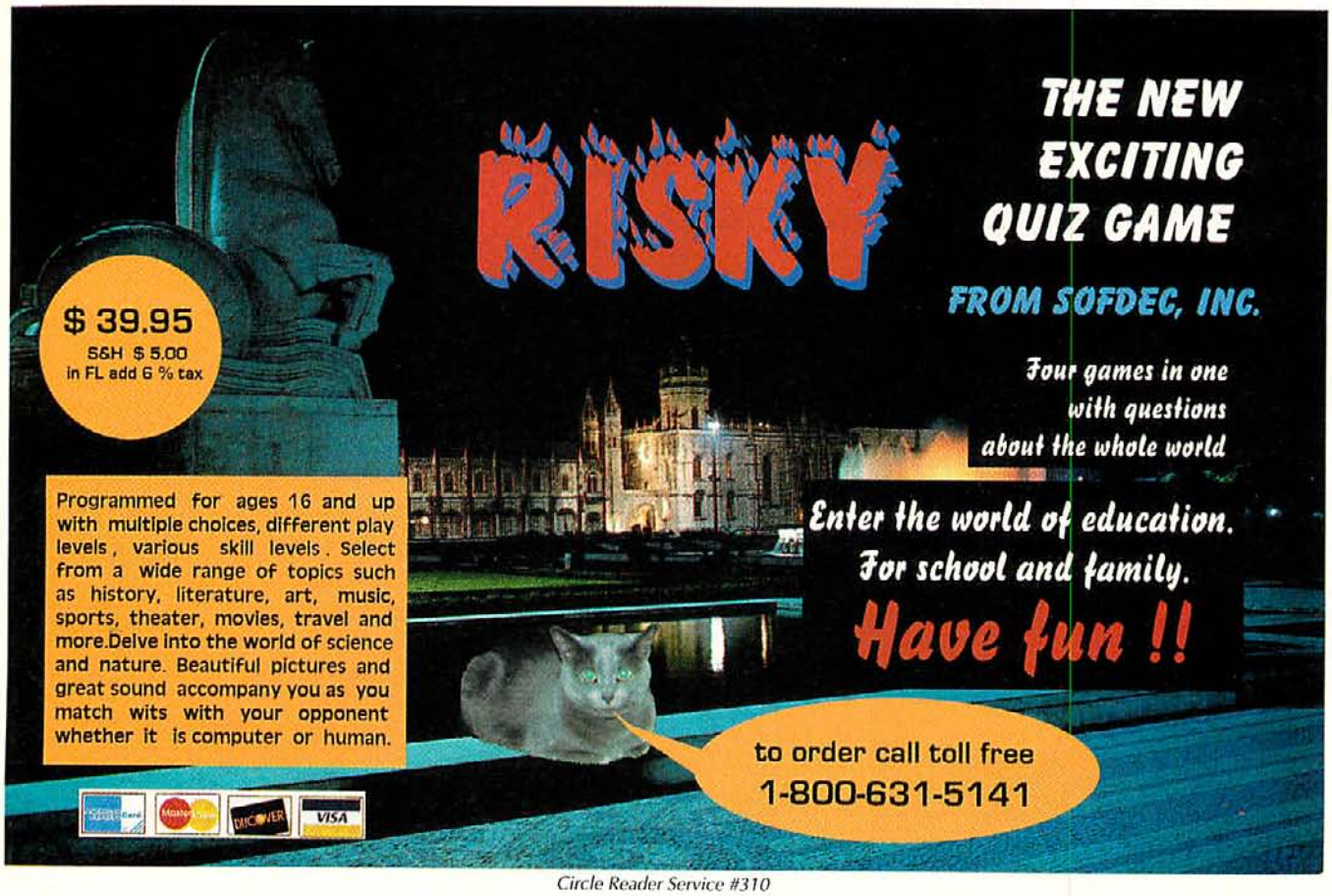
THE EDITORS SPEAK

ALIEN LOGIC

RATING 3

PROS Vivid SVGA graphics and a powerful multi-interface game engine.

CONS The dialogue is abysmal and the plot drags its tail.



Circle Reader Service #310

NOTHING, NOTHING CAN PREPARE YOUR PC.

FINISH HIM!

SMOKE AWAITS

FRIENDSHIP?

ALL 12 KOMBAT WARRIORS?

MORTAL KOMBAT® II

NOTHING, NOTHING CAN PREPARE YOU...for the *ultimate* arcade translation of Mortal Kombat® II. "Finish Him" with *all* the true graphics, character animations, CD-quality music and awesone sound f/x of the arcade blockbuster. Brutal special moves, Friendships, Babalities, hidden surprises, crushing combos and outrageous finishing moves are yours to kommand. Let the Kombat Kontinue!!!

MATURE M AGES 17+

NOW ON

PC CD-ROM

MIDWAY

Acclaim® entertainment inc.

MORTAL KOMBAT® II © 1993 Licensed from Midway Manufacturing Company. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved.

Circle Reader Service #379

I'll Have The Roach He's Smoking

Greg Roach Leads A Long, Strange Trip Into THE VORTEX

by Charles Ardai

IF, AS HE CLAIMS, SELF-STYLED "VIRTUAL CINEMA" PIONEER GREG ROACH WANTS INTERACTIVE MOVIES TO ATTAIN THE level of mainstream success and acceptance long since granted to movies, television, and novels, he'll have to start making interactive movies you don't have to be stoned to appreciate.

Swirling colors, melting faces, blood-hued mandalas, quick-cut collages of Disturbing Images and Meaningful Symbols—these are Roach's stock in trade. And in his newest title, THE VORTEX: QUANTUM GAME II, he splashes them across the screen with abandon. Add in bongos puk-pukking in the background, avant-garde musicians keening on the soundtrack, dialogue full of shallow Zen riffs drawn from fortune cookies, and lots of woolly-eyed talk about "the ka, the soul" and you quickly realize where Roach's QUANTUM GATE has deposited you: an alternate universe where the '60s never ended.

The Vortex: Quantum Gate II

Price: $79.95, CD-ROM
System Requirements: IBM 486 SX (486 DX recommended), 8 MB RAM, 5 MB hard drive space, VGA/SVGA graphics, Windows 3.1, 2x CD-ROM, mouse; supports Sound Blaster and compatible sound cards.
Protection: None
Designer: Greg Roach
Publisher: Hyperbole Studios
Seattle, WA
(800) 693-3253

How did this happen? THE VORTEX is a sequel to one of last year's most impressive multimedia titles, QUANTUM GATE. Like THE VORTEX and Roach's first title, THE MADNESS OF ROLAND, QUANTUM GATE contained more New Age sap than I would have liked, but it also had an anti-war science fiction storyline that hit you with the force of a Mack truck and the best acting, bar none, ever seen on a CD-ROM.

For once, Roach also disciplined himself and made sure that every video clip he ran had a function in the story. There were plenty of questions posed about the nature of reality: What is real? Am I seeing what's really out there, or is the government showing me something else for its own sinister ends? But these were also set into an environment that was very concrete and definitely real, a military base established on an alien planet for the purpose (allegedly) of mining a rare ore that could save the Earth from self-inflicted environmental disaster.

You played Drew Griffin, an innocent caught up in a struggle he wanted no part of, fighting desperately to learn the truth about the bloody mission he had been assigned. You knew who and (more or less) where you were. There were plenty of horrible secrets for you to uncover and confusion galore, but you were not floating in a miasma of sheer visual and conceptual chaos.

In THE VORTEX you are still Drew Griffin, and you are still caught up in a struggle you don't comprehend—indeed, the game picks up the cliffhanger with which QUANTUM GATE ended—but this time the tone and the storyline are aggressively hallucinogenic. Before the game starts, you've already taken a Virtual Reality drug *and* an anti-Virtual Reality drug. Now, having been pulled out of the wreckage of your crashed hovercraft, you see giant bugs hovering over you. You also see your commanding officer; you see winged women with concerned expressions; you see bright lights; you see a padded cell. As the images fill the screen you face your first choice: on which of these versions of reality do you want to settle? The selection you make determines which of its many possible paths the story sets off on.

Choose the giant bugs or the padded cell and you are taking the first step on a path that will point you toward a cynical, dark storyline in which Drew ends up back at the base, working for the evil Colonel Saunders. Choose the picture of the winged woman and you launch Drew toward a more harmonious story, in which he comes to form a bond with the angel-like Aylinde and fight on their side against his fellow humans, who are, after all, vicious colonizing pigs.

Any lingering doubts about the tone of this adventure are soon wiped away by the dialogue. "Greed is the most powerful force on Earth," says Drew, just before

IT'S JUST A MATTER OF TIME...

THE JOURNEYMAN PROJECT 2

BURIED IN TIME

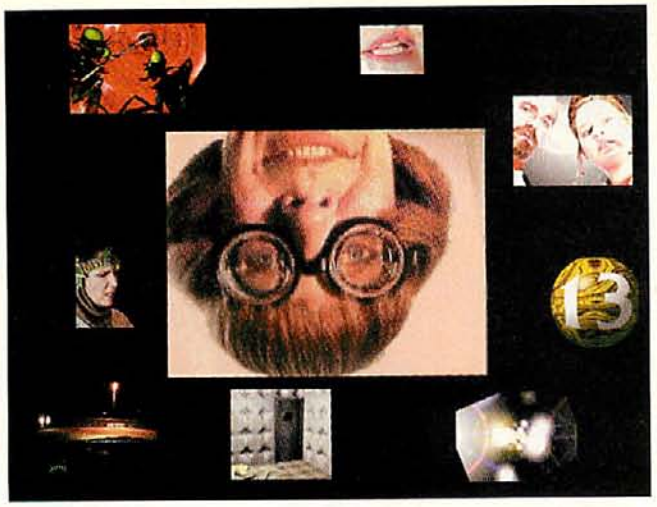
COMING SOON ON CD-ROM FOR MAC AND PC

FOR MORE INFORMATION CALL 1-800-943-3664

The Journeyman Project and Buried in Time are trademarks of Presto Studios Inc.
Sanctuary Woods is registered and i Entertainment is trademarked by
Sanctuary Woods Multimedia. 1994 Presto Studios.

PRESTO STUDIOS

Circle Reader Service #363



REALITY BUFFET In the opening sequence of the game, different versions of reality spin off from a dreamy near-death experience. Cynical, deranged, or optimistic—you make the call.

teaming up with the long-lost Dr. Marks. "People...have sold off their humanity for a few stock options." "How can a culture value profit more than truth?" asks an alien. "We are corrupt," replies Drew. I'm sure you share my relief at hearing that Greg Roach, who charges $79.95 for his computer games and just struck a deal with Warner Brothers, despises profit so.

THE INTERACTIVE PART

Within each scene, Drew is able to walk around his surroundings and look at various objects. When he meets people, he can ask them questions by clicking on question icons lining the top and bottom of the screen, and answer their questions by selecting from dialogue menus that pop up as needed. In some cases there are also actions Drew can take and thoughts he can ponder.

The choices you make do affect how the story proceeds, though in most cases the effect is gradual and cumulative. The same basic events occur in every replaying of THE VORTEX: you wake up in the Aylinde camp; you face the Aylinde council; you have hallucinations and bizarre dreams; you meet an old friend whom you'd thought was dead; you search for Dr. Marks, the Quantum Gate's creator; you face Saunders in a final showdown. But just what happens within each of these sequences, and even such details as what soundtrack and color scheme the scenes employ, are modified depending on the emotional state you've constructed for Drew through your choices.

Unfortunately, most scenes are interrupted two or three times by disjointed hallucinations which tend to take the form of meaningless six-second video clips recycled from the first game, and are connected to one another by mysterious non-interactive flying scenes.

With all this going on, it's hard to get a handle on what's happening and why. And while that is supposedly the effect Roach is striving for, it's a lousy excuse for incoherent storytelling. *Ed Wood* was a movie about a bad film maker, but it was not badly filmed.

TALKING HEADS The characters in the game come packaged in small QuickTime boxes. Even so constrained, Paige Witte as Illyra can capture your heart.

The Silence of the Lambs is a novel about insanity, but it doesn't try to drive its reader insane. QUANTUM GATE inspired just the right amount of paranoia and disorientation, without falling into the vortex of confusion that was central to its plot. In THE VORTEX Greg Roach has, sadly, gone over the edge—and, worse yet, he insists that the player go with him.

TRIPPIN' THROUGH DREAMLAND

As noted above, THE VORTEX offers three ways to pass the time: you can explore, converse, or hallucinate. Hallucination is the easiest of the three, since you don't actually have to do anything, just watch the video clips and wonder what the hell they mean. Exploration consists of clicking on directional pointers in the horizontal location window that takes up most of the screen, and then watching as Drew's view shifts. Most locations in the game are explorable, from the treetop village of the opening to the dark, gothic human base of the finale.

Unfortunately, other than walking around and enjoying the nicely scrolling graphics, there is hardly anything to do here either. You can look at a rock and hear a comment like, "It's a big f***in' rock," or at a shelf of pots and hear, "Oh, boy, my very own pots." That's about it.

Conversations are more enjoyable, if only because they aren't so aimless. There are always at least a half-dozen subjects to talk about, and most offer you a chance to shape Drew's character in interesting ways. However, these encounters are hampered by the fact that they usually take the form of "talking heads" sessions in which the character you are speaking with faces the camera in extreme close-up and says something intense. Excellent scripting helped distract the viewer from this quality in QUANTUM GATE; here, alas, the scripting is yet another thing from which you need to be distracted.

Weak throughout, the script reaches a ghastly low point at the end of the first of the story's three days, when Drew is called before the Aylinde council for "the Sounding," a grilling that is part P.C. catechism ("Do you consume without thinking?" "Do you see beyond appearances?" "Do you respect the bodies of others?") and part self-lacerating hot tub EST session ("Can you love yourself?" "Are you happy?" "Do you follow the light?"). It goes on in this vein for at least five minutes and then, when at last you think you are done, the computer replays the entire encounter from beginning to end while assembling a cryptic collage—an astrological symbol, a Masonic emblem, a squalling baby, a snake, a pamphlet titled "Hurting Someone You Love Is Against the Law"—slowly, didactically, on the screen.

Even if you set this episode aside, there is more than enough embarrassing writing in THE VORTEX to go around. Between re-

Ages ago,
In the damp passages of
the Old World
Evil was defeated
And Chaos was cast into
the shadows of time...

In darkness
It waits

This Christmas, the Master of all Dungeon Games Returns

© 1994-1995 Interplay Productions. Dungeon Master is a trademark of Software Heaven, Inc.

Interplay

Circle Reader Service #258

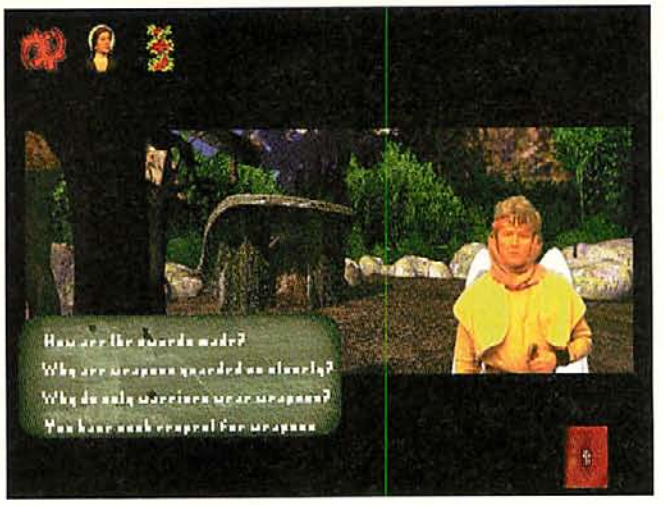
ligious/mystical proclamations like "The Great Mother teaches us each soul, each ka, is the pilot of the world" and woozy, druggy statements of awe such as "Ooohh, man...that was sooo intense...it was like I was being slung around in time or something," Roach shamelessly piles up enough self-actualizing tripe to make Timothy Leary and Werner Eckhardt look like a couple of pikers.

EARTH ANGEL

The actors do what they can to rescue the script, but they can only do so much. Paige Witte gives a stunning performance as Drew's delectable Aylinde benefactor, Illyra. She delivers her lines with such ease and naturalness that you forget that she's wearing big angel wings and a headdress covered with scraps rummaged from the five-and-dime, not to mention the fact that she's speaking arrant nonsense.

The other actors, though, all fall short of the high marks set by the first product. Jamie Callahan, whom I consider one of the best young actors around, in or out of computer games, gives it all he's got as renegade Private Michaels, but when your lines include such retro hippie gems as "This is so freaked out...here it's cool, it's, like, totally acceptable," you're doomed—even if your director hasn't painted your face red and dressed you in a Gypsy girl's harem outfit, as Roach has done here.

Since along with the new scenes so much footage is reused from the first game, you get to see great performances side by side with poor ones by the same actors. This is cruel to the actors, but instructive for the customer. In effect, by releasing THE VORTEX, Roach has just created a very bad five-hour-long commercial for his much better QUANTUM GATE.



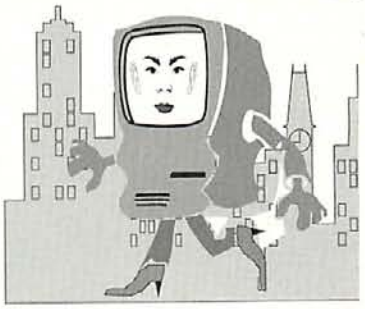
HE TALKS TO ANGELS Most of the interaction in VORTEX takes place through conversations. What you say and how you say it can literally change the complexion of the game.

THAT'S ALL SHE ROACHED

Alternately glib and self-satisfied, long-winded and too abrupt, THE VORTEX is genuinely insufferable. The story doesn't hang together, the characters' motivations are murky, and the vaunted interactivity is quite slight. Replay value is low, in part because no one will want to get caught in the Sounding a second time, and in part because there is no point in replaying a game that failed to engage your interest and passion the first time. In addition, it has the uncomfortable tone of a street-corner evangelist who corners you and insists on telling you, Ancient Mariner-like, his philosophy of life.

Greg Roach, who has the habit of referring to himself as "the Spielberg of multimedia," seems unaware of what makes a director like Spielberg such a popular artist. Spielberg tells stories people want to hear in a form that is easy to digest. Roach offers something most people do not want, and frankly I think even his fellow travelers will have a hard time digesting his message in the form he presents it here.

Virtual Reality



Virtual Vanessa is computer generated

Real Reality

Girlfriend Maria™ is the real thing

Virtual Dialog

How most computer games want you to talk - Mouse clicking:

- ☐ *Hey Baby! What's your sign?*
- ☐ *Do you come here often?*
- ☐ *Don't I know you?*
- ☐ *Aren't you a famous model?*

Real Dialog

How real people (and Girlfriends) talk:

D: Hello Maria! How are you?
M: Great, Dave! How are you today?
D: I'm really depressed.
M: I'm sorry to hear that. Why?
D: Harold is such a jerk.
M: I'm sorry your boss is a jerk. What can I do to make you feel better?
D: You could kiss me.
M: I just love kissing. Mmmm!
D: I feel better already! Now, let's...

When you're ready to experience something better than goofy virtual reality, just let us know. (800)324-AIVR ™

4 Girlfriend™ artificial intelligence games on disk or CD-ROM to pick from, rated G thru Adult. Step up from animations - get the real thing!

709 Lingco #106, Dept CG502, Richardson, TX 75081 USA (214)235-4999

AiVR Corporation

Circle Reader Service #42

THE EDITORS SPEAK

THE VORTEX: QUANTUM GATE II

RATING 2

PROS Paige Witte is terrific as a winged alien you want to take home to Mom; Jamie Callahan brings fevered energy to his rather unfortunate role.

CONS The script reads like a cobbled together reject from the Age of Aquarius.

January, 1942.
The Imperial Navy looks unbeatable. Their next stop is the mainland. Nimitz's fleet is regrouping - itching for a fight. Their courses would soon cross near the island of Midway.

1942 PACIFIC AIR WAR™ GOLD

the multimedia PC flight simulator that puts you on the bridge and in the cockpit at WWII's most decisive carrier battles.

'94 MicroProse All Rights Reserved. Photos: UPI/Bettman

MICROPROSE®

Anything is possible.

For IBM-PC & Compatibles on CD-ROM. 1-800-879-PLAY.

Circle Reader Service #171

COMPUTER Express

Since 1985

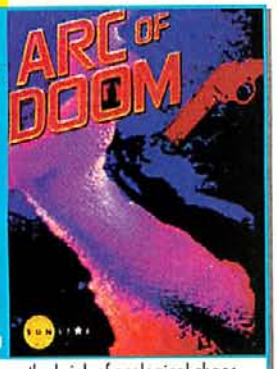
FREE Free Air Shipping & Free Game

call for details

Cybermaxx VictorMaxx Technologies

$699 #38163

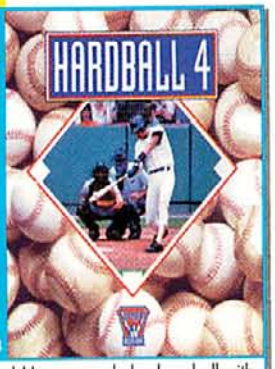
Bring true virtual reality home! Functions on myriad platforms, or as a t.v. substitute! Includes high-fidelity stereo headphones, twin LCDs, a revolutionary head-mounted display, and more.



Arc of Doom Sunstar - IBM CD

$32 #36911

Earth's on the brink of ecological chaos and Redmond Institute's Alpha Team is sent to investigate. Now, they're missing, and it's up to you to find them. Maneuver through puzzles, UFO chases, and more.



Hardball IV Accolade - IBM CD

$32 #36998

Batter up! Manage and play baseball with 700 real players in 28 realistic ballparks, and have Sportscaster Al Michaels deliver the play-by-play. Don't just dream the perfect game-play it! 3.5" available.

The Pure Wargame QQP - IBM DOS

$30 #35573

Death from Above, Volume I. Involves 8 different airborne operations! Embodies the actual units, specific landing sites, and company/battalion make-up. Definitely not just another tactical wargame!

Glider 4.0 Casady & Greene -IBM Win

$29 #36461

Pilot a paper airplane through hundreds of rooms of a mansion without crashing into furniture or other hazards. Other obstacles include balloons, helicopters, and candles. Deceptively simple...hours of fun!

Casino Master Centron Software - IBM CD

$28 #36781

A powerful new version of Casino Master. Includes Blackjack, Craps, Roulette, Video Poker, Baccarat, Pai Gow Poker, Slots, Keno, and Red Dog-each with full-motion, on-screen video instruction. Mac CD also.

Hollywood Mogul Devuono Games - IBM Win

$38 #27109

Bring 25 movies to the "Silver Screen"! Buy original scripts and bestsellers, develop ideas, make sequels, make or break careers. Will your films break box-office records-or will they bomb?

ENTERTAINMENT

37040	1830: Railroads & Robber Barons	34
36454	5th Fleet	38
29723	A-10 Tank Killer Enhanced 1.5	20
29238	AD&D Dark Sun: Shattered Lands	47
35877	AD&D Dark Sun: Wake Ravager	47
32924	AD&D Dungeon Hack	36
37312	AD&D Eye of Beholder III	43
34087	AD&D Genie's Curse	43
36068	AD&D Menzoberranzan	47
34164	AD&D Ravenloft: Strahds Posses	47
31940	APBA Baseball - WINDOWS	30
33336	Aces of the Deep	42
28445	Aces over Europe	37
34275	Aces over Korea	CALL
35740	Across the Rhine Scenario	30
34302	Advanced Civilization	35
37304	Aide De Camp	45
32125	Air Combat Classics	40
29855	Air Warrior SVGA	35
37489	Alien 3	29
34695	Alien Legacy	39
35875	Alien Logic: Jorune	40
35162	Alliance Flight Commander 2.0	35
30188	Alone in the Dark	26
33809	Alone in the Dark II	33
36360	American Civil War	CALL
35241	Animation Classics II	46
32011	Arcade	27
33384	Arctic Baron	30
33341	Arena Elder Scrolls	40
33708	Armored Fist	43
32546	Art of the Kill	24
36959	Award Winning War Games	40
33637	Axis the Gamecheater	36
34025	Barkley Basketball	CALL
36027	Battle Bugs	34
28769	Battle Chess 4000 - SVGA	26
28768	Battle Chess 4000 - VGA	21
32977	Battle Chess 4000 - WINDOWS	34
33857	Battle Cruiser 3000AD	41
25445	Battle of Britain 2 - WINDOWS	35
34552	Battles of Destiny	9
11575	Beyond Squad Leader	45
24543	Bill Elliott Nascar Challenge	30
30561	BlackJack 3.0 - WINDOWS	26
36485	Blackbeard	34
36938	Blackthorne	30
33770	Blake Stone: Episode 1	10
34762	Blitzkrieg	41
36654	Blood Bowl	32
32980	Blood Net	38
31010	Blue Force: The Next of Kin	40
34419	Body Blows	26
32548	Bram Stoker's Dracula	20
33738	Breach 3	35
35715	BreakThrut - WINDOWS	33
33941	Brett Hull '95	32
35580	Bridge Baron - WINDOWS	35
34935	Bridge Olympiad	30
32599	Brix	23
34239	Brutal Sports Football	35
31466	Caesar's Palace - WINDOWS	20

ENTERTAINMENT

32964	Campaign II	34
27743	Carrier Strike	41
31523	Carriers at War II	39
37682	Casino Lite: Blackjack	11
37684	Casino Lite: Carribean Stud	11
37685	Casino Lite: Craps	11
33047	Casino Lite: Omaha Hold 'em	12
37676	Casino Lite: Texas Hold 'em	12
37683	Casino Lite: Video Poker	11
34267	Casino Master Gold - WINDOWS	29
37163	Casinol - WINDOWS	26
34586	Castle Conquest	41
26332	Castle of Dr. Brain - VGA	19
28774	Castles II: Siege & Conquest	21
34074	Celtic Tales: Balar Evil Eye	CALL
20471	Centerfold Squares	21
29216	Challenge of the 5 Realms	41
32522	ChessMaster 4000 Turbo - WINDOWS	32
37679	Chessnet 3 Club Edition	30
35677	Chessnet 3 Single Edition	15
32820	Civilization - WINDOWS	46
38011	Civilization Network - WINDOWS	46
31328	Clash of Steel: WWII 1939-45	20
33927	Classics Fun Pack - WINDOWS	18
36251	Classics Pinball	18
31593	Cobra Mission	37
37445	Collegiate Pennsylvania State - WIN	19
37434	Collegiate UCLA - WIN	19
37435	Collegiate Univ. of Florida - WIN	19
37439	Collegiate Univ. of Michigan - WIN	19
37443	Collegiate Univ. of Oregon - WIN	19
38012	Colonization - WINDOWS	46
32930	Comanche & Mission Disk #1	43
30560	Comanche: Mission Disk #2	32
37301	Combat Classics 3	22
29867	Command HQ Classic	21
32884	Command Starship	40
32129	Companions of Xanth	34
34553	Conquered Kingdoms	9
31453	Conquered Kingdoms Scenario	26
29227	Conquest of Japan	35
22035	Corridor 7	26
31647	Crime City	15
36303	Crystal Caliburn - WINDOWS	30
32369	CyberRace	40
32966	CyberSpace	40
37566	Cyberstrike	9
36087	Cyclones	43
33602	D-Day: Operation Overlord	35
34028	D-Day: The Beginning of End	41
33234	Daemonsgate	30
34162	Dark Legions	36
28129	Dark Seed	30
34765	Dawn Patrol	41
30897	Day of the Tentacle: Maniac II	34
33334	Delta V	41
37076	Descent	30
32010	Detroit	42
34307	Disciples of Steel	35
37643	Dominus	32
33894	Doom I: Knee-Deep in the Dead	7
35719	Doom II: Hell on Earth	45

ENTERTAINMENT

36791	Doom II: Hintbook	1
29224	Dragon's Lair III	3
37094	DragonSphere	2
32967	DreamWeb	3
30684	Dune II	3
32978	Dungeon Master 2	3
35164	ETO: D-Day - WINDOWS	4
32586	Earth Invasion Arcade	2
32082	Empire Deluxe - WINDOWS	2
32219	Empire Deluxe Scenario	
34605	Empire Soccer	3
36091	Epic Pinball	
34593	Evolution	3
35742	F-117A Classic	2
28794	F-15 Strike Eagle III	3
35288	FIFA International Soccer	3
26585	Falcon 3.0	4
34272	Falcon 4.0	CAL
33664	Falcon: FA-18 Hornet	3
31442	Falcon: Mig 29/Deadly Adversary	3
31690	Falcon: Warthog A-10 3.0	6
26783	Fields of Glory	3
36832	Fighter Wing	3
30591	FlashBack	3
34273	Flat Top	CAL
32880	Fleet Defender: F-14	4
35744	Fleet Defender: F-14 Scenario	3
36589	Flight Commander II	4
32632	Flight Light	2
36698	Flight Shop 5.0	3
37558	Flight Sim: Caribbean Scenery 5.0	2
36695	Flight Sim: Europe #1 5.0	2
37557	Flight Sim: Japan Scenery 5.0	2
32901	Flight Sim: Las Vegas 5.0	3
31728	Flight Sim: New York Scenery	2
31657	Flight Sim: Paris Scenery	2
36693	Flight Sim: Portland 5.0	3
31273	Flight Simulator 5.0	4
37638	Flight Simulator 5.1	4
34277	Formula One Grand Prix 2	CAL
35772	Fortress of Dr. Radiaki	3
32525	Four Play	2
30373	Freddy Pharkas	2
31402	Freddy Pharkas Hint Book	
34611	FreeLancer 2120	3
36247	Front Lines	4
34894	Front Page Sports: Baseball	4
35314	Front Page Sports: Football 95	4
35313	Front Page Sports: Football Upgrd 95	2
32972	Frontier - Elite II	3
35976	Frontier: 1st Encounter	3
37589	G-Nome	4
32130	Gabriel Knight	3
33642	Game Maker 2.0	4
27746	Games Master	2
31514	Gateway II	3
38128	General Admission Baseball	1
33739	Genghis Khan II	3
34001	Girlfriend Lisa	3
34436	Girlfriend Teri	5

Blind Date
Trimark - IBM CD

$39
#36755

Experience all the angst of a first date. Sandi's the object of your affection, and to win her, you must choose the right responses. If you do, you may go all the way in this full-motion video challenge.

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

Prodigy - Computer Express
AOL - Computer Express
CompuServe - GO Express
Internet - info@cexpress.com

1·800·228·7449

31 Union Ave., Sudbury, MA 01776 ext.347

Info:508-443-6125 Fax:508-443-5645

•Our order lines are open 8am-12 am M-F, 10am-6pm, Sat-Sun, EST. Business office hours are M-F 9am-5pm EST. Credit cards are not charged until orders ship. •No surcharge is added to credit card orders. •In-stock orders placed by 6 p.m. EST ship same day. Temporary shortages usually filled in 3 days. •VISA, MC, Discover, AMEX, PO's, wire transfers, cash, and cashiers checks accepted. Upon receipt and approval, personal and company checks clear within 14 days for immediate shipment. •Products covered by manufacturer's warranties. Defective software replaced immediately. Defective hardware repaired or replaced at our discretion. Books, memory chips, and some electronic components not returnable. Returns require authorization # and are subject to 15% restocking fee. Returns accepted only within 30 days. •All items offered for sale are subject to availability. Some products are not available outside the U.S. •We are not responsible for typographical errors. •Shipping and handling charges are subject to change in conjunction with certain promotions, please call for current offers. •To protect customers from fraudulent credit card claims, each credit card purchase is verified and shipped only to billing addresses. •HI, PR, AK, APO sent by us mail. Intl orders welcome.

ENTERTAINMENT

6461	Glider 4.0 - WINDOWS	29
4283	Global Response	CALL
7764	Gool '94	20
8808	Goblins I	18
0465	Goblins II	16
3343	Goblins III	16
6550	Goblins IV	CALL
8300	Golf - WINDOWS	43
4826	Golf Courses: Banff Springs - WINDOW	23
4827	Golf Courses: Mauna Kea - WINDOWS	23
4828	Golf Courses: Pinehurst - WINDOWS	23
6790	Good to Firm	31
3335	Grandest Fleet	35
3704	Great Naval Battles II	43
5743	Gunship 2000 Classic	24
4154	H.A.W.C.	26
5444	Hammer of the Gods	41
2527	Hand of Fate	25
2594	HardBall III Diamond Collect.	37
4006	HardBall IV	32
8076	HardBall IV MLPBA AddOn	16
2122	Harpoon II	41
5767	Harpoon II Battleset #2	30
4284	Heavy Hockey	CALL
7696	Heretic	10
4761	Heroes of Might & Magic	41
5725	Hexx: Heresy of the Wizard	23
6245	High Seas Trader	41
7466	Ice Hockey	28
9952	Inca I	19
3325	Inca II	26
6548	Inca III	CALL
5349	Incredible Toons - WINDOWS	34
6926	Indiana Jones Fate of Atlantis	35
1471	IndyCar Racing	30
5105	IndyCar: Circuits Expansion Pack	23
5106	IndyCar: Indianapolis Speedway	27
4449	Inherit the Earth: Orb Quest	35
6393	Iron Cross	40
7703	Ishar 3: 7 Gates of Infinity	32
2982	Isle of the Dead	19
7314	Jack Nicklaus Signature Golf	25
8696	Jack Nicklaus Signature Tour 1	15
0628	Jack Nicklaus Signature Tour 2	17
8081	Jack Nicklaus: Course Designer	16
8079	Jack Nicklaus: Golden Bear	32
1480	Jagged Alliance	46
6389	Jagged Alliance Addon	21
2968	Jeopardy Deluxe - WINDOWS	33
3993	Jeopardy Sports Edition	26
2127	Jeopardy with Alex Trebeck	26
7203	Jet Fighter III	41
7710	JigSoft - WINDOWS	30
5875	Jorune: Alien Logic	40
3741	Jurassic Park	36
0672	Kasparov's Gambit	25
8004	King's Quest VI	42
2076	Kingdoms of Germany	35
4303	Kingmaker	35
6972	Klik n' Play WINDOWS	38

ENTERTAINMENT

31595	Knights of Xentar NR13	38
35210	Knights of Xentar Upgrade NR18	4
31420	Lands of Lore	32
28561	Legend of Kyrandia	23
37527	Legions - WINDOWS	32
25424	Leisure Suit Larry V	26
32785	Leisure Suit Larry VI	37
36744	Lemmings Holiday '94	18
36743	Lemmings I - WINDOWS	CALL
30372	Lemmings II	31
27660	Links 386 Pro	39
30488	Links: Banff Springs SVGA	21
31444	Links: Belfrey Course SVGA	21
36148	Links: Bighorn Course SVGA	21
34306	Links: Castle Pines Course SVGA	20
32478	Links: Firestone Course SVGA	21
31507	Links: Innisbrook Course SVGA	21
29740	Links: Mauna Kea Course SVGA	21
32479	Links: Pebble Beach Course SVGA	25
30798	Links: Pinehurst Country SVGA	21
35320	Lode Runner - WINDOWS	34
34286	Lords of Midnight	42
34029	Lords of the Realm	39
33736	Lost Admiral II	CALL
26904	Lost Treasures of Infocom I	30
28005	Lost Treasures of Infocom II	20
32881	Lucky's Casino Adventure	37
33501	M4 Sherman Tank - WINDOWS	35
37713	Machiavelli: The Prince WINDOWS	38
35741	Master of Magic	38
31433	Master of Orion	41
28153	MechWarrior / BattleTech I & II	21
32603	MechWarrior II	46
34156	MechWarrior II Add On	21
37284	Mega Man X	24
31594	Metal & Lace - PG13	29
33223	Metal & Lace Upgrade Disk NR18	3
37302	Metal Marines	27
34698	Metaltech: Earth Siege	45
37023	Metaltech: Earth Siege Speech Pack	22
28378	Might & Magic Clouds of Xeen	21
31019	Might & Magic DarkSide of Xeen	21
35813	Mighty Morphin Power Rangers	26
37988	Mindscape Game Pack WINDOWS	27
35347	More Incredible Machines - WINDOWS	27
34658	Mortal Kombat / GamePad Bundle	46
37680	Multimedia Kaleidosonics	18
36997	NASCAR Racing SVGA	46
36996	NBA Jam	41
33215	NCAA: Road to the Final Four	36
35937	NFL '95 - WINDOWS	26
31741	NHL Hockey	23
37092	Navy Strike	38
37763	One-Nil	20
36365	Operation Body Count	35
34451	Operation Crusader - WINDOWS	39
37711	Operation Europe	CALL
33340	Outpost - WINDOWS	38
33464	Oxyd Magnum	37
33087	Pacific Air War: 1942	46
35739	Pacific Air War: 1942 Scenario	30
32502	Pacific Strike	25

ENTERTAINMENT

32503	Pacific Strike Speech Disk	12
29804	Pacific War	45
36480	Panzer General	40
31956	Pax Imperia	35
33735	Perfect General II	35
32948	Perfect General Trilogy	34
27151	Perfect General WWII Scenario	23
37096	Pilot's Choice Bundle	96
25088	Pinball Fantasies	30
35745	Piratest Gold - WINDOWS	46
37083	Pizza Tycoon - WINDOWS	38
36057	Planet Soccer	30
37305	Point of Attack	27
25783	Police Quest III	24
32079	Police Quest IV	37
38118	Poolmaster - WINDOWS	25
29618	Populous II	25
32604	Power Game II	26
36243	Power House	41
27184	PowerMonger	20
36774	Powerhits: Battletech	20
36777	Powerhits: Sci/Fi	17
36778	Powerhits: Sports	17
36779	Powerhits: Strategy	20
30630	Prince of Persia II	28
34655	Pro League Baseball	35
35573	Pure Wargame	30
35935	Quarantine	34
32863	Quest for Glory IV	39
34596	Raiden	30
23056	Railroad Tycoon Classic	24
31428	Railroad Tycoon Deluxe	24
33329	Rally: The Final Round	32
35255	Raptor: Call of the Shadows	11
22868	Realms of Arkania	34
36384	Realms of Arkania: Star Trail	41
36386	Realms of Arkania: Star Trail Addon	23
35355	Red Baron	27
31061	Return of the Phantom	34
31630	Return to Zork	45
36598	Reunion	35
33938	Rise of the Robots - WINDOWS	45
36936	Rise of the Triad	35
35236	Robinson's Requiem	35
33330	Romance Three Kingdoms III	41
31343	Rules of Engagement II	40
33206	SSN-21: Sea Wolf	43
35590	Sabre Team	30
32979	Sam & Max Hit the Road	34
31730	Scenery Collection USA East 5.0	34
31731	Scenery Collection USA West 5.0	34
26704	Secret of Monkey Island II	23
35461	Sensible Soccer	15
34656	Serf City	37
35316	Serious Soccer	21
29233	Seven Cities of Gold Commemorative	20
31817	Shadow of Yserbius	21
34289	Shadow of the Comet 2	CALL
31510	Shadowcaster	25
35287	Shanghai II - WINDOWS	25
30492	Sid Meier's Trilogy	30
28694	Sierra Award Winning Bundle	42

Crystal Caliburn Pinball
Starplay - IBM Win

$30
#36303

Pinball with an attitude! Features expert flipper control, spectacular sounds and authentic speech. Play multiball, or aim for the 3D ramps. Includes an auto battle, plus full Nudge and Tilt features. Mac available.

Star Trek A Final Unity
Spectrum Holobyte - IBM CD

$48
#34568

Embark on an adventure beyond your imagination as Commander of the U.S.S. Enterprise. Travel from the outposts of Federation space, through treacherous shields-up confrontations, and beyond.

Slonekeep
Interplay - IBM CD

$43
#36893

Immerse yourself in an epic quest to save the universe from the powers of evil. Prowl through an ancient fortress and subterranean realms full of unpredictable creatures. For ages 12 and up.

Renegade
Mindscape - IBM CD

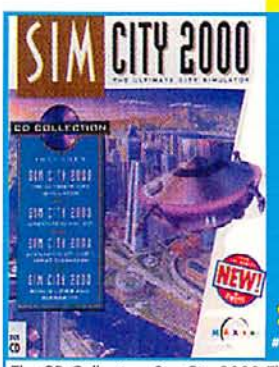
$46
#37024

Get ready for the dogfight of your life! Command a squadron of Renegade fighters against the Terran Overlord Government invasion force. This is space combat at its most intense.

USS Ticonderoga
Mindscape - IBM CD

$32
#37538

Command a missile cruiser and impress the "top brass" with your strategic decision-making. With realistic role-play and current world events, it's as close as you can get to Naval service without enlisting.



SimCity 2000 Collection
Maxis - IBM CD

$54
#38160

The CD Collection: Sim City 2000-The Ultimate City Simulator; Sim City 2000-Urban Renewal Kit; Sim City 2000-Scenarios Volume 1, Great Disasters; and Sim City 2000-Bonus Cities and Scenarios.

COMPUTER Express

Since 1985

FREE Free Air Shipping & Free Game

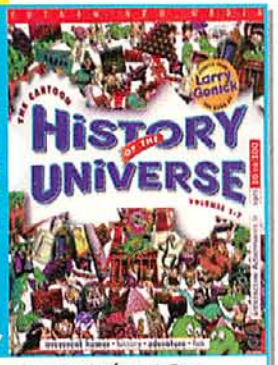
call for details

Wing Commander
Electronic Arts - IBM CD

$53
#34276

The stakes are high as you fend off the Kilrathi on all fronts! Command squadrons aboard the newly-christened TCS Victory. Only a true Wing Commander can write the ending to this series!

Cartoon History Universe
UNI Distribution - IBM CD



$30
#36627

Enter the Amazing Professor's Time Machine and experience all the weird and wonderful history they never taught you in school. Features 17 interactive games. For ages 10 to 110. Mac CD also.

Under A Killing Moon
Access - IBM CD

$54
#32937

You're Tex Murphy, Private Investigator, looking for a case to solve on the streets of post-WWIII San Francisco. Look all around for clues, or turn to see if anyone's behind you!

ENTERTAINMENT

27283	Sierra Dynamics Bundle - VGA	.41
35596	SilverBall Plus2 Pinball	.21
28868	SimAnt Classic - WINDOWS	.20
34246	SimCity 2000 - WINDOWS	.42
33915	SimCity 2000: Great Disasters	.16
35752	SimCity 2000: Great Disasters - WIN	.15
31455	SimCity Classic - WINDOWS	.26
34798	SimCity Classic Graphics	.16
37043	SimClassic Collection - WINDOWS	.45
26503	SimEarth Classic - WINDOWS	.20
31454	SimFarm	.30
25115	SimHealth	.26
30833	SimLife Classic - WINDOWS	.20
37593	SimTower	.33
32882	Simon the Sorcerer	.29
37591	Sink or Swim	.20
35592	Soccer Kid	.21
22085	Solitaire Antics - WINDOWS	.18
37228	Solitaire Deluxe - WINDOWS	.26
30590	Space Hulk	.23
28440	Space Quest V	.28
31656	Space Simulator	.42
34764	SpaceWard Hol IV	.30
34764	Spaceward Hol III	.30
29854	Spear of Destiny	.30
34294	Spear of Destiny: Mission 2	.26
34295	Spear of Destiny: Mission 3	.26
33342	Spectre VR	.33
32189	Speed Racer Challenge Racer X	.32
28899	SpellCasting 301: Spring Break	.35
33296	Spellcasting Party Pak	.30
36947	Sporting News Pro Football 1994	.30
36483	Stalingrad	.40
35723	Star Crusader	.34
35940	Star Crusader Mission & Speech	.21
33245	Star Reach	.35
26706	Star Trek 25th Anniversary	.26
31772	Star Trek: Judgment Rites	.35
32808	Star Wars Chess	.37
37309	StarGate	.38
31477	Stonekeep	.48
30926	Street Fighter II	.17
27188	Strike Commander	.25
30608	Strike Commander Speech Pack	.20
32114	Strike Commander Tactical #1	.23
35614	Strip Poker Pro #12 Data Disk	.17
31886	Strip Poker Professional	.30
35144	Sub Battle Simulator	.18
35151	Sub Battle Simulator II - WINDOWS	.41
33331	Subwar 2050	.38
37091	Subwar 2050 Scenario	.21
35362	Super Ski II	.12
37282	Super Street Fighert II	.39
26041	Super Tetris	.29
32605	Super VGA Harrier	.48
34383	Superhero: League of Hoboken	.32
31154	Syndicate	.36
33858	System Shock	.47
34305	TFX: Tactical Fighter	.36
36820	TV Guide Crosswords - WINDOWS	.14
35160	TacOps - WINDOWS	.40
31260	Terminator 2 Chess Wars	.35

ENTERTAINMENT

17179	Terminator 2029	.27
31422	Terminator: Rampage	.43
23134	Terror of the Deep	.35
28095	Tetris Classic	.26
29356	Tetris Trio	.30
32154	The Dig	.41
34291	Theatre of Death	.26
34914	Theme Park	.40
33332	Third Reich	.34
32152	Tie Fighter	.46
29906	Tigers on the Prowl	.40
35308	Tony LaRussa Baseball II 2.0	.36
32900	Tower Controller	CALL
26142	Train Engineer - WINDOWS	.30
37084	Transport Tycoon - WINDOWS	.46
37588	True Lies	.38
35776	Tunnel Rat	.34
36452	U-Boat - WINDOWS	.35
24619	USCF Chess	.35
27431	Ultima Underworld I	.23
29869	Ultima VII: Serpent Isle	.48
35873	Ultima VIII: Last Vale Addon	.23
32879	Ultima VIII: Pagan	.25
33777	Ultima VIII: Pagan Speech Pak	.12
34434	Ultimate Domain	.32
29620	Ultrabots	.25
36041	Unnecessary Roughness '95	.32
30161	Veil of Darkness	.19
32859	Victory at Sea	.41
37678	Video Poker	.26
29779	Video Poker WINDOWS	.26
33934	WW2 Air Force Commander	.15
35707	WWII Flight Sim Tool Kit	.21
31641	War in Russia	.46
36708	Warcraft: Orcs and Humans	.39
34653	Wargame Construction Set II: Tanks	.41
31521	Warlords II	.40
25222	Warlords II Scenario Editor	.30
37093	Welltris	.15
32510	Wheel of Fortune Deluxe - WINDOWS	.34
31643	When Two Worlds War	.34
25792	Willy Beamish - VGA	.24
36785	WinVegas Volume I - WINDOWS	.17
36786	WinVegas Volume II - WINDOWS	.17
36787	WinVegas Volume III - WINDOWS	.17
34939	Wing Armada	.47
24006	Wing Commander	.23
31509	Wing Commander Academy	.23
27287	Wing Commander I Deluxe	.47
32006	Wing Commander II Special Operations	.25
25968	Wing Commander II Speech Disk	.12
32106	Wing Commander II w/Speech	.25
34763	Witchworld	CALL
25001	Wizardry 6: Bane of the Cosmic	.36
26417	Wizardry 7: Crusader Dark Savant	.41
26475	Wizardry Trilogy I (I/II/III)	.29
32909	Wizardry Trilogy II (V/VI/VII)	.34
36271	Wolf: Hunt or Be Hunted	.40
34509	Wolfenstein 3-D	.34
34590	Wolfpack	.23
27709	World Circuit Grand Prix	.35
33048	World Series Poker Adventure	.26

ENTERTAINMENT

37688	World Series of Poker Deluxe	.30
32477	World War II: Battle South Pacific	.34
35215	X-COM: UFO Defense	.38
28941	X-Wing	.39
32034	X-Wing: B-Wing Tour of Duty	.21
30899	X-Wing: Imperial Pursuit	.21
34699	Zephyr	.46
34181	Zig Zag - WINDOWS	.30
36367	Zorro	.35

CD ENTERTAINMENT

33683	10-Year Anthology Classics	.42
32903	11th Hour	.51
36593	1830: Railroads & Robber Barons	.34
34888	5 Foot 10 Pak Volume I	.27
36691	5 Foot 10 Pak Volume II	.29
37686	5 Game SuperPak	.30
38127	5th Fleet	.38
29037	7th Guest	.50
32855	AD&D Dark Sun: Shattered Lands	.51
35878	AD&D Dark Sun: Wake Ravager	.53
32925	AD&D Dungeon Hack	.36
34161	AD&D Genie's Curse	.40
36958	AD&D Menzoberranzan	.47
34165	AD&D Ravenloft: Strahds Posses	.52
38162	Absolute Mayem	.15
36009	Absolute Zero	.38
35254	Aces of the Deep	.45
34717	Aces of the Pacific	.38
34719	Aces over Europe	.38
38010	Across the Rhine Gold: 1944	.46
36729	Across the Rhine: 1944	.46
38164	Advanced Civilization	.35
33011	Aegis: Guardian of the Fleet	.46
36278	Air Combat: US Navy Fighters	.46
36757	Air Havoc Controller	.39
35157	Air Warrior II	.35
32508	Air Warrior SVGA MPC	.35
35365	Air Warrior Super	.33
35806	Alien Legacy	.34
34944	Alien Logic: Jarune	.40
29897	All American College Football	.41
35720	All Pro Football	.35
35527	All-Star Sports Collection	.26
32513	Alone in the Dark	.44
37074	Alone in the Dark II	.37
36006	America's Civil War	.35
36368	Anyone for Cards?	.27
38111	Apogee & Epic Games	.13
36911	Arc of Doom	.32
37596	Arena Elder Scrolls	.45
35869	Armored Fist	.47
37039	Award Winning War Games	.40
31958	B-17 & Silent Service II	.38
35311	Babylon 5	CALL
36010	Bandits	.38
37199	Battle Chess Compilation	.35
26439	Battle Chess Enhanced	.26
37205	Battle Cruiser 3000AD	.46
36042	Battle Isle 2200	.32

X-Wing Collectors CD
LucasArts - IBM CD

$44
#36940

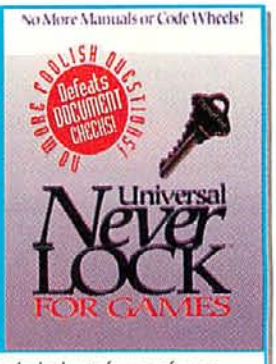
Includes the brand new missions, improved 3D graphics, Imperial pursuit, B-WingTours of Duty. Fly over 120 deepspace and surface missions in this complete X-Wing collection on CD-ROM.

Harpoon Classic
Alliance Interactive - IBM CD

$27
#37229

Over 200 scenarios and Harpoon series add-on. Includes all Battlesets, both Harpoon Designer Series and the Harpoon Scenario Editor. HARPOON ON-LINE included. Mac CD available also.

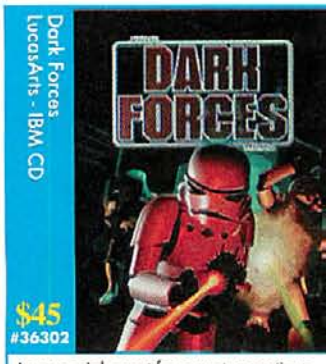
Universal Neverlock
Copyware - IBM DOS



$38
#35821

Never be locked out of your software again! Remove annoying copy protection routines! By-pass document checks on over 500 games. Menu driven-no programming required-just point and shoot.

Dark Forces
LucasArts - IBM CD



$45
#36302

As a special agent for covert operations, you must save the galaxy from the Imperial Empire's grip. Infiltrate their Death Star battle station and battle super-human adversaries and other dark forces.

Game Zapper & Doom
ADS - IBM

$42
#37753

Turn your living room into a virtual reality gameroom! Zaps DOS-based games from PCs to big-screen tvs by converting VGA output from your PC to a video signal. Now your PC games can be larger than life!

We're more than just games!

Turn your 386 into a 486
Call for pricing.

1·800·228·7449

31 Union Ave., Sudbury, MA 01776 ext.347

Info:508-443-6125 Fax:508-443-5645

•Our order lines are open 8am-12 am M-F, 10am-6pm, Sat-Sun, EST. Business office hours are M-F 9am-5pm EST. Credit cards are not charged until orders ship. •No surcharge is added to credit card orders. •In-stock orders placed by 6 p.m. EST ship same day. Temporary shortages usually filled in 3 days. •VISA, MC, Discover, AMEX, PO's, wire transfers, cash, and cashiers checks accepted. Upon receipt and approval, personal and company checks clear within 14 days for immediate shipment. •Products covered by manufacturer's warranties. Defective software replaced immediately. Defective hardware repaired or replaced at our discretion. Books, memory chips, and some electronic components not returnable. Returns require authorization # and are subject to 15% restocking fee. Returns accepted only within 30 days. •All items offered for sale are subject to availability. Some products are not available outside the U.S. •We are not responsible for typographical errors. •Shipping and handling charges are subject to change in conjunction with certain promotions, please call for current offers. •To protect customers from fraudulent credit card claims, each credit card purchase is verified and shipped only to billing addresses. •HI, PR, AK, APO sent by us mail. Intl orders welcome.

CD ENTERTAINMENT

4448	Battledrome	34
2602	Beneath a Steel Sky	42
4422	Betrayal at Krondor	24
4638	BioForge Interactive Movie	47
7597	Blake Stone: Planet Strike	30
5593	Blood Bowl	32
2981	Blood Net	38
6939	Blown Away	39
5759	Blue & the Gray	40
1506	Blue Force	39
7206	Bobbie Fischer Teaches Chess	33
4486	Brain Drain	21
5948	Bureau 13	40
3860	Buzz Aldrin's Race to Space	37
7517	Cadillacs & Dinosaurs	51
7200	Caesar's World of Gambling	35
2963	Campaign	35
4279	Cannon Fodder	21
5318	Capitol Punishment	22
6627	Cartoon History of Universe	30
6781	Casino Master w/Kit	28
4168	Castles II: Siege & Conquest	46
5442	Celebrity Poker	30
6919	Central Intelligence	26
5420	ChessMaster 4000 Turbo	32
3018	Chopper Pack	38
6016	Colonization: Sid Meier's	46
3497	Comanche & Mission Disk #1	40
4031	Command Starship	41
4696	Command and Conquer	49
7533	Commander Blood	37
3909	Companions of Xanth	35
7357	Complete Basketball MPC 1.0	41
9767	Conan The Cimmerian	25
5658	Corridor 7	30
4659	Cowboy Casino	34
6884	Creature Shock	48
5100	Crime Patrol	37
5224	Crime Patrol 2: Drug Wars	37
5768	CyberJudas	40
2715	CyberRace	40
5736	CyberSpace	40
5913	CyberTarot	32
6477	Cyberia	44
7701	Cyberwar	45
6043	Cyclemania	32
6279	Cyclones	43
4973	D-Day: Operation Overlord	30
3235	Daemonsgate	30
9904	Dagger of Amon Ra: Laura Bow II	26
6750	Damnesia	CALL
3920	Daring to Fly	41
6302	Dark Forces	45
4163	Dark Legions	36
2713	Dark Seed	40
5738	Dawn Patrol	41
0880	Day of the Tentacle	28
6044	Deathgate	32
6453	Delta V	41
8014	Devil's Gate	38

CD ENTERTAINMENT

36628	Digital Dreamware	25
37644	Dominus	39
36320	Doom II: Hell on Earth	45
36791	Doom II: Hintbook	11
31564	Dracula Unleashed	48
37020	Dragon Lore: Chapter 1	47
31493	Dragon's Lair	40
35231	Dragon's Lair II: Time Warp	41
33540	DragonSphere	24
29450	Dune	52
37702	Dungeon Master 2	35
36945	ESPN Baseball Tonight	40
34781	ESPN Baseball: Catching	35
34778	ESPN Baseball: Hitting	35
34780	ESPN Baseball: Pitching	35
34789	ESPN Football: Linemen	35
34787	ESPN Football: Quarterback	35
34788	ESPN Football: Receiver	35
34783	ESPN Golf: Full Swing & Putting	46
34782	ESPN Golf: Shot Making	46
35808	ESPN: Let's Play Baseball	29
35809	ESPN: Let's Play Soccer	29
35812	ESPN: Let's Play Tennis	29
36749	Ecstatica	36
36525	Eight Ball Deluxe Pinball	30
35361	Empire Deluxe Masters Edition	26
38161	Entertainment Collection	19
31115	Eric the Unready	34
37985	Evasive Action Flight Sim MPC 4.0	27
31429	F-15 Strike Eagle III	46
36731	FIFA International Soccer	36
35981	Fairways to Heaven	30
34740	Falcon Gold	52
35944	Family Feud	25
36293	Fantasy Fest	47
35769	Fighter Wing	37
37458	First Wave Game Pack	20
34348	Five on 5	41
36918	Flash Traffic	35
35714	Fleet Defender: F-14	46
36591	Flight Commander II	39
36699	Flight Shop 5.0	37
36696	Flight Sim: Europe #1 5.0	26
37980	Flight Sim: Japan Scenery 5.0	28
36692	Flight Sim: Las Vegas 5.0	31
36694	Flight Sim: Portland 5.0	31
36979	Flight Simulator 5.1	53
27755	Flight Simulator Toolkit	51
36629	Flight Unlimited	49
35770	Fortress of Dr. Radiaki	34
35323	Freddy Pharkas	30
34613	Freelancer 2120	41
37328	Front Lines	41
35312	Front Page Sports: Baseball	45
35315	Front Page Sports: Football 95	45
35975	Frontier: 1st Encounter	30
36392	Full Throttle	37
37590	G-Nome	43
35955	GT Cinema: Robo Tech: Macross	15
35962	GT Cinema: Three Stooges	15
34722	Gabriel Knight CD	45
38104	Game Killer	21

CD ENTERTAINMENT

37986	Game Pack III	27
33328	Gateway II	34
34069	Geekwad Games of the Galaxy	23
34840	Gettysburg	39
38105	Ghosts	29
37917	Go Digital	14
33138	Gobliiins I	21
31821	Gobliiins II	21
33720	Gobliiins III	19
36551	Gobliiins IV	CALL
36374	GrandMaster Championship Chess	35
35618	Grandest Fleet	33
33701	Great Naval Battles II	40
32120	Great Naval Battles Pack	51
31434	Gunship 2000 w/Scenario	38
34035	Hacker Chronicles	19
36463	Hacker Chronicles II	21
34149	Hand of Fate	38
38077	HardBall III: The Collection	19
36998	HardBall IV	32
37229	Harpoon Classic MPC CD	27
21557	Harpoon II	41
33905	Harvester	46
32458	Hell Cab	50
35946	Hell: A Cyberpunk Thriller	45
37695	Heretic	CALL
36246	High Seas Trader	41
34421	Horde	33
37003	Ice Hockey	28
31810	Inca I	21
33326	Inca II	30
36549	Inca III	CALL
35346	Incredible Machine 2	42
35350	Incredible Toons	33
31351	Indiana Fate of Atlantis	40
35721	Inferno	37
34759	Inherit the Earth	34
37982	Inside the NCAA - Basketball	32
31162	Iron Helix	55
37704	Ishar 3: 7 Gates of Infinity	32
37465	Isle of the Dead	32
38080	Jack Nicklaus: Golden Bear	37
38078	Jack Nicklaus: Tour Collection	19
36388	Jagged Alliance	46
37895	Jammit	26
37204	Jet Fighter III	46
32989	Jet Pack	38
32128	Journeyman Project	42
34347	Jump Raven	40
37594	Jump: David Bowie	30
31132	Jutland	50
36852	Kasparov's Gambit	40
34702	King's Quest Anthology	58
25687	King's Quest V	30
30892	King's Quest VI	42
35326	King's Quest VII	49
37202	Kingdom of the Far Reaches	37
35209	Knights of Xentar	38
32591	Labyrinth of Time	25
32526	Lands of Lore	42
33294	Lawnmower Man	39
36831	Legend of Kryandia III	39

Sports Illustrated Softkey - IBM CD

$25
#36803

The world's most beautiful women are coming to a calendar near you! Features more than 70 stunning, full-color photos on CD-ROM. Create knock 'em dead calendars and background wallpaper!

Poolmaster
Micro Amusements - IBM CD

$25
#38113

True-to-life action and sound effects create a real-world game table on your PC. Accurate controls, plus English (cue spin), Undo and Instant Replay, provide hours of entertainment. For Ages 6 through Adult.

Entertainment Collection
Spotlight Software - IBM CD

$19
#38161

Unseal an enormous vault containing hundreds of the most recent shareware games available from around the world. Categories include "Hottest Hits", "Arcade Games", "Virtual Reality", and lots more!

Drug Wars
American Loser Games- IBM

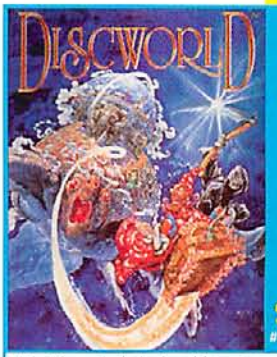
$37
#35224

A top-ten arcade smash hit! Target the entire illegal drug distribution chain-from small town traffickers to organized cartels to the South American drug king himself-in this all-out international war.

CD Upgrade w/6 MS Titles
Multimedia World - IBM

$250
#36706

Features Sony 55E double-speed IDE CD-ROM Drive; 16-bit sound card, and amplified speakers. Plus Microsoft CD Software: Works, Encarta, Money, Golf, Baseball, and a 1-Window Entertainment Pack.



Discworld
Sony Imagesoft - IBM CD

$35
#36746

Help Rincewind, the bumbling wizard, in his quest to rid dragons from the magical lands of Discworld . Travel through an imaginative world of fantasy and time travel-in over 80 hugely varied locations!

COMPUTER Express

Since 1985

FREE Free Air Shipping & Free Game

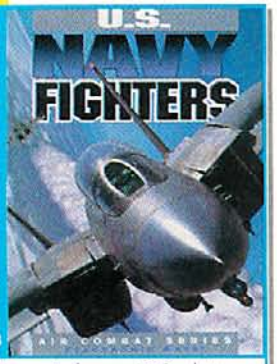
call for details

Virtual Guitar
Ahead Software - IBM
$75
#36875

Feel what it's like to be a rock star! Controller looks, feels, and sounds like a real electric guitar. No musical ability required! Features 6 hit songs and more than 40 hours of challenging game play.

Stalingrad
Avalon Hill - IBM CD
$39
#38129

The second in the World at War series. The epic campaign that ended the German tide of victory in Russia. Historical scenarios depict the bloody battles with incredible realism and accuracy. Mac version also.



US Navy Fighters
Electronic Arts - IBM CD
$46
#36278

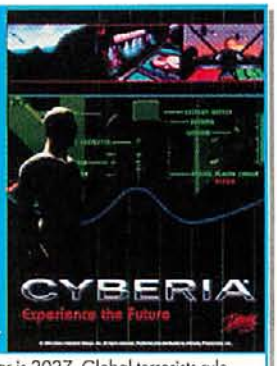
The first game in the new Air Combat series of CD-ROM flight simulations. Experience the thrills of a Top Gun pilot. It's like being in the cockpit with realistic graphics, real-time audio, and more!

Magic Carpet
Electronic Arts - IBM CD
$42
#36853

Shred the skies on the world's fastest, most heavily armed flying carpet! Duel rival wizards, and face deadly beasts in your quest to restore 50 shattered worlds. It's a technological 3D masterpiece!

Heretic
GT Software - IBM CD
call
#37695

Cast eldritch spells from the tomes of Power. Wield fantastic weapons in your quest to destroy the undead and bestial horrors that slaughtered your race. It's a totally awesome sword and sorcery battlefest!



Cyberia
Interplay - IBM CD
$45
#36477

The year is 2027. Global terrorists rule and Mankind faces destruction. Now Cyberia, a doomsday device, has been found. Its discovery could mean the end of the world, unless something is done-soon.

Shadows of Cairn
Masque Publishing - IBM CD
$39
#36934

A medieval action-adventure. You're Quinn, a thief who's too honest to steal. Now, murderers are planning to frame you for the slaying of the Duke of Cairn. To save yourself, you must save him! Mac CD.

CD ENTERTAINMENT

03+6831	Legend of Kryandia III	39
29426	Legend of Kryandia	34
35328	Leisure Suit Larry Anthology	50
32792	Leisure Suit Larry VI	42
36741	Lemmings Chronicles	36
37754	Links 386 Pro	30
37707	Lid Devil	29
36459	Live Action Football	32
37291	Loadstar	51
35322	Lode Runner	38
31348	Lord of the Rings	35
35711	Lords of Midnight	46
37327	Lords of the Realm	39
35737	Lost Eden	56
36056	Lost Files of Sherlock Holmes	32
28012	Lost Treasures Infocom	34
31815	Lost in Time	19
34349	Lunicus	43
33703	MPEG - Dragon's Lair	40
35363	MPEG - Psychotron	41
37939	MTV's Club Dead	39
35219	Mad Dog McCree II	34
35773	Maelstrom	20
36853	Magic Carpet	43
37926	Magic: The Gathering	46
32595	Man Enough	35
34559	Maniac Sports MPC	27
30082	Mantis Experimental Fighter	40
36008	Master of Magic	38
33865	Mech Commander	44
34155	MechWarrior II	46
33310	Mega Race	37
34865	Metaltech: Earth Siege	45
33532	Microcosm	44
34010	Microsoft Baseball	41
31659	Microsoft Golf	43
34741	Mig-29 Gold	50
33217	Might & Magic World of Xeen	41
34796	Millennium Auction	47
36856	Millennium Auction Private Collect.	25
37535	Mindscape 10 Pack	32
37536	Mindscape Sports Pack	27
37983	Mindscape Winter Sports	27
36049	Mission Critical '95	32
32528	Monopoly Deluxe	44
37156	Monty Phython's Complete Waste	54
34743	More Incredible Machine	38
35296	Morgan's Trivia Machine	29
37681	Multimedia Kaleidosonics	18
33204	Myst MPC	48
35818	NASCAR Racing	46
37068	NFL's Greatest Plays	25
35863	NHL Hockey '95	40
33097	Naval Pack	38
37005	Nerves of Steel	24
35864	No World Order	25
35722	Nocropolis	47
34002	Nomad	35
36482	Novastorm	36
34317	Omar Sharif on Bridge Deluxe 2	40
36364	Operation Body Count	35
34173	Outpost	42

CD ENTERTAINMENT

34864	Outpost Planet Pack	33
36280	PGA Tour Golf 486	47
37087	Pacific Air War: 1942	46
34911	Pacific Strike & Speech Pack	47
36968	Page Master	41
36481	Panzer General	39
36980	Peter Gabriel:Xplora I	44
34085	Phantasmagoria	48
36941	Phoenix Fighter	45
35005	Pinball Arcade	30
37751	Piratest Gold Windows	24
36773	PitFall	CALL
32791	Police Quest IV	42
36244	Power House	41
36445	Powerhits: Battletech	20
36446	Powerhits: Sci/Fi	17
35509	Prince "Formerly" Interactive	37
35774	Psychotron	40
35941	Quarantine	40
35332	Quest for Glory IV	42
36829	RELENTLESS: Twinsen's Adventure	43
34609	Raiden	34
35841	Rallo Gump	29
36818	Reader's Digest Crosswords	21
36385	Realms of Arkania: Star Trail	46
32155	Rebel Assault	44
34718	Red Baron / A-10 Tank	38
37024	Renegade: Jacob's Star	46
31431	Return of the Phantom	35
35449	Return to RingWorld	41
36513	Return to Zork + Anthology	46
36599	Reunion	35
36917	Rise of the Robots	45
36937	Rise of the Triad	40
38123	Royal Flush	30
11497	SSN-21: Sea Wolf	43
35591	Sabre Team	34
32153	Sam & Max Hit the Road	39
35943	Saturday Night Live	45
34288	Sautus	CALL
30708	Scrabble Deluxe	30
35150	Seaworthy	21
37460	Secrets of Stargate	25
32515	Shadow of the Comet	35
33866	Shadowcaster	43
31518	SimAnt Enhanced	37
31479	SimCity Enhanced	47
34086	SimEarth Enhanced	37
35753	SimFarm	30
36575	SimTown	33
37592	Sink or Swim	20
36960	Soccer Kid	23
37025	Sorority House	34
35225	Space Ace	38
34866	Space Hulk	25
35220	Space Pirates	37
34693	Space Quest Anthology	50
25688	Space Quest IV	21
37287	Spaceship Warlock	26
34296	Spear of Destiny Super CD-Pak	46
34608	Spectre VR	39
33297	Spellcasting Party Pak	30

CD ENTERTAINMENT

38129	Stalingrad	39
35724	Star Crusader	40
29366	Star Trek 25th Enhanced	35
34021	Star Trek: Collectibles Guide	32
34343	Star Trek: DSN - The Hunt	41
37193	Star Trek: Judgment Rites	40
34278	Star Trek: Star Fleet Academy	44
34350	Star Trek: TNG Tech Manual	39
32547	Star Wars Chess	37
25686	Stellar 7	21
37283	Street Fighert II Compilation	24
32109	Strike Commander + Tactical	54
36290	Strike Commander / Privateer	43
37090	Subwar 2050 Plus	38
34425	Superhero: League of Hoboken	32
35872	System Shock	47
33743	TFX:Tactical Fighter	46
36819	TV Guide Crosswords	21
37891	Take Ten Pack	35
38120	Terminator 2 Chess Wars	21
35018	Terminator: Rampage	39
23148	Terror of the Deep	35
36012	Test Pilot	42
33320	Tetris Gold Compilation	33
34916	Theme Park	40
35309	Tony LaRussa Baseball II 2.0	51
36496	Top Ten Pack	32
36754	Tornado	25
36292	Total Distortion	51
36697	Tower Controller	44
37565	Transport Tycoon	46
36412	Treasure Pack I	32
36885	Trivial Pursuit	36
30890	Trump Castle III	35
27564	Ultima I - VI	29
28732	Ultima Underworld / Wing Com. II	29
30925	Ultima Underworld I & II	29
15416	Ultima VIII: Pagan w/ Speech	32
35421	Ultimate Domain	32
35712	Ultimate Football	46
37510	Ultimate Robot	53
37562	Unnatural Selection	25
36045	Unnecessary Roughness '95	32
25500	Vegas Games Deluxe	25
36499	Vid Grid	27
33989	Videogame Solution	30
34345	Viper: Assault on the Outfit	41
36875	Virtual Guitar	75
35816	Virtual Vegas Volume I	19
37708	Vortex: Quantum Gate II	40
36707	Voyeur	44
35708	WWII Flight Sim Tool Kit	21
37916	Wanderlust	CALL
36701	Warcraft: Orcs and Humans	39
37385	Warplanes: Modern Fighting	39
35400	Warren Miller's Skiing Safari	36
34202	Who Shot Johnny Rock?	18
34573	Wild Blue Yonder: Episode One	38
37085	Wild Blue Yonder: Episode Two	38
29408	Willy Beamish	24

Nascar Racing
Virgin Games - IBM CD

$46
#35819

Start your engines! Drive 700 horsepower monsters against top NASCAR drivers, on 9 different accurately modeled NASCAR-sanctioned tracks. Loaded with TV-like 3-D realism!

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

Prodigy - Computer Express
AOL - Computer Express
CompuServe - GO Express
Internet - info@cexpress.com

1·800·228·7449

31 Union Ave., Sudbury, MA 01776 ext.347

Info:508-443-6125 Fax:508-443-5645

•Our order lines are open 8am-12 am M-F, 10am-6pm, Sat-Sun, EST. Business office hours are M-F 9am-5pm EST. Credit cards are not charged until orders ship. •No surcharge is added to credit card orders. •In-stock orders placed by 6 p.m. EST ship same day. Temporary shortages usually filled in 3 days. •VISA, MC, Discover, AMEX, PO's, wire transfers, cash, and cashiers checks accepted. Upon receipt and approval, personal and company checks clear within 14 days for immediate shipment. •Products covered by manufacturer's warranties. Defective software replaced immediately. Defective hardware repaired or replaced at our discretion. Books, memory chips, and some electronic components not returnable. Returns require authorization # and are subject to 15% restocking fee. Returns accepted only within 30 days. •All items offered for sale are subject to availability. Some products are not available outside the U.S. •We are not responsible for typographical errors. •Shipping and handling charges are subject to change in conjunction with certain promotions, please call for current offers. •To protect customers from fraudulent credit card claims, each credit card purchase is verified and shipped only to billing addresses. •HI, PR, AK, APO sent by us mail. Intl orders welcome.

CD ENTERTAINMENT

35874	Wing Commander Armada	.47
36291	Wing Commander I / II Deluxe	.32
27097	Wing Commander I / Ultima VI	.29
34276	Wing Commander III	.53
35405	Wings of Glory 1917-1918	.47
36296	Wolf: Wildlife Survival	.40
30408	Wolfpack	.29
35410	Woodstock: 25th Anniversary	.35
33088	World Circuit Grand Prix	.35
37677	World Series Poker Adventure	.26
37687	World Series of Poker Deluxe	.30
32990	World War II Pack	.38
33917	Wrath of the Gods	.43
34292	X-COM: UFO Defense	.38
36940	X-Wing Collectors CD-ROM	.44
35439	Zephyr	.45
37752	Zeppelin	.26
35820	Zombie Dinos: Planet Zeltoid	.37
36511	Zork Anthology	.15
36366	Zorro	.35

JOYSTICKS/MICE

37035	Aero Mouse	.89
37034	Aero Pen	.89
37036	AeroDual 3D (Mouse and Pen)	.119
38163	CyberMaxx	.637
32883	Cyberman 3D Controller	.43
29442	FX2000 Pistol Grip	.25
33226	Flight Stand	.17
16439	Flight Stick	.36
31417	Flight Stick Pro - IBM	.55
31148	G-Force Flight Yoke	.53
24017	GameCard III Automatic	.29
24018	GameCard III MCA Automatic	.39
38124	GameGun	.34
33855	Gameport 2000 Up to 80MHz	.26
33292	Genovation Parallel Game Port	.30
29404	Gravis Analog Pro Joystick	.26
38087	Gravis Combat Pack Pro	.40
28366	Gravis Eliminator Card	.20
38108	Gravis NHL Hockey '95 Pack	.55
35133	Gravis Phoenix Control System	.103
37715	Jetstick	.25
36886	Joyswitch	.38
35133	Phoenix Flight & Weapons Ctrl	.103
36876	Pro Pedals	.75
30825	Thrustmaster ACM Game Card	.27
35104	Thrustmaster F-16 FLCS	.110
38027	Thrustmaster FCS MKII IBM	.63
26850	Thrustmaster Flight Control-IBM/MAC	.63
33344	Thrustmaster Formula T1	.111
29522	Thrustmaster Pro FCS	.112
29863	Thrustmaster Rudder Pedals - IBM/MAC	.111
38156	Thrustmaster TQS for FLCS	.111
33780	Thrustmaster WCS Mark1 - MAC	.61
31258	Thrustmaster WCS Mark II	.101
30924	Thrustmaster WCS Mark II UPROM IBM	.30
29434	Virtual Pilot Yoke	.64
36656	Wingman Extreme Joystick	.43
36655	Wingman Joystick	.26

JOYSTICKS/MICE

37037	X-Cable Extensions	.9
33052	Y-Cable for 2 Joysticks	.10

SOUND CARDS

34652	Audio Advantage PCMCIA SndCard	.125
37769	AudioMan Digital Recording	.26
37755	Aztech SoundGalaxy BXIII	.43
35277	Aztech WaveRider 32 Wavetable	.138
30823	Daytona PCMCIA SoundCard 16bit	.369
28247	Gravis UltraSound	.118
26292	Gravis UltraSound Max	.168
33725	Gravis UltraSound Midi Adapter	.36
36498	Monte Carlo Game Card	.89
34189	Multisound Monterey 16-bit	.338
36771	Multisound Tahiti 16-bit	.249
31059	Port-Able Sound Plus	.142
34615	ReelMagic Lite	.296
32312	ReelMagic Multimedia Playback	.379
35366	Rio Soundcard	.131
32031	Roland RAP-10 Audio Producer	.235
35481	Roland SC-7PC Sound Module	.211
36878	Roland SC55MKII Sound Canvas	.575
35480	Roland SCD-10 DB Sound Canvas	.169
35628	Roland SCD-15 DB Sound Canvas	.221
32530	Sound Blaster 16 MCD	.138
32533	Sound Blaster 16 MCD ASP	.172
32531	Sound Blaster 16 SCSI-2	.172
32532	Sound Blaster 16 SCSI-2 ASP	.197
34807	Sound Blaster 16 Value Edition	.93
21735	Sound Blaster AWE32	.275
37033	Sound Blaster AWE32 Lite	.172
37027	Sound Blaster AWE32 Value Ed.	.226
34661	Sound Blaster Pro Value Ed.	.74
34660	Sound Blaster Value Edition	.52
33751	SoundMan Wave	.117
36883	Video Blaster FS200 16-Bit	.304
36580	Video Blaster RT300 16-Bit	.338

SPEAKERS

35543	ACS-100.1 Speakers	.100
36505	Jazz J-351 Speakers	.44
36504	Jazz J-511 Speakers	.59
36500	Jazz J-590 Speakers	.63
36501	Jazz J-702 Speakers	.97
36503	Jazz J-818 Speakers	.133
27392	Koss HD-1 Speakers	.24
36173	Koss HD-50 Speakers	.33
30730	Koss HD-6 MPC Speakers	.63
31689	Labtec CS-800 Speakers	.31
32220	Labtec CS-900 Speakers	.56
32228	Labtec CS-1000 Speakers	.48
36331	Legend Speaker8-Watt System	.34
36333	Legend Speaker 80-Watt System	.89
30475	Partner 570 Speakers	.253
30474	Partner 622 Speakers w/ Subwoofer	.190
37714	Powered Subwoofer YSTMSW10	.137
32101	Roland MA-12CP Powerd Speakers	.176
36022	Sony CSS-B100 Speaker System	.89

CD DRIVES & UPGRADE KITS

37007	3DO Blaster	.374
35857	4PLEX Quad-speed EXT w/Controler	.534

CD DRIVES & UPGRADE KITS

37038	4PLEX Quad-speed EXT w/SCSI - MAC	.599
35856	4PLEX Quad-speed EXT wo/Controler	.498
38049	Aztech Galaxy Game 2X MM Kit	.355
38051	Aztech Stellar Double MM Kit	.196
35734	Aztech Voyager INT MultiMedia Kit	.256
38048	Aztech WaveRider 32 MM Kit	.431
38050	Aztech Zeta Starter MM Kit	.125
36706	CD Upgrade Kit INT w/6 Microsoft	.250
30615	CDS-535 INT CD-Drive wo/Controler	.213
33706	CDX-535 EXT CD-Drive w/Controler	.344
30602	CDX-535 EXT CD-Drive wo/Controler	.309
37031	Digital Schoolhouse INT CDROM	.277
30216	Discovery CD16 INT CDROM	.261
37030	Edutainment CD16 EXT CDROM	.534
30746	Edutainment CD16 INT CDROM	.424
21560	Game Blaster CD 16	.391
36826	Legend INT Kit w/6 Titles	.238
36267	Legend Internal Mult. Kit 320ms	.302
30996	Monterey Multimedia Upgrd Kit	.700
38060	MultiSpin 2V Deluxe INT CDROM	.300
38062	MultiSpin 2VI INT CDROM	.179
38063	MultiSpin 3XP Plus EXT Kit	.479
38059	MultiSpin 3XP Plus Portable	.402
34923	MultiSpin 4XE EXT CDROM	.503
38064	MultiSpin 4XE EXT CDROM Kit	.580
38058	MultiSpin 4XI INT CDROM	.402
38065	MultiSpin 4XI INT CDROM Kit	.479
37028	Multimedia Office INT CD-ROM	.534
35597	OmniCD 3X INT CDROM	.267
37026	OmniCD 4X	.415
31809	OmniCD Upgrade Kit Internal	.181
34133	ReelMagic CD-ROM Kit	.665
38103	TEAC 4X Upgrade Kit	.376
38071	TEAC CD-55A INT CDROM Kit	.307

MEMORY/CPU UPGRADES

36147	1X3 Simms 70ns (4 Simms)	.CALL
36136	1X9 Simms 70ns (4 Simms)	.CALL
36149	4X9 Simms 70ns (4 Simms)	.CALL
36176	72 Pin4MB Module 60ns	.CALL
36177	72 PinBMB Module 60ns	.CALL
36555	72 Pin 16MB Module 60ns	.CALL
36559	72 Pin 64MB Module 60ns	.CALL

CPU CHIPS

31842	Cyrix 83D87-33 FasMathDX Copr.	.CALL
31884	Cyrix 83D87-40 FasMathDX Copr.	.CALL
31885	Cyrix 83S87-25 FasMathSX Copr.	.CALL
33455	Cyrix 83S87-33 SX CoProcessor	.CALL
31751	Cyrix CX486DRX2-20/40 386DX-20	.CALL
33620	Cyrix CX486DRX2-25/50 386DX25	.CALL
31738	Cyrix CX486DRX2-33/66 386DX-33	.CALL
34409	Cyrix CX486SRX2-25/50 386SX-25	.CALL
35134	Overdrive 486DX-50 CPU	.CALL
30884	Overdrive 486DX-50 CPU WO/OD	.CALL
31505	Overdrive 486DX-66 CPU WO/OD	.CALL
35502	Overdrive 486DX-66 FOR SX/DX33	.CALL
36727	Overdrive 486DX4-100 CPU	.CALL
36728	Overdrive 486DX4-100 CPU WO/OD	.CALL
36725	Overdrive 486DX4-75 CPU	.CALL
36726	Overdrive 486DX4-75 CPU WO/OD	.CALL
35599	Overdrive 486SX2-50 CPU WO/FPU	.CALL

Thrustmaster F-16 FLCS
Thrustmaster - IBM

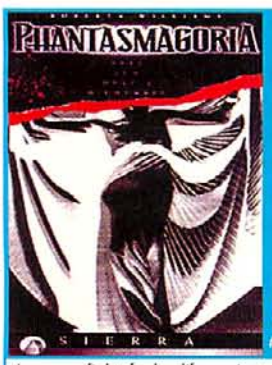
$110
#35104

Get the ultimate edge for your flight sims with this versatile stick. Features a grip modeled after the F-16 Fighting Falcon, four 8-way hat switches, a dual stage trigger and 3 strategically placed buttons.

Knights of Xentar
Megatech - IBM CD

$38
#35209

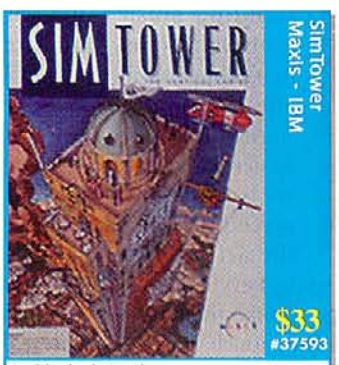
Travel through the once peaceful land of Xentar, defending yourself from legions of demons. Rest with seductive maidens before facing Deimos-King of Darkness. NR13 Version. Call for NR18 upgrade disk.



Phantasmagoria
Sierra - IBM CD

$48
#34085

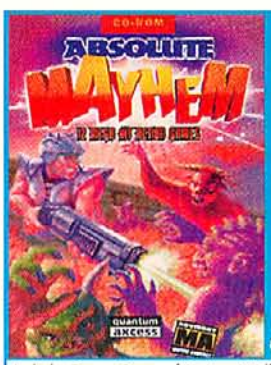
A woman fights for her life against evil forces in the most advanced multimedia suspense thriller ever. Novel-like chapters unfold this frighteningly believable nightmare from which you may never awaken.



SimTower
Maxis - IBM

$33
#37593

Build a high-rise skyscraper, rent out space, satisfy your tenants' and customers' needs, and manage it into a profitable commercial empire. Will you be a "towering" success, or a dismal failure?



Absolute Mayhem
Quantum Axcess - IBM CD

$15
#38162

Includes Doom, Spear of Destiny, Wolfenstein 3D, Megatron, Shadowcaster, Terminator, Raptor, Blake Stone, Depth Dwellers, Catacomb Abyss, Corridor 7, Nightmare 3D. Bonus: Official Doom Companion.

Star Trek Tech Manual
Davidson - IBM CD

$39
#34350

A Star Trek experience like none before! Assume command of this inspection tour and investigate the Starship Enterprise NCC-1701-D. Go where only crew members have gone before. Welcome aboard!

I Dream The Body Elliptic

ECSTATICA's Ellipsoid Technology Takes The Edge Off ALONE IN THE DARK

by Allen L. Greenberg

FOR A MOMENT, IT SEEMS AS THOUGH PIGLET, WIELDING A MINIATURE HATCHET, HAS ESCAPED FROM A.A. Milne's *Winnie-the-Pooh*. Several yards down the road, Lon Chaney Jr., suffering from an overdose of the full-moon, drops in from an unseen roof-top with claws drawn and a deep, guttural growl. If you are lucky, you might duck into the barn where a tantrum-throwing bratlet screams for her teddy-bear and lets loose with a final Bronx cheer.

Deep within the maze of a wizard's castle, a young, would-be sorceress named Ecstatica has unwittingly dreamed this menagerie of monstrosities into existence, and thus enslaved a small medieval village. ECSTATICA, an action-adventure game from **Psygnosis**, depicts your encounters in that village, and your efforts to free what is left of it from a hidden demonic overlord.

Cast in the mold of the ALONE IN THE DARK games, ECSTATICA features either a hero or heroine who walks, crawls, dodges and fights like a marionette whose strings are attached to your numeric keypad. The cursed village in which the adventure takes place is a dangerous and intricately-designed playground whose every alley and building holds some new challenge. Like the ALONE IN THE DARK games, the program features a series of constantly shifting three-dimensional perspectives, as though hundreds of cameras had been planted throughout the village, all of which are now under the control of some mad movie director who cannot decide which view he likes the best.

Graphically, ECSTATICA is far more refined than the ALONE IN THE DARK games. Rather than the patchwork appearance of animated polygons, it uses a system of "ellipsoids" to generate its characters and provide them with a more graceful and natural appearance. Each character's actions are rendered with a great deal of care and fluid animation. Likewise, the village, as well as its buildings and castles, have all been treated with the same attention to detail. ECSTATICA also features an outstanding music score and remarkable sound effects. The dialogue may be somewhat sparse, yet is masterfully mixed in with the action. It is also presented by some very talented speakers who manage to take their roles seriously, yet not without a touch of irony.

There is quite a bit of combat in the game, and this will definitely frustrate those players who enjoy exploring without having to worry about watching their back. Uncovering the village's arcane secrets depends on successful combat at least as often as it does on solving the game's puzzles. There are a handful of weapons lying around the village, as well as a variety of objects which may or may not be integral to successfully completing the game. In addition to surviving the game's many battles, you will also need to endure the indignity of several red-herrings and misleading, yet nonetheless intriguing, pathways and special objects.

As if to emphasize the importance of combat over object manipulation, the hero's skin-tight, reveal-all clothing allows him or her to carry not a single object in a pocket, or even under a convenient arm-pit. Not even the adventure-standard carrying-sack is available. Using both hands, you are limited to carrying only two objects at a time. In a pinch, any item, even a small prayer book, may be used to smack an enemy. Normally, your ability to manipulate an object is limited to picking it up, putting it down, or using it to smash an enemy in the face. However, provided you are able to carry certain key objects to their proper destination in the game, the program will take over and ensure that your character uses the object in a more precise and appropriate fashion. Fortunately, even with all its red-herrings, the number of objects in the game seems somewhat less than most adventures.

There are moments, unfortunately, when combat in ECSTATICA seems as though it were placed there merely to impede progress in the game. Several of the creatures are nearly impossible to

ECSTATICA

Price: $69.95
System Requirements: IBM compatible 486SX-25Mhz or better, 4 MB RAM, VGA graphics, 1-70 MB hard drive space, CD ROM, mouse; supports Sound Blaster and General MIDI compatible sound cards.
Protection: None
Designers: Andrew Spencer, Alain Maindron
Publisher: Psygnosis
Cambridge, MA
(617) 497-7794

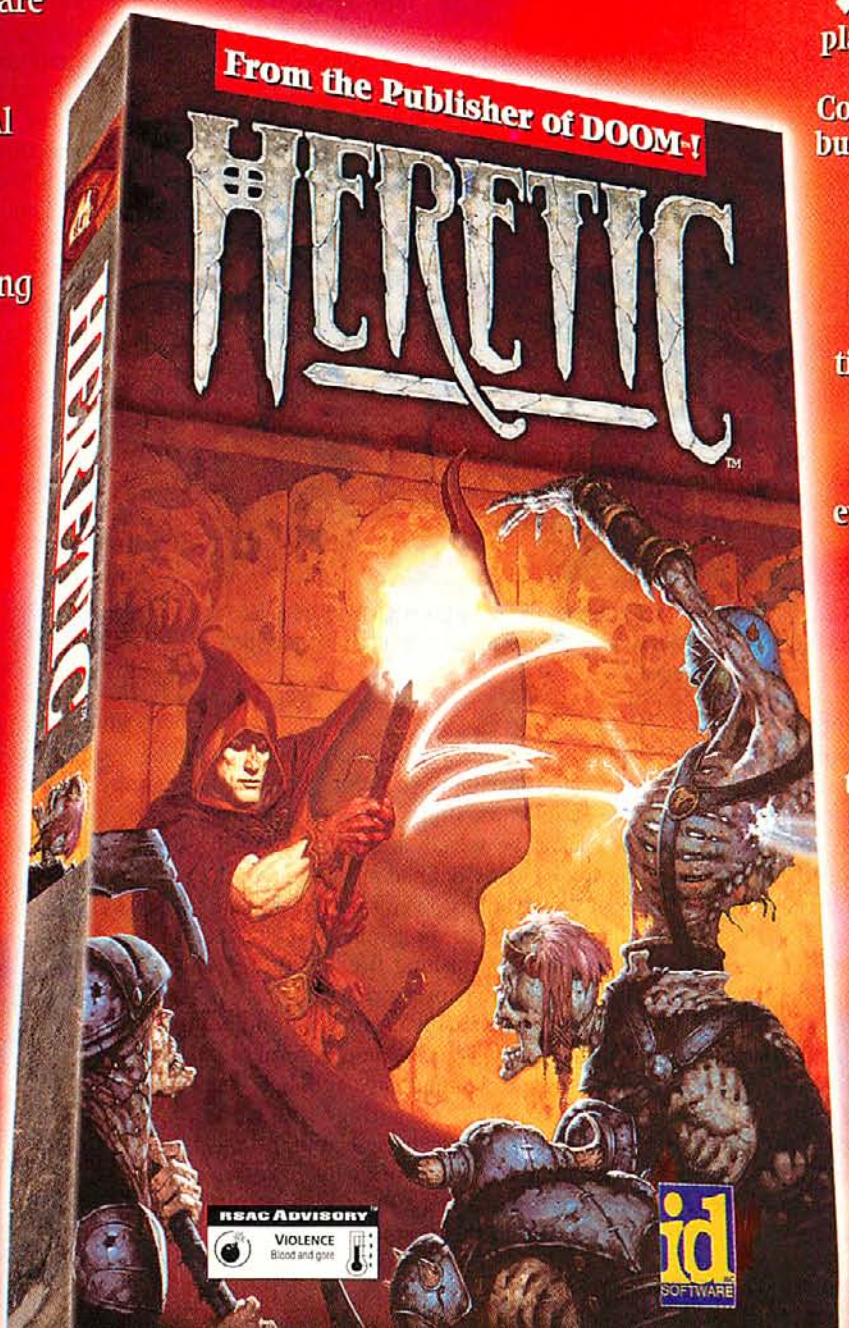
First there was DOOM™. Now comes HERETIC™!

A SWORD & SORCERY BATTLEFEST SO AWESOME, IT'S UNBELIEVABLE!

From the publisher of the shareware megahit DOOM comes a virtual world of medieval fantasy. The advanced 3-D graphics are so real and everything moves with such smoothness – you are *there*!

In HERETIC, you'll cast eldritch spells from the Tomes of Power. Wield fantastic weapons such as the Firemace and Hellstaff. All to destroy the undead and bestial horrors that slaughtered your race.

By the spirits of your Elders, the Heretic must have his vengeance!



FEATURES

- Supports up to 4 players via network, 2 by modem. Cooperate with your buddies or massacre them in a bloody deathmatch!
- State-of-the-art 3-D, 360° smooth scrolling in real time for the fastest, deadliest combat!
- Walk, run, fly! Look all around, even up and down!
- Choose from 7 weapons and a host of magical artifacts to cast mystical spells.

Order HERETIC today and become a believer:

1-800-IDGAMES

($40 plus $5 S&H)

On CD-ROM or 3.5" disks for your IBM PC/ Compatible.

CREATED BY RAVEN

PUBLISHED BY id SOFTWARE

Heretic and Raven are trademarks of Raven Software, Inc. DOOM and id are trademarks of id Software, Inc. ©1994 id Software, Inc. All rights reserved.

Circle Reader Service #71

kill, although they may be intimidated into backing off so that you can explore more freely for a short time. The Wolf-Man creature alluded to above is particularly noticeable for his habit of pouncing from off-stage straight onto your hero's back. When this happens, there is generally no choice but to hit "escape" and restart the game at some other point. It is only when the creature has the decency to approach from a visible section of scenery that you stand a fighting chance of walking away from battle. You should, however, take some comfort from the fact that the Wolf-Man often guards an important part of the story. Though you may perish in your path, at least you know it was a path worth taking. There are also several mechanical sudden-death traps scattered throughout the village. Needless to say, taking advantage of the program's elaborate game-save system is the only way to maintain any progress in the game.

CAN I SPEAK TO MY LAWYER FIRST? The Demon-In-Chief gives our hero two options: become his partner in crime, or fight him to the death.

There appears to be a role-playing aspect to ECSTATICA in that your hero or heroine seem to become more capable of dealing with the enemy demons each time a battle is completed. However, the character's progress or condition generally remains a mystery. There is no numeric or graphic representation of either development or even injury, so that you are often left to guess at what these might be. It is only when the character becomes severely injured that he or she will begin to limp, painfully cradling an injured limb, that you may safely assume that he or she is in need of some immediate care. Healing takes place at special locations in the game where the hero can flop onto a comfortable surface, and awaken with all wounds mysteriously mended.

Once you've managed to explore the entire village, ECSTATICA quickly becomes a somewhat simple exercise to solve. Once you have eliminated the false-leads, there are relatively few puzzles to be solved, and these, you will find, are clearly defined at some point in your explorations. Even so, there is a seductive quality to the game as well as its story, so that finishing the adventure is still a satisfying experience.

CHURCH OF THE DAMNED A priest meets an ignoble end, strung from the rafters of his temple. Apparently, the new worshippers in his congregation don't appreciate his theology.

ECSTATICA is made a somewhat unique experience by its inclusion of several moments of moral ambiguity. Although you come upon this village already butchered and largely desecrated, there are still some survivors who have yet managed to cling to their lives, if not necessarily to their sanity. Though they are clearly motivated by religious beliefs, some yet stand in the way of the hero and his or her task. You don't need to slaughter these innocents, although you are certainly free to do so. Whatever action you decide, however, you will remain free of blame or even reprimand. A far more important decision awaits you towards the game's ending in which the hero is asked to reconsider his or her relationship with the game's demon. However, the most profound question arises when you realize that you are fighting to rescue Ecstatica, the woman who deliberately, though somewhat naively, brought about the village's great misfortune to begin with. It is difficult to tell if it is the game's moral dilemmas which inspired ECSTATICA's "age 17" warning, or whether it was actually the program's extreme violence. Most likely, it was the flatulence and urine.

Players may find that the constant shifting of the three-dimensional views become confusing. Exploration, for example, can be frustrating when a particular section of the room refuses to stay in place. During combat, it is also sometimes difficult to judge the exact position of the hero in relation to his enemy. The problem may correct itself when the program switches to a different camera angle. However, as often as not, the new view can compound the problem by obscuring one or both combatants. Some small degree of control over these sudden shifts in perspective would have been greatly appreciated.

While its story may be simple, and its play-time brief, ECSTATICA is nonetheless a difficult adventure to resist. Both its characters and its surroundings are full of charm, imagination, and just enough wickedness to make the entire encounter interesting. Hard-core adventure gamers may be less than ecstatic with the program, but less serious players will probably have a good time with this one.

THE EDITORS SPEAK

ECSTATICA

RATING

PROS A seductive story with bright graphics and expressive characters.
CONS The game is a bit brief, and what length it does have is often a result of excessive combat rather than more puzzles and exploration.

How To Make Sure Your Multimedia Software Talks To Your Hardware.

Introducing the Multimedia Sound Standard.

Want to make buying multimedia hardware and software a no-brainer? Just look for the Sound Blaster® compatibility logo.

Any hardware, sound card, or multimedia kit bearing the logo is a genuine Sound Blaster — the established multimedia sound standard.

Any software bearing the logo has been carefully evaluated by the multimedia fanatics in the Sound Blaster test labs. And you know if it satisfies them, it's going to sound the way it should. So you don't have to worry.

Let's face it. There's enough confusion out there about multimedia. Isn't it nice to know that somebody is trying to make your life easier? To find out more, just call 1-800-998-5227, ext. 105.

CREATIVE
CREATIVE LABS, INC.

WAKE UP THE REST OF YOUR BRAIN.™

© 1994 Creative Technology Ltd. The Creative Logo is a registered trademark. Sound Blaster, the Sound Blaster Logo and the Sound Blaster Compatibility Logo are trademarks of Creative Technology Ltd. U.S. inquiries: Creative Labs 1-800-998-5227 or 408-428-6600. International inquiries: Creative Technology Ltd., Singapore, TEL 65-773-0233, FAX 65-773-0353.

Circle Reader Service #280

A New Star Is Born

Origin's WING COMMANDER III Fathers A New Gaming Form

by Martin E. Cirulis

EVERY ONCE IN A WHILE THINGS CHANGE—SOMETIMES SLOWLY, SOMETIMES IN A MOMENT. COMPUTER gaming tends to evolve in small steps, many of them in a year, so that when you look back across a decade it makes you feel like checking into an old age home, but the steps themselves can be hard to notice while they are happening. And sometimes they aren't.

For the thousands of times a product is labeled as revolutionary, there is the one time the use of the word is justified.

This is one of those times.

WING COMMANDER III: HEART OF THE TIGER, from the technology-pushing nuts at Origin, has to be one of the most hyped programs to come down the pipe in the history of the field. From the amount of money spent on production to conversations with stars who wouldn't be caught dead doing TV but are now on an even smaller screen, WC3 has already been loved, hated, mocked, honored and dismissed by various talking heads...and all before it even hit the shelves. Well, now it's finally here and what's a poor reviewer supposed to do?

Just play it, I guess.

Well, after having spent enough hours playing to have gotten myself a degree in brain-surgery from the Sally Struthers TV College, I can honestly say I have no idea what to say. It's simply incredible and the annoying thing is, I'm not even sure what the heck to call it. It's not really a movie. It's inane to treat it as just another game. I'll choke on my own arm before I'll use the word "interactive," "virtual" or any other media catch-word that really doesn't mean anything. I'd call it a "software experience" but I'm afraid people would start asking me to tune their crystals.

From the "When in doubt, stick to what you know" school of journalism, let's start looking at WC3 as if it were just another game....

ANOTHER GAME, ANOTHER CARRIER

Once again it's time for you to journey back to the troubled Universe of Wing Commander, where space combat is as visceral and exciting as going up against The Red Baron over the Somme, except there's no air to blow through your hair. Unfortunately, humanity is still at war with the feline Kilrathi, who want the wind to blow through your body. If you've played through the previous two WCs, then be prepared for bad news; once again you've had another carrier blown out from under you. In seeming retaliation, your old pal Admiral Tolwyn, who holds you personally responsible for every human ill all the way back to Beverly Hills 90210, assigns you to an old Carrier, the TCS Victory.

Wing Commander III

Price: $79.95
System Requirements: 486-50Mhz or better (Pentium 60 recommended), 8 MB RAM, VGA/SVGA graphics, 20 MB hard drive space, 2x CD-ROM; supports most major sound cards.
Protection: None
Designer: Chris Roberts
Publisher: Origin Systems
Austin, TX
(415) 571-7171

Well, wouldn't you know it? Once you arrive at your new home and meet the crew, you realize that perhaps this ship should have been called the USS Caine. Morale is in the gutter, personal disputes are rife amongst the crew, and the worst-kept secret in the galaxy is that, contrary to glowing press releases, Humanity is less than a year away from being Kitty food. And then there is the matter of your lover being shot down behind enemy lines while on a secret mission...

There's more woe unto you, but that's enough to get the gist of the story and besides, any more would be telling. The point is that this is definitely another WING COMMANDER, a starfighter game with a storyline spliced through it. Each mission affects the course of the story in a success/failure pattern. Fail too many missions and you end up being pushed back while world after world is ravaged by the Kilrathi. Kick butt and you could be pounding on the door of the Kilrathi Throne room.

Each mission is flown from the cockpit of one of a half-dozen types of fighters, ranging from a light scout to a heavy bomber. Flight mechanics and controls are virtually unchanged from the previous WCs, with a few useful additions like the ability to unleash all your missiles in one salvo and to turn your ship independently of your direction of flight. Ships are still protected by energy shields (visible when they are struck as in WING COMMANDER: ARMADA) that must be blasted away before you can start chewing up the hull itself. Also unchanged are your fellow pilots, at least one of which is at your wing on every

mission, and they still fly with their own personal, and effective, styles. One change, though, from previous games, is that since you are a commanding officer now, you get to pick your own wingman for each mission, and sometimes the storyline may influence those choices.

Graphically, the space combat portion of the game is stunning and superior to anything out there now, including those from the galaxy Mark Hamill used to fly in; shields light up when hit, capital ships have clean crisp lines even when you are flying through the superstructure, and explosions are varied and realistic. Combat has also become more detailed in response to those graphics; fighters can now fly into landing bays under the pilot's control—a great but dangerous way to devastate an enemy carrier is to fly in, blast away and try to get out. Capital ships no longer fire from vague positions on the hull; anti-fighter fire comes from visible turrets along the hull, which can be destroyed independently of the ship they are protecting. Oddly, though, the space backdrop is not as convincing as it was in previous WCs—I guess something had to be shaved down to keep the frame rate up.

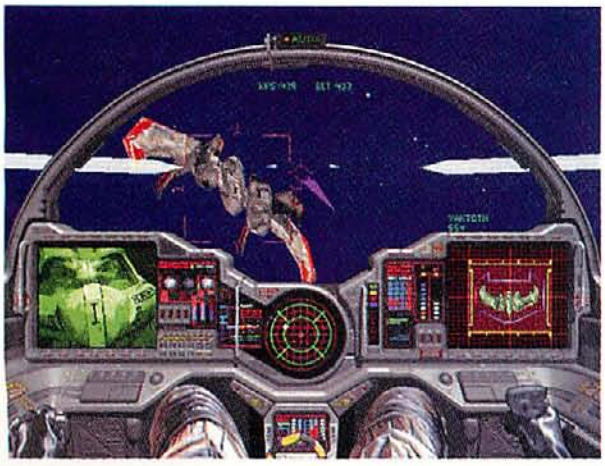
DETAILS FOR THE RETENTIVE

For the person who has failed to see anything in this game but the space combat portions, all is not sunshine and roses. Due mainly to the cinematic sequences and super-detailing of the ships in combat, WC3 pushes the resources of the most powerful PCs out there, and it is not just central processors that are being worked: hard drive interfaces, local busses, video cards and memory must all be near state-of-the-art or things will suffer.

Your first clue that you may not have a faultless experience is the amazingly long time it takes to load the sim part of the program. Once you commit to a mission, it can be upwards of a minute before the sharp sights of space greet you. Also, with "only" 8 megs of RAM and no local bus, players may experience half-second "freeze-ups" while cinematic explosions are loaded, but the action is usually furious enough that all but the most hard-to-please gamer can get used to it.

And speaking of the action, it is very fast, very exciting and very cinematic—and I am not talking about the quality of the images, as beautiful as they are. I use the word cinematic in the sense that combat has been tweaked to make it feel more like a movie instead of a flight sim. The fighting is always at very close range, except for closing; you will spend half the time with enemy ships filling a good portion of your view. Things blow up a lot faster now. While 15-minute turning duels may be realistic, most directors would rather eat their own spleen than let one take up that much film, and that philosophy is present here.

The combat model has changed to the point that instead of fighting two Kilrathi that are hard to kill, you are wrapped up in a furball with ten enemy fighters that are pretty easy to kill. The danger is about the same, it's just the action that has increased to make things more interesting to the casual gamer, and there are now five skill levels for enemy pilots, so things may be further tweaked to your own personal level of sim-competency. While most would see this as a good thing, those that don't notice the paradox of demanding extreme realism in a starfighter may feel things have gotten a little fluffy. But have no fear, the incompetent flying in WING COMMANDER: ARMADA is gone, hopefully never to return. Computer pilots fly well and style is dictated by fighter type, as it should be.



YOU PATHETIC DESCENDANT OF MONKEYS Your Kilrathi opponent will fling a few less insults when he feels the sting of your twin ion cannon.

"I'M READY FOR MY CLOSE-UP NOW, MR. DEMILLE."

All this being said, I'm afraid I've come to the conclusion that the space-

Can you risk flying with Cobra, who hates Kilrathi (including Hobbes) or Maniac, who is up to his old tricks?

Jason Bernard makes a strong and fair Captain of the USS Caine, while Malcolm McDowell is eerie and unreadable as Admiral Tolwyn.

"Radio" Rollins offers unbiased information, and Rachel, the Chief Engineer, can configure more than just your weapons loadout.

I'M BRINGING HER IN Unlike previous WING COMMANDER games, you must land your fighter on the carrier, where the hangar walls resemble those of DOOM, but with even better perspective and depth-of-field view.

combat aspect of WING COMMANDER is almost incidental to playing the thing. The story you are moving through is so interesting and the characters so well detailed that you almost wish you didn't have to strap into the fighter just see what happens next. The storyline of a WING COMMANDER game used to be a gimmick to make what was basically a space combat game seem more interesting, especially to people who weren't dedicated sim-pilots; but things have come full-circle now, and it's the story that is the point and the flight-sim that is the gimmick.

You move through the story in a series of cinematic sequences and conversations that arrange themselves according to your actions on the field of combat. Often in conversation you will have one opportunity to choose a type of response that affects the course of things, or how a character relates to you for the rest of the game. Sometimes these choices are unsatisfying, boiling down to either being a jerk or kissing up, but for the most part, your own personality can guide events.

While I lack the film course credits and salary to be a film critic, I am qualified to judge writing, plot and the SF element itself, and I can tell you without an ounce of hesitation that WING COMMANDER is at least as good as any SF movie made in the past two years, and superior to any given episode of StarTrek: Any Generation (unfortunately, that's not much of a compliment). From the opening sequence to the finale, if you aren't driven to find out what happens next, you must have the imagination of a newt. In essence, plot development is your reward for going out on a mission.

Now this isn't MacBeth by any means; it's a good B-movie that is marred by only a couple of excruciating lines of dialogue. But this is so superior to what passes for writing and plotting in the industry that in context, it is MacBeth. Perhaps the best part of the "Cinema" portion of WC3 is the fact that it is crafted with some care and attention to the material. The Victory actually looks like a military ship, cramped, utilitarian and no wall-to-wall carpeting on the bridge. Characters, while not completely free of clichés, are at least passionate and dynamic. And the acting is good enough that you almost find yourself interested in your wingmen as people and not just as victory points.

The cast is strong and while my job isn't to critique acting, all the big names do a good job; but, to be honest, it is some

CONFEDERATION SHIPS

ARROW: Swift as its name implies, this ship turns almost effortlessly, even on high game difficulty settings. A good ship to start with, since the lasers and ion cannon allow it to strike quickly and run if necessary.

HELLCAT: The spiritual descendant of the old Rapier class, the Hellcat is an excellent all-around fighter. Reasonably fast and very maneuverable for its size, it is good for any mission except taking on capital ships.

EXCALIBUR: An experimental fighter which outclasses nearly every other ship in the game. Almost as fast as an Arrow, the Excalibur sports two Reaper Guns and four Tachyon Cannon, which allow it to rip through an enemy's shields in one or two bursts. Fly this whenever opportunity arises.

THUNDERBOLT: A good heavy fighter, this craft is less ponderous than it first appears. Eight gun mounts (six in front) make short work of other fighters, and the Thunderbolt can even hold its own against small capital ships.

LONGBOW: Despite the arrowhead shape of the fuselage, this heavy bomber moves like molasses. Although it works best with a fighter escort, the Longbow is well-shielded and armored, and can put up quite a fight versus enemy fighters using its complement of laser, particle and neutron guns.

KILRATHI SHIPS

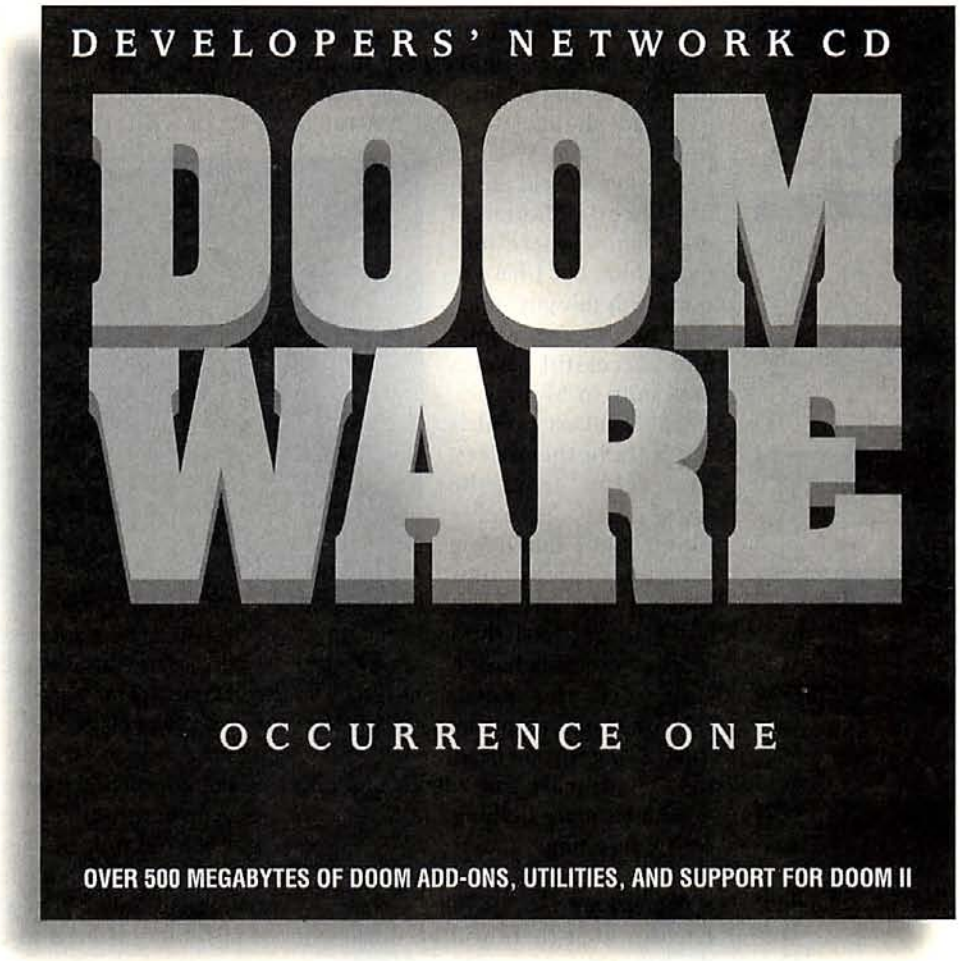
DARKET: A typical Kilrathi light fighter, this opponent is lightning-fast, with incredible maneuverability, especially on high difficulty levels. Darket tend to operate in packs, where their light armament is less of a liability.

DRALTHI IV: The familiar enemy has been enhanced from WCII to include both Meson and Particle Cannon. But if you can survive the four Infrared missiles the Dralthi carries, it is easy prey for any Confed ship.

PAKTAHN: Confederation pilots wish that their bombers were this good. Four Plasma Guns and two Ion Cannon are augmented by a Mass Driver in the tail section—approach with caution! The Paktahn's odd shape makes it difficult to target as well.

STRAKHA: Wing Commander II pilots may not even recognize this deadly adversary. While it has a plentiful array of guns and missiles, it is the improved stealth ability of the Strakha which has caused many a Confed pilot to meet an untimely doom.

VARTOTH: The best fighter of the Sons of Kilrah is capable of handling any Confederation craft. These jump-capable vessels can pop up anywhere, and generally feature some of the best Kilrathi pilots. The Thunderbolt, although slower, has the firepower to go toe-to-claw with this enemy.



All the wads, all the editors, all the sounds, all the patches, all the utilities...

Order your copy today!

DoomWare CD.....$34.95*

DoomWare Bundle.....$72.95*
DoomWare & Doom II (full version) CDs [bundle available by mail-order only]

1-800-382-5656

MasterCard/VISA/Diner's Club accepted
or send check or money order to the address below.
* Shipping and handling included.
All orders shipped within 24 hours
DoomWare requires registered verson of Doom or Doom II

Also available at retail outlets

For dealer inquiries, call 802-247-4250

DoomWare—support for Doom and Doom II—is the most comprehensive collection of Doom levels, editors, utilities, and documentation ever attempted by mere mortals. Compiled from online services and internet sources, all files are virus-free and freshly washed.

DoomWare's CDGofer interface allows you to rapidly browse the entire contents of the CD, view file descriptions while browsing, extract, copy, and print—all from within the program. Or play directly from the CD.

- Over 500 megabytes of information
- Over 5,000 files
- Over 1,000 .WADs
- Toll-free technical support line

CYTECH CODEHOUSE
1 West Seminary Street, Brandon, VT 05733

© 1995 CyTech CodeHouse

Doom and Doom II are registered trademarks of id Software, Inc.

TOP 30 GAMES

ACTION	PRICE
1. Tie Fighter	44
2. Doom 2	43
3. X-Wing	38
4. Loderunner	37
ADVENTURE	**PRICE**
1. Day of the Tentacle	33
2. Monkey Island 2	22
3. Legend of Kyrandia 3	36
ROLE-PLAYING	**PRICE**
1. Ultima Underworld 1 & 2	28
2. Betrayal at Krondor	25
3. Dark Sun: Shattered Lands	44
SIMULATION	**PRICE**
1. Falcon 3.0	36
2. Indy Car Racing	33
3. Aces of the Pacific	38
SPORTS	**PRICE**
1. Links 386 Pro	33
2. Front Page Sports Football Pro	29
3. NHL Hockey	39
STRATEGY	**PRICE**
1. X-COM	36
2. Master of Orion	36
3. Warlords 2	36
4. Dune 2	29
5. Warcraft	36
6. Colonization	44
WAR GAMES	**PRICE**
1. Carriers at War Construction Kit	39
2. V for Victory: Market Garden	29
3. V for Victory: Velikiye Luki	29
NEW RELEASES	**PRICE**
1. Heretic	36
2. Dungeon Master 2	36
3. Stonekeep	44
4. Magic Carpet	49
5. Maabus	49

FREE CATALOG WITH EVERY ORDER!

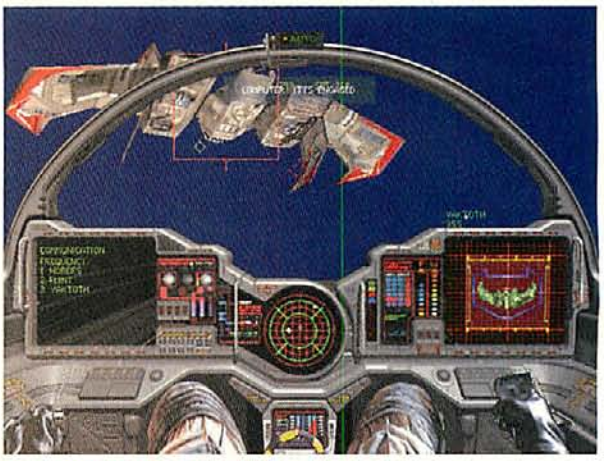
GEMINI GAMES

1-800-746-2392

7am-11pm Pacific Time, Mon-Sun.
24 hour FAX line: 818-284-2402
We accept Visa, Mastercard and checks.
Add $3.50 per order for shipping in the continental U.S. Other areas, please call.
Circle Reader Service #369

of the unknowns who really make an impression on you. For smaller rolls, Cobra and Vaquero make very lasting impressions and of them all, big names included, the most enjoyable actor to watch is Tom Wilson, portraying our old unstable friend, Maniac. I don't know where they found him, but I have to party with this guy someday; he deserves a long and successful career, hopefully in SF movies.

The weakest point is the Kilrathi themselves, who suffer from the "Alien culture?... hmm...Let's make 'em Japanese!" philosophy, and visually it takes a while to get past their muppet-esque behavior. But once the words "Dark Crystal" stop running through your head, the big cats make fine villains who only need a bit more fleshing out to become truly interesting.



THE SHARP EDGE OF COMBAT Up close and personal, this Vaktoth heavy fighter looks like a ceremonial Kilrathi hunting blade. But don't stare too long at the impressive markings, or you'll fall prey to the fighter's rear-mounted meson guns.

EPIPHANY

I realize that there will be those who think that I have been blinded by chrome and taken in by pretty pictures and have failed to "critique the game;" even now, I'm sure there are lonely guys, using techniques from the Rush Limbaugh School of Getting Attention, crowding the nets to be the first ones to say that WC3 is only a glorified pop-up book, and some technicality or another has ruined gameplay, and they are returning the whole thing tomorrow. Well, more power to them; there are always those who miss a paradigm shift and go on believing the sun revolves around the earth. The reality is that we are witnessing the birth of something new in gaming, something the term "interactive movie" is woefully inadequate for.

Origin should be applauded for taking this kind of a risk, and believing enough in their personnel to let a bankroll of this size ride the wheel. Chris Roberts himself, though no Orson Welles, gets much of the credit here—and may he put this much love and attention into all of his projects of this type. Whatever weird future award is given for these things, I'm sure he will receive one retroactively. No matter what damage the "Hollywood" influence wreaks upon the software world, if it has brought us this, then it has been worth it...so far.

I may indeed be blinded by the novelty of it all, considering the only personal complaint I have of the game is there should be an option, when you get to the end, of watching all of the video sequences you made it through strung together into an actual movie. I'm finding it hard to be coldly critical when the kid inside is jumping up and down, but so be it, I've made sure I'm not just weird. Of the literally dozen-and-a-half friends and associates who have stolen my computer chair and watched the opening and first few events unfold, some of whom wouldn't play a computer game to save their lives, none have failed to be wowed—in that same way we were wowed the first time we saw that tiny rebel freighter being chased down by the giant StarDestroyer. Whatever we end up calling this kind of beast, the computer gaming world will never be the same again, and I couldn't be happier.

THE EDITORS SPEAK

WING COMMANDER III

RATING ★★★★★

PROS A classic space combat game is mated with a competent movie—and a new breed of gaming beast is born.

CONS Configuring your computer for this game can be a challenge in itself.

Announcing Columbia House CD-ROM Direct.
Everything from games to reference to "real-world" entertainment.

Take 2 CD-ROMs for $9.95 each.

Plus 1 more at great savings! (See details below.)

Ruff's Bone
Children's Ed. 5018403
WIN/MAC | 386/LCII | 4mb | M/K

Corel Gallery
Clip Art Library 5010301
WIN | 386 | 2mb | M/K/P

Police Quest: Open Season
Advent. Game 5002803
DOS | 386 | 4mb | M

Nascar Racing
Driving Simul. 5001300
DOS | 386/40 | 8mb | M/J/K

Front Page Sports Baseball
Sports 5007406
DOS | 386 | 4mb | M/J/K

Chaos Continuum
Advent. Game 5003702
WIN | 486 | 8mb | M

X-Com
Strategy Game 5008602
DOS | 386 | 4mb | M/K

The 7th Guest
Interact. Game 5004700
WIN/MAC | 386/33/LCIII | 4mb | M

Inherit The Earth
Advent. Game 5002100
DOS/MAC | 386/LCIII | 4mb | M

Microsoft Bookshelf
General Ref. 5009402
WIN/MAC | 386/LCII | 4mb | M

The New Kid On The Block
Children's Ed. 5018304
WIN/MAC | 386/LCII | 4mb | M/K

System Shock Enhanced
Arcade Game 5022900
DOS | 386/40 | 4mb | M/J/K

Where in the World is Carmen Sandiego?
Children's Ed. 5016605
WIN/MAC | 386/Class. | 4mb | M

AAA Travel Planner
Travel 5011606
WIN | 386 | 4mb | M/P

Myst
Interact. Game 5004304
WIN/MAC | 386/33/Class. | 4mb | M

The Residents: Freak Show
Music 5013909
WIN/MAC | 386/LCII | 4mb | M

Doom II
Arcade Game 5021506
DOS | 386/33 | 4mb | M/J/K

Rebel Assault
Arcade Game 5007000
DOS/MAC | 386/LCII | 4mb | M/J/K

Aegis-Guardian Of The Fleet
Naval Simulation 5001102
DOS | 386 | 4mb | M/K

MacMillan Dictionary For Children
Children's Ed. 5019005
WIN/MAC | 386/LCII | 4mb/5mb | M/K/P

Microsoft Musical Instruments
Music 5012802
WIN/MAC | 386/LCII | 4mb | M

Wines Of The World
Home/Personal 5011101
WIN/MAC | 386/Class. | 4mb | M/K

NHL Hockey 95
Sports 5007505
DOS | 386/33 | 4mb | M/J/K

Bodyworks Voyager
Medical Ref. 5009709
WIN | 386 | 4mb | M/P

Prehistoria
Historical 5009105
WIN/MAC | 386/LCII | 4mb | M

Leonardo
Historical 5020003
WIN/MAC | 386/LCII | 4mb | M

Armored Fist
Arcade Game 5022405
DOS | 386/40 | 4mb | M/J/K

Parenting
Home/Personal 5010905
WIN | 386 | 4mb | M/P

Alge Blaster 3
Children's Ed. 5019203
WIN | 386 | 4mb | M/K

Guinness Disc Of Records
General Interest 5009204
WIN/MAC | 386/LCII | 4mb | M

How To Select CD-ROMs For Your System.

WIN/MAC | 386/LCIII | 4mb | M/J/K/P
SYSTEM CPU RAM PERIPH.

SYSTEM Button indicates the available operating environment(s) for a given selection: DOS (for PC), Windows (for PC), Macintosh.

CPU Button indicates the *minimum* processor required. If a title is available in PC and Macintosh formats, the top half of this button represents PC system requirements and the bottom half represents Macintosh system requirements. Note: Ser.=Series, Class.=Classic, Pent.=Pentium. For Mac – LC series includes LC 475, Performa 475, Quadra, Centris, Powerbook 180C, IIFX or better.

RAM Button indicates the *minimum* amount of RAM required.

PERIPHERALS Button indicates required peripherals. M=mouse, J=joystick, K=keyboard, P=printer.

For all titles, the *minimum* system requirements recommended (unless otherwise indicated) are: Hardware: SVGA monitor (256 colors), sound card, 40MB hard drive, double speed CD-ROM drive. Operating System: DOS 5.0, Windows 3.1, Macintosh System 7.0.

A whole new way to get the most exciting CD-ROMs – games, reference, edutainment 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 (currently as low as $39.95, 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 less to buy later (see complete details in coupon).

Free CD-ROM magazine sent approximately every 4-6 weeks (up to 13 times a year) reviewing 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 none at 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 you to enjoy 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.

For faster service, use your credit card and call us toll-free 24 hours a day.

1-800-647-7000 Dept. XAG

Circle Reader Service #382

Columbia House CD-ROM Direct

Dept. XAG, 3109 Canterbury Court, Bloomington, IN 47404-1498

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 prices within the next 2 years.

Send my CD-ROM selections for: (check one only) ☐ PC (1) ☐ Macintosh (3)

Write in the selection #'s below

Send me these 2 CD-ROMs for just $9.95 each plus $1.75 each shipping/handling (total $23.40) # # #

Buy your first selection now and have less to buy later!

☐ Also send my first selection for $19.95 plus $1.75 shipping/handling which I'm adding to my $23.40 payment (total $45.10). I then need buy only 3 more (instead of 4) in 2 years. #

Please check how paying: ☐ My check is enclosed. (BYM/BYQ)

☐ Charge my introductory CD-ROMs and future CD-ROM Direct purchases to: (BYN/BYR)

☐ MasterCard ☐ Diners Club ☐ AMEX ☐ VISA ☐ Discover

Account Number Exp. Date Signature

My main CD-ROM interest is: (check one) (Note: You are always free to choose from any category.)

☐ Entertainment ☐ Education (includes children's titles) ☐ Edutainment ☐ Productivity

Name Phone (___)

Address 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 request additional information, to limit membership or reject any application, or to cancel any membership. Offer limited to residents of the contiguous United States. Residents of Alaska, Hawaii, Puerto Rico, U.S. territories, APO and FPO addresses please write for separate offer. Applicable sales tax added to all orders.

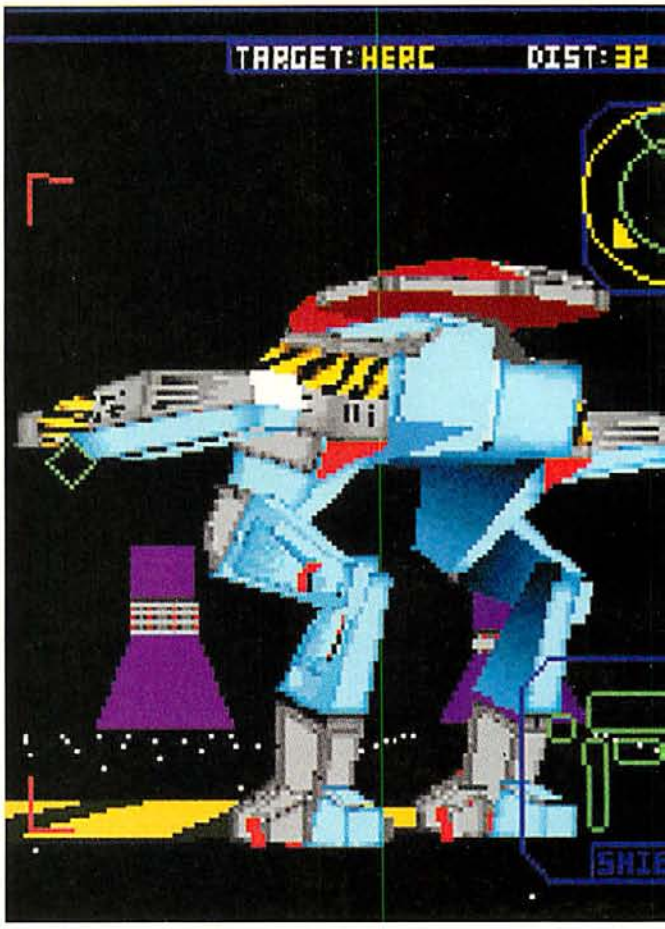
©1995, The Columbia House Company.

COLUMBIA HOUSE CD-ROM DIRECT

Net Profit

Battling For Bucks In Dynamix' Multiplayer METALTECH: BATTLEDROME

by Jeff James



AFTER LETTING YOU SMASH THE BYTES OUT OF THE EVIL, BIT-BRAINED CYBRIDS IN METALTECH: EARTHSIEGE, **Dynamix** now uploads you into cyberspace for a chance to earn some respect—and cash—in METALTECH: BATTLEDROME. Whereas EARTHSIEGE had you battling the computer-controlled Cybrids for squatter's rights to the radioactive rubble that used to be Earth, BATTLEDROME takes place on a field of glory wrought from the luminiferous phosphors and coruscating data streams of cyberspace. Forget lofty goals and noble struggles for survival: BATTLEDROME replaces those tedious ideas with the singular goal of amassing as much fame and fortune as possible for you and your HERCULAN (HERC) fighting vehicle.

METALTECH: BATTLEDROME

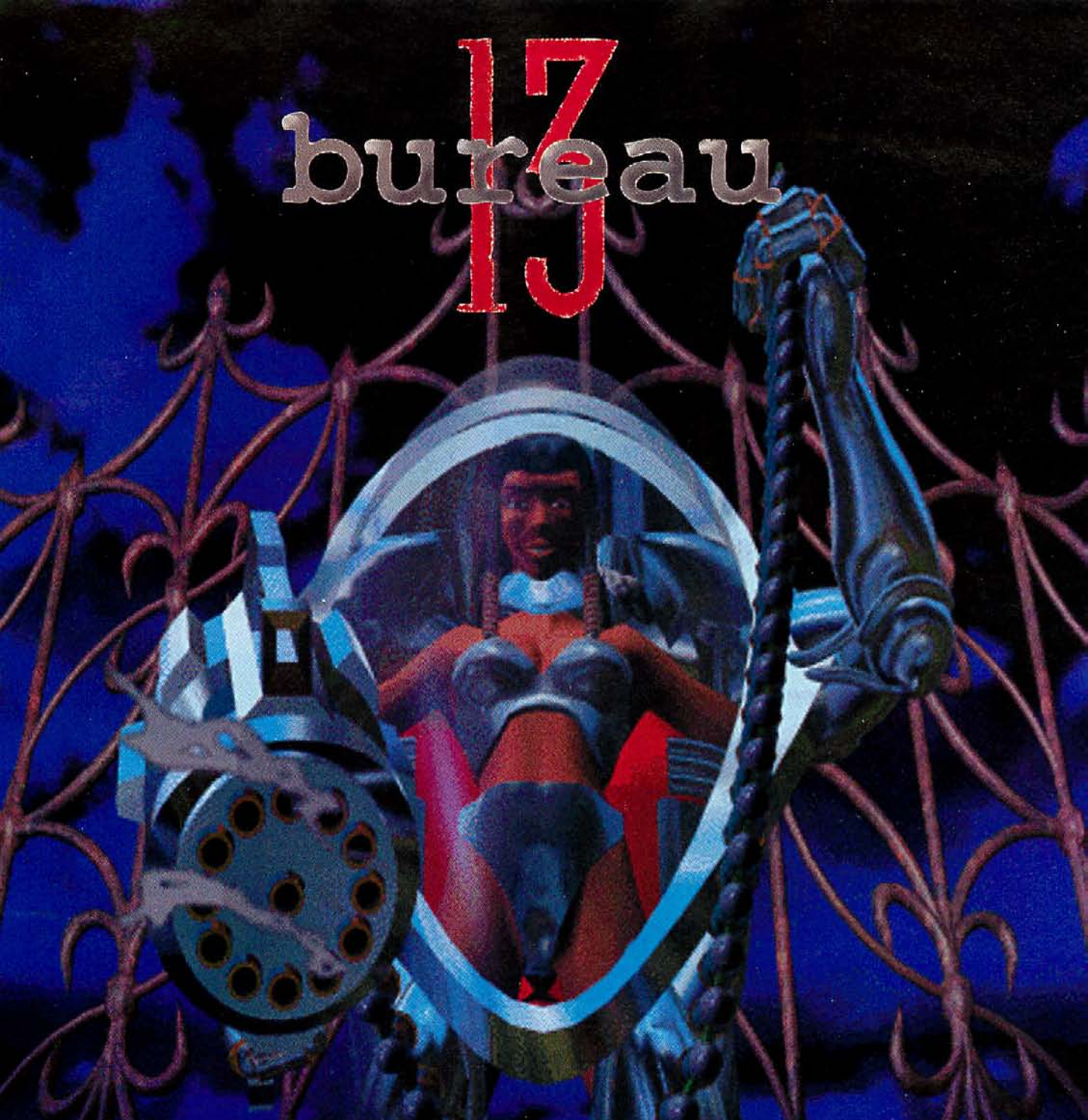
Price: $49.95, 3.5" Floppy
System Requirements: IBM compatible 386-33Mhz (486-50Mhz recommended), 4 MB RAM, VGA graphics, 9 MB hard drive space, mouse; supports PAS, Roland, and Sound Blaster compatible sound cards; supports Thrustmaster FCS, WCS, Rudders, and Flightstick Pro.
Protection: None
# of Players: 1-4 (modem and network)
Developer: Dynamix
Publisher: Sierra On-Line
Bellevue, WA
(800) 757-7707

CRASHING THE NET

The game begins with you "logging in" to the BATTLEDROME network, creating a pilot in the process. After creating your pilot (which simply involves entering his name), you can choose between local or remote play. Local play is play versus the computer, while remote play gives you access to network, modem and serial link play with other gamers. If you're itching to blast someone, an instant action option tosses you into a randomly generated arena with a computer-controlled HERC in a fight to the death; the only option you need to select is a difficulty level. In both single player and multiplayer modes, your pilot's results are recorded from match to match. The better you do the higher you'll advance in a hierarchy that is roughly similar to the system used to rank professional boxers. There are ten tiers in the ranking system, plus five ranks. Your goal is to challenge players in the higher tiers until you've emerged as the top BATTLEDROME player. Your tier and rank position are both determined by the number of matches you've won. At the first rank—cadet—you can only buy and use the lightest of HERCs, such as the Stryder, but as you progress through the ranks, you'll get the opportunity to pilot ever more powerful vehicles, up to and including the mighty Hammer, a massive engine of destruction that can lay waste to lesser HERCs wholesale.

You begin the game with a single Stryder HERC, a two-legged vehicle with a loping, ostrich-like gait. It can't tote much weaponry, so you'll want to upgrade to a more powerful HERC as soon as possible. Once you've chosen your HERC, you can outfit it with a wide variety of armaments. In addition to the usual weaponry (lasers and missile launchers) you can sample from a smorgasbord of destructive devices, including autocannons, blasters, plasma cannons, missiles and a healthy assortment of mines and probes. Some probes can be used as TV-guided smart bombs, ferreting out your foe from his cowardly hiding place.

When you're satisfied with the weapon loadouts of your HERC, you can hit the challenge board and start fighting some battles. All the currently available players are listed in the challenge board, with the best players at the top of the board and the poor or inexperienced



one agency congress doesn't #*@% with.

Live the life of a top secret agent with the highly classified government team *Bureau 13*. Your mission is to investigate, contact, and if necessary, exterminate supernatural entities. Build your own team from confidential Bureau files, each character with his own unique and special abilities. The government has kept the widespread reports of paranormal incidents a secret for fear of mass hysteria. Are you prepared for what you might encounter? And can you deal with it when you do?

■ Original music score, complete with lyrics ■ Puzzle solutions vary depending upon characters in your party ■ Thrilling combat sequences with variable scenarios ■ Complex puzzles require clever thinking and imagination ■ Complete multi-media experience full of dazzling graphics ■ Based on successful pen & paper role-playing game by Richard Tucholka ■ PC CD-ROM & PC Floppy ■

TAKE 2 INTERACTIVE SOFTWARE
DISTRIBUTED BY GAMETEK

©1994 Take-Two Interactive Software, Inc. Gametek is a registered trademark of I.J.E. Inc. All rights reserved. Bureau 13 is a registered trademark of Tri-Tac Systems. Take 2 Interactive Software is a registered trademark of Take-Two Interactive Software, Inc.

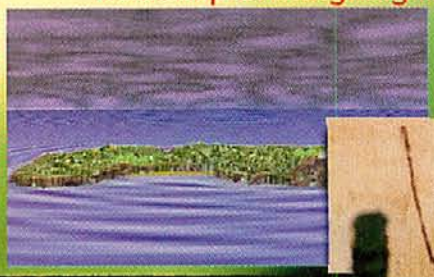
The Ultimate Adventure!

MAABUS

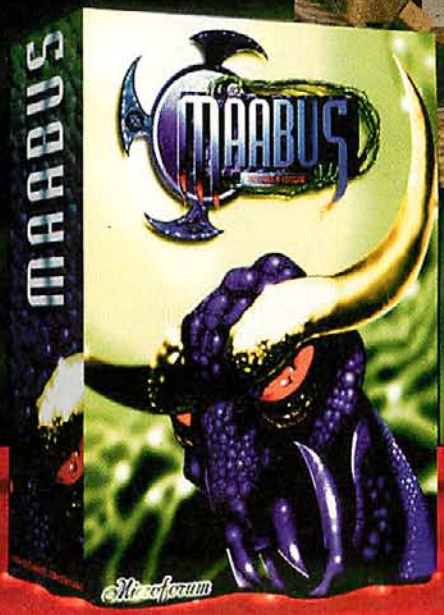
THE ULTIMATE PC VIDEOGAME

With Maabus, Microforum has created absolutely the ultimate video game ever! Truly revolutionary features make this new game a totally spectacular interactive experience. Over 1100 3D animations - more than in any other game on the market today - allows the user to explore an everchanging backdrop of intriguing locations.

A unique plot with many challenging mysteries, and the brilliant use of hundreds of audio effects, including original music compositions, brings each moment of play to life.



A 3 CD-ROM GAME!



Mutated creatures, evil aliens and a myriad of captivating video clips are just some of the reasons Maabus is sure to be one of the most exciting games you'll ever play!

Circle Reader Service #89

Microforum®

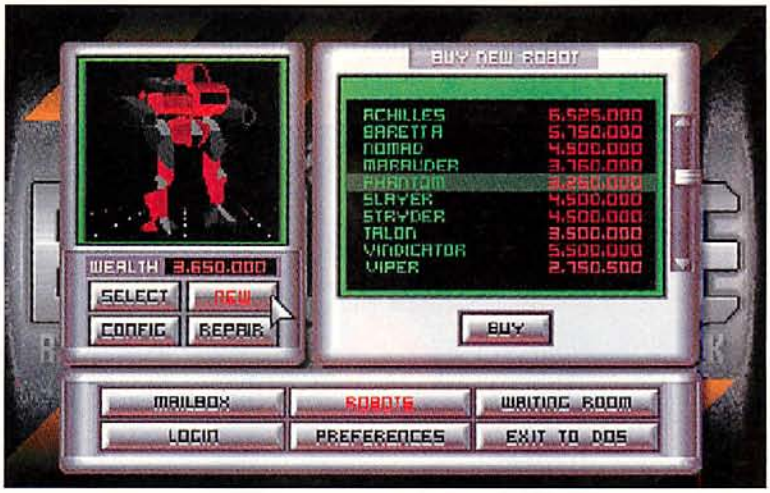
Call **1-800-465-CDCD**
to find the name of your nearest dealer or to order direct!

DISTRIBUTOR/DEALER INQUIRIES WELCOME!
1 Woodborough Avenue, Toronto, CANADA M6M 5A1 Tel.:(416)656-6406 Fax:(416)656-6368

©1995 Microforum Inc. All Rights Reserved.
The Microforum logo is a registered trademark of Microfo

starting at the bottom. To challenge a player to a match you simply point and click on his name and then the challenge button.

After your opponent has accepted your challenge, you enter the negotiations window. Here, you can set the parameters for the match with your opponent. In addition to agreeing on a monetary wager, you can negotiate certain special terms. For example, you can propose that your opponent only use his lasers and missile launchers in the fight. Likewise, he could propose that you use only your autocannons. You can also decide on the layout of the arena, ranging from a dimly-lit cavern devoid of obstacles or a tiny, bright one filled with obstacles and gun emplacements. If you don't want to spend a fortune on costly HERC repairs, you can cause the match to end when your vehicle attains a certain damage level. Once you've both agreed to the terms, you're teleported into the BATTLEDROME arena.



TECHNO LUST The name of the game is more power and a higher rank. Cash from successful fights can be converted into new, more powerful hardware.

LET THE GAMES BEGIN!

You begin the match at a randomly determined location in the arena. All the vital information on your HERC, such as speed, heading, shield strength, etc., is displayed in HUD-fashion around the edges of your viewscreen. Depending on the settings you selected during the negotiations screen, you may see obstacles and gun emplacements scattered throughout the arena. Your opponent also starts in a random location, and will soon come looking for you. If you agreed to a small arena size, you'll get into combat almost immediately. Larger arenas allow for more tactical flexibility and some sneaking about. Hovering above the battlefield is your probe, essentially a piloted camera that allows you to see different parts of the arena, usually used as recon vessels. Buzzing high above the fray is the referee, a computer-controlled judge that makes sure both players follow the rules and don't use any illegal weapons or run out of bounds.

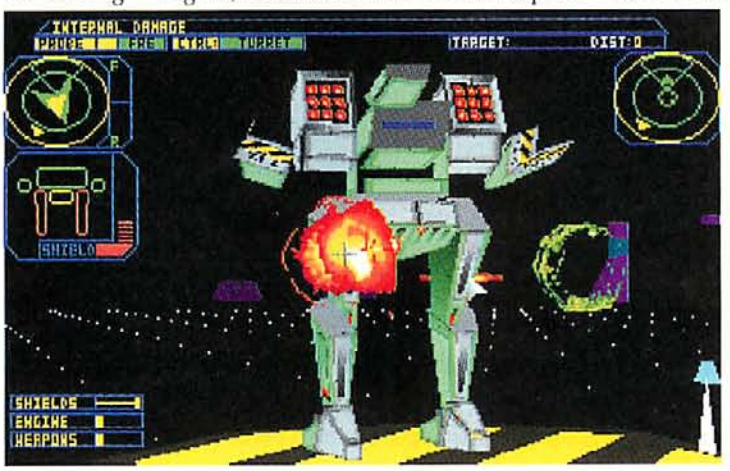
After the match, you'll get the opportunity to repair and upgrade your HERC in preparation for the next battle. Once

your HERC is all fixed up, you can go back to the challenge board and seek out another opponent. This process continues as you claw your way up the ranking system in an effort to become the biggest, baddest HERC pilot in cyberspace.

TWO IS A PARTY

Gameplay in single-player mode is a bit on the weak side. Compensating for this is the excellent network and modem play. I did have some initial trouble at getting BATTLEDROME to work over a modem and a computer network, but a few hours of analyzing my modem initialization strings and the network configuration granted me success. When playing via a network, all the current players logged in to the network will be listed in the player list. Although only two players can compete in each match, the network mode supports multiple match play. For example, if you have six players attached to the network, three sets of head-to-head games could be played.

Dynamix took the minimalist approach to several aspects of BATTLEDROME's design. The graphics are crisp and clean, with detailed texture maps applied to each of the HERCs. The on-screen pyrotechnics are also well-done: blast an enemy HERC and you'll see a burst of flame, followed by an explosion of tiny HERC fragments. The arena itself is a bit on the plain side, but the gun towers and obstacles serve to alleviate that problem. Granted, staying alive in the arena doesn't allow for much sightseeing, so Dynamix has concentrated its graphic efforts on what you will see: hopefully, your opponent's HERC—in it's texture-mapped glory—smashed into wreckage. The music is top-notch, complete with a hard-driving medley of techno-pop and rock tunes that accentuate the action on-screen. I did find the controls to be a bit unwieldy—a problem shared with EARTHSIEGE—especially when playing with the keyboard. Using the joystick helps to some degree, but the ultimate control experience can only be had using a Thrustmaster joystick and throttle control. I also would have liked to see more players allowed in each match, but the challenge board system is a good substitute.



HEY, THAT'S MY BAD KNEE A few more shots like this and it'll take more than orthoscopic surgery to get this mech back onto the court.

TKO Every match doesn't have to end with a mech in a heap. During negotiations, you can set a damage limit to avoid overly costly repairs.

SPLIT DECISION

So how does BATTLEDROME compare to its METALTECH stablemate, EARTHSIEGE? EARTHSEIGE is the more visually attractive, but BATTLEDROME's addictive modem and network play push it out ahead. As an avid fan of the whole anthropomorphic combat vehicle concept, I can't help but feel a bit disappointed by Dynamix's decision to split Metaltech into two seperate games. The powers-that-be at Dynamix obviously felt that the computer gaming public is divided into two separate camps, those with and those without the desire or ability to use a modem. Games like DOOM and FALCON have proven that multi-player support is now an integral part of the computer gaming scene, regardless of whether a player's gaming genre of choice is high-end flight simulators or arcade blastfests. I can't help but think that a single Metaltech product sporting the graphics, realism and campaign options of EARTHSIEGE combined with the multi-player options and directness of BATTLEDROME would have had gamers lining up in droves. Dynamix may have stretched its development resources a bit thin by developing such similar combat simulations in the same time frame, a policy which unfortunately has hurt both products.

In single-player mode, then, BATTLEDROME is an average game. But jump onto a network with some buddies and start blasting each other with abandon, and BATTLEDROME quickly becomes an addiction (it's very similar to WING COMMANDER: ARMADA in this respect). Despite my griping and whining about the difficult controls and wimpy single player options, BATTLEDROME still packs a solid entertainment punch. It won't push DOOM off your network, but it will entice you to fritter away your office productivity by blasting your co-workers into glowing piles of virtual debris.

THE EDITORS SPEAK

METALTECH: BATTLEDROME

RATING 3.5

PROS Lean, mean and loads of fun over a network, serial link or modem connection.

CONS Awkward controls and a weak single player mode.

All The Games Your Mother Still Doesn't Approve Of.

You're older now... No more arcade over-nighters. Did the cartridge-thing. Now you're cutting-edge. Big man with a PC. • Introducing 15 original Atari 2600 video games – together for the first time in Windows™! The classic heart-racing action and nerve-wracking excitement you lived for. The riveting graphics, gripping sound effects and addictive fun you remember. • What about Mom? Tell her you're running some numbers on your PC...fifteen of 'em. Available on CD-ROM and 3.5" disks.

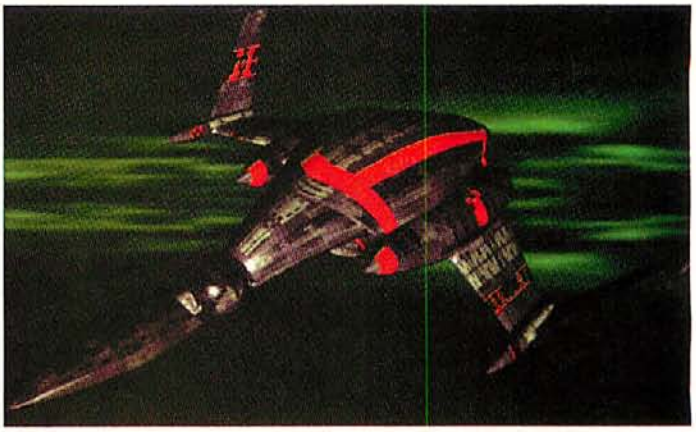
ACTIVISION
CENTER FOR ADDICTIVE ENTERTAINMENT

Activision is a registered trademark of Activision, Inc. Atari 2600 is a trademark of Atari Inc. Windows is a trademark of the Microsoft Corporation. © 1995 Activision, Inc. All rights reserved.

Circle Reader Service #34

What Happens When Arcade Games And CD-ROMs Meet? —

Novastorm



by Gordon Goble

From the land of Chuck and Di, Fawlty Towers, and a jolly good tally-ho comes the latest offering from those Lemmings-lovers, **Psygnosis**. Novastorm is a throwback to those arcade days of yesteryear, following in the footsteps of such classics as Space Invaders, Galaga, et al, giving space cadets with a quick trigger finger and a distaste for extensive storytelling and complex gamery an arena in which to blow stuff up real good.

Any good gamer has probably heard it all before, nevertheless the Novastorm introduction goes something like this: The human race has expanded its reaches throughout the galaxy. Colonies have sprung up on dozens of planets in dozens of solar systems, and man, in his infinite wisdom, has built a computerized web of machinery and electronics to watch over and operate the (...yawn...) entire thing. But something goes horribly wrong, and the massive computer network gains its own form of (...yawn, stretch, yawn...) reasoning and intelligence. It revolts against its animate master and begins eliminating the populace of entire planets in its quest for freedom (...stop me if I'm keeping you awake...). The few human survivors quickly band together and create an armed rebel force to regain control from the evil circuitry and save mankind (...zzz...).

Sound somewhat overdone? Well, it is...just about as much as my wife's roast beef, and to make matters worse, this redundant yet smart looking Novastorm prelude (including 27 MB worth of slideshows) is simply window-dressing for the very typical arcade shoot-em-up that follows. That's right, space commandos, there is no storyline from here on in—it's just you watching a rear view of your spaceship (sort of an upside down Klingon-type offshoot), while you blast madly away at anything that moves.

Save for some decent cutscenes, credible explosions, and a few graphically interesting surprises thrown in at the end of each level, Novastorm cannot be called more than just a mid-grade exercise in arcade-ism. The only consistently exceptional thing about this game is the graphic quality, which will wow gamers from the moment they set out across the surface of the volcanic planet "Callinhor." Other planets will follow, as will, at the very end, a sequence flying *inside* a space cruiser of gargantuan proportions.

Enemy squadrons will attack in a pre-set sequence (that will *never* vary, in accordance with The Law Of The Arcade), and even though you'll get to know when and where they'll show up, nailing these little suckers is not nearly as simple as in the arcade games of old. To Novastorm's credit, layers of targets will not simply cascade from top to bottom, and a relatively decent 3-D effect is achieved as targets will either sneak up from behind, pass by, and scoot off into the distance, or vice-versa. Your cannons and rockets, therefore, blow off into the great beyond, and are quite difficult to accurately aim. That makes things interesting.

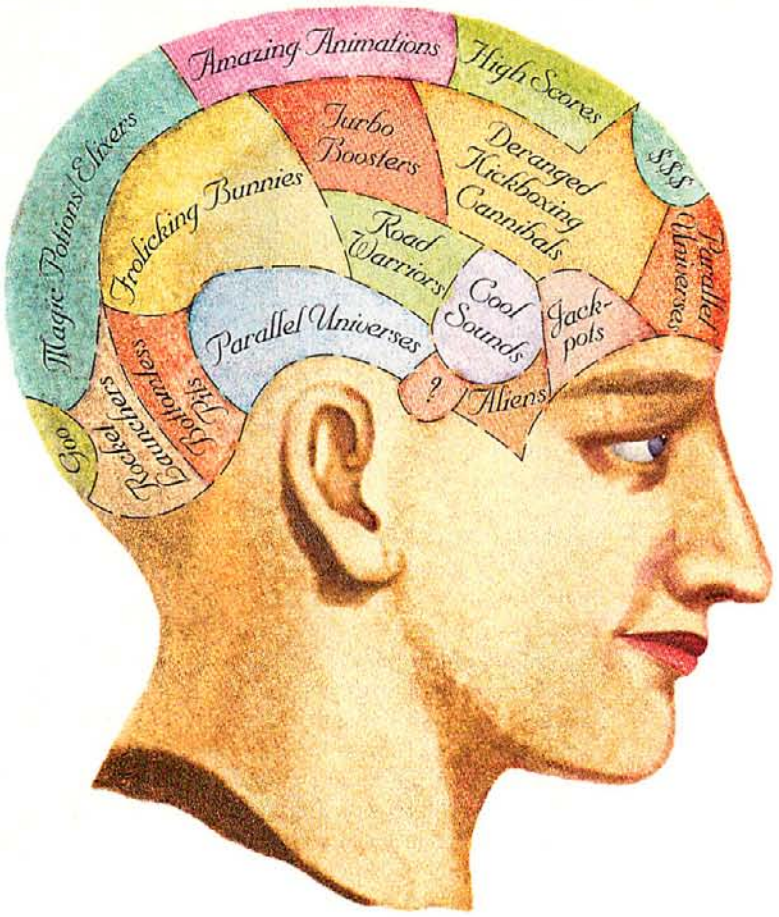
Yet keeping an eye on your ship while steering it away from imminent danger as hordes of bad guys swirl around the screen shooting zillions of rockets at you, all the time trying to shoot at them, is probably a darn good reason for us all-too-human game players to develop a second pair of independent eyes. Things happen very quickly during a Novastorm session, and if lightning reflexes are not your forte, you'd better stick with something a little more relaxed.

Adding to a lack of long-term intrigue, players cannot control the speed of their craft, nor its overall direction. Although the ship may be steered within a limited radius, when it reaches the edge of the screen, that's as far to the left, right, up, or down as you may go. It's just aim, shoot, avoid, aim, shoot, avoid...at least this won't cost you a quarter each time you play.

Novastorm

Price: $39.95
System Requirements: IBM compatible 486 or better, 4 MB RAM, VGA graphics, CD-ROM; supports Gravis Ultrasound and Sound Blaster compatible sound cards.
Protection: None
Designers: Oli Wright, John McMurray
Publisher: Psygnosis
Cambridge, MA
(617) 497-5457

TURNING AND BURNING While you dodge and fire at ships, you'll zoom over 3D landscapes with terrain features like lava rivers and boiling pools.



Our new game is all in your head.

You're playing the most amazing game ever created. You're moving unheard-of characters through your living room. You're riveted to the 3-D graphics and rocking to the booming sound. There's just one thing: This new game is all in your head.

But spare the aspirin: There's a revolutionary new program that turns your head games into real games. It's called Klik & Play. Start with a set of ready-made games in genres like arcade and strategy—even racing simulators. Or start from scratch. Now point, click, and customize—it's that easy. With hundreds of backgrounds, animations, sound effects and characters, the possibilities are mind boggling. And because your creations work as stand-alone games, you can give them out to friends—and watch their heads spin.

Heads up!
Klik & Play Demo!
On CompuServe: go "gambpub" & select Maxis.
On AOL: enter keyword "Maxis".

So open your mind to Klik & Play. And see what a heady experience making your own games can be.

The Revolutionary Instant Game Creator.

MAXIS

Available for Windows™ and Windows CD. © 1994 Europress Software and Francois Lionet/Yves Lamourex. All rights reserved. Klik & Play is a trademark of Europress Software. Maxis is a registered trademark of Sim-Business. For product, ordering or demo information, contact your local retailer or call **1-800-33-MAXIS.**

As the game begins, planet jockeys will have a given number of lives (chosen by the player at the outset—either 3, 5, or 7). It almost goes without saying that a forcefield surrounds the ship providing some protection, and that the more hits taken, the less of a forcefield will remain. Once said forcefield has evaporated completely, one more hit means you're toast and the next life will begin—if you have any left. You'll be sent back to the opening of that particular level once again, and there you will stay until your prowess moves you to the next.

Wiping out an entire squadron of enemy craft will conjure up the appearance of a weird floating token that, if flown directly over (thereby being "picked up") scores big bonus points with your space-bosses. Enough of these collected tokens and soon the single-shot cannon will be a double shot, then a treble-shot, then more powerful, and so on. More tokens means better stuff with which to play, and good pilots will soon be sporting a cooperative wingman or drone, homing missiles and other tools of the trade. But tiny enemy spacecraft will be the least of your worries.

At the end of each level lies a "Guardian," a particularly tough killing machine that may take the shape of machine, beast, or both. From multi-pointed star shaped ships to Phoenix-like bird-terrors rising from molten volcanic pits (these are the little surprises to which I alluded earlier), and are definitely the high point of NOVASTORM. The bird-guy, especially, adds to the good graphic quality of the game, and is an awesome entity to behold.

NOVASTORM is a CD-based product, one of the few games I've ever played that installs absolutely *no* files to the hard drive, so a space hog it is not (although nearly 100 MB of files do reside on its single disc). It must be mentioned here that NOVASTORM comes without a save game feature (and seemingly nothing that allows one to exit a current game without finishing it first!), and that means budding saviors of humanity have to do awfully well from start to finish in order to ever see that finish, and it ain't easy, even at the lowest level of difficulty.

For quick action lovers who relish the idea of reliving those days when they stockpiled quarters throughout the week for a Friday beer'n'video game night, NOVASTORM might be a nice blast to the past. But to repeat an earlier warning, it's all been done, better, before.

OPEN WIDE, MOMMA SHIP Each level ending has a "Guardian" to get past, like this twisted metal monstrosity whose molten middle is its only unarmored surface.

THE EDITORS SPEAK

NOVASTORM

RATING

PROS Nice 100 megabyte paint job.
CONS Underneath the paint, it's the same old, same old. Will someone *please* educate the Europeans about save games?

SOFTWARE PIRATES:
(AND YOU KNOW WHO YOU ARE)
WE'RE PUBLISHING THIS NUMBER SO THAT YOU WILL BE TURNED IN.
DON'T COPY THAT FLOPPY.™
1-800-388-7478
SOFTWARE PUBLISHERS ASSOCIATION
©1994 Software Publishers Association

Get Your Piece of the ACTION

From APOGEE the world leader in action gaming!

Hot off the press from the coolest game mags:

"There's more of just about everything . . . Plenty to keep you on the edge of your seat!"
— *Electronic Entertainment*

"Raptor's voracious gameplay eats other shooters for lunch."
— *Computer Gaming World*

". . . blows away most commercial games . . . ! The graphics will amaze you and the sound will astound you . . . a super star!"
— *Interactive Entertainment*

"Did you like Wolfenstein 3-D™? If you did, you'll *love* Blake Stone."
— *PCM Magazine*

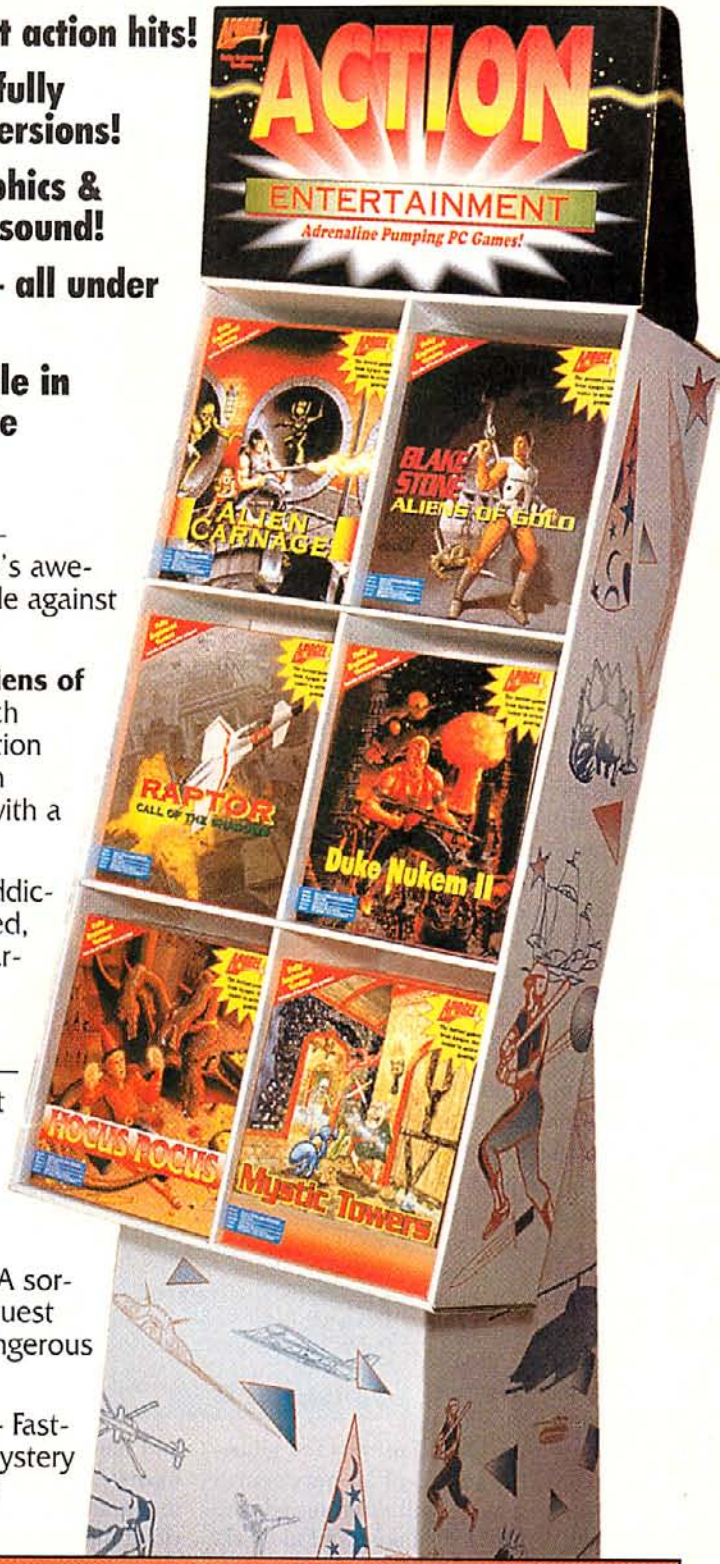
"The first-person viewpoint and smooth movement will have you peering sideways into the monitor to see if there's another monster around the corner."
— *PC Magazine*

"Mystic Towers has the kind of gameplay that will devour entire evenings."
— Computer Gaming World

"Looking for something silly yet highly entertaining? Hocus Pocus will do just fine . . . Give your brain a break, and enjoy 40 levels of sheer mindless mayhem."
— Home Computing & Entertainment

- **Six white-hot action hits!**
- **Top-quality fully registered versions!**
- **Sizzling graphics & sensational sound!**
- **Top value — all under $30!**
- **Now available in stores for the first time!**

- **Alien Carnage** — Halloween Harry's awesome mega-battle against invading aliens!
- **Blake Stone: Aliens of Gold** — High-tech space station action featuring Blake in deadly combat with a mad scientist!
- **Raptor** — The addictive, action-crazed, shoot 'em up warplane weaponry saga!
- **Duke Nukem II** — The world's most ruthless warrior "kicks butt" in a blast-fest with evil aliens!
- **Hocus Pocus** — A sorcerer's magical quest into dark and dangerous realms!
- **Mystic Towers** — Fast-paced magical mystery fun with hilarious monsters!



FormGen INCORPORATED
7641 East Gray Road
Scottsdale, AZ 85260

Circle Reader Service #368

Get all six at your local software store... NOW!

A Magic Carpet Ride

It's Easy To Get Carried Away With Bullfrog's Beautiful MAGIC CARPET

by Mark Clarkson

WIZARD DOGFIGHT Three wizards blast each other with deadly magic while their drone balloons harvest manna to increase their power.

THE WIND ROARS IN MY EARS AS MY FLYING CARPET SKIMS JUST INCHES ABOVE THE ROLLING OCEAN WAVES. Before me rises the castle of my enemy. Readying the appropriate spells, I accelerate and sweep over the castle wall so rapidly that I am momentarily disoriented and might loose my footing on the carpet were that possible. Then I am over the parapets and among a mass of startled, black-clad archers. They recover quickly and drop to their knees, taking aim. Arrows whiz by, inches away, but none strike home. In return, I unleash a rain of fire, killing many of the archers where they stand, and burning ugly scars onto the pristine white walls of my enemy's castle. In seconds I am over the far wall again and accelerating out over the ocean in a sweeping curve to approach the castle from another direction.

I glance into the all-seeing eye and note a tell-tale spear of red fire approaching me. Another wizard, known to me only as Vodor, has felt my attack on his castle and I am seeing the dissipation of magical energy as he rushes to its aid. He will be too late.

I invoke my most powerful spell. A flaming meteor roars over my head and falls to strike the castle. The explosion is fantastic and when it clears the outer walls have disintegrated, blasted down to bedrock. Lustrous red globes of manna, the source of all my enemy's wealth and power, spill unprotected into the sun. Mine for the taking, if I'm quick.

But as I advance I hear the dreaded 'click' of a magical trap being sprung and a trio of sinuous dragons materializes in the air before me. They turn, bellowing with rage, and my world fills with fire.

HELP ME! I'M ENCHANTED

Forgive me if I seem to have lost my grip on reality, but I've been playing **Bullfrog**'s new first-person action/strategy game, MAGIC CARPET. I've been spending all my time lately flying around on my magic carpet, blasting baddies with fire and lightning. I haven't had a computer game suck me in like this since DOOM. MAGIC CARPET is simply marvelous.

You are an apprentice wizard whose quest is to visit the 50 "shattered worlds" in turn, restoring each to magical balance; monsters, traps, and other wizards stand in your way.

MAGIC CARPET takes you outside, where few first-person games dare to tread, into island landscapes of oceans and palm tree forests, featuring castles, monsters and grotesque, mysterious monuments. Lovely hot-air balloons dot cloud-filled skies.

The quality of the landscapes is always convincing and sometimes downright beautiful, especially if you have the hardware to run the game in high resolution mode. Ocean waves roll and pitch. Objects cast shadows and are reflected in the water. Fly low over a village and you hear the background chatter of voices. Hover above the water and you hear the lap of the waves. Pick up speed and the waves are replaced by the sound of wind.

The landscape itself shifts during play. Fireballs dig furrows in the ground and ignite palm trees into blazing tiki torches. The scene of a battle can quickly come to resemble the closing seconds of *Apocalypse Now*. Potent earthquake spells rend the earth, sometimes cleaving entire landmasses. Other spells gouge out great craters or raise erupting volcanoes that spit out burning boulders.

The monsters and enemy wizards are acceptably nasty and shrewd, but the civilian population is downright zombie-like. They take no notice of your flying over their heads, loosing lightning storms and meteors. It would be nice if they'd at least turn and point.

I CAN FLY!

The experience of flight is the single most engaging part of MAGIC CARPET. It will have you bobbing your head and applying heavy doses of body english. My

MAGIC CARPET

Price: $54.95
System Requirements: IBM compatible 486-33 or better, CD-ROM, 8 MB RAM, VGA graphics, 2 MB hard drive space, mouse; (recommended: 486-50 or faster, 2x CD-ROM) supports Sound Blaster compatibles and most major sound cards.
Protection: None
# of Players: 1-8 (network)
Designer: Peter Molyneax of Bullfrog
Publisher: Electronic Arts
San Mateo, CA
(800) 245-4525

Multimedia CELEBRITY POKER™

FEATURING

- ★ Jonathan Frakes
- ★ Morgan Fairchild
- ★ Joe Piscopo

We've Raised the Ante in CD-ROM Entertainment!

Multimedia Excitement!

The stars are out—and they're ready to play!

Multimedia Celebrity Poker combines the magic of Hollywood, the fun and excitement of poker, and the interactive experience of CD-ROM technology for Windows.

Grab a chair and ante up with Joe Piscopo of Saturday Night Live fame, Jonathan Frakes from Star Trek: The Next Generation,™ and sexy Morgan Fairchild, whose TV hits include Falcon Crest and Flamingo Road.

Celebrity Poker is outrageous fun and realistic entertainment like you've never played before.

Lights…Camera…Deal!

Interactive Entertainment!

Actual IBM screen shot.

Full Motion Celebrity Video!

Multimedia Celebrity Poker is available at your local software retailer or order direct from New World Computing at

1-800-325-8898

Circle Reader Service #152

MICROSOFT WINDOWS COMPATIBLE

(818) 889-6070 outside the U.S., or by mail: P.O. Box 4302, Hollywood, CA 90078-4302.

NEW WORLD COMPUTING, INC®

©1994 New World Computing, Inc. Multimedia Celebrity Poker is a trademark of New World Computing, Inc. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc. All other trademarks belong to their respective holder(s). All rights reserved. IBM screen shown. Actual screens may vary.

I AM THE WIZARD KING Amidst a hail of flameballs and lightning spells, a wizard flies over his besieged castle, his enemy's bones drying in the sun.

wife, who's never shown the slightest interest in any flight sim or DOOM clone, pronounced it "neat." Even my six-year-old daughter loves to fly around and explore the worlds, once I've rid them of monsters and traps.

You drive the carpet with both mouse and keyboard. The mouse (or joystick, if you prefer) controls the carpet's attitude. You use the mouse to pitch up or down, and to roll left or right. The keyboard controls your direction of travel and speed. Press the up arrow key once and you'll slowly move forward; press it again and you'll pick up speed. Now move the mouse to the left and you'll bank left. Pull back on the mouse to climb; push forward to dive. You can't fall off and you can't crash into anything. Hey, it's a *magic* carpet.

Using keyboard and mouse in combination, you can execute any number of artful flying maneuvers. By moving left while simultaneously banking right, for example, you can circle an enemy. Or you can charge in going forward, swing around a monster, and depart flying backwards, firing all the time. It seems as though it would be hard to use two control devices at once, but it becomes natural in a surprisingly short time.

MANNA, HOW I LOVE YA

Battles in MAGIC CARPET are fought with magic. You will eventually have 32 different spells to choose from, if you can find them all. You begin the game with naught but the magic carpet of the game's title. You'll have to pick up power, spells, and experience as you go along. Spells are found in urns scattered around the various worlds, which at first are obvious and above ground. In later levels, the spells lie hidden, waiting for you to trip an invisible, magical switch before they materialize, usually with an accompanying slew of monsters. As you progress through the worlds, the spells get more powerful, going from simple fireball to rapid-fireball to the horriffic Global Death spell.

To use those spells, you'll need manna. Manna is to magic what gasoline is to the internal combustion engine. The more manna you have the more spells you can cast, and the more damaging those spells will be. Without manna you are powerless.

Manna appears as shiny globes, sometimes found lying loose on the ground or floating above the water. By casting a "possess" spell, you can claim it as your own. Manna left lying around loose will be possessed by enemy wizards, or consumed by monsters. But most of the worlds' manna is locked away in the form of unholy monsters who threaten wizard and peaceful civilian alike.

There are vultures who peck your flesh, giant worms, fire-breathing dragons, huge tusked apes who hurl flaming boulders, and swarms of deadly killer bees. (I *hate* the killer bees!) These monsters aren't natural; they're magical. Destroy them, and they give up the manna that went into their creation.

A WIZARD'S HOME IS HIS CASTLE

One of your first tasks on every world is to build yourself a castle. The castles provide you with thick walls to hide behind and a place to store your manna. A castle has hot air balloons which drift over the landscape, gathering up the manna you've possessed and returning it to your castle for safe keeping. A small castle can only hold a small amount of manna. When your castle fills, you must enlarge it.

You'll need to keep a close eye on the strength of your castle's walls. If monsters or other wizards succeed in reducing or destroying it, all of your hard-won manna will spill out. When you have gathered

The Scroll

Some Things Are Better Left Dead And Buried.

Its spell petrified a city's populace, cajoled a prince of Ancient Egypt to spread the cult of the dark god, Nyarlathotep, and ensured that the blood of the serpent people ran through the veins of all his descendents. Centuries would pass, and it would be buried at the end of a long, lost tunnel in a temple beneath the unsuspecting city of Alexandria. But in 1920, one Yussuf Al Rashid begins to dig a hiding place for his ill-begotten money and unearths the 2,000 year old magical scroll which sets in motion an adventure which begins with death and could finish with the end of the world.

VIC TOKAI INC.

© 1995 Millennium Interactive Limited

22904 Lockness Ave. Torrance, CA 90501

PC CD-ROM

Circle Reader Service #378

sufficient manna within its walls, the world is restored. You can then move on to the next world, or fly around gathering up manna and spells you may have missed, or just enjoy the scenery. Restore all 50 worlds and the game is won.

You'll need eight megabytes of RAM to experience MAGIC CARPET in its unabridged form, although you can play it with six or even, Bullfrog claims, four megabytes by turning off ambient sounds and some of the effects like sky and shadows.

With MAGIC CARPET, Bullfrog is pushing the edge of the hardware envelope, and only those with the fastest machines need apply. The game is optimized for play on a Pentium, and to run it on even the fastest of 486 PCs requires compromise. On a 486/66 PC without local bus video, I had to turn off some of the video effects (sky, motion blur, etc.) to get smooth motion. And that's in low resolution mode. Don't even consider the high resolution mode unless you've got an 8 megabyte Pentium with a fast PCI bus video card. MAGIC CARPET also provides two 3D modes: red/blue 3D (glasses provided), and Stereogram (those random dot pictures that some people can't see). It also supports the VFX 1 Virtual Headset, although I didn't get a chance to test it. Finally, the game can be played on a network with up to eight wizards vying for supremacy. Unfortunately for most of us, it does not support modem play.

MAGIC CARPET provides a wonderful blend of first-person shooter and strategy game. You'll need both eye-hand coordination and resource management skills. You must know your spells and keep them programmed for easy access at a second's notice. You must learn to keep your eye on your castle, your balloons, your manna, and the other wizards, while simultaneously dueling with dragons. Captured by its spell, MAGIC CARPET will keep you busier than a Sorcerer's Apprentice.

THE EDITORS SPEAK

MAGIC CARPET

RATING

PROS A fevered first-person shooter with real strategic depth; amazing visual effects for the spells; a cutthroat network mode.

CONS A game that will push your hardware to the limit, and then some.

Before & After

A RAVINE RUNS THROUGH IT The bigger the castle or landmass, the more spectacular is the destruction from the Earthquake spell. Marked only by that little sphere at left, the spell slices through the castle and carves through the entire *continent*, instantly, in real time.

LIGHTNING STRIKES AGAIN A handy way of dealing with a cluster of enemy forces, such as these Demons, is to cast the Lightning Storm spell. The spell floats above, stabbing any living creature with scorching lightning fingers, often killing everything in its reach.

BURNIN' DOWN THE HOUSE Why use that puny one-shot flameball when you can unleash a firestorm like this? The Meteor erupts in a torrent of fire that can denude hillsides and burn castles to their foundations in seconds.

YOU'LL POMPEII FOR THIS! Here we've installed a lovely, active volcano in the living room of an opposing wizard. Sadly, it didn't fit very well, so we had to burn the castle walls to the ground.

It's not just a game.

CD-ROM Now Available!

The Elder Scrolls

ARENA

"... may well be the game that establishes the new formula in CRPG's."
—Johnny Wilson, Computer Gaming World

"TES: Arena surpasses all other role playing games in depth and realism! A must buy for RPG fans!"
—Russ Ceccola, Electronic Games Magazine

"...a must-have, huge role playing adventure. TES:Arena is the best RPG of the Year."
—Strategy Plus Magazine

"Sum it up in three words—GO GET ARENA."
—Zach Meston, Computer Player

BETHESDA SOFTWORKS™

1370 Piccard Drive • Rockville, MD 20850 • Tel. 301 926-8300 • Fax. 301 926-8010

For VISA/MasterCard Orders Call 1 800 670-0700
For Hints Call 1 900 88-HINTS

The Elder Scrolls: Arena™ and Bethesda Softworks™ are trademarks of Media Technology Limited. Copyright © 1993-94 Media Technology Limited. All Rights Reserved. IBM screens shown.

It's Not A Bug, It's A Creature

The Incredible And Regrettable Unite In Virgin's CREATURE SHOCK

by Jeff James

IT IS THE 22ND CENTURY AND CIVILIZATION IS ON THE VERGE OF COLLAPSE. DECADES OF OVERCROWDING AND POLLUTION have irreversibly damaged the Earth's ecosystem, forcing humanity to look to the stars to escape a choked planet. (Stop me if you've heard this before.) The United Nations—now a form of unified world government—sends three ships out into the solar system to search for the best world to colonize. But en route to the moons of Saturn, the survey ship UNS Amazon is attacked and enveloped by a mysterious, tentacled space creature. The U.N. turns to you, Commander Jason Barr, swaggering John Wayne of the 22nd Century, to learn what happened to the Amazon and free its stricken colonists.

Welcome aboard **Virgin**'s new CD action/adventure game CREATURE SHOCK. If the storyline sounds familiar, that's probably because it draws inspiration from a number of classic science fiction tales, such as Isaac Asimov's *Fantastic Voyage*, Arthur C. Clarke's *2001: A Space Odyssey* and the *Alien* films.

After fighting your way past waves of enemy ships to reach the Amazon, you'll soon find there are two game modes in CREATURE SHOCK. The first involves moving Commander Barr through the tunnels, chambers and passageways of the game world all from a first-person 3-D perspective, using your laser pistol to discourage or destroy any hostile critters you stumble across. The second play style puts you at the controls of your speedy spacecraft, equipped with a pair of cannons to help you blast your way through waves of enemies to reach your goal. Interspersed between these two are dozens of animated segues which serve as the glue holding the story together.

CREATURE SHOCK

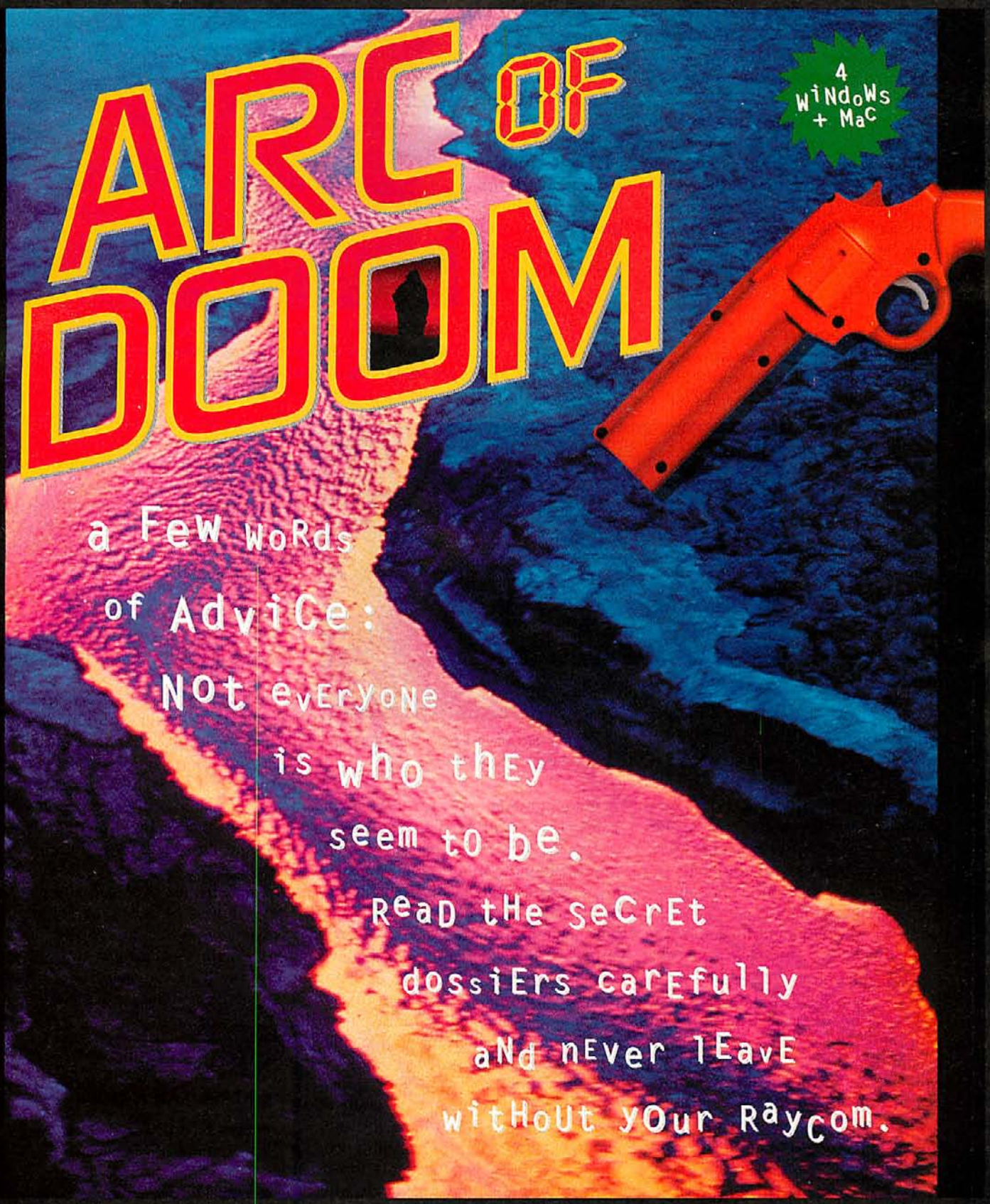
Price: $59.95, CD-ROM
System Requirements: IBM compatible 486SX-25 or faster, 4 MB RAM, VGA graphics, CD-ROM, 9MB hard drive space, mouse
Protection: None
Developer: Argonaut Software
Publisher: Virgin Interactive Entertainment
Irvine, CA
(714) 833-1999

DR. JEKYLL...

Easily the most impressive aspect of the game is the first-person exploration. I could describe it as a cross between DOOM and 7TH GUEST, but that doesn't begin to convey the game's amazing visual appeal. You experience the world through Commander Jason Barr's eyes, seeing everything through the visor on his space helmet. Everything happens full-screen, with ray-traced animation. Using the mouse, you move an on-screen pointer to your desired location and press the left mouse button to walk in that direction. You navigate through the world in this fashion, pointing and clicking through wonderfully rendered passageways and chambers. At certain points during the game, the viewpoint will shift to a dramatic, exterior viewpoint, not unlike something you'd see in **I-Motion**'s ALONE IN THE DARK. This usually occurs when something bad is about to happen, such as when a giant alien worm-thing tries to snap open your shiny space helmet and suck out the contents. It's done with an artistic flair that reflects an attention to detail rivaling commercial cinematography.

Eventually you'll run into something large and vicious with a tendency to eat unwelcome intruders, so you'll have to shoot your way to safety. The combat sequences can best be described as a polished version of OPERATION WOLF, with your on-screen movement symbol turning into a targeting reticle for your laser pistol. Using the mouse, you must take aim and blast away at some special location on the creature's body (usually the exposed eyes or some other part of its anatomy) until it stops moving, retreats or ruptures into a fetid cloud of yellowish gas.

On a 486DX2-66 machine with a double-speed CD-ROM drive, the action moves along briskly, with disk activity generally occurring during an appropriate lull. The animation is a little dithered, and the color palette seems reduced in the walking sequences, but the smooth animation more than compensates for these shortcomings. Unfortunately, there isn't a save game feature. Once you've successfully completed an episode (there are five in all) you can start from the beginning of that episode at any time. That



SUNSTAR

Order Now! (800) 660-4480

or see your local retailer

Fax: 203/785-8001 · International: 203/785-8111

©1994 SunStar Publishing 277 Chapel Street, Suite 4A, New Haven, CT 06513 203/785-8111 Fax: 203/785-8001
All trademarks or registered trademarks are the property of their respective owners. System Requirements: Windows MPC compliant CD-ROM drive (150/sec transfer) and sound board, DOS 5.0 or higher, 386sx or faster and 4MB RAM.

Circle Reader Service #315

doesn't help much when you've invested several hours navigating through a treacherous level only to be gobbled up in the last few seconds by a fearsome end-of-level beastie.

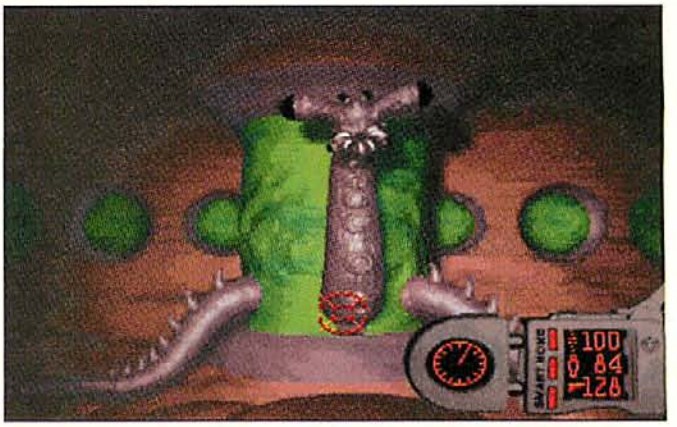
The moody music, polished animation, and dramatic camera angles in these walking, exploring sequences combine to create one of the most engrossing game atmospheres I've seen yet. As I moved down dimly lit passageways I was literally sitting on the edge of my seat, anxiously waiting for some unseen alien to spring out and smack my character around.

...AND MR. HYDE

Unfortunately, the rich, engrossing atmosphere so laboriously created in the first-person sequences is all but obliterated when you take the controls of your space vessel in the flying sequences. In the first of two sequences, you must pilot your canary-yellow spacecraft through waves of adversaries to eventually reach the Amazon, which lies helpless in orbit around Saturn. To get there you must contend with a menagerie of hostile spacecraft, from floating gun emplacements to space-faring giant jellyfish. After defeating several waves of aliens and dodging the occasional asteroid, you eventually destroy the "Boss" alien to gain access to the next level. Although the audio-visual portion of this sequence is acceptable, the mouse-only control makes this aspect of the game a chore at best. This design flaw is exacerbated in the second flight sequence, in which you must race through the narrow canyons of Tethys (a moon of Saturn) at high speed, dodging obstacles and blasting enemies while tailing a speeding probe that will lead you to your destination. After repeated attempts, all unsuccessful, at trying to maneuver past the obstacles, I somehow managed to complete the mission. In retrospect, I'm not sure whether my success was due to my skill or dumb luck. I'd put money on luck.

What's even more perplexing about the terrible flight sequences is that CREATURE SHOCK is developed by the same company that crafted such wonderfully playable titles as STARGLIDER I and II (for the Amiga) and STARFOX (for the Super NES). None of the addictive playability found in those titles is present in the flight sequences of CREATURE SHOCK, a fact that should come as a surprise to the many admirers of **Argonaut Software**'s previous efforts. This curious combination of stunning first-person sequences and embarrassingly mediocre flight segments can possibly be explained by Virgin's attempt to make CREATURE SHOCK appeal to the widest range of gamers, from Sega CD owners to users of multimedia Pentium systems. This philosophy may have looked good on paper, but in practice it spoils the appeal of an otherwise exemplary product.

CREATURE SHOCK isn't a long game, either. After approximately 12 hours of play, I found myself staring at the end-game animation and the scrolling production credits. The last mission is exceptionally well-done, complete with a climactic gun battle aboard the alien mother ship for the destiny of the Earth, but the reward for completing that battle, and the game, was weak. It was a bit on the short side compared to the animated segue sequences used throughout the game, and it left too many loose ends flapping in the solar wind. I can't help but think that Argonaut was forced to cut the ending short for lack of time or space. Whatever the reasons, some may find the ending to be a bit disappointing.



SLUG OF FRANKENSTEIN As you shoot it out with creatures, your digital readout in the corner displays how much strength your enemies have left, your health rating, and your battery level.

TURBULENCE AHEAD Some of your missions will take place above ground, where the action is reminiscent of a weak REBEL ASSAULT.

PASSING JUDGMENT

If CREATURE SHOCK were picked apart by a psychoanalyst, the doctor would suggest treatment for a split personality disorder. It's really amazing that the same group of people could produce, on one hand, a virtual world incredibly rich in atmosphere, and on the other, arcade flight sequences so completely devoid of value. I felt a bit manic-depressive myself while playing it, thoroughly captured one second, and thoroughly bored the next. I certainly hope Argonaut/Virgin can pull itself together for a sequel, one that includes more first-person exploration, a save game option, and improved (or *removed*) flight sequences. With those elements, we'd have a clear winner; right now, we've got a split decision.

THE EDITORS SPEAK

CREATURE SHOCK

RATING 3 stars

PROS First-person fighting scenes are stunning and convincing.

CONS The disappointing flight sequences, the short game length, and the lack of joystick control and save-game options cripple what might have been a compelling game.

SOME

DREAM

OF A

PERFECT

GAME.

THE REST

OF US

JUST

BUY IT.

So, you want a perfect game. Get Hardball 4. Get cutting-edge graphics that are incredibly real. We're talking about wake-the-neighbors-and-call-your-friends kind of real. Get stat compilation that would make any sports bureau envious. Get all 28 stadiums with different altitude, field, and wind conditions. Throw in an add-on disk with over 700 major league players. And you've got a masterful gem that compelled *Computer Entertainment News* to label it One of 1994's Ten Best Games. Now, to get a perfect game you don't have to be in the zone. Just the right software store.

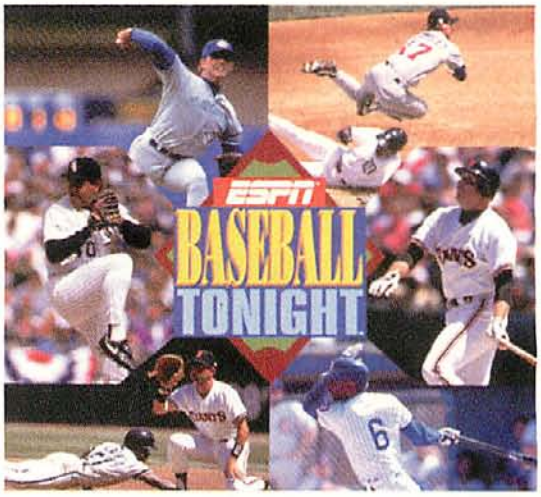
HARDBALL™ 4

Hardball 4 is a trademark of Accolade, Inc. ©1994. Accolade is an official licensee of the Major League Baseball Players Association. ©MLBPA MSA. The Sport Accolade logo and Sport Accolade are trademarks of Accolade, Inc. All rights reserved.

Circle Reader Service #288

ESPN Baseball Tonight

Chris Berman Charisma, Tony LaRussa Design



by George Jones

WHEN I FIRST HEARD THAT **ESPN** WAS GOING TO BE PUTTING THEIR NAME ON A **Sony Imagesoft** computer baseball game, I had ambivalent feelings. Visions of Chris Berman and other ESPN personalities doing the play-by-play ran side-by-side with images of the shoddy gameplay that usually accompanies television and movie tie-ins.

Then I learned that **Stormfront** would be designing the game.

Stormfront is the design group responsible for what many consider to be one of the better computer baseball sims around: TONY LARUSSA II. Although dogged by AI problems and other bugs for most of its history, TONY LARUSSA II definitely raised the bar in terms of what graphically-oriented baseball sims could and should be. By combining a decent statistical model with gorgeous graphics, it has earned a good deal of quiet respect from many players, and is still in the *CGW* Top 100 poll after almost two years.

With great enthusiasm I realized, as I played the preliminary version of ESPN BASEBALL TONIGHT, that ESPN had a good chance of succeeding on two fronts. Not only does the game include many of the elements that made TONY LARUSSA II a good game, but it also adopts an accessible interface the likes of which I've never seen in a baseball simulation. From the slick, TV production-quality graphics to the easy-to-read, albeit less versatile, statistical displays, it looks like Stormfront is on the right track towards building another contender.

SNEAK PREVIEW
Game Still In Development

The simulation itself falls somewhere between the other computer baseball league leaders. The highly touted HARDBALL series has tended to focus primarily on player-controlled action, with statistics coming as a second thought, while the incredibly powerful FRONT PAGE SPORTS BASEBALL '94 is so comprehensive that some people have complained it is overly so. ESPN BASEBALL TONIGHT seems to be reaching for the middle ground by providing entertaining, quick-hitting gameplay with a more serious, yet less demanding, statistical model.

"THIS IS BASEBALL TONIGHT!"

The game begins in true ESPN style, with full-screen digitized video clips. Lou Pinella fans (anyone...anyone?) will be happy to know that one clip features his infamous base-chucking incident. I swore I was watching "Baseball Tonight" as the television show's theme song and video bumper began to play. Dan Patrick's familiar voice introduced the game, promising to bring me all the play-by-play action. And—get this—Chris Berman does pre-game and post-game video clips, although without his trademark nicknames.

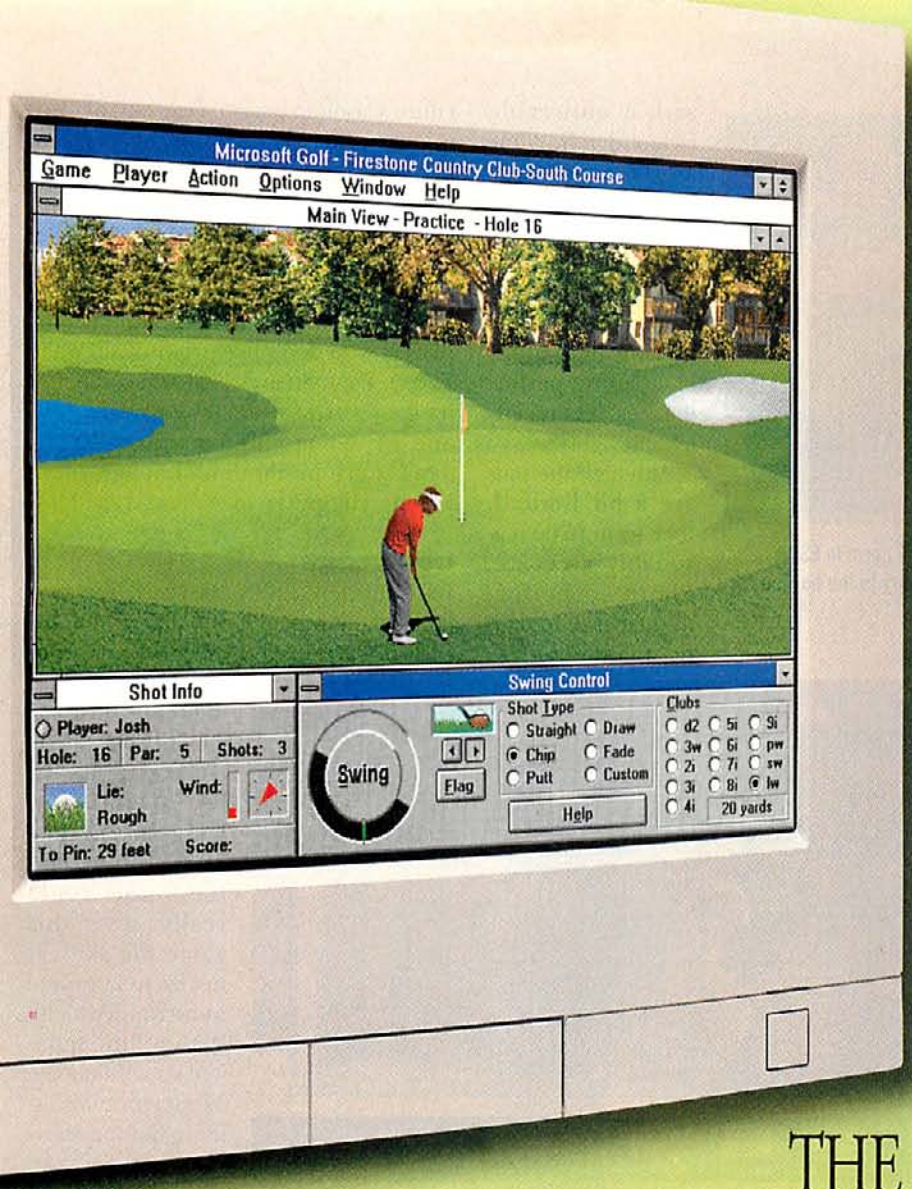
One of Stormfront's more radical departures from their LARUSSA design is in the interface. All the selection screens are rendered in high-res, and all buttons are clearly defined; pull-down menus are a thing of the past. In the opening screen, you can either play ball, take batting practice, check the players' statistics, or enter the league play options. Choosing to play will take you to the game selection screen, where you can choose teams, stadiums (from among 14 ballparks), and set your starting lineups and control configurations. As in TONY LARUSSA II, you can play in managerial mode or action mode, with the computer controlling the fielding and/or running if you wish.

HIT THE DIRT

On-field action looks a lot like LARUSSA II with two important differences: the screen actually pans up and down to follow the ball, which means that I was actually able to see some of the upper features of all the ballparks; and the behind-the-catcher camera angle has been lowered closer to the ground than before. Of course, this wouldn't be an ESPN game if there were no instant replay. You can tinker with the tilt of the camera, and even zoom in, although it will still be a far cry from FRONT PAGE SPORTS BASEBALL's CAMS viewing system. Fans who like to change camera angles during gameplay will be disappointed, however, as there's no such feature in BASEBALL TONIGHT.

The players are nicely rendered and can dive, jump and do all the things that baseball players do, with the exception of grabbing their crotch. Lifelike players hustle around in a realistic fashion, which they should, since real players were filmed against blue-screen for most of the animation. As for licenses and player names, all the Major Leaguers are here, from Roberto "Remember The" Alomar to Fred "Crime Dog" McGriff.

Play selection works just like it does in TONY LARUSSA II: pressing left, right, up, or down on your keypad or controller selects plays. All the standard options, like bunting, stealing, pitching away and intentional walks should be there. However player substitution, bullpen action, and



IT'S SO REAL YOU CAN STILL BLAME THE CLUBS, THE LIE, BUNKERS, THE TREES, THE ROUGH, AND THE WATER.

EXCUSES, EXCUSES. IT'S THE GAME OF GOLF. And nothing comes closer to this than new Microsoft® Golf 2.0.

This is the ultimate golf experience—right on your PC. And since you're playing in the Windows™ operating system, it's as easy as it gets. You're at the famous Firestone Country Club. There's a stiff breeze blowing right to left. Choose your club, set your feet, take a few practice swings, breathe deeply and... *whaaack!* Drive that ball down the fairway. Even the worst shot looks awesome with photorealistic trees, sparkling water, and luxury homes lining the course. On the green, a birdie brings enthusiastic cheers. Par, and all you'll get is polite applause. (Don't you just hate that).

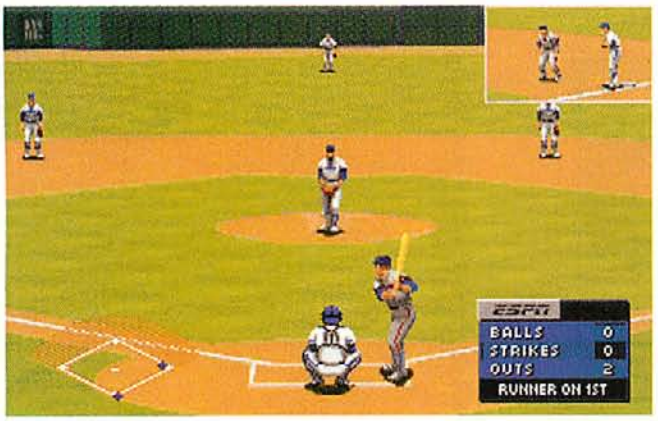
Sure, you could blame the course itself. But with Mauna Kea, Banff Springs, and Pinehurst® championship courses also available, you'll have plenty of chances to redeem yourself.

So see your retailer today. And please, remove your spikes before entering the store.

Microsoft®

For more information about Microsoft products for your home PC, call (800) 228-6229, Dept. VAT. In Canada call (800) 563-9048.
©1994 Microsoft Corporation. All rights reserved.
©1992-1994 Access Software, Inc. All rights reserved.
Microsoft and the Windows logo are registered trademarks and Windows is a trademark of Microsoft Corporation. Pinehurst is a registered trademark of Resorts of Pinehurst, Inc.

Circle Reader Service #352



SWINGIN' FOR THE FENCES Attractive graphics are the norm in ESPN BASEBALL. Notice the television style, ESPN mini summary in the bottom right corner of the screen.

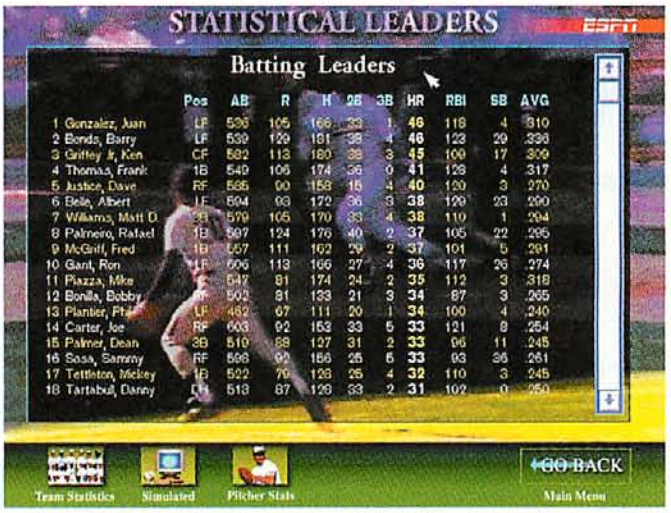
defensive positioning is all handled through a drag and drop interface. I was able to simply pick a player from the bench and drag him to the position I wanted him to play! The same goes for warming up players in the bullpen, where each player has three different levels of fatigue, all of which are graphically illustrated; I no longer have to guess at the warm up status of my lefty in the pen.

ESPN's touch on the game is also comfortably obvious during gameplay in a few more ways. For starters, each time a batter steps into the box, his up-to-the-moment stats are displayed, including how he did in his last at bat. Furthermore, the first time each player bats, most of his season stats are displayed; if he leads the league in a category, the number is highlighted in red. Balls, strikes and outs, will be displayed at all times in the lower right hand corner of the screen. Dan Patrick's play-by-play is professionally done, with many of his characteristic comments ("whiiif") included. Unfortunately I have yet to see the sports sim on any platform whose play-by-play announcer can keep up with the action. Hopefully, once this game is fine tuned, things will be in sync.

STATMAN

I have very mixed feelings about ESPN BASEBALL's statistical displays in the version I previewed. On one hand, the high-res graphics, a much-needed departure from the spreadsheet look-and-feel of other games' stat screens, made the numbers a lot easier to read and interpret. I was able to sort players by team, name, and all the various statistics. Statistically speaking, however, I was a bit concerned with a noticeable lack of depth. While all the major categories are maintained, from home runs to strikeouts to innings pitched, there were some glaring omissions, like batting performances versus lefties and righties.

Although the stats are a bit limited, they seem to be reasonably accurate. Player performances seemed to be on the money. After playing through a season, John Olerud led the league in batting, with Frank Thomas, Matt Williams, and Junior Griffey all in contention for the home run and RBI titles. Jimmy Key was leading the league in wins and ERA.



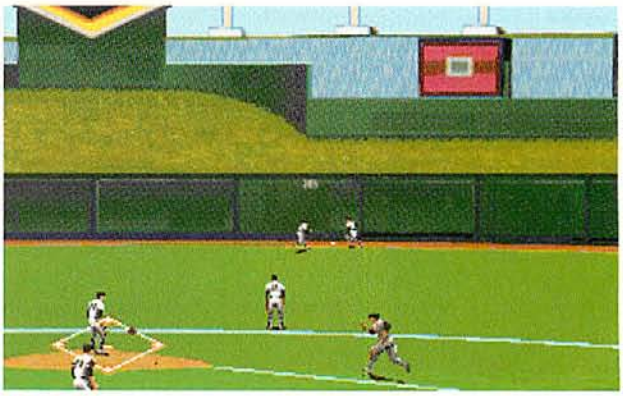
SPREADSHEETS ON STRIKE While the players' stats are much easier to read than in most games, apparently some statistical depth will be sacrificed.

LEAGUE PLAY

ESPN BASEBALL TONIGHT's league play is fairly typical of baseball simulations. In no time at all, I was able to set up a three division league that included injuries and a double tier playoff schedule. But more importantly, I was able to quick-play an entire season in *under 6 hours* on my Pentium system. Let's say I want to play a game three days down the road. All I have to do is skip ahead to that day and click on the game I want to watch or play. BASEBALL TONIGHT will "quick play" all the unplayed games before mine. This feature will be much appreciated by players who don't like growing old while FRONT PAGE SPORTS BASEBALL simulates its games. Unfortunately, player drafts and career modes are non-existent. Trades are permitted, although there was no computer manager AI evident.

BOX SCORE

In a nutshell, ESPN BASEBALL TONIGHT looks like it has a lot of potential. On my wish list are improved statistical depth and the ability to view the on-field action from different angles. The latter is an icing-on-the cake kind of thing, but the former could really give this game the skills it needs to compete in a crowded field. With a little more work, BASEBALL TONIGHT could easily make the starting line up, perhaps batting third between the speedy, base-hitting HARDBALL III leading off the order and the heavy-hitting FRONT PAGE SPORTS BASEBALL batting clean up.



TO THE WALL Fourteen accurately rendered stadiums are included in the game, and players will actually be able to see all of a ballpark, as opposed to just the ground level.

Doc and rid yourself of this binary bacteria before your head explodes and you end up decorating the

entire room with your cerebellum. And the good news? Gray matter doesn't stain. Call 1-800-340-7888

It's not just a game.

It's an infection.

loaded a particularly repugnant little cyber-virus called "Burn:Cycle" into your skull. You have exactly two hours to find

Your name: Sol Cutter. Occupation:

data thief. The bad news is you've just down-

coming soon
MAC & PC CD-ROM

CD-i

PHILIPS

Circle Reader Service #195

Limited first editions of Burn:Cycle contain a separate original hardcore rave soundtrack CD. Burn:Cycle ©1994 Trip Media Limited. © Philips Interactive Media International Ltd. ©1994 Simon Boswell. All rights reserved. ©1994 Philips Media. All rights reserved.

REAL COACHING. REAL FOOTAGE.

Team NFL

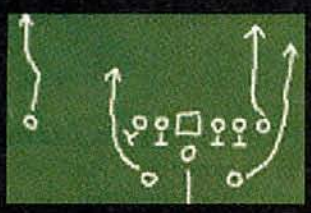
NATIONAL FOOTBALL LEAGUE PLAYERS

YOU WANT REAL? O.K. HOW DOES AUTHENTIC NFL PLAYS AND FORMATIONS RUN BY PRO PLAYERS SOUND? WE SHOT LIVE FOOTAGE WITH DIVING CATCHES, FUMBLING, BLITZING, INTERCEPTIONS, YOU NAME IT. WE'RE TALKING THOUSANDS OF PLAY OUTCOMES. IN FACT, THINGS GET SO INTENSE IN THIS GAME IT DOESN'T TAKE LONG TO SEE WHY NFL COACHES HAVE ALL THAT GREY HAIR.

Live Action Football is a trademark of Accolade, Inc. ©1994 Accolade, Inc. NFLPA is a trademark of the National Football League Players Association and is used under license by Accolade, Inc. TM/©1994 NFLP. Licensed by The NFL QB Club Inc. The Sport Accolade logo and Sport Accolade are trademarks of Accolade, Inc. Al Michaels' and Pat Haden's names are used under license by Accolade, Inc. Macintosh is a trademark of Apple Computer, Inc. All rights reserved.

WE'VE GOT AL MICHAELS GIVING YOU PLAY-BY-PLAY AND PAT HADEN DELIVERING COLOR COMMENTARY. SO CHOOSE YOUR PLAYS WISELY. TO TURN UP THE INTENSITY, WE PUT REAL FOOTBALL SOUND EFFECTS ON A SEAMLESS AUDIO TRACK. YOU CAN PLAY AGAINST THE COMPUTER OR A FRIEND. THERE'S INSTANT REPLAY AND TONS OF STATISTICS. WHAT MORE DO YOU WANT? ICE WATER POURED OVER YOUR HEAD?

NFL QUALITY AT ITS GUT-WRENCHING BEST.



IF YOU'VE GOT A PC OR MAC WITH CD-ROM, YOU CAN COACH 'TIL IT HURTS. JUST HOW REAL IS LIVE ACTION FOOTBALL? LET'S JUST SAY IT'S BEEN APPROVED BY THE NFL AND THE PLAYERS.

SPORT ACCOLADE

LIVE ACTION™ FOOTBALL

Circle Reader Service #289

Open-Field Running

Front Page Sports: Football Tries Once Again To Break Away From The Pack

by Dennis McCauley

Photo by Jim Gund. © All Sport USA

Are you, like many football fans, already lamenting the end of the season? Well, don't unsnap your chin strap just yet, because **Sierra/Dynamix** has released a new version of their award-winning Front Page Sports: Football. The new version, FPS: Football Pro '95 offers enough enhancements to shake the most ardent football fan out of his post-season depression.

Gamers will instantly be drawn into Football Pro 95 by its excellent graphics. Using rotoscoped animation technology borrowed from FPS: Baseball, Sierra has come up with the best looking football game ever to break the pane of a graphical goal line. The players are remarkably fluid and lifelike in their movements. A quarterback's head swivels from side to side as he barks out an audible at the line of scrimmage. Ball carriers execute some nifty spin maneuvers, often straight-arming would-be tacklers. Players who score a touchdown execute a nice slamming spike, or kneel and offer thanks to the big coach in the sky. On defense, tacklers "stick" ball carriers convincingly in the open field, sometimes flipping them completely over.

Your million-dollar quarterback can now throw on the run, although not with as much precision as he does from the pocket. Pass-happy coaches will enjoy how the offensive interface leads the QB to cycle through his primary, and then his secondary receivers, with the last option being to throw the ball away to avoid a sack.

GLAMOUR BOYS AND GRUNTS

NFL team uniforms in Football Pro 95 are nicely rendered, with only the lack of helmet insignia standing as a drawback. One of the program's useful features is the ability to customize uniforms, right down to the striping. This comes in handy for creating original teams in league play, or for those who feel the urge to have their favorite team take the field in this season's popular "throwback" regalia.

Player numbers aren't displayed on the jerseys, but this seems to be a common shortcoming among most football sims, more a limitation of the current state of technology than a flaw in design philosophy. As in past versions, Football Pro 95 displays the number of the ball carrier or other player under human control via a small box above the player. Coaches who feel the need to see every player's number can hit the F5 hot key, which causes numbers to appear above all of the players' heads.

Playing surfaces are accurately modeled in Football Pro 95, with realistic looking grass, mud, snow or turf. What's not accurate is the crowd—there isn't one! In an era when NFL teams play in packed houses of rollicking fans, the stands in Football Pro 95 are empty. What's even more disconcerting is that crowd sounds are featured in the game's audio package. Who's making those noises, anyway? Admittedly, the game strives to simulate professional football, not crowd control, so the lack of fans really makes not a whit of difference in the outcome. Yet in a game with such attention to detail, it's a surprising omission.

One area in which Sierra didn't cut any corners is the CAMS (Camera Angle Management System) feature. Combined with the game's VCR, CAMS may be the best viewing and replay setup in the sports sim field. CAMS offers unlimited camera angles, while the VCR permits a variety of replay modes, including ball-carrier tracking, isolation, and selected player views. Couple that with the game's superior animation, and there's enough good looking action in Football Pro 95 to keep your CAMS and VCR busy for a very long time.

A LEAGUE OF YOUR OWN

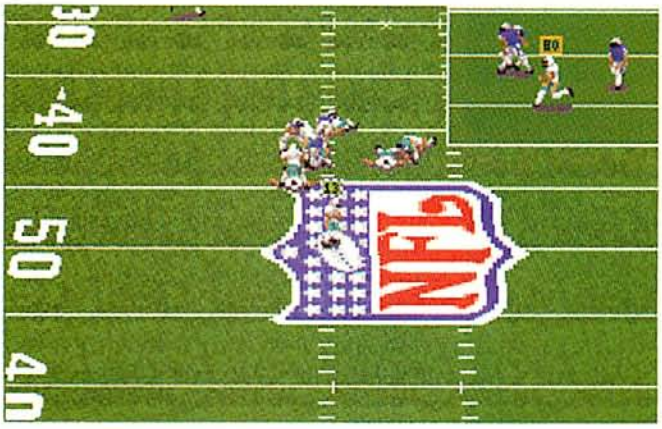
Football Pro 95 shines in a lot of areas, not the least of which is league management. The default leagues offered are the NFL of 1992, 1993 and 1994, thanks to Sierra's licensing agreement with the NFL and NFLPA. Some gamers might be surprised to find that a few of their favorite stars don't appear on the rosters. That's because not all the players are NFLPA

Front Page Sports: Football Pro '95

Price: $59.95, CD-ROM & 3.5" floppy
System Requirements: IBM compatible 386-33Mhz or better (486 recommended), 4MB RAM, VGA graphics, 10 MB hard drive space; supports PAS and Sound Blaster compatible sound cards. CD version requires a 2x CD-ROM.
Protection: Documentation check (floppy only)
Designer: Patrick Cook
Publisher: Sierra On-Line
Bellingham, WA
(800) 757-7707

members, and their names are therefore not covered by the licensing agreement. It's easy enough, though, to use FOOTBALL PRO 95's sophisticated player editor to make any required name changes.

Single season leagues are a fun way to simulate an actual NFL year, while career leagues constitute the heart and soul of FOOTBALL PRO 95, featuring annual drafts, player retirements, trades, and even career-ending injuries. Training camp remains an important part of the season, allowing coaches the opportunity to allocate workout time for improvement in areas of their choice. The user-friendly league management interface makes it a simple matter to start and run a league from eight to twenty-eight teams.



OPTION PLAY With plenty of protection from his offensive line, Marino sees (in the inset window) that Irving Fryar is open downfield. The ability to cycle through eligible receivers and throw the ball out of bounds is one of the biggest improvements in FOOTBALL PRO '95.

Teams can be either human or computer-owned, with custom game plans generated by players or stock plans provided by the program. Once the league is underway, games can be played manually or simulated by the computer in either "fast" or "slow" mode. The latter takes around five minutes per game on a 486-50, and offers a scoreboard-like readout of how the game is progressing—generally more enjoyable for league play. While some players have complained of wild variances in stats between the sim modes, my experience was that the different modes yielded similar results.

HOW ARTIFICIAL IS THE INTELLIGENCE?

Some gamers claim that the computer opponent in FOOTBALL PRO 95 cheats, allowing the computer opponent to stay close or mount big comebacks. Frankly, this just wasn't seen in review play. One seeming AI failure that was observed, however, was an odd tendency of computer-controlled teams to offer strangely lopsided trades. It seems fairly common for the computer-controlled teams to propose to trade a valuable player for your mediocre kicker or punter. This is an area that will have to be addressed in any patch released by Sierra.

Is FOOTBALL PRO 95 a game or a simulation? Will FOOTBALL PRO 95 re-create a near-perfect copy of the NFL statistical leaders? Not likely. Is this a minus? Not necessarily. Players in FOOTBALL PRO 95 are rated over eight categories: Speed, Agility, Acceleration, Strength, Hands, Endurance, Intelligence and Discipline. Real-world statistics are influenced by the players' abilities, how they are utilized, play selection, and the personnel and coaching characteristics of their opponents. Even the weather plays a factor. So although Barry Sanders gained 1,115 yards in 1993, your results may vary.

BE YOUR OWN CAMERAMAN With the CAMS interface, you could view this great over-the-shoulder catch from any number of angles.

In one simulation of the 1994 NFL season I ran for this review, Steve Young, Dan Marino, and John Elway all finished among the league's top ten passers, but so did Scott Mitchell, Dave Brown, and Craig Erickson. Few would argue about the big stars doing well, but the younger quarterbacks are questionable. But then, who could have predicted that Drew Bledsoe would have an all-pro year in the real NFL this season? One thing that can be said about the stats in FOOTBALL PRO 95 is that, while they won't provide carbon copies of the NFL (what's the fun in that, anyway?), they will furnish realistic-seeming results.

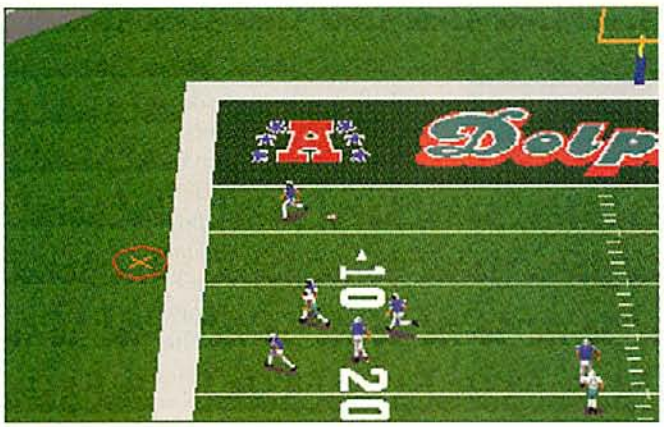
Combing through my simulated league's stats, I found no hint of statistical bugs. Touchdowns from special teams' play, blocked punts, and just about every other statistical category was consistent with league averages. The only flaw I noticed here was a tendency of computer coaches to call an excessive percentage of passing plays, but again, this could be moderated by simply adjusting the coaching profiles.

XS AND OS

FOOTBALL PRO 95 features an outstanding play editor, perhaps the best of any in the computer football genre. Easy to use, the system allows coaches to design their own custom offensive, defensive, or special teams plays, or to modify any of the 10,000 stock plays included on the CD-ROM version.

Designing or modifying a play is simple, using the mouse, joystick, or keyboard. Coming up with a play that works is a much more complex matter, just as it should be. FOOTBALL PRO 95 allows coaches to practice their creations against various opposing formations to see if it has long gain potential or whether it's a disaster waiting to happen. If your new gadget play is going to get you toasted, it's better to find out in practice than in that big game against your hated rival.

Also included is a sophisticated Player Ratings Profile Editor that allows you to reassign player ratings based on your personal ranking philosophy. This feature permits hard-core coaches to establish their own system within a system for ranking players. There's also a tried and true module for setting coaching profiles, useful in games when your team is under computer control, as well as an option to establish game plans of up to 64 plays on



COFFIN-CORNER KICKS The new rotoscoped animation translates into much more fluid movement. Here, the punt sails out of bounds before reaching the texture-mapped end zone.

offense and defense. In short, FOOTBALL PRO 95 is a deep, layered gaming system that can be played by both the football fanatics on one level and the casual gamer on another.

POST GAME SHOW

FOOTBALL PRO 95's journey to the end zone is not without some trouble along the way. In addition to the missing spectators and questionable trades, there are a few other rough spots. Especially annoying is the situation with the extra plays included on the CD-ROM version—the game can't find them! You are forced to copy them to the hard drive, which takes up a massive amount of hard drive space. To make matters worse, when the plays are copied over, they are still in "read only" status, and must be changed manually using DOS commands if you wish to edit them. This is a critical snafu that Sierra has indicated will be handled with a forthcoming patch. To a lesser degree, the game can be knocked for its lack of modem play capability, and the fact that the plays mentioned in the manual's tutorial are nowhere to be found in the game.

I really enjoyed FOOTBALL PRO 95, so much that this was a difficult review to finish. I found myself continually starting up the game to make notes for this article, but instead getting sucked in by the engaging graphics and superior game play. Many nights I wound up coaching when I should have been writing. The game's few flaws, while annoying, are hardly fatal. And even with these small problems, FPS: FOOTBALL PRO '95 is deep enough, solid enough, and good looking enough to pull even the most ardent football fan out of his post-Superbowl depression. With this game, Sierra has once again broken away from the pack of competitors trying to tackle the secret of its success, diving in for another big score.

THE EDITORS SPEAK

FRONT PAGE SPORTS: FOOTBALL PRO '95

RATING ★★★★★

PROS Great ratings editor, more play selection options, and roto-scoped player animation improve what was already the best football game available.

CONS Minor bugs, and the AI has trouble with player trades.

SIDELINE SOFTWARE
ORDERS 1-800-888-9273 ONLY
YOUR PC IMPORT & CLOSEOUT CONNECTION

NEW PC TITLES	TYPE	$
Arcade Pool	Sports Simulation	30
Cannon Fodder 2	Arcade Simulation	40
Chaos Engine	Action Arcade	40
Desert Strike	Arcade Action	40
Dragon's Lore	Adventure	45
Heimdall 2	Role Playing Game	45
Inferno	Space Simulation	50
Jungle Strike	Arcade Action	45
KA-50 Hokum	Flight Simulator	45
Klik and Play	Game Creator	55
Micro Machines	Racing Arcade	40
Pizza Tycoon	Strategy	50
Power Driver	Racing Simulation	40
Project X	Arcade	35
Retribution CD ROM	Strategy	45
Rise of the Robots	Fighting Game	45
Transport Tycoon	Simulator	50
Universe	Adventure	45
Zeppelin	Strategy	45

PC MAGAZINES
Get the latest news on the best PC titles from the U.S. & Europe! These high gloss, full color magazines also feature demo-packed PLAYABLE cover DISKS OR CD ROMS with each issue! Titles include: PC Format, PC Review, PC Zone, PC Plus, PC Power, PC Home, Multimedia Now, CD ROM User, and PC Gamer! Your choice! Only $10 each!

SHIPPING (UPS Ground) For up to 3 pieces, by payment Mastercard & Visa $5.00 • C.O.D. (Cash Only) $10.00
Next day & second day air available! Call for prices on special shipping. Shipping times not guaranteed. Price & Availability subject to change! No refunds or exchanges. Defective products exchanged with same item. Products warrantied through Sideline. FAX ORDERS CALL (305) 491-6134
Need Info? Call (305) 491-9519 DEALER INQUIRIES INVITED!
840 N.W. 57th Court, Ft. Lauderdale, FL 33309

DON'T MISS THESE DISCOUNT PC DEALS !

A-320 Airbus	24.95	Dave Ledbetter Golf (Grawa)	26.95
4-D Sports Boxing	18.95	Deluxe Strip Poker 2	18.95
A-Train	26.95	Dracula	21.95
Ancient Art of War in Skies	24.95	Dune	18.95
Armageddon	18.95	Dynamix Football Pro	24.95
Arctic Baron	21.95	El Fish	16.95
ATAC (Microprose)	24.95	Epic	21.95
B-17 Bomber (Microprose)	24.95	Eternam (Drakhan 2)	18.95
Bard's Tale 3	18.95	Evasive Action	18.95
BAT 2	21.95	Falcon 3.0 / Thrustmaster Joystick	49.95
Battle Tech 2	18.95	Flashback	24.95
Birds of Prey	21.95	Fool's Errand	16.95
Brutal Sports Football	18.95	Four Crystals of Trazar	21.95
Carriers at War 2	26.95	Genesia	18.95
Campaign 2	21.95	Global Conquest (Microprose)	21.95
Castles	16.95	Hardball 3	21.95
Centurion Defender of Rome	18.95	Harpoon & Battle Set 2	18.95
Command HQ	18.95	Hero Quest	18.95
Contraptions	18.95	Ishar, Legend of the Fortress	18.95
Creepers (Psygnosis)	18.95	It Came From the Desert	14.95

DISCOUNT TITLES

Jack Nicholas Greatest 18	9.95
Jet Fighter 2 Bundle Pack	16.95
Joe and Mac Caveman Ninja	9.95
King's Quest 6	21.95
Legacy (Microprose)	24.95
Legend of Kyrandia	21.95
Lemmings 2	28.95
Lil' Devil	24.95
Mantis	24.95
Mike Ditka Football	18.95
Nigel Mansell's Grand Prix	21.95
Out of This World	21.95
Pacific Islands	21.95
Pacific Strike	29.95
Patriot	24.95
Pirate's Gold	24.95
Populous & Data Disk	24.95
Power Monger	19.95
Premier Manager 2	21.95
Pushover	18.95
Quarterpole Horse Racing	16.95
Ras Nebular	24.95
Sargon 5	9.95
SEAL Team	24.95
Secret of Monkey Island 2	21.95
Secret Weapons of the Luftwaffe	24.95
Seven Cities of Gold New Ed.	24.95
Shadowcaster	26.95
Shadowlands	18.95
Sim Ant	21.95
Sim Earth	21.95
Sim Life	18.95
Sleepwalker	18.95
Space Crusade	18.95
Special Forces	21.95
Spoils of War (RAW)	18.95
Star Legions	21.95
Strat-O-Matic Baseball	21.95
Super Tetris	14.95
Task Force 1942 (Microprose)	24.95
Team Yankee	21.95
Terminator 2 Chess	18.95
The Immortal	19.95
The Lost Admiral	21.95
Tornado w/Desert Storm CD ROM	26.95
T.V. Sports Baseball	21.95
T.V. Sports Basketball CD-ROM	18.95
T.V. Sports Boxing	21.95
Twilight 2000	16.95
Ultima 6	21.95
Ultima 7	24.95
Ultima 8	27.95
Utopia	18.95
V For Victory (Utah)	21.95
W.W.F. 2 Wrestling	18.95
Waxworks	14.95
White Death (Raw)	18.95
Wing Commander Academy	24.95
Winter Olympic '94 Lillehammer	21.95
Wizkid	18.95
W.W. 2 Flight Sim. Tool Kit	18.95
Wrath of the Demon	16.95
Zool	21.95

THREE GAME COMBO PACKS ALL FOR
Test Drive 2, Star Control, Hoverforce $21.95
Comanche, F-14 Tomcat Supremacy $21.95!

Circle Reader Service #107

FREE CD

Games, Utilities, Fonts, Applications, Gifs

Shareware for Windows & Dos
Suitable for all family members

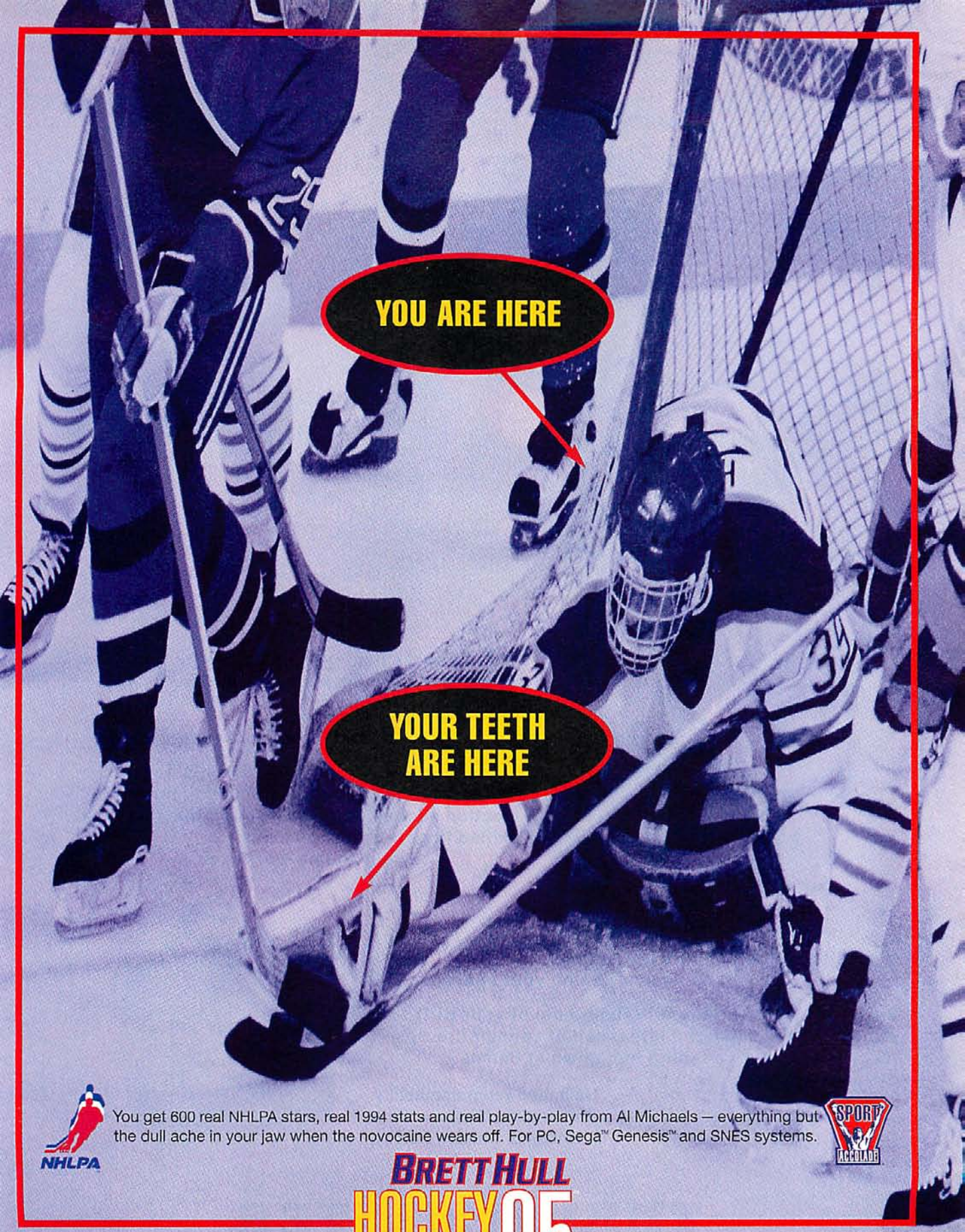
600 plus Megs of Shareware
SOME Inc.
© 1994

100's of games including Doom and over 15 from **Apogee** (Mystic Towers, Rise of the Triads, Hocus Pocus, Wolfenstein 3D, Raptor, Duke Nukem II, Monster Bash, Blake Stone, etc.)

600 + Megs of the best shareware available on one CD. It's your's **FREE**. All you pay is $6.95 non refundable shipping & handling. Please mail your request to the address below. Send your Check, Money Order, (payable to SOME Inc.) Visa or Mastercard Number including the Expiry date. Please enclose your signature for credit card orders. Please include a description of your computer hardware. Sorry no phone orders or CODs. Allow 6 - 8 weeks deliver

SOME Inc., Dept. CGW,
P.O. Box 1858, Ferndale, WA 98248-1858

Circle Reader Service #357



NHLPA

You get 600 real NHLPA stars, real 1994 stats and real play-by-play from Al Michaels — everything but the dull ache in your jaw when the novocaine wears off. For PC, Sega™ Genesis™ and SNES systems.

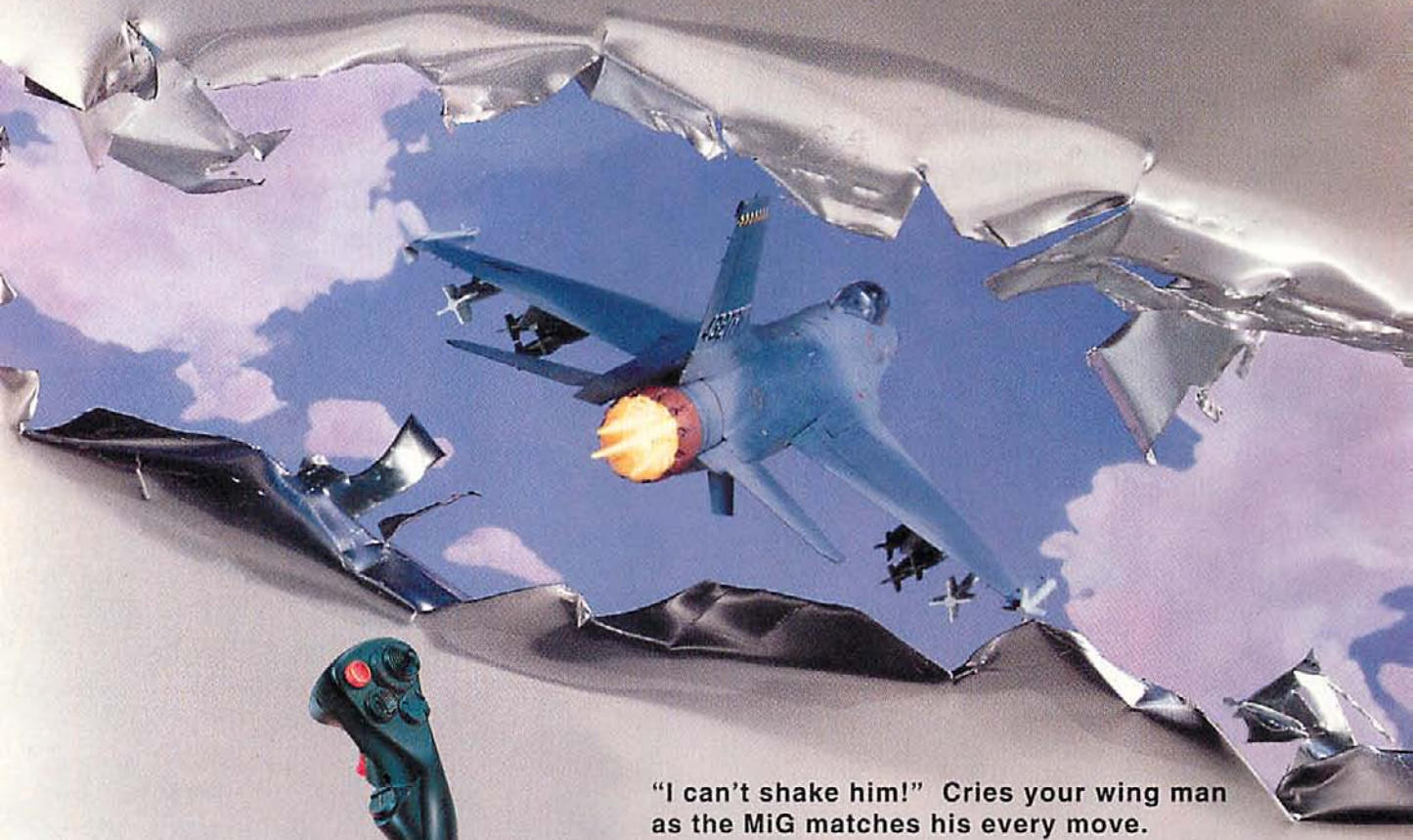
SPORT ACCOLADE

BRETT HULL HOCKEY 95

ANY MORE REALISTIC AND YOU WOULDN'T WANT TO PLAY IT.

Brett Hull Hockey '95 is a trademark of Accolade, Inc. Al Michaels' name is used under license by Accolade, Inc. Accolade is an official licensee of Brett Hull and the National Hockey League Players' Association. ©NHLPA 1994. The Sport Accolade Logo and name are trademarks of Accolade, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ system. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Super Nintendo Entertainment System is a registered trademark of Nintendo of America, Inc. ©1991 Nintendo of America, Inc. All rights reserved.

CUTTING EDGE



F-16 FLCS™

"I can't shake him!" Cries your wing man as the MiG matches his every move.

Fearlessly, you push the **ThrustMaster® F-16 TQS™ throttle** forward and your Falcon roars to the rescue.

The force of acceleration slams you into the ejection seat as you tear through the sky. Your skilled fingers dance over the **fully programmable switches** as your thumb works the **TQS™ trackball.**

Your other hand tightens around the **ThrustMaster® F-16 FLCS™ stick** as you maneuver behind your enemy.

Suddenly, the MiG falls into the funnel of your HUD. Squeezing the trigger, a lethal hail of cannon fire rips through his ship - sending him down in flames.

F-16 TQS™

Unlimited Programmability
Unparalleled Performance
Uncompromising Reality

THRUSTMASTER®

THE REALITY SPECIALISTS

10150 SW NIMBUS AVENUE PORTLAND, OR. 97223-4337 PHONE (503)639-3200 FAX (503)620-8094

Circle Reader Service #161

The Way Of The Air Warrior

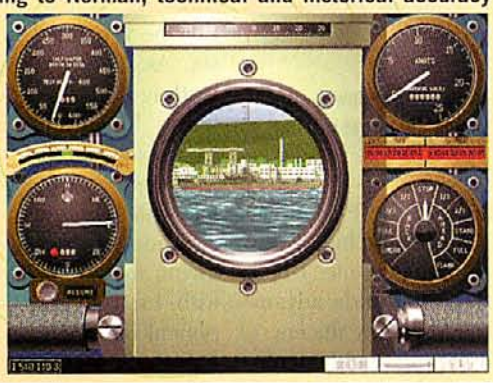
There I was at 30,000 feet when suddenly... That was a popular way for WWII pilots to begin boastful tales of exaggerated flight exploits. While reaching 30,000 feet in an F-16 is a trivial matter, climbing a Spitfire or P-51 Mustang to that altitude took a bit of time. And given how cold and thin the air is up there, I don't imagine it was a particularly comfortable altitude to fly at in an aircraft of the era. Nevertheless, just the other night I found myself in a Spitfire at 30,000 feet....

I was flying SVGA AIR WARRIOR on the GEnie network. I fly as "Group Commander" of a band of over 30 simulation pilots organized into two squadrons. These two squadrons collectively form the 94th Composite Group, FSAF, and we adorn our callsigns with the "<FS>" insignia. We were executing a series of runway-denial missions against the enemy, the abominable "A Landers." We'd knocked out a couple of their runways and had settled into a "home defense mode" flying a series of BARCAPs (barrier combat air patrols) along the border waiting for the inevitable counter-attack. The counter-attack came in the form of four A-26s staggered over a few square miles and at fairly low altitude. When the A-26's first became visible, I was the only fighter airborne in the area. Calling their position to my countrymen over the "radio" (you type messages on a "radio channel"), I dove toward the first bomber. Apparently, the lowest A-26s panicked as I dove on his wingman and he crashed his aircraft. That's a mission kill. I split-S'ed onto my intended target and shot it down quickly. Two down. Spotting the third ahead and below me about one o'clock low, I firewalled the throttle and dove in chase. The A-26, when not carrying bombs, maneuvers quite well, and there are several Air Warriors who fly them like fighters in the arena, usually to the engaging fighter's dismay. I'm not sure what this particular bomber pilot intended to do, but he executed a break turn. So far, none of the A-26s appeared to have any gunners. Maybe he was turning to engage me, maybe not. Either way, his turn toward his homeland allowed me to catch up.

A VETERAN OF SIMULATED AIR WARS OFFERS LESSONS IN STAYING ALOFT AND STAYING ALIVE

ON THE RADAR

The radar has picked up a signal identified as SILENT HUNTER, a WWII sub simulation being developed at SSI by Carl Norman. SILENT HUNTER is a high-resolution simulation of the US submarine fleet in the Pacific theater. According to Norman, technical and historical accuracy are prime concerns of the design, and to that end he has hired a WWII sub skipper as a technical advisor. Look for this boat to surface later this year.



LESSON 1: PREVENTING OVERSHOOTS

He was at least 100kts slower than me, so I had to execute a series of barrel rolls to remain behind him. The barrel rolls converted my speed from the "horizontal" plane to the

by Tom "KC" Basham

"vertical" one. Without necessarily wasting undue amounts of energy, I managed to remain behind the target despite his slower speed. The barrel roll, executed by pulling the stick back and to one side while usually applying a little rudder in the intended direction of the roll, is a typical form of "using the vertical" and is a good way to prevent an overshoot during a dogfight. If you find yourself rapidly closing on a bandit from astern, you've got to find a way to slow the closure or you'll overshoot into his gunsight. You have the usual choices, slow down and waste your kinetic energy away or maneuver out of plane, thus conserving your overall energy state. The bomber had either no gunner or a very poor gunner and I managed to down it as well. Three down.

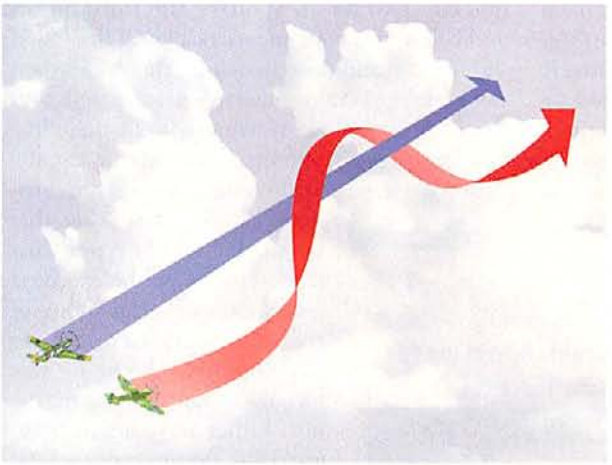
The fourth bomber was too far away and headed for a different friendly airfield. I was low on ammunition and at low altitude. There was no way I could catch him. Fortunately, my countrymen had been scrambling during the two minutes I was strafing the other bombers, and my wingman, <FS>Padlock, was rapidly approaching a firing position. I landed my Spitfire at the nearest field and relaunched. Seconds after I was airborne, <FS>Padlock killed the last bomber before it could destroy any of our airfields.

<FS>Padlock and I became separated as I continued to patrol the same area. A few minutes later I realized the enemy had given up attacking those particular airfields and had moved the war to another area. Since I was all alone and in friendly territory, I decided to screw around. I didn't know exactly how high a Spitfire could climb, so I decided to find out. It took a while, but I eventually found my self at that legendary altitude, 30,000 feet. I hadn't been paying much attention to my surroundings and suddenly noticed I had crossed into enemy airspace. Naturally, I figured being at 30,000 feet would place me safely above any enemies I might encounter.

I soon noticed an ally, another C Land pilot, heading below me into enemy territory. Coming toward him, also below me, was an enemy P-51. This looked like an easy kill. Most P-51 pilots I've come across aren't interested in dogfighting. Although the P-51 Mustang handles well, its high speed is usually its greatest attribute. In fact, among AIR WARRIOR pilots the plane is called the "Runstang," since most P-51 pilots prefer to keep it at high speed and use hit-and-run tactics against their targets. Although slow to accelerate, the P-51 can sustain speed well and is very difficult to catch. Unless, of course, you're at 30,000 feet and looking down at the Mustang. A Spitfire can easily exceed 450kts in a power dive from high altitude, giving a "Runstang" a run for its money. All I had to do was wait until the P-51 dove onto my ally, then I'd dive onto him. Even if the P-51 decided to engage me, I had several thousand feet of altitude advantage. He probably wouldn't have the energy to climb to me. His nose would fall off, I'd roll onto his six, and gun his brains out. Nothing to it.

NOT A CHANCE! Without a tail-gunner, this A-26 can't do a whole lot about the fighter on its tail. All the fighter has to do is match speed with the target, line it up, and rip it apart.

I radioed a warning to my ally, then prepared my attack. As I watched the P-51's movements I noticed something was wrong. Although my ally was moving away along his original heading, the P-51 made no attempt to engage it. As I began a gentle turn at 150kts (and all turns at 30,000 feet and 150kts better be gentle) to keep the bandit in sight I realized he was coming toward me. Not only was he coming toward me, but he was gaining angles and altitude on me in a hurry. I had seriously misjudged his altitude and his speed; he was higher and faster than I anticipated. Now he was bearing down on me in a hurry. The Spitfire doesn't handle well at those altitudes, especially compared to a fast P-51. My world of advantage was becoming a world of hurt in a hurry.



ROLL OUT THE BARREL If you are rapidly approaching a slower-moving target, barrel rolls help keep you behind the target without wasting kinetic energy.

LESSON 2: FIGHT ON YOUR OWN TERMS

The most important thing in any fight is to fight on your terms, using your strengths to exploit your opponent's weaknesses. I had built a huge potential energy advantage but was being confronted by an adversary with a huge kinetic energy advantage. Staying at that altitude would have been suicide. The Spitfire held the maneuvering advantage at lower altitudes; I needed to be either 10,000 feet higher and dive on the Mustang, or be 10,000 feet lower and outturn him. I rolled into the attacker, buried the nose below the horizon, and shoved the throttles forward. Maintaining a spiral dive, I kept the P-51 just enough off my tail to prevent him from shooting. Watching the rear view I saw that he remained firmly camped on my six. As speed increased, I increased g-loading until the screen began to darken from "blackout" and prayed I'd find some way out of this fix.

Somehow, I got back down to 19,000 feet without getting any enemy lead in my airframe. My speed was now over 300kts, giving me ample kinetic energy to work with. I started a 6g pull-up toward my opponent figuring it high time I turned the fight back to my terms. Not surprisingly,

FREE
CATALOG
with every order
FREE
SHIPPING
on any two in-stock games
and on backordered games
FREE
SHAREWARE
GAME
with every order
FREE
NEWSLETTER

TITAN
GAMES
One W. Seminary St., Brandon, VT 05733
8am-Midnight Eastern Time, Mon.-Sat.
1-800-247-5447

☐ Send me your current newsletter.
☐ Here's $2. Send me your catalog, $2 off coupon and newsletter.

Name
Address
City
State, Zip
© 1994 Titan Games

Circle Reader Service #117

the P-51 refused to follow my pull-up. He leveled his wings and continued his dive at high speed, taking him deeper into enemy territory. He obviously recognized the fight was about to switch to my terms and decided not to play anymore.

LESSON 3: KNOW WHEN TO CALL IT QUITS

But the story continues. I was still around 19,000 feet and over 250kts when the P-51 decided to run, and I decided to give chase. A dive from that altitude presented a reasonable chance of catching the Mustang. At first, I closed within gun range and scored a couple of hits on the P-51, evidenced by debris flinging from his airplane. Before I could finish him off, though, the P-51 pulled out of gun range. Figuring he'd outrun me I prepared to break off the attack when, suddenly, we stumbled on that lone ally that I thought the P-51 intended to attack earlier. I don't know exactly how it happened, but the P-51 and this ally started dogfighting. I made a couple of high speed runs past the fight, but couldn't get a decent shot at the Mustang. By this time we were down to 8,000 feet and my fuel gauge approached "empty." A quick glimpse at the "radar" screen indicated a large number of enemy aircraft in the adjacent sector, more than likely *en route* to our position.

Although I dearly wanted to kill that Mustang, I still had to cross a lot of enemy airspace to get home. There could be other bandits waiting to ambush me on the egress path. I still had enough altitude left to make a diving run for home, but a protracted fight with the Mustang might suck us down below 2,000 feet. The P-51 had already tried to disengage from me and now found himself in another fix; I could find myself in a similar position if I wasn't careful. No, it was time to go. I pointed the nose at the nearest friendly base. Diving at full throttle, I accelerated and passed uneventfully back into friendly territory. From what I could tell in my rear view mirror, the P-51 dove away in the opposite direction and likewise escaped my ally.

FAILURE OR SUCCESS?

When I landed, I received a meager allotment of points for damaging the P-51, but I received no kills. This mission might be considered an utter flop by some, but I consider it reasonably successful. First, when at 30,000 feet I seized the opportunity and planned an attack on my terms. Although unable to execute the attack, I learned a valuable lesson on judging the enemy's energy status. I tried to decipher his capabilities and intentions too early and made a drastic error. Second, although on the defensive, I didn't let the enemy dictate the fight. I correctly chose to take the fight to my arena rather than push a bad position and I knew my own energy status well enough to reach "my arena." Third, I successfully shook the bandit and escaped a defensive posture. Fourth and finally, I knew when to get out of Dodge. In simulations it's easy to take chances or run risks you wouldn't take with your real life. Although AIR WARRIOR lets "dead" pilots immediately re-launch, a similar "death" can end careers in campaign-oriented flight sims. That I "survived" may have little merit in the AIR WARRIOR arena, but such survival requires judgmental skills applicable to many other simulation arenas.

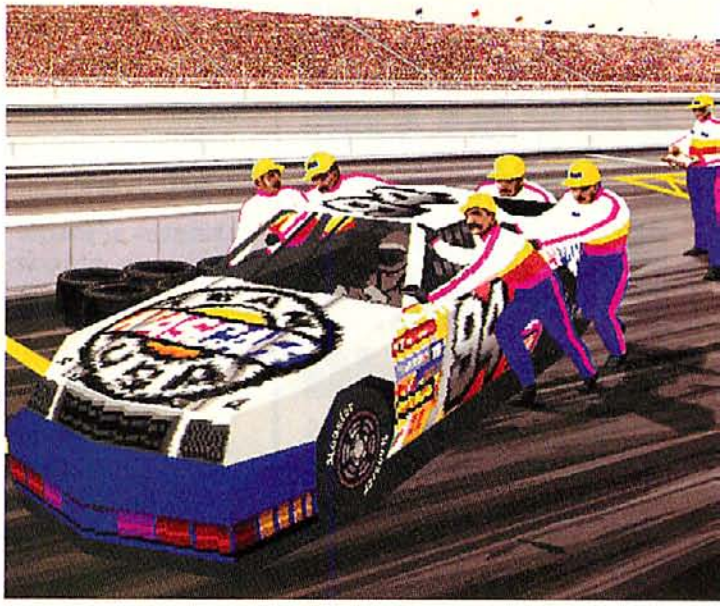
THE HEIGHT ADVANTAGE The Mustang has the speed, but the Spitfire has the altitude. With a diving pass, the Spit might put some hurt on the Mustang before it can run away.

The point is: air combat isn't just about maneuvering. The one-versus-one maneuvering skills which are so important in the various modem contests are only part of the equation. Surviving the environment—from FALCON 3.0's Kuwait to AIR WARRIOR's Europe to RED BARON's France—requires additional skills. If you want to survive campaigns, you've got to be a great dogfighter, but you must also accurately assess the entire environment and know when to say, "It's time to go home." Good hunting!

Road Hog!

We Look To The Digital Circuits And NASCAR RACING Is All We Can See

by Gordon Goble



O.K., I ADMIT IT—I'M NO MECHANIC. I CAN PUMP GAS, GAP A SPARK PLUG, AND CHANGE A TIRE OR TWO, BUT that's about it. Everything important under the hood seems to be too hard to reach, oil gets my clothes dirty, and stuff gets too hot to work on when the darn thing's been running. Yet I've got a working knowledge of the way things fit together, and I definitely take pride in being a pretty good driver.

The same holds for my experience in the world of computerized racing. No one loves a good racing sim more than I do, yet my experience has always come behind the wheel, not under it. When WORLD CIRCUIT came along, I was in my element—a little more wing here, a little less there, then off to the races. INDY CAR RACING taxed my limited knowledge further, but rarely did I need or want to further explore the intricacies of advanced car set-up. Even at full race distance, a default "Ace" machine with a mild tweak or two and a ton of on-track experience seemed to be more than enough to garner a flattering result.

My how times have changed.

The hottest new rod in the racing stable of **Papyrus Design Group**, NASCAR RACING, in addition to being a monumental leap forward in simulation graphics, has forcibly turned this garage geek into a masked mechanical marvel. It has compelled me to come to grips with such foreign terms as "weight jacking," "camber," "caster," and the myriad of forces at work on a car during each of its runs from full to empty. It has been an eye-opening and ultimately rewarding experience, and one very much based in reality. Fortunately, this mysterious self-transformation has not been at the expense of a ripping good racing experience, for it is in the heat of battle that NASCAR RACING reaches its pinnacle, and what a lofty perch it is.

NASCAR RACING

Price: $59.95 CD-ROM, 3.5" Floppy
System Requirements: IBM compatible 386-33Mhz, 4 MB RAM for VGA graphics; 486-66Mhz, 8 MB RAM for SVGA graphics; 15 MB hard drive space; supports most major sound cards.
Protection: None
# of Players: 1-2 (modem)
Designers: Adam Levesque, John Wheeler, David Kaemmer
Publisher: Papyrus Design Group
Somerville, MA
(800) 836-0033

Graphics, mechanics, and the racing experience: this trio of elements work hand-in-hand to push NASCAR RACING into the realm of gaming immortality. Surely it must be considered the best total racing experience ever created. But let's take a step back for a moment...

ANCIENT PAPYRUS

It was little more than a year ago that Papyrus brought INDYCAR RACING to the personal computer, and almost immediately, digital racers across the globe were heaping generous portions of deserved praise on this new racing gem. But nowhere was INDYCAR more stunning than in its textured "3-D" visual presence—it was a fitting conclusion to the years of work that went into its creation, even if its low screen resolution (320 x 200) kept it looking a bit ragged around the edges.

To the average game player with the average computer, NASCAR RACING will look pretty much the same as INDYCAR: the same textured format, the same sense of depth, and the same rough edges. But, for the lucky people with a screaming CPU and fast video card, there is another, very distinct, version of NASCAR RACING set aside just for you. NASCAR RACING in SVGA (640 x 480 palette, available only on CD) will take you fortunate few into a new dimension of visual racing pleasure, one that combines the depth of INDYCAR with the clean lines of WORLD CIRCUIT, then adds a clarity and attention to detail that is rare indeed in this, or any other genre of computer gaming.

Suffice it to say that once SVGA NASCAR has been witnessed, there just ain't no goin' back. But before you take a peek at its high resolution glory, make sure you're willing to invest in the hardware required to handle the software. Although Papyrus recommends a minimum 486-66, rumors have it that even some Pentium 66 owners don't have quite what it takes. Testing for this review was performed on a Pentium 90-powered

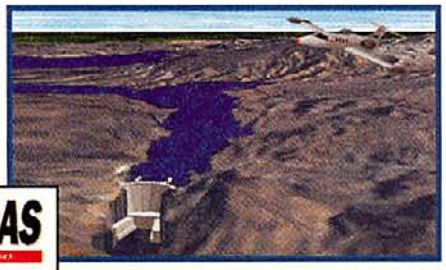
The Ultimate Flight Experience

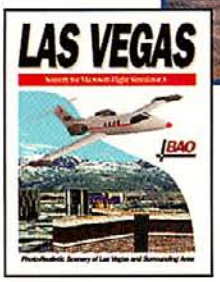
Introducing the total Flight Simulator adventures from BAO

BAO Publishing, developers of *Microsoft® Flight Simulator™* presents the ultimate flight simulation experience with BAO's *Europe 1, Las Vegas Scenery, Flight Simulator Flight Shop* and *Tower*, the most realistic ATC simulation available.

Feel the tension mount (and the sweat start) as you direct heavy traffic from the tower at Chicago's O'Hare airport; take a chance and play the odds in Vegas as you complete a fly-by of the casinos and surrounding desert; proudly step back and admire your latest plane design with custom colors and graphics all ready for her maiden customized flight adventure or fly the Alps and discover Europe from the air. All this and more is possible with BAO. File your flight plan today and start your adventure.

"A sure bet for computer pilots who demand realistic scenery"
—Greg Harris, Editor of *Full Throttle*





Challenge your skills with a fly-by of Hoover Dam and other famous Las Vegas landmarks.

Las Vegas Scenery offers you startling, realistic, 3D-level detail of Las Vegas and the surrounding desert. The scenery combines actual satellite images with special aerial and ground-base photography to faithfully recreate more than 4,000 square miles of the Nevada landscape. Tour scenic Lake Mead, the famous Vegas "Strip" or catch a stunning view of Hoover Dam, one of the man-made wonders of the world. You set the itinerary.

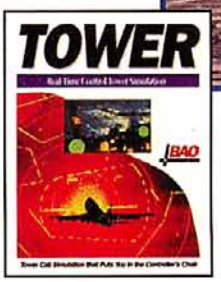
Europe I *includes over 100 airports with taxiways, moving objects, unique buildings and approach lights.*

Europe I lets you explore from the air the scenic countries of Germany, Austria, Switzerland and the Netherlands. You'll discover beautiful cities like Berlin, Munich, Vienna, Geneva and Amsterdam. All major roads, waterways, lakes, cities, the Alps and landmarks are realistically recreated including all IFR/VFR airports. Experience Europe from your own cockpit.

An easy-to-use (windows-based) aircraft factory lets you design your own plane.

Flight Simulator Flight Shop puts the tools in your hands. You build, customize and paint your own planes and a flight dynamics editor allows you to specify the flying characteristics. Share your designs with other flight enthusiasts through BBS's such as *CompuServe®*. Create your own flight plan and send it to the built-in Flight Service Station (FSS) and then hop in your flight simulator airplane for an ATC controlled flight.

"Best of Show" at C.E.S.
—Awarded by *Game Bytes* Magazine



You'll calmly choreograph the movement of incoming and outgoing air traffic high above Chicago's O'Hare airport.

With *Tower* the responsibility is all yours! As a tower controller, thousands of passengers will rely on your ability to make split-second decisions. You'll handle realistic aircraft takeoffs, landings and ground movements through a 360 degree panable window view. Based on FAA and Transport Canada's professional training simulation software, *Tower* puts you in the middle of all the action.

BAO™
Developers of Microsoft® Flight Simulator™

See your local retailer or call:
(217) 356-0188
for more information

©1994 Bruce Artwick Organization, Ltd. Microsoft is a registered trademark of Microsoft Corporation. Flight Simulator is a trademark of Bruce Artwick. Europe I was designed for BAO by Alting Software under license, and produced by the Bruce Artwick Organization, Ltd. Tower is a trademark of Aviation Simulations, Inc., a joint venture of Wesson International, Inc. and Bruce Artwick Organization, Ltd. CompuServe is a registered trademark of CompuServe, Inc. BAO is a trademark of Bruce Artwick Organization, Ltd. All rights reserved. Printed in the U.S.A.

computer with an ATI Graphics Pro Turbo (2 MB VRAM) video card, and eight MB 70 ns RAM. This combination of equipment really had NASCAR racing, although even at such a level of computing prowess, little bits of detail and/or numbers of opponents had to be reduced in order to keep the frame rate up. Is it all worth it? Well, just how much of a racing fan are you?

WHERE THE RUBBER MEETS...

NASCAR RACING ships with nine tracks: the superspeedways of Talladega, Michigan, Atlanta, and Darlington; the smaller ovals at Phoenix, New Hampshire, Bristol and Martinsville, and the sole road course at Watkins Glen. In Papyrus tradition, all circuits are faithfully recreated, as are the included NASCAR cars. While some of the big guns are curious in their omission (you won't find a Dale or a Bill), there is sure to be some logical reasoning behind their absence, and the extremely authentic recreation of the Mark Martin, Rusty Wallace, and Geoff Bodine cars are more than threatening enough. Completely variable detail is available at each and every track, as is minimum and maximum frame rates, and the number of cars that are actually drawn ahead and behind. Removing the grass texture at Watkins Glen may be just what it takes to get the game running smoothly on your machine, and after all, it is only grass.

The ultimate goal of the NASCAR Racing racer would have to be a full race distance victory against top notch opponents, but before one runs, one must learn how to walk, and it is advisable to drop the opponent skill level to say 90% or so, then begin by checking out the feel of a NASCAR in a practice session. Pull up a relatively easy track such as Talladega, and you'll quickly discover that you're in command of a big, rumbling, sliding, land whale. Meet Mr. Wall. Meet Mr. Tire-On-Fire. Have fun. Get pissed off. It's all a learning (and deprogramming, for you INDYCAR fans) procedure. But, gradually, it will come together. Soon you'll be truckin' along with some back markers, then attempting a big, looping pass, then recognizing the facets that make NASCAR RACING such a popular pastime for both racers and fans alike. Hit the "F10" key and take an "arcade" view of things...but you'll quickly go back inside the cockpit. With a little seasoning,

What's That Tune?

The way to the winner's circle lies straight through the garage. Wrench work is quick and easy, which is good because you'll be doing a lot of it if you want to win.

Adjusting shock stiffness should be an early priority, since the defaults are uniformly lousy. The left front shock often has the greatest default stiffness, yielding terrible handling on left-turning ovals.

Greater downforce also increases resistance, and only testing reveals the best solution for each track.

Even fuel capacity must be considered, since each gallon weighs almost seven pounds. But empty tanks make the car tend to understeer.

You can adjust the gear ratios to suit the track, using taller gears for greater top speed and shorter gears for faster acceleration.

NASCAR cars mostly turn left, increasing weight on the right front tire. You can redistribute weight to the left and rear, restoring rear axle stability and grip.

Underinflating tires increases grip, while overinflating them enables higher speeds, but properly inflated tires will wear the slowest.

You adjust camber depending on how the tires heat up on the track. If temperatures aren't the same on the outside, middle and inside, camber needs adjusting.

Join GEnie now, and we'll give you $50 worth of FREE services during the first month!

THIS OPPONENT IS PROGRAMMED TO BE CHALLENGING.

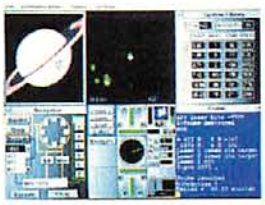
this one wants to rip your lungs out.

If you think you're good at games, then let's have some real fun. When you're online with GEnie® Multi-Player Games, you're playing real people, in real time. Some of the best players around the world. □ Splash a bandit in Air Warrior®, and you've just taken out eight other guys, who'll be back gunning for you. Blast a MechWarrior® in MultiPlayer BattleTech™, and who knows? Could be that jerk from the coast. Could be a mercenary who's looking for a few good friends. □ With GEnie, the possibilities are endless, the people are terrific, and even the prices are competitive. So put some new life into your joystick, and sign on. We'll see just how good you are. □ To sign up online, turn your modem on and dial 1-800-638-8369 or in Canada 1-800-387-8330. Enter **JOINGENIE** at the prompt. When asked for the special offer enter **ADB423**.

Call 1-800-638-9636
TDD 1-800-238-9172

AIR WARRIOR®

MULTIPLAYER BATTLETECH™



STELLAR EMPEROR™

KESMAI corporation

GEnie®
multi-player games
BEST GAMES AROUND!

Circle Reader Service #228

Air Warrior is a registered trademark and Stellar Emperor is a trademark of Kesmai Corporation. MultiPlayer BattleTech is a trademark and MechWarrior and BattleTech are registered trademarks of FASA Corporation. Some restrictions apply. Find out what they are before you sign up by calling or logging on to GEnie. This offer is in lieu of all other offers, and is for new subscribers only. Available in U.S. & Canada only.

OVAL OF MADNESS Bristol's mere half-mile length will constantly test your car setup, your driving skills and your sanity. The steepest slopes on the circuit (36 degrees) barely keep you out of the grandstand.

you'll be ready for an experimental race, and that's where the boys take a backseat to the men.

The NASCAR train. Drafting. Cooperative driving. Learning that tucking in behind another car for a few laps might just keep one's tires from morphing into boiling, burned-out pancakes. Pitting. Ordering your pit crew to change one tire only, while forgetting the body damage—that'll take too much time. The 55 mph pit lane speed limit. Assorted parts that fly off and lay dead on the track—a dormant monument to foolish driving. Realizing that some body damage is better left unrepaired. So you've lost your hood—keep on keepin' on. But most of all, learning that driving smoothly is driving to win.

The NASCAR Racing racing experience is unlike anything ever presented on computer. The car is big and slow off the mark but filled with momentum, yet contains a certain consistency that takes a lot of acclimation. By the time most successful passes are finalized, one may be well under braking, and wa-a-ay into a four wheel drift. But the wacky thing is, such drifts can be controlled, and there is a certain beauty in controlling the monster. It'll take quite a few hours of driving to realize just when and where such moves can be pulled off and when and where they can't, but there is most definitely a method in the midst of madness. You see, NASCAR comes with something else that certainly ranks with the other innovations mentioned earlier—unbelievable artificial intelligence. In short, the AI is A-1. Let me explain...

So far, I've managed to complete two half races, at Atlanta (a second place finish on what must be the most perplexing of all tracks for both driver and mechanics) and Bristol (a win in the bullring to end all bullrings). Both were strong finishes, albeit against opponents at 98% skill level, and both were the result of a happy marriage of smooth driving and pit and prerace strategies (which I'll explain in a moment). But the one common thread lies in the amazing AI shown by the computer-driven battery of opposing drivers. Dueling brake zones is a common practice in NASCAR, yet fortunately, the other drivers consistently realize the need to keep their own machines intact for any chance of a decent finish. Without exception, if the human driver shows a healthy respect for the laws of physics, the computer opposition will show that same respect for the player's deep braking. "Slotting in" between two cars under braking is both gut-wrenching and thrilling, but if you've got a door "covered," they'll always know you're there. If this is an accurate representation of real life, and I have every reason to believe it is, there is no wonder that the NASCAR fraternity is such a close knit bunch.

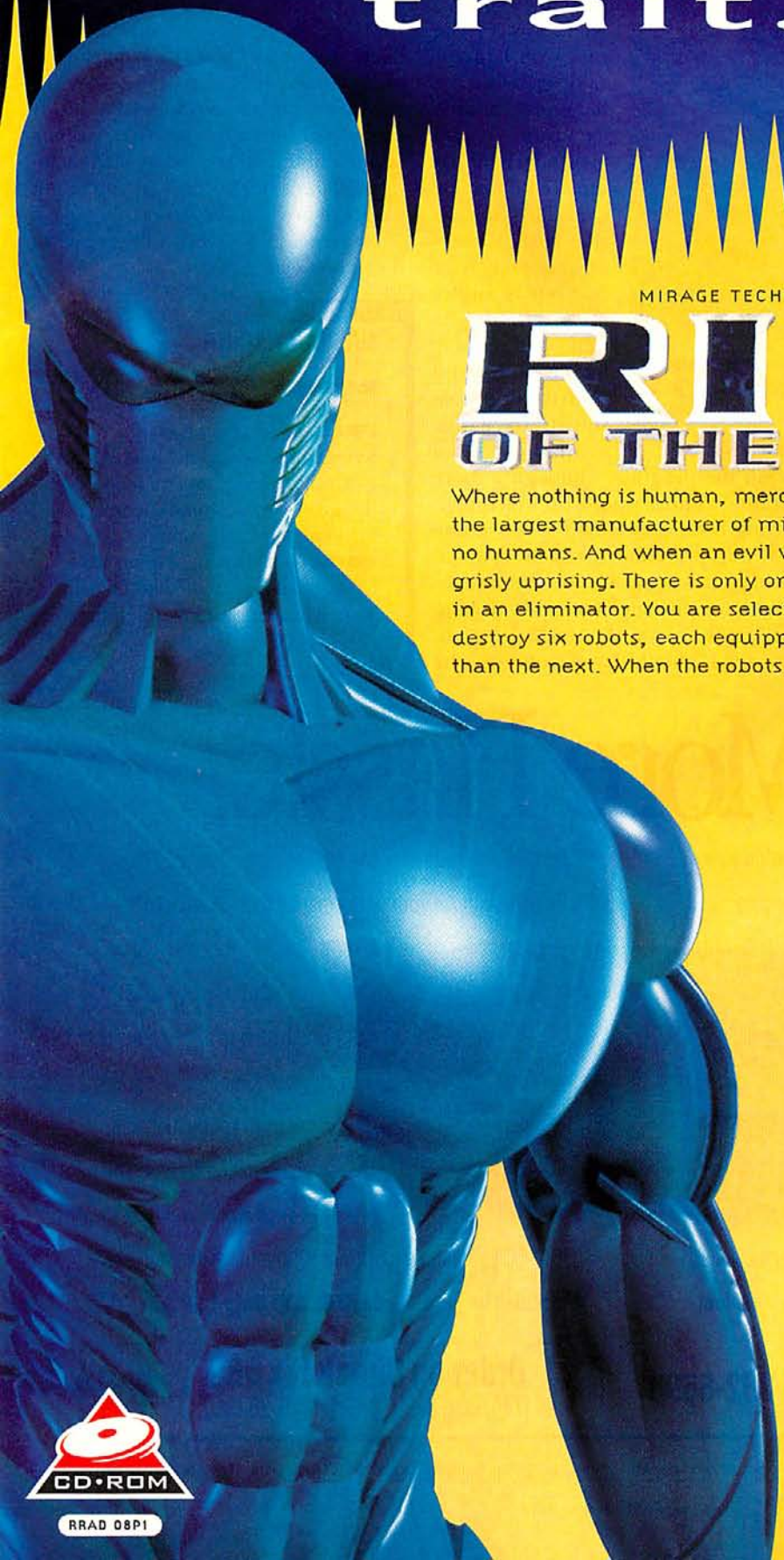
FLOORING IT AT TALLADEGA Serious speed freaks will steer towards Talladega, the biggest, fastest NASCAR track. You can reach speeds of 200 mph here, but you'll need a Pentium to run it in high-res like this.

FOR WANT OF A WRENCH...

But it was in Atlanta that I came to understand fully the relationship between a smart car set-up and a good finish. One hell of a taxing track, Atlanta is two huge turns and two very short straightaways. Preparing a durable car here is necessary, puzzling, and wonderful when you get it right. The default "Ace" set-up was great for say, 30 laps or so, but then came the frustration as that corner carving ability that propelled me from 21st to 1st began to dissipate. Lap after lap, my speed dwindled and I watched in horror as my lead evaporated. Sinking further and further into the pack, I realized my mission wasn't just on the track but back in the garage too. More stagger, more weight in the rear to compensate for a lessening fuel load, more nitro in the front right tire because it was burning up after 25 laps. Take the car out with a full tank, take it out with a half tank, then an empty tank. What does it do differently? So many questions... so little time.

In the end, I had a car that was almost undriveable in the first half-dozen laps, got going pretty good after a couple dozen circuits, and managed to keep pace as each pit stop approached. I never had to change a setting at any stop, even though NASCAR Racing allows one to "radio" ahead to the pit for desired alterations. Fortunately, I didn't hit a thing all race, so the question of repairing or not repairing body damage never came up. Oh, the final set-up, the one that did the trick? Well, you start off by putting just two pounds of pressure in *all* the tires, then you stick all

MERCY is a human trait.



MIRAGE TECHNOLOGIES PRESENTS

RISE OF THE ROBOTS

Where nothing is human, mercy is a foreign concept. At Electrocorp, the largest manufacturer of military and industrial robots, there are no humans. And when an evil virus infects, the robots begin their grisly uprising. There is only one way to end the rampant evil: send in an eliminator. You are selected. You are the Cyborg. You must destroy six robots, each equipped with more superior battle skills than the next. When the robots rise, there can be no mercy.

Ultimate in 3-D graphics and animation

First game with film-quality, controllable graphics

TIME WARNER INTERACTIVE

CD-ROM

RRAD 08P1

Visit your local retailer, or call 800-482-3766 to order.

© 1994 Time Warner Interactive

Circle Reader Service #282

DELAY OF GAME The replay mode is great for checking out those multi-car wrecks you cause. Turn off car damage, steer into traffic and—voila!—instant position advancement.

the weight on the *right* hand side, yeah, that's it...

For those of you with a lot of racing to do, and only little bits of time in which to do it, NASCAR RACING permits the saving of races, but just one at a time. (Curiously, during one save/restart at Bristol, the entire pack slowed to a crawl for its final *twenty-two laps*! This occurred only once, yet may be a future concern.) As is always the case with Papyrus racing products, the replay mode is exceptional, and viewable from or centered upon any car. This means that with 40 cars on the track, over 300 replay angles are available! As well, replays may be cut and saved to disk. Printable statistics are also available from within the program, although a more detailed report would be welcomed. Having been disqualified *after* winning at Michigan, I wanted reasons, dammit! Perhaps it was my 150 mph post race flier down pit lane? Or was it driving backwards around the track? I dunno. One final "should have" concerns the victory celebration: there is none. Are you listening, Papyrus?!

Finally, NASCAR includes a paint kit that permits customizable visual alterations to one's own steed. Again, as with INDYCAR, my resulting graphical image defies description in a classy publication such as this.

As you can see, NASCAR RACING is loaded with more features than you can pump a piston at. For the die-hard auto-racing fan, it has no peer. If you've got the hardware and the tenacity to tame a 3000 lb. beast, NASCAR will see you to the winner's circle.

THE EDITORS SPEAK

NASCAR RACING

RATING ★★★★★

PROS Jaw-dropping graphics in SVGA, impressive opponent AI, and ground-breaking physical modeling; in sum, the most comprehensive racing experience in gaming.

CONS Hefty hardware demands for SVGA graphics and maximum detail. The victory celebration is nothing to cheer about.

No More Hassle.

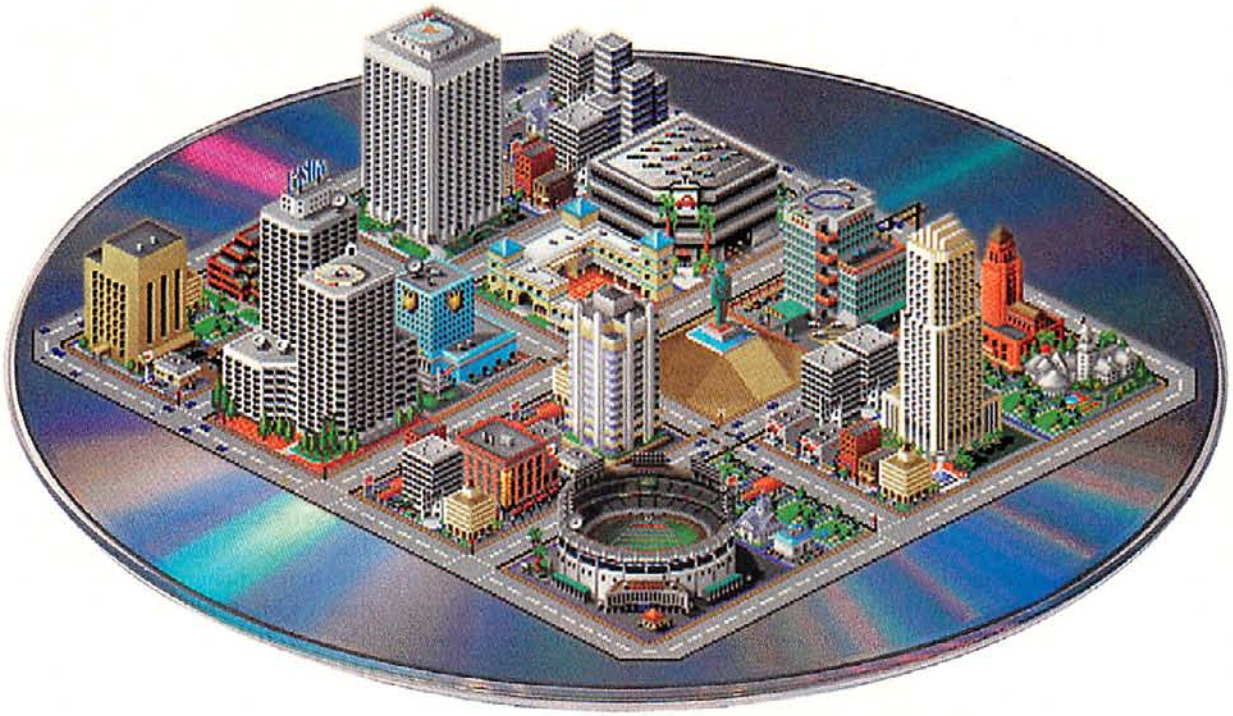
Tired of fumbling with joystick cables behind your computer? Are you spending more time changing joysticks than playing your favorite games? You need a hassle-free alternative: the **Joyswitch™**. At last you can jump from joystick to joystick, game to game, with the speed and ease of turning a switch. Connect up to four devices (flight sticks, yokes, steering wheels, game pads, etc.) and two sets of foot controllers (rudder or gas / brake pedals) to your computer. Maximize your performance by switching to the "right" joystick for each game, instead of using whichever one happens to be connected to your computer. Get greater value from your expensive, specialized controllers. The Joyswitch works with most IBM PC compatible controllers. Joystick extension cable included for FREE! **Order TODAY! Only $59.95.** Suggested Retail Price

VISA **To order call: (714) 362-8698** OR **Order on Check Six BBS** (714) 362-8299 (8-N-1 1200-28.8kb) MasterCard

© 1994 Lead Pursuit, Inc., Joyswitch is a trademark of Lead Pursuit, Inc. For more information call or write to: Lead Pursuit, Inc., 27068 La Paz Rd. #466, Laguna Niguel, CA 92656 Phone: (714)362-8698 FAX: (714)831-4334.

Circle Reader Service #211

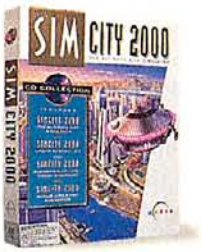
One extra large helping of urban reality, served up on a silver platter.



SIM CITY 2000 CD COLLECTION

Drop this silver platter in your CD-ROM drive and feast your eyes on the *pièce de résistance* of simulated games: the SimCity 2000® CD Collection—three complete SimCity 2000 products on one CD.

This cityscape is so real you can taste it. Go ahead, expand your subway before breakfast. Terraform your landscape after lunch. Reshape your skyline before supper. And see it from a variety of delicious 3-D angles.



Urban Renewal Kit: Paint the town with color-cycling animation.

And forget buying add-ons: the CD Collection comes complete with all of SimCity 2000's a la carte items. The Urban Renewal Kit allows you to customize buildings and graphics—you literally can paint the town. Scenarios Volume 1 makes it all too real—you'll wrestle with 10 real disasters in 10 real U.S. cities. And bonus cities and scenarios further extend your city limits. So dig in to the ultimate city simulator. The SimCity 2000 CD Collection is now served.

Scenarios Volume 1: Take on Mount St. Melon's and 9 other disasters.

Three SimCity 2000 Products on One CD.

MAXIS

Available for DOS CD. © 1994 Sim-Business. All rights reserved. SimCity 2000 and Maxis are registered trademarks of Sim-Business. For product or ordering information, contact your local retailer or call **1-800-33-MAXIS.**

Bird On A Three Wire

Electronic Arts' U.S. Navy Fighters

by Denny Atkin

In October of last year I got a ride in the back seat of an F-15 Eagle. It was a flight sim fan's dream, and an unforgettable experience that no sim will ever compare to—unless they develop a way to project eight G's of force from a VGA monitor. (I'm sure Thrustmaster's working on it.)

I did find a way to relive much of the excitement of that experience without having to connive my way back into an F-15's ejection seat, thanks to **Electronic Arts'** U.S. Navy Fighters. High-resolution graphics and some of the best sound yet to grace a flight simulation help USNF provide a realistic combat environment, but it's the top-notch flight model and wicked enemy artificial intelligence that round out the experience. Such realism does come at a price: while USNF will run on a 486SX-25 system, it has options that can bring even a Pentium-100 to its knees.

U.S. Navy Fighters

Price: $59.95
System Requirements: IBM compatible 486-25 (486-66 recommended), 4MB RAM (8MB recommended), SVGA graphics, CD-ROM, mouse, joystick; supports most major sound cards.
Protection: None
Designer: Brent Iverson
Publisher: Electronic Arts
San Mateo, CA
(800) 245-4525

THE RUSSIAN FRONT

The geographic setting is the Ukraine in the near future. Hard-liners have regained control in Russia, ousting Boris Yeltsin and threatening to retake control of former Soviet territories. The U.S. has pledged to defend Ukrainian sovereignty, and has sent the carrier *Eisenhower* to help shore up Ukrainian defenses. You'll fly the A-7 Corsair II, F/A-18 Hornet, F-14 Tomcat, and Su-33 Flanker (on loan from the Ukrainians) on a variety of missions; towards the end of the campaign your carrier will also be equipped with a navalized version of the stealthy F-22 Lightning II advanced tactical fighter. There's also a fictional naval version of the F-104 Starfighter that's not used in the primary campaign, but can be flown elsewhere in the simulation. Twenty-nine other aircraft types appear in the game, under computer control. These range from the Ka-50 Hokum and Mi-24 Hind helicopters through the KC-135 and IL-96 transports to the B-52 and Tu-95 bombers.

Along with the campaign, USNF also features 50 single missions (14 training and 36 combat), as well as two custom mission creators (Quick and Pro). The Single Missions feature 14 training missions—covering basic flight, stalls and spins, and air combat—as well as 36 combat missions. The Quick Mission creator is great for those times you just have the urge to blow something up. Select one to three allied aircraft (all must be the same type), as well as up to 15 enemy aircraft (up to five each of three types), and an optional ground target. Then arm your plane and take to the skies. You can also choose the altitude, weather, distance from the enemy, and whether the situation is neutral, offensive, or defensive. If you're itching for a close-in dogfight, you can also select guns-only combat.

ON THE CAMPAIGN TRAIL

The campaign mode is where USNF really shines, though. Each mission is introduced with a full-motion video briefing (the CD-ROM contains over 40 minutes of video); some missions also feature pilot banter in the ready room that includes important clues on how to tackle some of the more challenging missions to come. The missions are much more interesting than the "attack the primary and secondary target" variety seen in many sims. Your first challenge is to escort an airliner carrying Boris Yeltsin as he attempts to escape the new Russian regime. Later missions involve attacking ground and sea targets, escorting friendlies, and protecting your carrier group.

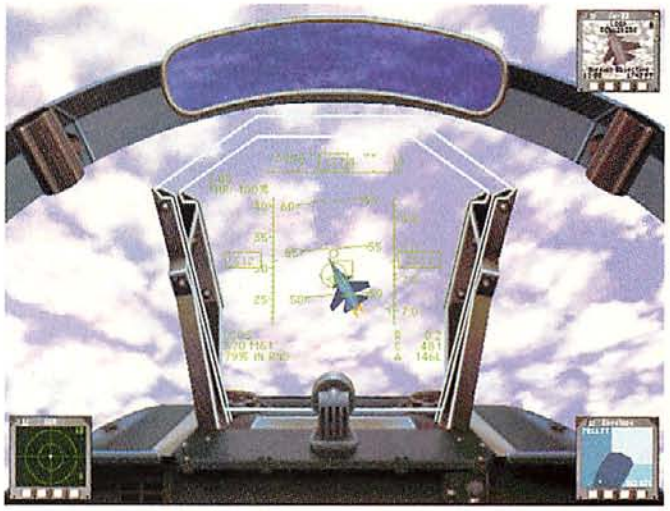
Unfortunately, the missions are fixed, and your success or failure doesn't affect what mission comes next. You can run out of aircraft and weapons, though, so if you destroy all your F/A-18s, you may end up flying your attack missions in rust-bucket A-7s.

If you fail five missions, the campaign ends. If you're killed, you can choose to refly a mission or end the campaign. You should never end up in a situation where you have to refly the first dozen or so missions, though, as USNF includes a feature to back up your pilots, and you can keep a failed mission from being logged by backing out to the main menu after the mission ends.

You won't be fighting a one-plane war

in USNF. In fact, because of weapon-load limitations, most of the missions aren't winnable without the help of your wingmen. A number of targets will be flagged as mission objectives, so you'll want to make sure you don't waste your weapons on peripheral targets and find yourself Winchester when faced with a flight of four fighters that must be destroyed. If that does happen, you can command your wingmen to attack particular targets, so all may not be lost.

The challenge doesn't have to end after you've completed the campaign. The Pro Mission Creator lets you create combat situations with multiple allied and enemy aircraft, ground targets and vehicles, and complex mission objectives. Missions can be as sophisticated as those included with the game. Individual planes or wings of up to six aircraft can be given commands to patrol, attack, or defend an objective. You can set up multiple waypoints for both air and ground forces.



DEAD TO RIGHTS! A lone MiG-29 pilot says his last prayer before this F-14 Tomcat ventilates his cockpit with some cannon rounds.

A MODEL FLIGHT MODEL

Coming from a team led by Brent Iverson, creator of CHUCK YEAGER'S AIR COMBAT, USNF doesn't disappoint in the flight modeling department. Aircraft performance differences are modeled accurately—you'll do much better in a close-in knife fight if you're flying an F-22 than an F-14. The biggest complaints--no accelerated stalls and the lack of inertia in rolls--are actually a testament to the realism and complexity of the flight model. While flying you'll deal with energy bleeding in turns, difficult high-speed pull-outs, slow engine spool-up, spins, and lift failure. The flight envelope changes with altitude, and corner (best turn rate) speed varies with each aircraft. Spins can present a particular challenge in some of the planes; recovery from a flat spin in an F-14 is difficult, and nearly impossible in an F-104. The only annoying deficiency in the flight model is roll rate, which is far too slow. The designers were forced to compromise the roll rate in order to get a decent video frame rate. But while roll rates are slow, they're proportionally slow, so an F-15 will still dramatically out-turn a E-2C. The damage model is well done, with systems such as elevators and hydraulics subject to failure when you're hit. There's a large selection of weaponry for arming your aircraft, but weapons system modeling is less than stellar—I've destroyed bombers with air-to-ground Maverick missiles.

QUICK TOUR OF THE UKRAINE The theatre map allows for careful mission planning and resource allocation.

Carrier operations are the best yet seen in a PC sim. On one takeoff I experienced a catapult failure and was forced to eject as my plane crossed the ship's bow. Landing using an authentic nose-up approach is difficult; you'll have to extend both flaps and brakes to maintain any sort of sink rate. If you're willing to sacrifice authenticity and point the nose at the deck until you're nearly down, it's much easier. An ILS display on the HUD simplifies lining up the approach. If you'd rather, you can activate the autopilot and just sit back and enjoy the ride.

USNF has complete support for the Thrustmaster control devices, including the FCS and F-16 FLCS sticks, WCS Mark I and II throttles, and RCS rudder pedals. Unfortunately, the designers ignored the popular CH FlightStick Pro, so you won't be able to use the view hat or extra buttons on that stick. I ended up completing most of the missions with a Gravis Phoenix, which was easily programmable to offer full throttle, rudder, and stick control for USNF.

Enemy AI is nothing short of fantastic. Computer pilots seem to recognize the strengths of their particular aircraft. On one flight I decided to take on a MiG-29 in an A-7; as I tucked in behind the enemy plane I heard "He's going vertical!" and looked to see the bogey taking advantage of his plane's better climb rate to get some distance from me. Other aircraft will use horizontal extension or superior turning ability to evade your fire. Watching a wingman engage an enemy plane is an amazingly intense and realistic experience—there are none of the jittery movements and unrealistic turning fights you see in less-sophisticated sims.

ENVIRONMENTAL IMMERSION

USNF not only has a great personality, but a pretty face as well. The simulation sets new standards for graphic detail and realism, and the sound has to be heard to be believed. Graphic resolutions in the game include 320x200, 320x400, 640x480, 800x600, and 1024x768. Detail is enhanced with texture-mapped surfaces and gouraud shading. The aircraft look fantastic, sporting not only camouflage but full

AWRIGHT, LISTEN UP! Full-motion video briefing sequences greatly add to the feeling that "you are there."

squadron and national insignia as well. The models look very authentic, except for the E-8 J-STARS jamming plane which has somehow sprouted an AWACS-style radome. USNF's higher resolutions eliminate most of the messy-pixel effect you see in many texture-mapped games. The sky and water textures are dazzling; the ground looks good, but won't make you forget you're playing a computer game. Unfortunately, combining this level of detail with sophisticated flight models and good enemy AI makes for a program that can tax even the most powerful microprocessors. Even on a Pentium-100, I found it necessary to turn off the cloud texture (which is only eye candy anyway) to get a smooth frame rate at the highest resolutions. A 486/66 ran the game smoothly at 640x480 with sky and water textures turned off—with them on it was like watching a slideshow. On a slower 486 you'll want to play in 320x200 mode with all textures off.

There's no instrument panel in USNF. Instead, you use a combination of the heads-up display and pop-up windows to monitor navigation, radar, systems, and weapons. Although this may annoy purists, the system works very well in 640x480 resolution. Unfortunately, the pop-ups are fixed in size: They obscure too much of the screen in 320x200 mode, and are too small in 800x600 and 1024x768. USNF does feature a canopy railing, equipped with a functional rear-view mirror in some planes, but only in the 640x480 and lower resolutions. Situation awareness is easy to maintain with a variety of internal and external views, smooth panning, and missile and target views. The F4 key padlocks the current target as long as it remains in your field of view; however, with no cockpit graphics for reference, it's too easy to lose track of what direction you're looking when the HUD isn't in view.

COMIN' IN HIGH AND CLEAR The view from this F-14 Tomcat on final approach looks great in 640x480, with pop-up windows clearly visible.

USNF sports ground-breaking sound support. Sixteen-bit digital stereo sound abounds, and most major sound cards are supported in native mode. The steady rumble of your engine, the whining of a missile lock warning, and the "swoosh" of a missile launch are to be expected, but you might be surprised when you switch to an external view and hear the growl of a tank's engine as it moves across the landscape—USNF has a wondrous variety of vehicle sounds. Best of all is the voice support. In the heat of combat you'll hear your wingman or radar intercept officer chime in with comments like "I'm takin' a shot" and "Get this guy off me!" The pilot chatter hasn't been toned down for the general audience; while you'll probably be amused when your RIO yells "C'mon, do some of that pilot shit," you might not enjoy explaining to your kids why he yelled "I'm gettin' a hard-on" when combat got particularly intense. The background music by The Fat Man and Team Fat is well done, supporting both native sound cards and General MIDI.

FINAL APPROACH

USNF is superb, but it's not perfect. There's no VCR replay feature—surprising given the development team's experience with CHUCK YEAGER'S AIR COMBAT, which had an excellent flight recorder. You'll be playing solo, as the game doesn't feature modem or network play. The Mission Creator is well done, but because only aircraft can be grouped, setting up waypoints for a group of ground targets such as tanks can be tedious and time-consuming. The careless omission of support for the CH FlightStick Pro is particularly irritating. And while it was unavoidable given the sophistication of the program, the steep hardware requirements (4MB minimum, 8MB to get all graphic features) may lock out gamers with older systems.

Those complaints aside, though, USNF is a stand-out simulation that should impress all but the most demanding sim players. Whether you have last year's 486-33 or next year's Pentium-135, the game can push your system to its limits.

THE EDITORS SPEAK

US NAVY FIGHTERS

RATING 4½

PROS Superb graphics and sound, good flight model, great dogfighting AI, and a mission builder that insures continued playability.

CONS No FlightStick Pro support and minor compromises in the flight model will annoy purists. Requires some serious hardware to get the most out of the graphics.

So real, you may have to notify air traffic control.

You no longer have to imagine the experience. Because now you can live the dream.

Introducing G-FORCE, the high-tech flight yoke that lets you pitch, roll, bank, soar and never lose control.

Activate dual fire buttons, throttle control, and more!

So flexible, it even transforms into a fixed-column steering wheel for driving simulations.

Try G-FORCE by Suncom. It's like a heavy dose of reality.

Suncom
TECHNOLOGIES

FOR IBM & COMPATIBLE PCs.

Screen shot of World Circuit by Microprose™

The Hardware Advantage for Entertainment Software

6400 W. Gross Point Rd., Niles, IL 60714 708/647-4040

THE GANG'S ALL HERE!

PATTON, ROMMEL, MONTGOMERY AND ZHUCOV! It was hardened master-minds like these that devised the strategies and led the forces in the fight for Europe during WWII. Now it's your turn to play general, giving orders to your best commanders in KOEI's exciting new video game **OPERATION EUROPE.**

Take charge of the Allies as they prepare to liberate Europe or lead the ruthless Axis in its push for global domination. Victory can be yours in the War in Africa, the famous tank battles at Kursk, Battle of the Bulge, Battle for Normandy and the Fight for Berlin.

Along the way, assassinate enemy commanders using Special Forces, have engineers destroy bridges and lay mines, sabotage supply lines and drop paratroop units into occupied cities.

ENGAGE YOUR ENEMY INSIDE CITY LIMITS!

AS COMMANDER, POSITION YOUR REGIMENTS FOR VICTOR

REPLENISH YOUR TROOPS TO BOLSTER FIGHTING POTENTIAL!

OPERATION EUROPE FROM KOEI! With this gang, the world will never be the same again!

- Relive historical WWII battles in six separate scenarios
- Select your commanding officers from a list of historical figures that include Patton, Rommel and Montgomery
- Sabotage supply lines to enemy cities by bombing bridges
- Eliminate enemy commanders using Special Forces units
- One or two player excitement

AVAILABLE FOR PC, SNES & SEGA.

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

Online Support offered on CompuServe: GO VIDPUB, Sect. 4

SUPER NINTENDO

KOEI

KOEI Corporation, 1350 Bayshore Hwy., Suite 540, Burlingame, CA 94010

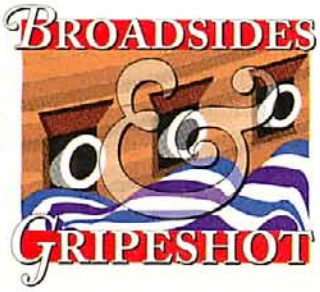
Operation Europe is a trademark of KOEI Corporation. Nintendo, Nintendo Entertainment System, Sega, Sega Genesis and the official seals are trademarks of Nintendo of America and Sega of America.

SEGA GENESIS

Wargaming Alchemy

CAN TRADITIONAL BOARD GAMES TRANSMUTE INTO COMPUTER GAME GOLD?

by Terry Lee Coleman



CONVERTING BOARD GAMES TO THE COMPUTER HAS ALWAYS BEEN SOMETHING OF A WARGAMER'S NIGHTMARE. As long ago as the 8-bit days, for example, **Avalon Hill** attempted to bring GULF STRIKE to computer shores. Frankly, if the real Desert Storm had been so ill-conceived, Schwartzkopf would have been run out of Kuwait on a rail. The garish color palette nearly glowed in the dark—a real shame, given the gorgeous maps found in the boardgame. Worse, the familiar hexagon-patterned map was gone, along with the combat results table. Yet, units still moved in the same six directions, but without any sense of distance or perspective available to the player. The lack of information on combat left players adrift, but the supply rules were so over-emphasized that only a maniacal logistician could love them. Overall, a dismal failure.

"So what?" you may well ask. After all, AH's early computer troubles are well-documented. But, unlike such abominations as B-1 NUCLEAR BOMBER, GULF STRIKE should have been better, since it was based on an award-winning boardgame from talented designer Mark Herman. With the computer taking care of the tedious aspects, this title seemed a sure winner. Its celebrated failure meant that AH spent years with only minimal effort in developing their extensive board wargame line to the computer.

A similar problem occurred with **GDW**'s WHITE DEATH, which covered the battle of Velikiye Luki years before **Atomic Games**' design on the same subject. Frank Chadwick and other design talents at GDW were shamelessly wasted, as the computer version bounced from publisher to publisher. Ironically, the clumsy interface and snow-blind graphics made the game nothing short of tedious.

How did such high-profile titles die the "slow death" on store shelves? Part of the problem was that the companies involved were trapped in a hobby-type mindset. A board wargame which sells more than 10,000 copies is a big hit, while a computer wargame could lose money with similar sales. In an effort to minimize risk, boardgame companies cut corners with programmers and artists, leading to lackluster and even unprofessional computer games.

Other publishers and developers came to the seeming defensible conclusion that if **Avalon Hill** and **GDW** couldn't pull off computer conversions of *their* successful boardgames, such efforts simply weren't worth the trouble. Companies such as **SSI** (after being successfully sued for the similarities between Avalon Hill boardgames in both COMPUTER BISMARCK and RINGSIDE SEAT), **SSG** and **Simulations Canada** began to try different approaches. SSI began to experiment with command control rules and (optional) randomized orders of battle; SSG emphasized the command perspective of the simulation and forced gamers to depend upon the AI of subordinate commanders; and Simulations Canada emphasized the nature of limited in-

G-2

*** Well, Avalon Hill sprang FLIGHT COMMANDER II on the gaming public with virtually no fanfare, but the on-line buzz is very good. Since it's an improved Windows version of the FLIGHT COMMANDER game that we loved for the Macintosh, we're not surprised a bit. This jet warfare game with a distinct board game feel does not test player's reflexes, but rather tests their ability to plan and conduct missions. This one is well worth a look.**

*** Charles Moylan, designer of FLIGHT COMMANDER II, has credited J.D. Webster's AIR SUPERIORITY and AIR STRIKE board games as an inspiration for FLIGHT COMMANDER. Rather than seeking legal action against Mr. Moylan, J.D. will be teaming up with him on the World War II follow up to FLIGHT COMMANDER, which will be based on J.D.'s OVER THE REICH board game. These two are a team to watch.**

*** Speaking of teaming up, HPS Simulations has formally teamed up with other small computer wargame publishers. Both Adanac (THE ROAD FROM**

(continued on page 160)

telligence within any combat situation (most successfully with naval combat and with lesser satisfaction in land combat). Whatever the approach, everyone seemed to agree that wargames on the computer needed to take advantage of what the computer could do (bookkeeping, fog of war, artificial opponents, etc.) and that boardgame conversions were the wrong strategy. So, ironically, just as the board wargame industry was undergoing a creative renaissance, producing several clever and innovative designs, the computer game industry had given up on its boardgame antecedents.

SHOT FIRED ACROSS THE BOW

Then, three products surfaced to turn around some of this perception: HARPOON, V FOR VICTORY, and THE PERFECT GENERAL. All were games which owed much to boardgame ancestors, yet they all brought additional computerized features to the party. Much of **Atomic Games**' success was a direct result of their stunning emulation of the look and feel of board wargames. They managed to make UTAH BEACH, the first release in the V FOR VICTORY series, seem fresh and exciting by improving the interface and offering more detail than previous efforts. HARPOON (see this month's Hall of Fame) took a different tack by using the computer to run the micro-management aspects of the detailed simulation and using the data retrieval/graphics capabilities of the computer to enhance the online help. It was still the miniatures level game that wargamers loved, but the computer helped them play and, as a result, get more bang for the buck. THE PERFECT GENERAL was based on a tabletop game and, as a result, it offered near-perfect play balance and a clear, understandable game structure. Movement, game phases, terrain rules, line of sight and every other rule was handled transparently by the computer so that all the gamers had to do was make their moves via easy mouse input.

As a result, these three wargames proved that there was still a market that wanted colorful, accurate and helpful versions of their boardgame favorites. Sadly, that wasn't what they received when another long-awaited conversion, AH's THIRD REICH, hit the market.

G2 *(continued from page159)*

SUMTER TO APPOMATTOX) and Incredible Simulations (DEFEND THE ALAMO!) will join forces with Scott Hamilton at HPS to combine their marketing and distribution resources. Meanwhile, HPS Simulations has announced the title for their West Front version of TIGERS ON THE PROWL. Dubbed PANTHERS IN THE SHADOWS, Scott is hoping for a late Spring release. It will feature the new (and considerably improved) TOP interface and game engine.

* Jeff Lapkoff of Incredible Simulations contacted us. He was pleased as punch to say that their DEFEND THE ALAMO! game is now being sold at that historic landmark. Meanwhile, Incredible Simulation's work continues on CUSTER'S LAST COMMAND.

* Another alliance is being formed at Alliance. The rumors are that they will be publishing the new Windows version of Steven Jones' BIG THREE. This time, this strategic level WWII European Front game will feature improved graphics and some artificial intelligence. It will still be playable by modem and e-mail.

* Attention PANZER GENERAL players. The early rumors on a follow up product indicate that it will *not* be an expansion disk. Instead, a full sequel product is on the drawing board with the working title of TANK COMMANDER. It is shaping up to include about nine scenarios for a British desert campaign, 14 for a British/US Western Front campaign, and about 17 scenarios for a Russian Campaign (including some fighting in Finland!). Conspicuously absent from the list of scenarios were Khal-kin Gol (the Russo-Japanese battle in 1939), Dunkirk, and a Red Star/White Star campaign on that great Berlin map from PANZER GENERAL. Also, note that the Windows '95 version of PANZER GENERAL (whenever it becomes available) *will* feature some of the improvements being made in the game's engine for TANK COMMANDER.

* One of our favorite board games, West End Games' JUNTA, is being converted to an online format for The Multi-Player Games Network. David Oldis at Tantalus software is heading up the project and is considering some of the board game's more interesting variants for an on-line appearance. JUNTA is fun at about one revolution per hour as players assume the roles of leading families in a corrupt banana republic. After the back stabbing, threats, and revolutions sweeping through the streets of the capital, the winner is the player who has skimmed off enough money to have the largest Swiss Bank account.

* Here's a note from Brian Walker, former editor of "another computer game magazine," who reports the following from the UK: "Empire Strategy have announced the forthcoming release of CIVIL WAR. This is their follow up to FIELDS OF GLORY, the Napoleonic game published by MicroProse in the US. (A game that proved remarkably popular considering the almost total absence of any AI). Many of the features that were slated to be in FIELDS, such as modem and network play, will definitely be included in CIVIL WAR. There should also be a 3D action battlefield with texture mapping, unlike FIELDS' tile-based maps. While the thrust is the campaign game, there will be scenarios (historical, random, and custom). They're still debating whether to make the game CD only, because the floppy version cannot include all of these features." Thanks for the update, Brian.

* News abounds concerning TACOPS. A scenario disk for the Mac version of the game has been released with some quasi-historical Desert Storm scenarios. Sometime in the Summer, says Arsenal guru Jim DeGoey, a Windows version of TACOPS will be gracing PC gamer's computers. Their WWII version of the game (PANZERS EAST) should be released soon thereafter. For more information, call Arsenal Publishing at (800) 247-1877.

* A more PERFECT GENERAL? As many of you who walk the wargaming side of cyberspace know, an industrious computer wargamer/programmer has hacked a PERFECT GENERAL scenario editor and map maker. Well, it was pretty good, but has been markedly upgraded and is well worth a new look. The interface and power of the tools provided are excellent. Internet jocks should check out: oldcolo.com /pub/uploads/pged15.zip; or wuarchive.wustl.edu /pub/MSDOS_UPLOADS/games/PerfectGeneral/pged15.zip.

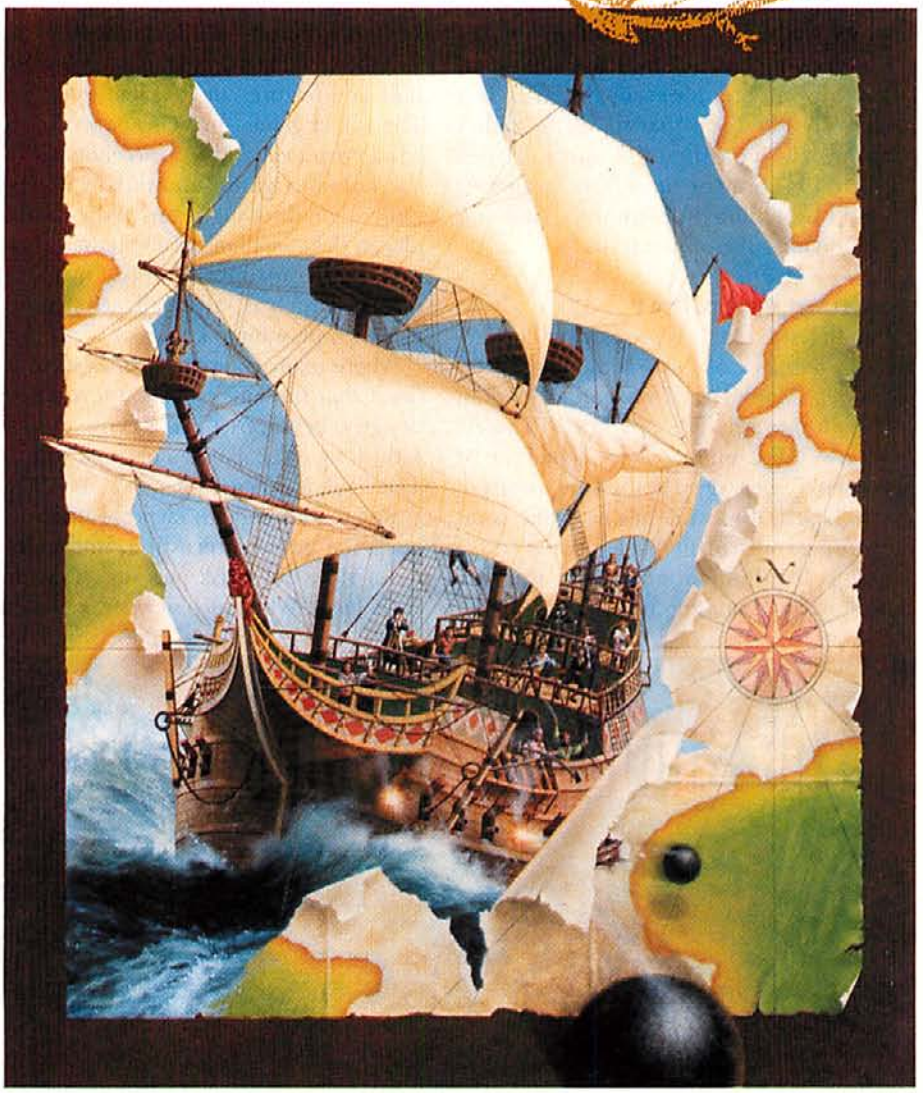
BREAKING AWAY FROM THE FLEET

HIGH SEAS Trader

Ever wanted to **sail** into the sunset? Visit **ports** of call known only to grizzled **18th century** sea captains?

Then let our unique **first-person** perspective and stunning **3-D** graphics put the wind in your sails! **Swashbuckle** away as you **trade** goods, vanquish **enemy ships** and create routes to **riches**. Take time to gossip in local **taverns**, repair **cannonball** damage, and stoke up your **crew's** morale. (A little rum, perhaps?)

Chart your progress with our authentic **navigational** aids, and revel in a world long gone: Where **fortunes** are fiercely defended, and only **skill** stands between you and the deep blue sea!



Features:

Variety of goods to trade and passengers to carry.
Command a crew of soldiers, sailors and apprentices.
Defend against pirates and enemy men-o'-war.
Buy and enhance ships from several models.
Highly intuitive interface.
Dynamic pricing and political models.
Strong replayability.

Travel the world in search of riches

Visit exotic ports on many continents

Engage enemy ships in realistic sea combat

Impressions

© Impressions Software, Inc. 222 Third Street, Cambridge, MA 02142

IBM PC Screenshots may vary

When released for the Amiga and Atari ST, it failed for several reasons. First, while the artwork matched that of the board game, this was one of the few cases where the boardgame map was so devoid of color and detail that, when compared to VGA games, it was akin to watching color film on a black-and-white TV. Worse, the AI was simply one of the most inept in gaming history. The computer was incapable of forming a cohesive plan of attack against anything resembling a competent defense. But the very worst was that the game didn't follow the boardgame's special rules faithfully. So, the standard strategies could be nullified or ignored. And you couldn't use the optional rules.

FOG OF OBSCURITY

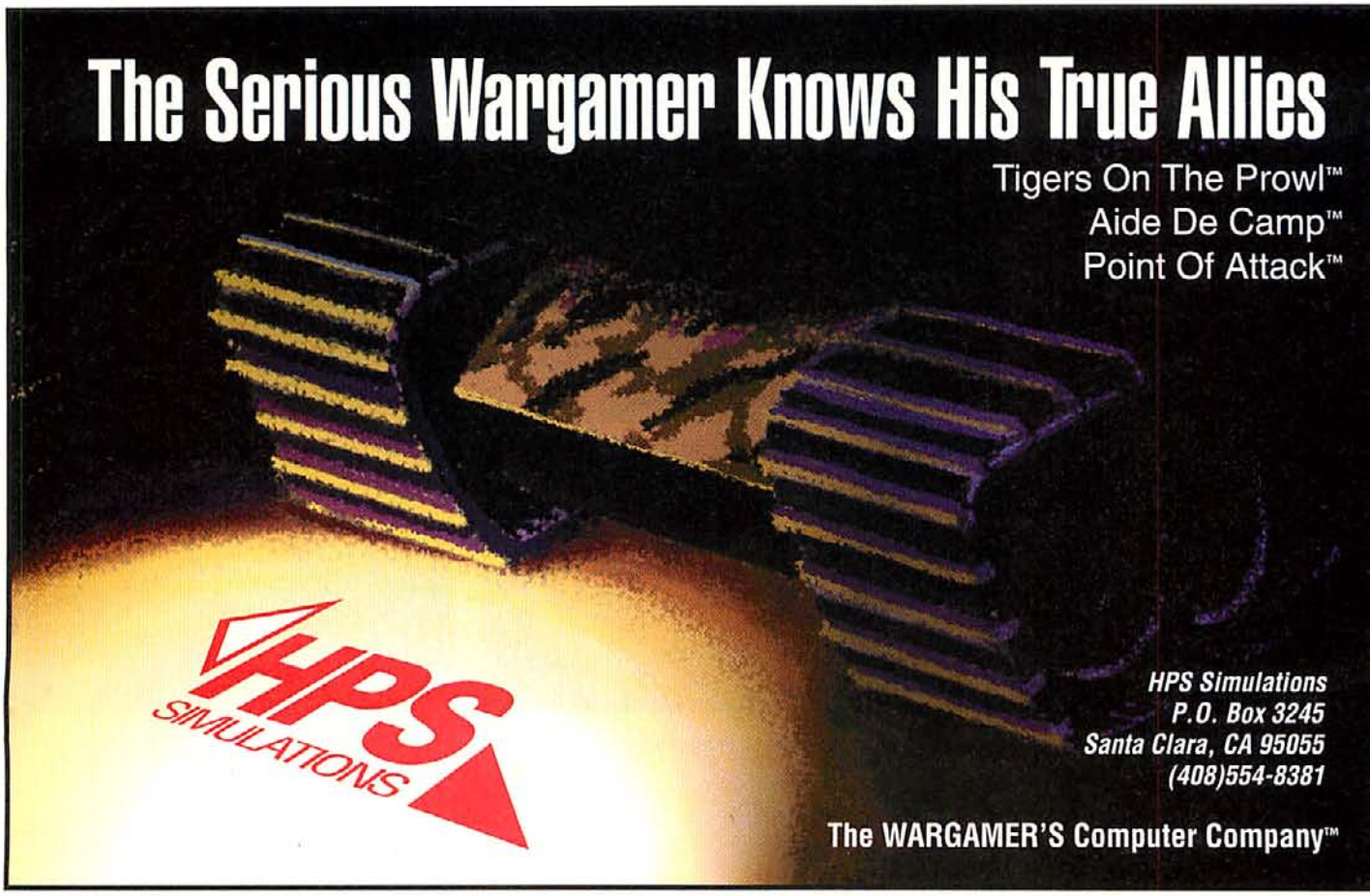
Among the many reasons why conversions fail, lack of focus is the biggest offender. Many board wargames give an insight into why Caesar routed Pompey, or why McClellan cowered in fear of Robert E. Lee, despite the restrictions of cardboard. And while it's true that computer games offer easier ways to do things like hidden movement, tracking supply, and handling line of sight, sometimes programmers and designers go too far. One thing I hear constantly from designers is "We have to get away from the old board wargame paradigm." Whether they are correct about this is quite another story.

For wargamers who yearn for their favorite boardgames on the computer, less may actually be more. **Avalon Hill**'s recent 5TH FLEET (reviewed on page 168) is a good example. While unlikely to be mistaken for HARPOON II, it is very accessible and features an excellent interface. The whole game—in VGA, not SVGA—has a crisp look and feel, accentuated by the colorful game manuals. Finally, rather than throwing reams of data at the player, the game holistically shows kill ratios, fuel consumption, etc., in game terms—which is, after all, what most gamers *really* want to know.

Where many computer games seem to think that the kitchen-sink approach to design is better, 5TH FLEET chose to stick with designer Balkoski's original intent. The result is a focused game on naval operations, with enough tactical nuance to keep the game interesting, but which never slows the brisk pace so crucial to excitement. While such devices as hidden units are evident, they add to rather than detract from the rest of the design. In 5TH FLEET, you always have a good sense of the situation as it develops, which leaves you able to concentrate on strategy and tactics, rather than struggling with the game system.

ON THE HORIZON

While computer wargaming has produced its own stars, such as Gary Grigsby, the influx of talent from the boardgaming arena can only help spark creativity—all of which is great news for wargamers. Although AH's upcoming 1830 (see the sneak preview in *CGW* #125) is a strategy game rather than a wargame, it features a strong AI, courtesy of MASTER OF ORION's Steve Barcia. Stanley Associates and Joe Balkoski are ready to follow the success of 5TH FLEET with the conversion of WOODEN SHIPS AND IRON MEN, due late in '95. Several other boardgame companies are signing deals to convert classic designs, most notably **GMT,** which recently signed SSI to publish THE GREAT BATTLES OF ALEXANDER. As a result, wargamers wait anxiously, hoping that these high-profile conversions become computer gold, rather than dying on store shelves.



For All You Wargamers Out There...

NOW ON CD-ROM!

You Asked For It. We Did It.

t's your game on your terms. Hex-based, actical, detailed. Sounds good. Looks even etter. You know the rules. Time to play.

The Future of Combat is Now.

eatures:

- Tactical, turn-based hex wargame
- Superb 256 color SVGA graphics
- Full scenario builder & unit editor
- 14 types of near-future military hardware
- Modem play
- 1 hex = 150 meters (range)
- 1 turn = 1 minute
- Fully animated movement & combat

FRONT LINES

Impressions

© 1994 Impressions Software Inc.
22 Third Street, Suite 0234
ambridge, Massachusetts 02142

Circle Reader Service #78

M PC SVGA Screenshots may vary

Full scenario builder and editor

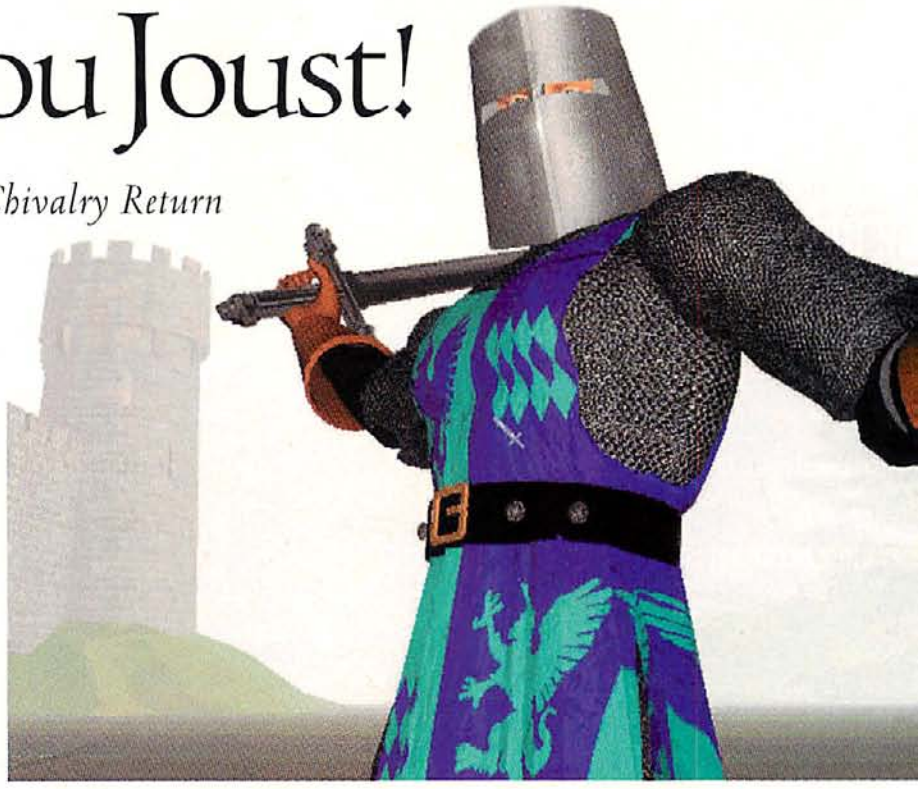
Intense 3-D rendered animations (CD-ROM Version)

Combat! Animated units defend HQ

Surely You Joust!

The Age Of Gallantry And Chivalry Return In Conqueror: AD 1086

by Johnny L. Wilson



AT FIRST GLANCE, CONQUEROR: AD 1086 SOUNDS LIKE ANY OTHER CASTLE AND CONQUEST GAME. In order to win, you must become...surprise!...King of England. Along the way, you get to build...another surprise!...castles. To build up your holdings, you'll have to...can you guess?...defeat other forces in tactical battles. To increase your resources, you'll also have to manage your initial fief and, later, your conquered fiefs, with capitalistic fervor. The war cry sounds familiar so far.

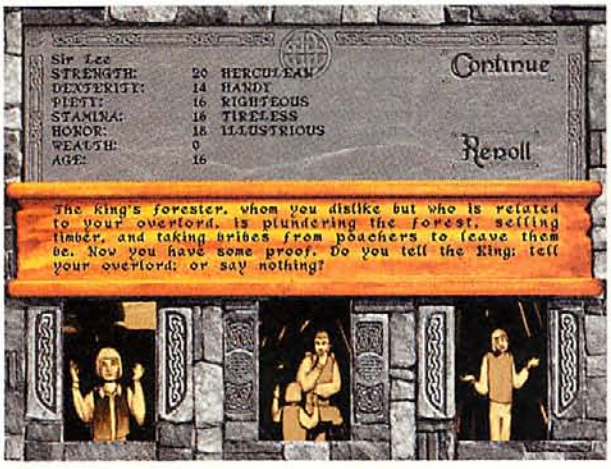
Yet CONQUEROR isn't exactly your run of the mill game of medieval conquest. For starters, it adds stunning graphics, a rich musical score and exciting action sequences to a sound strategy game. Furthermore, if you get strong enough, you can try an alternate route to success in the game: searching out and destroying a dragon that has been devouring cows and men, terrorizing the English and Welsh countrysides. These 3-D dragon hunting and fighting sequences are lavishly rendered and, though colorful, are just as deadly as trying to overthrow the king by fighting the experienced armies supporting him. You can win either way, but it's going to take a lot of game time before you're ready to face *either* master of England.

Of course, no piece of entertainment can rely on one special effect. So CONQUEROR doesn't waste its powerful 3-D graphics on dragons alone. It offers two extremely beautiful tournament sequences, a joust and a mock battle. The joust is magnificent, with an action sequence reminiscent of the classic DEFENDER OF THE CROWN from **Cinemaware**. Better than DEFENDER, however, CONQUEROR allows you to prepare for the joust like real knights prepared, using the quintain, a target mounted on the crossbar of a post. This helps you get used to moving the lance up, down, left and right with the mouse. What adds more color and charm to the tournament is that you may engage in courtly love, eliciting a maiden's favor and carrying her token into battle.

SNEAK PREVIEW
Game Still In Development

The mock melee is proof that the powerful 3-D engine isn't strictly invested in bouts with dragons. Each knight is formed of polygons and overlaid with colorful texture-maps for added detail. So the animation is fluid and fast, convincing enough to keep you coming back for more. This is extremely important, because mastering the first-person real-time combat action is essential before you besiege a castle. A good performance in the tournament will also give you an opportunity to receive additional land. Unfortunately, I wasn't able to test the AI for opposing knights because it wasn't ready at press time. Given any competitive level at all, though, it should be very satisfying.

CONQUEROR: AD 1086 is named for the year prior to William the Conqueror's death in which he ordered an elaborate survey of his conquered



A CASE OF CONSCIENCE Character is an integral part of the game. Piety counts, just like Strength and Dexterity, and it is determined by how you respond to a series of dilemmas in the moral "Arena."

This one you won't want to miss.

It's been nearly three years in the making with a budget we won't even talk about. It employed a team of over a hundred people, including programmers, artists, musicians and writers as well as Hollywood make-up and special effects houses (we liked the flames in *Backdraft*™ so we hired the movie's special effects house to bring in a little heat). As the creators of *Wasteland*™ and *The Bard's Tale*™, our goal was to produce a game every bit as innovative and unique. We think you'll like the results.

Art and Stuff
Graphically, the game is state-of-the-art stunning (we're a little biased but check out the screen-shots for yourself). We used a combination of live actors and computer generated creatures with Silicon Graphics environments and magical effects which were painstakingly rendered down to the finest crack, doorway and magical lightning storm.

The Box, the Book and Story
The packaging is every bit as cool as the game. Shipping in a special tombstone-shaped, hologram box, the package starts you on your quest "through dark corridors, treacherous sewers and subterranean realms of faeries, magick and the living dead." (We had to throw a bit of marketing hype in here somewhere.) Along with the skeleton hologram cover, you also get a limited edition, hard-bound Stonekeep novella by Steve Jackson and David Pulver.

The Game's the Thing
A combination of traditional role playing and interactive story-telling, *Stonekeep* mixes a detailed storyline and character interaction with puzzle-solving, magic systems, character attributes and combat. It all comes together in a system that allows for quality story-telling combined with a powerful, yet easy-to-use control system (intuitive without being watered down).

Interplay™ "By Gamers. For Gamers."™ is Interplay's slogan and *Stonekeep* is the kind of game we've always wanted to play. It looks cool, sounds great and tells a good story. It's one of those games you'll stay up playing until three in the morning on a work night. Basically, it's just a lot of fun.

A CD-ROM, Role-Playing Experience for IBM and Compatibles.

STONEKEEP

© 1994 Interplay Productions. Stonekeep is a trademark of Interplay Productions. All Rights Reserved. The Bard's Tale and Wasteland are trademarks of Electronic Arts.

realm; the results were reported in The Domesday Book, sometimes referred to as The Doomsday Census. This is appropriate since the theme of the game is amassing enough wealth and power to bring "doomsday" to your neighboring nobles. You begin the game as a second son of a wealthy noble. As such, you can either select a pre-generated character with built-in abilities and debilities, or create your own by going through a sequence akin to creating a character in THE ELDER SCROLLS: ARENA. In this case, you consider six moral dilemmas before your character is set and the moral die is cast. The attributes thus assigned (Strength, Dexterity, Intelligence, Piety and Stamina) will affect your performance in battle and diplomacy, among other factors. Once this phase is completed, a nifty animated movie has your liege lord dub you as a knight of the realm and the actual play begins.

JOUST DESERTS Entering the tournament without training on the quintain is likely to result in this askew view.

Tournaments, quests, battles and economic decisions await your noble command. You journey across a map of England with richer detail than any of the other medieval games to date. The map is even seasonally sensitive, since icons change with the calendar. The map is important because, assuming you conquer other fiefdoms, it will offer hints suggesting the best method of economic exploitation for each parcel. As of press time, it was not clear how dynamic the economic model for CONQUEROR was going to be (it appeared that you could sell anything at any given time and all of it for the same price). However, it was clear that there were many more products to mine or harvest than in the other games within the genre.

IT TAKES A FIEF Quality fief management is required in CONQUEROR: AD 1086. The game features more terrain types and a greater variety of products than other castles and conquest games.

Just as the game began with an emphasis on character, though, it also allows your character to develop. As in role-playing games, strength and dexterity are improved by practice. In this case, performing well in tournaments will increase dexterity and strength. Similarly, building a church or monastery will add to your piety, and completing a quest on behalf of your overlord increases honor. Naturally, winning battles also increases your fame rating and enables you to recruit armies at a reduced rate.

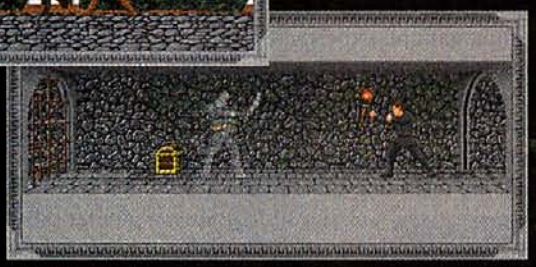
Add to this heady mix the further game ingredients of conversations with villagers, special weapons of varying capability, and the medieval blessings of the church. With such additions, CONQUEROR becomes a rather alluring hybrid action/strategy game with role-playing elements.

CONQUEROR: AD 1086 will be a visual feast. For me, it recaptures those Saturday afternoon experiences of my childhood where I watched brightly colored knights battle across movie screens in Technicolor and Cinemascope. Whether it was Sir Lancelot, Sir Ivanhoe, Robert Louis Stevenson's Black Arrow, or Taras Bulba signaling the end of Eastern Europe's medieval heritage, I relished the pageantry, gallantry and chivalry of the period. With regard to pageantry, CONQUEROR has it right. The gameplay will determine the rest.

QUEEN FOR A DAY A chivalrous knight has the opportunity to wear the colors of a lovely lady, assuming his courtly conversational grace is worthy of her winsome wit.

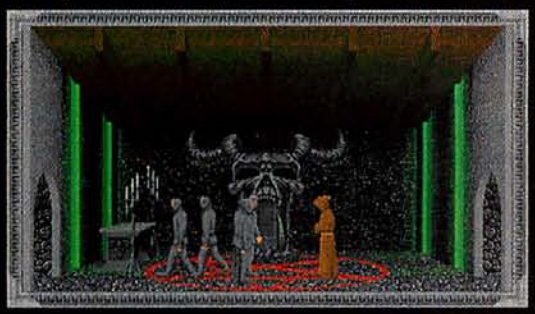
SHADOWS OF CAIRN™

Ghostly guards protect the treasures of Cairn.

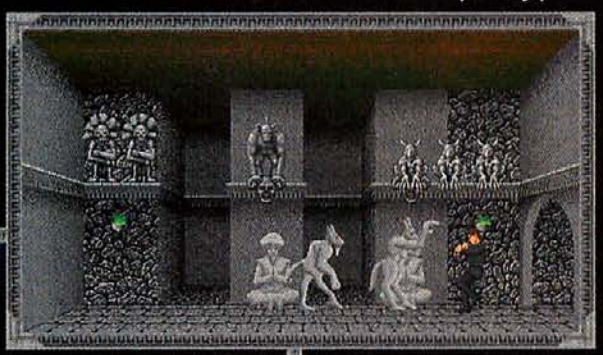


When cornered, be prepared to fight.

Wizards and assassins plot to kill the Duke --and you've been set-up to take the fall.



The wizard's tower is not a friendly place.



Unfortunately, neither is his hedge maze.

Shadows of Cairn is the story of a young thief named Quinn, who has a serious problem. He's too honest to steal anything. Worthless to his guild, his own master has set him up to take the blame for the murder of the Duke of Cairn. His only hope for survival is to make sure the assassination fails.

In order to help Quinn save himself, you'll have to guide him through slimy sewers, a trap filled dungeon, an evil wizard's tower, and a monster filled hedge maze (not to mention guards in the streets and buildings) to save the Duke in his palace at the top of the city.

- **Superior video quality** - supports all resolutions from 320 x 200 up to 1024 x 768 at 256 colors.
- **Full CD quality audio** - Enjoy full CD quality sixteen bit audio tracks, stereo recorded at 44Hz.
- **Rotoscoped character movement** - sports live rotoscoped character movements, animated cinematic sequences and a great story line.

CD ROM

Available for Windows & DOS
Macintosh & Power Macintosh
native mode versions coming soon!

800-765-4223
303-290-9853

MASQUE Publishing

ant SOFTWARE

© 1993-1994 Ant Software. All Rights Reserved.
© 1993 Masque Publishing

Circle Reader Service #269

Sailing From Cardboard To Silicon Seas

Avalon Hill's 5TH FLEET Offers A HARPOON Alternative

by Tim Carter

A FRIEND OF MINE WITH A MASTER'S DEGREE IN PHYSICS LOVES NOTHING MORE THAN POINTING out the logical and scientific flaws in *Star Trek*. The response of his roommates to these verbal barrages is almost invariably, "It's television; it's meant as entertainment, not science. Besides, we like it—so shut up or you'll be wearing this bowl of popcorn."

Why would I introduce a game of modern naval combat with a not particularly original anecdote about a science fiction TV show? Well, 5TH FLEET has a host of logical, scientific and political shortcomings. Both movement and combat are far from realistic, and who in their right mind believes the Russians are likely to start another world war—least of all in the Indian Ocean? Still, having said that, let me pick the kernels out of my hair and explain why 5TH FLEET is a darn fine game (albeit with a bug or two) and a lot of fun to play.

5th Fleet

Price: $69.95
System Requirements: IBM compatible 386 or better, 4 MB RAM, 11 MB hard drive space, VGA graphics, mouse; supports Sound Blaster compatible sound cards.
Protection: None
Designers: Joseph Balkoski and Stanley Associates
Publisher: Avalon Hill
Baltimore, MD
(800) 999-3222

THE LIGHTER SIDE OF NAVAL COMBAT

Avalon Hill's 5TH FLEET is another in a growing line of computer products from the acknowledged masters of board wargames. The subject is modern naval warfare, the setting is the Indian Ocean, and the objective is a fun and entertaining gaming experience.

Players may control either the Western navies and their local allies or the Russians and their allies. A complete range of ships, submarines and aircraft are available, including units from most of the indigenous navies in the Indian Ocean. All of the scenarios involve at least one external power, however, and most involve major surface forces from both Russia and the US. 5TH FLEET may be played against either the computer or a human opponent, and the built-in e-mail system works well for those admirals interested in more long-distance conflict.

As one might expect from AH, 5TH FLEET looks, feels and plays like a board game. Units are graphically represented as cardboard counters like those in OPERATION CRUSADER, while the map is divided into a hexagonal grid. 5TH FLEET is not limited by the designer's loyalty to the board game original, as the game takes full advantage of the traditional strengths of computer games: hidden movement, fog of war and information management. Important information is layered; for example, clicking on an airbase counter will allow players to cycle through the air units stationed there. If you require details on one of the air units, a second click of the mouse will pull up the unit database, which provides a graphic and specifics about the aircraft.

The rule book and supporting documentation is structured to provide easy access to important concepts, rather than a comprehensive explanation of every possible detail. While some gamers have expressed dissatisfaction with this style, I found it to be quite useful. The game was easy to learn and easy to play. It is true, however, that some details can only be learned by playing the game.

For instance, logistics is important in the longer scenarios, when units may run out of both fuel (in the case of ships) and ammunition (ships, submarines and carrier-based aircraft). While the rule book notes that ship speed affects fuel consumption, there is no detailed information on how this is modeled, or what the speed/fuel tradeoff is. Players will have to develop a feel for how fast their units burn fuel by playing the game. As each ship class uses fuel at a different speed, and has a different storage capacity, this requires players to pay careful attention to logistical planning.

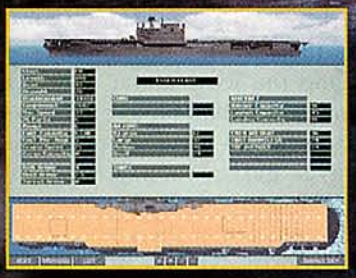
A related complaint that has been made frequently on the bulletin boards is that neither the documentation nor the database provides detailed "to hit" information for the various weapons systems. In fact, this information is provided in a more holistic nature when an

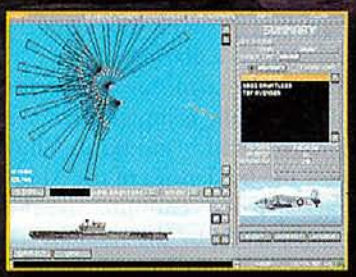
ADVANCED SIMULATOR SERIES

GREAT NAVAL BATTLES VOL. III

FURY IN THE PACIFIC, 1941-44

Available on CD-ROM for IBM & Compatibles.





OWN THE PACIFIC.

SSI's immensely successful ADVANCED SIMULATOR SERIES continues! GNB III: FURY IN THE PACIFIC is a huge simulation encompassing the entire Pacific War.

You get all major American and Japanese ships and aircraft of the Pacific Theater. A Random Battle Generator lets you create *unlimited conflict* — from small surface engagements to full-blown carrier task force battles! Use the powerful scenario editor to create your own battles or modify existing ones in areas like Midway, the Solomons or the Phillipines. A sophisticated customizer lets you alter various aspects of the game routines — for unprecedented control.

A new interface and menu options, laser-sharp Super-VGA graphics and an astounding sound track make this simulation the hottest thing afloat.

GREAT NAVAL BATTLES III. The Pacific is yours, if you can stand the heat!

To order: Visit your retailer or call 1-**800-601-PLAY** with VISA/MC (North America only).

SSI®

IBM 256-COLOR SVGA DISPLAYS.

©1995 Strategic Simulations, Inc., A Mindscape Company. All rights reserved.

attack is planned. Attacks are prosecuted through the attack menu, which allows the player to select the attacking unit, a target unit, and an appropriate weapons system. The computer then provides data on the percentage change of damaging or destroying the target. This percentage takes into account the defensive capabilities of the target, as well as other relevant factors.

In terms of game play, this information is both more useful and more immediate than a chart of basic to hit values. It allows players to make the important decisions (such as whether to whittle away at the defensive elements of a task force or take a crack at the key protected ships—like aircraft carriers) with a reasonable knowledge of how sizable a gamble they are taking.

Number-crunchers and HARPOONiacs may not be impressed, but the style of the interface is more attuned to game play than to realistic detail. In addition to handling information, the computer also takes care of most of the minor details involved in naval operations. The player sits in the chair of the theater commander, rather than task force leader or ship's captain.

Turns in 5TH FLEET are divided into phases, based on unit type. In each phase, only one type (air, surface, submarine) may move and/or fire. The computer determines at random which player will move first at the beginning of each turn. The selected player then decides which type of unit he wishes to move. At the end of this phase, the computer again picks a player at random, and so on until all units on both sides have moved.

Aircraft may attack, fly combat air patrol (CAP) or strategic missions such as reconnaissance and zone interception, all of which is resolved simultaneously. Surface and subsurface operations are subdivided into movement and combat; however, units may launch attacks both while moving and after all movement has finished. While this amounts to two attacks per turn, no unit may launch the same type of attack (i.e. ASW, SSM, etc.) more than once per turn. The number of weapons each platform may launch per phase is also strictly limited. While unrealistic, this limitation adds considerably to the tension and playability of the game.

The rotating phase system creates constant uncertainty, making for more than a few bitten fingernails. Success depends upon early detection and combined attacks. However, you can never be certain that, for instance, a unit spotted by aircraft will still be in the same place by the next phase. 5TH FLEET comes with ten scenarios and the promise of add-ons in the future. Replayability is enhanced by random placements of units each time a scenario is begun anew. The scenarios grow in complexity and size, with the final scenario representing a full-scale slugging match that ranges from Indonesia to the Red Sea.

The larger scenarios allow players to experiment with everything from fast attack craft through two and three-carrier battle group (CVBG) operations. There is nothing more fun than taking apart an entire CVBG with missile boats and the odd diesel submarine—unlikely in real life, but a thoroughly enjoyable challenge in the game. Fortunately, simulation purists will probably have stopped playing the game long before they get to the last few scenarios, leaving the game to those of us who enjoy these kind of tactics.

ONCE SPOTTED, TWICE SHY As one would expect in modern naval combat, victory is largely determined by finding your enemy before he finds you. This US destroyer is easy prey, pinned between an attack sub and the approaching Russian guided missile cruiser.

FINDING THE SEAM IN THE ZONE US defenses are unable to prevent the loss of merchant vessels to Russian air units off the coast of Sri Lanka. Notice that even sunken ships look like cardboard counters.

ROUGH SEAS

There is one glaring flaw built into the very fabric of 5TH FLEET. The very first phase of the very first turn of any scenario allows the active player to launch pre-emptive airstrikes on as many enemy bases as he can reach. Until the second player gets a turn, he cannot launch CAP or zone interceptors, and all of his units are at the mercy of the enemy air force. While a pre-emptive strike may be realistic for some scenarios, the fact that it is built into all of the game's missions is a glaring error.

In addition, the artificial intelligence for 5TH FLEET, while competent, cannot provide more than a moderate challenge, once the tendencies of the AI opponent are learned. (Admittedly, this problem is lessened by the random setup for each scenario.) I had little difficulty winning as either side in most scenarios—except when the computer used the Pearl Harbor flaw to annihilate my entire air force before I could even move. In particular, the computer doesn't seem to be too interested in anti-submarine warfare—I didn't lose a single submarine in more than 20 games.

Otherworldly 256 color 3-D graphics

Hyper-realistic planet surfaces and structures

DEAD ALIENS TELL NO TALES

You've just dropped through 1000 miles of gaseous nitro in your exo-rover, in search of a big ugly alien with information to peddle. Unfortunately, you're a little too late...your alien buddy apparently got blasted by someone else!

Aliens that are almost a little too real!

You are Commander Blood, part human, part robot. Your mission: Cruise the universe, withstand really bad alien comedy and discover the meaning of life. Use your extraterrestrial puzzle-solving ability to navigate through this bizarre space oddity.

With one of the coolest interfaces in the galaxy, Commander Blood is a visual feast with realistic planet surfaces, arcade-like action sequences and aliens so life-like, you'll almost smell them!

Commander Blood is a space adventure with a major attitude. Look for it at terran stores now or call 1-800-778-2299 to order your copy.

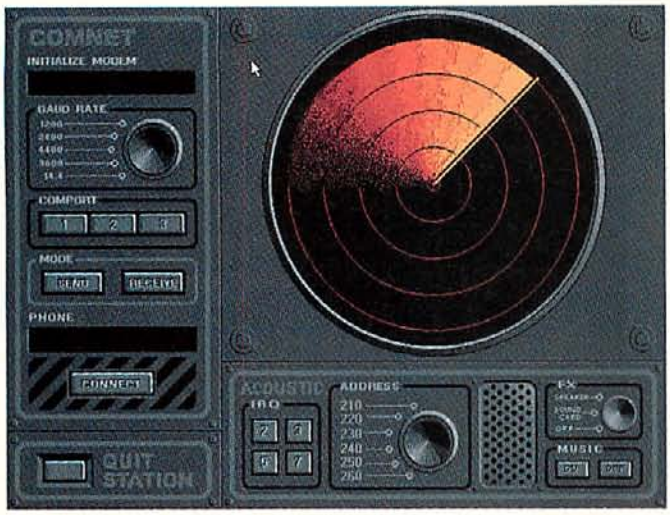
For IBM® CD-ROM. Supports most sound cards.

MINDSCAPE®

From the creators of Dragon Lore™ & MegaRace™

Copyright © 1994 Mindscape, Inc. Copyright © 1994 Microfolies Editions S.A. Mindscape is a registered trademark and the logo is a trademark of Mindscape, Inc. IBM is a registered trademark of International Business Machines Corp

Circle Reader Service #373



COMM-NET CENTRAL While the radar display is only decorative, this screen does offer a unique way to alter sound card settings. And it's hard to beat the simple but effective controls for modem play.

While many gamers can accept the flaws of the computer opponent, they may be less inclined to put up with the bugs in the system (which seem all but inevitable with products released these days). While I was only kicked out of the program once or twice, I was nagged by a series of smaller glitches which seriously marred game play, particularly in the bigger scenarios. In scenario 10, for instance, an entire Russian task force, including a *Kirov*-class missile cruiser, was not allowed to launch long-range missile attacks. According to the computer, the *Kirov* had some 225 surface-to-surface missiles on board—but all of them had a range of zero. (Of course, NATO was in big trouble once I charged the cruiser straight into a US carrier group, but the entire flavor of the game was ruined.) Other bugs include aircraft squadrons that lock in place, missions that cannot be canceled or reassigned, and wandering graphics (ship counters that float over top of other information). Occasionally, a hostile task force will be identified on the strategic map but will not appear on the tactical readout.

COMMANDER'S LOG

Despite these annoying bugs, 5TH FLEET is a well-designed, challenging game, particularly against a human opponent. It is simple to learn, yet complex enough to require considerable thought in order to win. The design stays true to its board game origins, falling more on the side of playability than realism, but with enough detail to give a good overall feel for naval operations. Most of all, it is even more fun than its paper ancestor (especially with the computer performing all the tedious chores). A very good alternative for those who don't have the time or the inclination for HARPOON II.

THE EDITORS SPEAK

FIFTH FLEET

RATING ★★★★½

PROS Expands on the popular board game without getting bogged down in minutiae. Great fun!

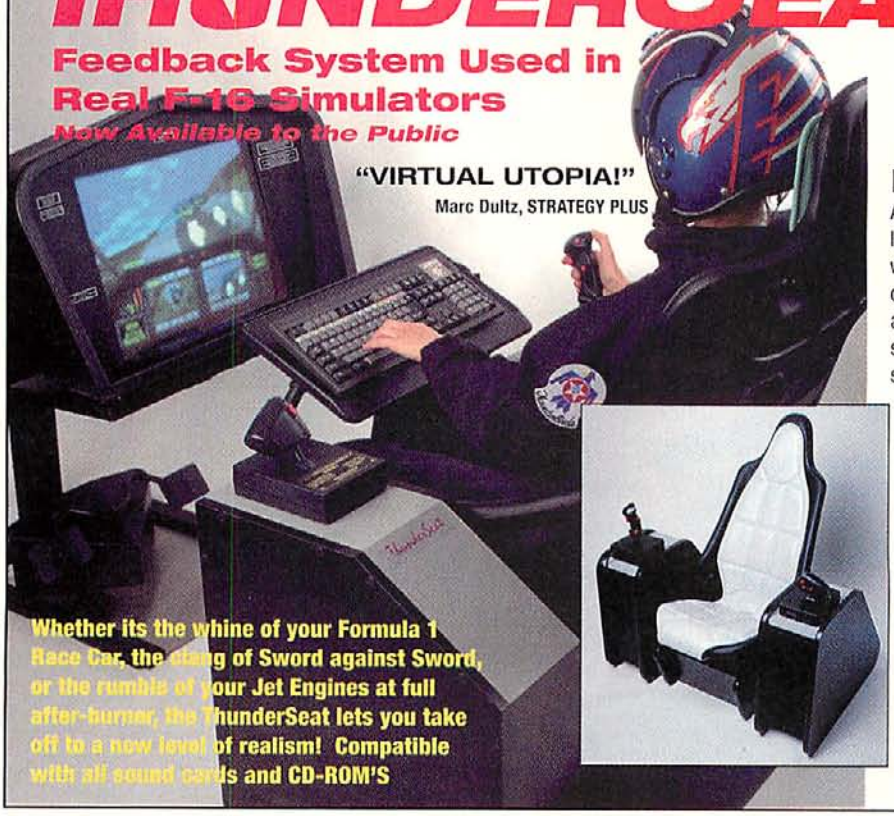
CONS Serious micro-managers will be happier with the more detailed and realistic HARPOON II.

ThunderSeat

Feedback System Used in Real F-16 Simulators

Now Available to the Public

"VIRTUAL UTOPIA!"
Marc Dultz, STRATEGY PLUS



Whether its the whine of your Formula 1 Race Car, the clang of Sword against Sword, or the rumble of your Jet Engines at full after-burner, the ThunderSeat lets you take off to a new level of realism! Compatible with all sound cards and CD-ROM'S

"A DOUBLE MUST-HAVE. Anyone who plays computer games will want this AMAZING CHAIR!"
Marc Spiwak
POPULAR ELECTRONICS

"I could actually FEEL the punch of the afterburner!"
Ed Dille, 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
6330 Arizona Circle • Los Angeles, CA 90045
310 • 410-0022 FAX: 310 • 410-1569

Circle Reader Service #185

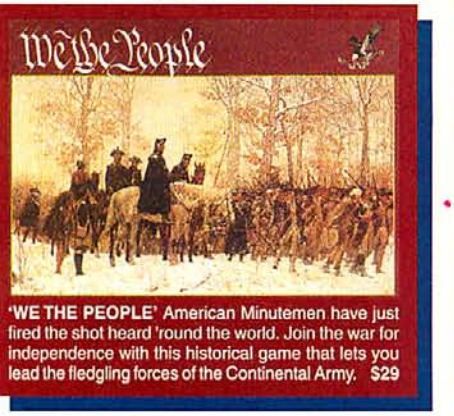
CHIPS & BITS INC.

PO BOX 234 DEPT 10206 ROCHESTER VT 05767

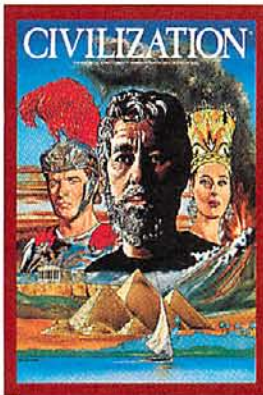
Call 800-699-4263 Fax 802-767-3382 Int'l 802-767-3033 Source 10206

Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. Call for details.

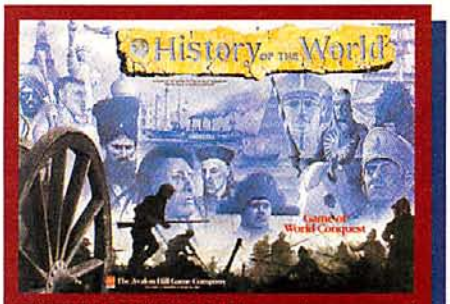
OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. All sales final.



'WE THE PEOPLE' American Minutemen have just fired the shot heard 'round the world. Join the war for independence with this historical game that lets you lead the fledgling forces of the Continental Army. **$29**

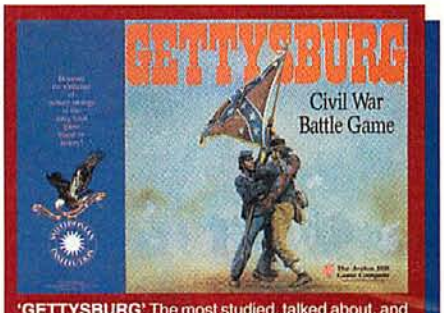


'CIVILIZATION' A game for 2 to 7 players that traces the history of man. Not considered a "war game", military conquest plays a secondary role to the development of one's civilization from within. Trade and the discovery and use of such skills as metal working, pottery, and religion are essential to advancing civilization. **$29**



'HISTORY OF THE WORLD' traces the progress of mankind from the dawn of civilization to the threshold of the modern era. Each player commands 7 empires, vies with armies & build monuments to their glory. **$29**

'WARHAMMER 40,000' It's an entire hobby supported with a huge range of supplements, boxed sets and blister packs of plastic and pewter miniatures. Includes hundreds of different models. **$47**



'GETTYSBURG' The most studied, talked about, and debated American Civil War battle ever! You determine which generals were good, which made controversial moves & who were simply bad tacticians. **$15**

'WARHAMMER' Enter the world of Warhammer, the tabletop fantasy battlegame in which you and your opponent control mighty armies. You maneuver and attack with massed ranks of troops. **$48**

BOARDGAMES ANCIENT

Alexander's Generals	$33
Ancients	$25
Barbarians	$33
Battles of Alexander	$33
Caesar	$38
Grt Battle Julius Caesar	$34
Imperator	$21
Imperium Romanum II	$29
Peloponnesian War	$29
SPQR Mod./Africanus	$13
SPQR: Batt of Roman	$33
Siege of Jerusalem	$27
VI Against Rome	$27

BOARDGAMES AMERICAN REVOL.

1776	$22
Give Me Liberty	$25
War of 1812	$22

BOARDGAMES CIVIL WAR

1862: Civil War Qud Gm	$23
1863:American Civil War	$28
Across Five Aprils	$23
Bob Lee:Amer Civil Wr	$37
Brother Against Brother	$33
Chancllrsville: Pinnacle	$34
Civil War	$19
Embrace Angry Wind	$24
Gettysburg	$15
Guns of Cedar Creek	$32
Hallowed Ground	$42
Here Come the Rebels	$23
Lee Takes Command	$22
Lee Vs. Grant	$16
Longstreet's Assault	$25
Mississipi Fortress	$22
No Better Place To Die	$24
Roads to Gettysburg	$24
Stonwll Jackson's Way	$27
The War for the Union	$32
Thunder at Crossroads	$27

BOARDGAMES ECONOMIC

Global Survival	$34
Stock Market	$19
Stocks & Bonds	$19

BOARDGAMES FANTASY

Advanced Heroquest	$42
Dragon Lords	$29
Dragon Strike	$33
Dungeon	$16
Hero Quest	$29
Iron Dragon	$25
Magic Realm	$23
Sindbad	$33
Talisman	$44
Titan	$23
Wizard's Quest	$17
Xanth	$21

BOARDGAMES LEISURE/FAMILY

Acquire	$19
Alibi	$12
Assassin	$15
Blind Justice	$19
By Hook or Crook	$19
Candidate	$19
Circus Maximus	$11
Dinosaurs of Lst World	$15
Gangsters	$23
Hexagony	$11
Legends of Robin Hood	$11
Moonstar	$12
Restaurant	$25
Road to Whitehouse	$25
Shakespeare	$15
Showbiz	$15
Spices of the World	$18
T.V. Wars	$12
The Brickyard	$20
Tyranno Ex	$23
Wild Space	$34
Word Power	$15

BOARDGAMES MEDIEVAL

Age of Chivalry 2	$27
Black Prince	$25
Henry V	$28
Ironsides	$28
The Crusades II	$28

BOARDGAMES MODERN

7th Fleet	$27
Attack Sub (Card Bsd)	$19
Back to Iraq	$18
Firepower	$23
Flashpoint: Golan	$29
Gulf Strike	$29
Harpoon	$25
Harpoon Ex./S. Atlnt Wr	$10
HE/Troubled Waters	$9
Harpoon, Naval Review	$14
IDF (Israeli Defnce Frc)	$29
Main Battle Tank	$24
Nato	$15
Phase Line Smash	$25
Tac Air	$19

BOARDGAMES NAPOLEONIC

Austerlitz	$30
Battles of Waterloo	$33
Empires in Arms	$27
L'Armee du Nord	$33
La Bataille d'aurstaedt	$30
La Bataille Mt St.Jn Dlx	$62
La Bataille Qutre Bras	$31
La Bataille de Wavre	$25
Napoleon at Austerlitz	$20
Napoleon on Danube	$19
Napoleon's Battles	$23
Napoln's Leipzig Cpgn	$25
Napoln/Waterloo Cpgn	$30
War & Peace	$23
War to the Death	$21
Wellington's Victory	$16
Woodn Ship & Iron Mn	$19

BOARDGAMES RAILROAD

1830: Rlrds & Rb Baron	$20
1835	$49
1870	$38
Australian Rails	$21
Empire Builder	$25
Eurorails	$25
Express (Card Game)	$11
Nippon Rails	$21
Rail Baron	$19

BOARDGAMES SCIENCE FICTION

Alpha Omega	$19
Blood Berets	$29
Cosmic Encounter	$29
CE Exp./More Cosmic	$29
Federation & Empire	$38
Imperium, 2nd Ed.	$20
Roadkill	$19
Space Marine (Epc Scl)	$49
SM/Armies of Imperium	$25
SM/Titan Legions	$49
SM/Renegades	$25
Star Fleet Btt Advn Msn	$25
Star Fleet Battles	$25
SFB Capt. Log 8-15 ea	$9
SFB Captain's Rulebk	$38
SFB Modules each	$5-$15
SFB/Star Fleet Missns	$13
Stellar Conquest	$19
Space Wolves	$16

BOARDGAMES SPORTS

Bowl Bound	$15
Football Strategy	$12
Pay Dirt	$19
Regatta	$19
Statis Pro Basketball	$24
Statis Pro Great Tm BB	$19
Title Bout	$19
World Cup Soccer	$38
Wrasslin'	$15

BOARDGAMES STRATEGY

Advanced Civilization	$23
Blackbeard	$27
Britannia	$19
Civilization	$29
C Mod./Western Ex. Kit	$8
Colonial Diplomacy	$42
Diplomacy	$19
Enemy in Sight	$12
Feudal	$18
Guerilla (Card Based)	$19
History of the World	$27
Kingmaker	$19
Maharaja	$23
New World	$19
Pax Britannica	$18
Republic of Rome	$29
Suprmcy Mega-Manual	$25
Suprmcy Resrce Dk 2	$13
S Revised Rules (5/92)	$4
S Suplt/High Tch Edge	$17
Supremacy, 3rd Ed.	$42
Viceroys	$25
We the People	$29

BOARDGAMES WORLD WAR II

A Line in the Sand	$25
Advanced Third Reich	$38
Afrika Korps	$12
AF Mod./Dauntless	$15
Allied Comdrs of WW 2	$12
Axis & Allies	$29
Axis & Allies WW 2 Ex.	$14
A & A WW 2 Ex. 2	$21
B-17	$18
Battle of the Bulge	$16
Blood & Thunder	$30
Breakout: Normandy	$23
Campaign to Stalingrad	$29
Cross of Iron	$19
D-Day	$16
Days of Decision II	$42
Flat Top	$29
Guadalcanal	$27

BOARDGAMES WORLD WAR II

Lgn Begins Afrka Kp 41	$25
Luftwaffe	$23
Midway	$19
Operation Crusader	$29
Panzer Leader	$23
Panzerblitz	$19
Poland '39	$14
Raid on St. Nazaire	$19
Russian Front	$21
Second Front	$83
Spitfire	$23
Storm Ovr Arnhm Folio	$12
Third Reich	$19
Thunder at Cassino	$19
Turning Point Stalingrd	$19
Up Front (Card Game)	$19

BOARDGAMES WAR GENERAL

Battle of Alma	$28
Cmpgns Frederick Grt	$24
Kolin:Fredrck 1st Dfeat	$34
Lion of the North	$29
Sands of War	$29

BOARDGAMES VIETNAM/KOREA

Crisis in Korea	$29
Frozen Chosin	$25
Platoon	$15
Silver Bayonette	$17
The Korean War	$18
Vietnam	$18

BOARDGAMES WORLD WAR I

Aces High	$24
Aces High Amer Aces	$24
Knights of the Air	$19
Landships	$27
Lawrnc Arabia, 2nd Ed.	$20
Richtofen's War	$19

FLY!

This is it.
Real planes.
Real manuevers.
Real scenery.
Real flight.

For IBM-PC and PC Compatibles with CD-ROM.
For more information call (617)441-6333.

©1994 Looking Glass Technologies, Inc., Cambridge MA
Flight Unlimited, Looking Glass and the distinctive logos are trademarks of Looking Glass Technologies, Inc.
All rights reserved.

FLIGHT UNLIMITED™

Coming Soon.

Distributed by Virgin Interactive Entertainment, Inc.

Circle Reader Service #246

Circle Reader Service #384

Envy Thor No More

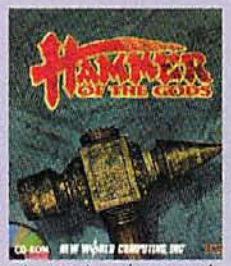
Wield Your Own Magic Mallet In New World Computing's HAMMER OF THE GODS

by Martin E. Cirulis

STEP INTO THE WAYBACK MACHINE WITH ME NOW...BACK TO THE DAYS WHEN MEN HAD HORNS, WOMEN WERE miserable, and a guy could really develop a long-term relationship with his body lice. Yes, Sherman, I'm talking about the golden age of the Vikings when books and human compassion were for sissies and helping to bring in the dark ages was considered one's civic duty. This vaguely embarrassing period in western civilization is rarely covered in computer strategy games; adventure games, yes, because you can tune out the barbarity and concentrate on the Nordic propensity for epic quests, dramatic gods and singing whilst standing atop dead dragons. But strategy games tend to want to appeal to a gamer's sense of being the "Good Guy." So, while there are a few games of "Hold back the Viking Horde," the "Be the Viking Horde" concept has been neglected.

Hammer of the Gods

Price: $69.95
System Requirements: IBM compatible 386, 4 MB RAM, 2 MB hard drive space, VGA/SVGA graphics, CD-ROM, mouse; supports most major sound cards.
# of Players: 1-4 (e-mail, modem and network play)
Designers: Holistic Design, Inc.
Publisher: New World Computing, Inc.
Woodland Hills, CA
(800) 325-8898



Well, thanks to those several dudes at **Holistic Design** (whose former credits, BATTLES OF DESTINY and MERCHANT PRINCE, each have carved themselves a respectable niche in the strategy game market), you can now fill the shoes of a Viking Chieftain out to ravage Europe for Gold and Glory in an enjoyable but surprisingly nasty offering called HAMMER OF THE GODS.

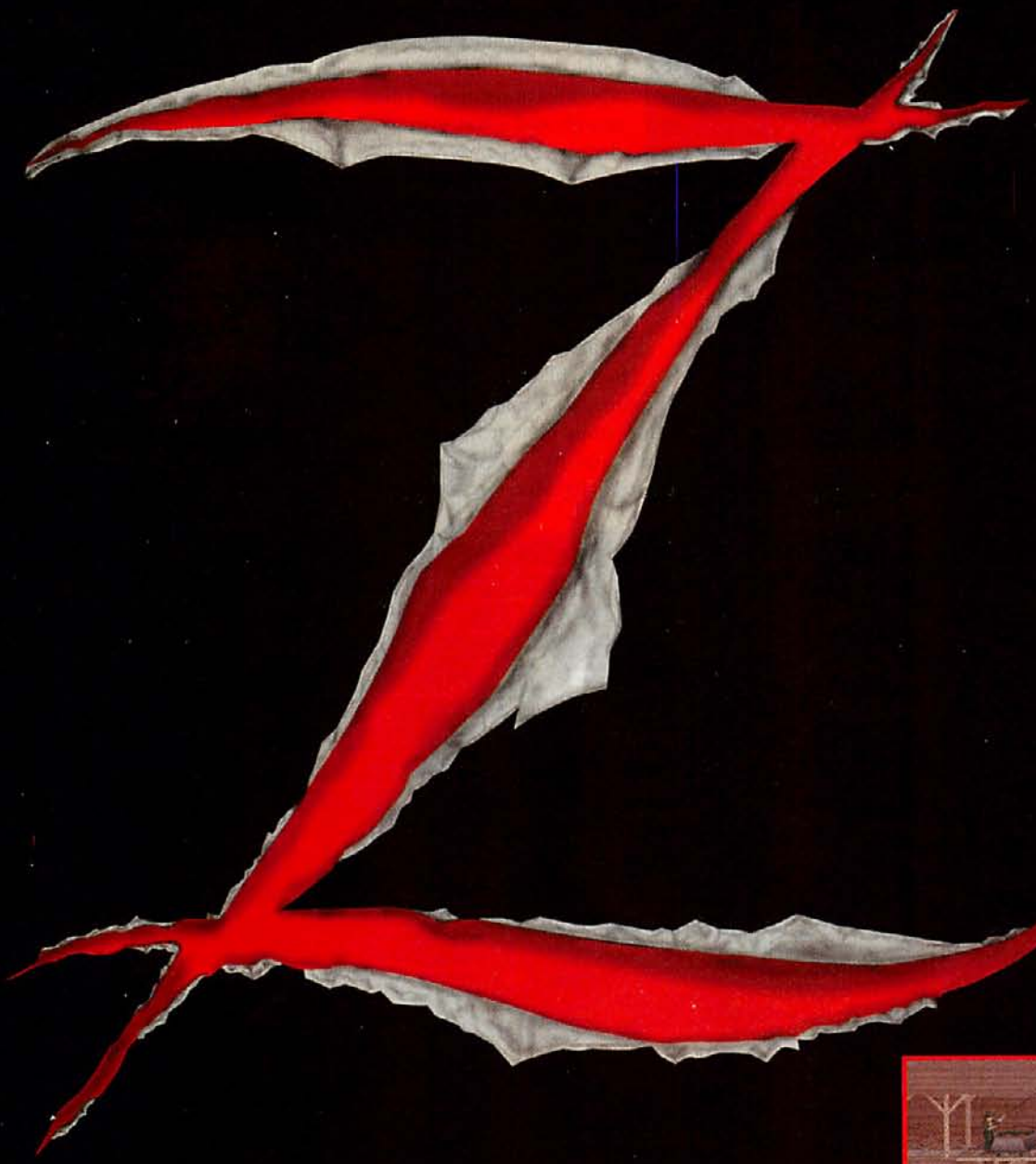
TAKE THE VIKING BY THE HORNS

In HAMMER OF THE GODS, you become the High Chief to a tribe representing the four major Races: Human, Elves, Dwarves and Trolls. You begin with a single village, one Hero and a couple of brave followers who can see the gleam of a true world-beater shining out from under all that grime. Part of the reason they do believe is because you're not just another long-hair out to express his artistic side in various shades of other people's blood. No, they follow you because you are a Viking with a plan! And what a plan it is...

It seems that you, along with three other Chiefs from the various races inhabiting the Arctic Circle on this Alternate Earth, are called to Valhalla, home of Thor, Loki and their One-Eyed Dad, Odin All-Father. As his last name might imply, Odin has quite a bit of power at his disposal and offers the four of you a shot at Valhalla *now*, while you are still alive. This is much preferable to the tedious technicality of having a Saxon longsword run through your midsection in a demonstration of early home-defense techniques. Inevitably, there is a hitch, and it is a big one; in order to prove your worthiness, you must complete a quest, not just for Odin himself, for almost every god in your particular version of the Nordic Pantheon. Taking the most direct "task path" means you must please 10 gods, and realistically you will find yourself taking on far more quests for far more gods, up to 29; all this in order to achieve your ultimate quest of pleasing the Old Man and receiving the privilege of asking him to pass the ribs and having all assembled honor you as "The Hammer of the Gods." A little pretentious, sure, but it looks good on a Viking T-shirt.

What is this "task path," you may well ask? Well, it's kind of like this: Gods, like office staff, exist in a hierarchy, from the lowliest Squirrel God all the way up to Odin. Everybody answers to the being above them and is more powerful than the being below. In office terms, this means you must kiss up to the copy room boy long before you have a chance at spending the weekend at the Big Boss' summer cabin. In HAMMER OF THE GODS terms, this means you have to please one god before getting a chance to do a job for someone farther up the power chain, and this means a lot of work because the more powerful the god, the harder the quest will be. Some piddling god who doesn't get invited to the really good parties may only ask you to explore a certain amount of terrain or find a city, while a god that really rocks, like Loki or Saga, will only be pleased by you knocking over four or five big cities. With Saxon castles near most of them, filled with brave

Gold. Greed. Gallantry.



ZORRO™

The gold is gone. Greed runs rampant. Gallantry will prevail. The legend of Zorro lives on in a whip and blade adventure of swashbuckling proportions. Featuring full-motion video. Available on IBM CD-ROM.

Capstone™
THE PINNACLE OF ENTERTAINMENT SOFTWARE

To order call: (305) 373-7700 · (800) 468-7226 · BBS (305) 374-6872

Software Creations BBS (508) 365-2359, 2400 Baud · (508) 368-7139, U.S. Robotics · (508) 365-9352, 14.4-28.8K

Zorro™ and ©1994 Zorro Productions, Inc. Licensed by The Imagination Factory

Circle Reader Service #207

MEDDLING IN MIDGARD Establishing strongholds of power throughout the land will help you protect your villages and your income.

knights ready to rush out and greet you, you may get caught with your oars out of the water, so to speak.

But a career of kissing up can bring good results as well, and each god you complete a task for rewards you with something good—sometimes something really good. Rewards range from followers to land improvements to magic weapons, artifacts and boats. And this is why you will find yourself questing more than is absolutely necessary.

NORSE IS NORSE OF COURSE, OF COURSE

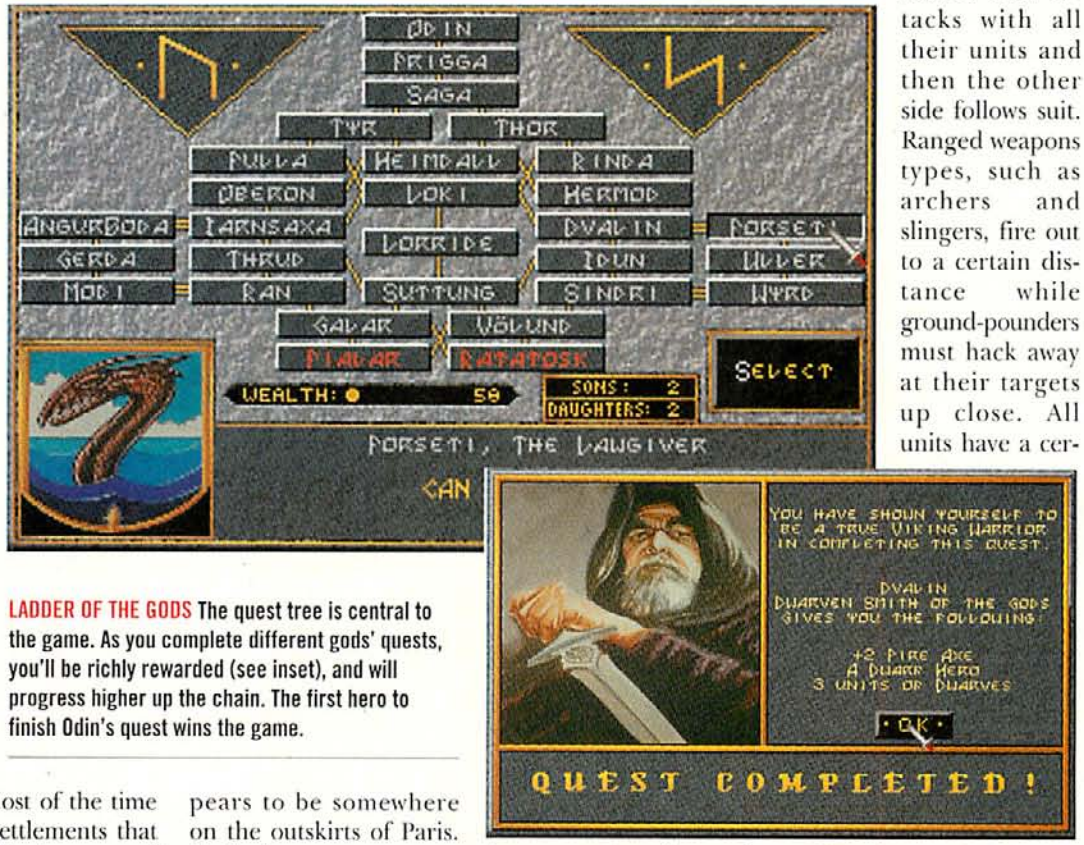
Now, if all this just sounds like another Nordic adventure game, and you find yourself turning back to WARLORDS II for your strategy fix, relax; there is warfare a-plenty in this game. A lot of those quests require you to do unto others, then split. Most of the time it is computer-operated settlements that you abuse for fun and profit, but some of the more powerful gods require you to do things that annoy your fellow players: little things like wipe out another player's capital, or kill ten heroes belonging to your fellow Viking Chiefs. All in all, a sure recipe for trouble.

Strategic movement and exploration is done on a large overhead map identical to the one found in MERCHANT PRINCE; in fact, HAMMER OF THE GODS uses the same graphic engine and game play template as MERCHANT PRINCE with a few, small improvements in the interface and ability to look up information on your world and what you are doing. You move about and explore in a CIVILIZATION-style checkerboard scale, but instead of just removing the black cloth of ignorance from the map, you have a map of what you think the world looks like. As was the tradition at the time, your map is pretty accurate in the vicinity of your home town, but gets more and more distorted with every mile until the Mediterranean appears to be somewhere on the outskirts of Paris. Each time you move, a region around your unit is transformed from your less-than-perfect map into the real thing. This nice twist on exploration worked nicely in MERCHANT PRINCE and it works just as well here.

Units move in stacks of up to eight, and movement follows traditional wargame philosophy: each type of unit has a certain number of movement points which are consumed by crossing terrain. Certain units have the traditional advantages in certain terrain, like our friends the dwarves, who can stroll through mountains like side streets, and Elves, who can traipse through thick forest like crabgrass. Ocean movement is the fastest, but players must beware of going too many squares away from the mainland, for there are killer storms and Sea Serpents waiting over the horizon.

Once you actually decide to invade a town or engage another player's stack out in the open, you simply move your stack over your target and wait for the fun to start. Fun in this case is defined by a slanted 2-dimensional side view of the battlefield, approximately 15 movement squares long and 5 deep, where your units line up on one side and your opponents on the other. One side moves and attacks with all their units and then the other side follows suit. Ranged weapons types, such as archers and slingers, fire out to a certain distance while ground-pounders must hack away at their targets up close. All units have a certain number of hit points and when they run out in a fight, so does the unit, all over the ground.

Combat is always *mano-a-mano*, though several units can attack a single adjacent unit one after another. The pattern of close combat is: Attacker swipes, then defender, repeat, and then the Attacker gets the last swipe in as well. If both parties survive they return to their original squares and the next guy gets to take his



LADDER OF THE GODS The quest tree is central to the game. As you complete different gods' quests, you'll be richly rewarded (see inset), and will progress higher up the chain. The first hero to finish Odin's quest wins the game.

ZIG ZAG

BEST NEW GAME AT WINTER CES 1994 ELECTRONIC GAMING

WORD GAME OF ALL TIME

QQP
Quantum Quality Productions, Inc.

hhh . . . It's a secret . . . We cannot disclose
ne hidden word, it's up to you to solve it. In
ddition to the myriad of word puzzles, Zig Zag
ffers another exciting twist to the game, a word
ame adventure. The solution is near, each puzzle
rings you closer to completing the grand
dventure.
ight letter and location, you got a Zig . . . Right
tter . . . you got a Zag. A few letters to go . . .
an you deduce the word before the puzzle ends?
repare your deductive powers as you embark on
ne ultimate word puzzle adventure game!

"A word game that you can't put down" . . .
"Non-stop entertainment for the whole family" . . .
"A unique word game with adventures as well" . . .

- Intuitive Interface
- Enormous built in Dictionary
- Player History
- On-line Hints
- 4, 5, 6, & 7 Letter Words & Numbers

"Zig Zag" computer game is for IBM PC.
It can be obtained through your favorite retailer or call:

1-908-788-2799

or by writing to:
QQP—495 Highway 202
Flemington, NJ 08822

Copyright 1994 Q.Q.P. All rights reserved.
IBM is a trademark of International Business Machines.

Circle Reader Service #354

4-EVER DOOMED CD-ROM

Over 1200 DOOM levels
Cheat codes
Maps & Hints
Saved game editors
Utilities & extras

- BLAST YOUR WAY THROUGH HUNDREDS OF NEW CHALLENGING LEVELS
- ADD NEW GRAPHICS, MUSIC, SOUNDS, AND WEAPONS TO DOOM
- EDIT SAVED GAMES FOR MAXIMUM HEALTH, AMMO, AND FIREPOWER
- CREATE YOUR OWN DOOM LEVELS

IT'S EASY TO USE !

POINT AND CLICK TO BROWSE CD LEVELS AND RUN DOOM. THERE ARE NO CUMBERSOME COMMAND LINE PARAMETERS TO ENTER WHICH ARE REQUIRED BY SOME OTHER DOOM ADD-ON CD PRODUCTS.

4-EVER DOOMED

$24.95
Plus $3.95 shipping & handling

To Order

Call NOW - Visa/MasterCard Accepted:
1-800-682-5322
Or send check or money order to:
Cypress Software, Inc.
200 N. Washington St. Ste. 204
Naperville, IL 60540
(708) 717-1564

Fax orders: (708) 717-1451

- All orders shipped within 24 hours -

DOOM and DOOM 2 are trademarks of id Software, Inc.

NEW !!
Includes levels & utilities for
DOOM 2

Circle Reader Service #383

DRAGON SKIN SHOES You'll have to wade into several dragon lairs in order to find favor with the gods and protect your own assets.

shot. As you can see, the advantage is with the attacker in personal combat, and playing defensively will get you killed more often than not—which sort of makes sense in a game from the Viking point of view. Though this combat is very simple, it does model some aspects of combat, such as storming walls, rather elegantly, without getting bogged down in detail. Unfortunately, as is the case with any simple, "point-the-mouse-move-your-man" combat system, it can start to get a little repetitious over the course of a long game, and full-length games of HAMMER tend to be very long indeed.

The game also acknowledges that Empires are not carved from a vacuum. As you busily gather stuff, sooner or later it becomes apparent that you must take it from somebody else. Until that time, however, a wise Chief learns how to cultivate friends until he is too powerful to need them any longer. HAMMER OF THE GODS has a nice little diplomacy system that remains true to the Viking mindset, with players being able to ask for treaties and trade with each other, while arranging for marriages between available progeny or, for the less romantic, an exchange of hostages. Attacking other players without warning or sacrificing your own relatives violates the Viking code of honor, and Vikings have long memories.

THE LIGHTER SIDE OF CONQUEST

HAMMER OF THE GODS is pretty much full-contact MERCHANT PRINCE, with less trading, but with the addition of Norse gods and plenty of pointy things. In a stunning display of bucking a trend, HAMMER OF THE GODS, despite its mythological trappings, doesn't really attempt to sugar-coat or edit history in order to make a game more palatable for the market. Make no mistake, you are a Viking in this game, and you do Viking things—most of which would get you kicked out of the local Rotary Club.

This aside, HAMMER OF THE GODS is a light, enjoyable strategy game that will appeal more to newcomers or casual gamers far more than it will with the hard-core types. And, while this has become a pretty generic euphemism for a weak game, this is not quite the case here. In the quest for the mythic "Introductory Strategy Game," I believe this game is a contender for the title. Seasoned players looking with a hard eye will find all sorts of little weaknesses in the game, and unless you play it fairly cutthroat with your friends, it isn't going to strain your tactical skills.

On the other hand, more casual players aren't casual about strategy/wargames because they are dumb and need simpler rule systems. They are casual about the whole thing because they could care less about which unit was where at the Battle of the Bulge, or any other war that has been done to death. What a casual player is looking for, initially, is an interesting or quirky subject matter with mechanics that don't leave them swearing because they forgot to buy arrows for their archers. HAMMER OF THE GODS fills this niche almost perfectly and should be applauded for it. If you only feel the need for detailed wargames, look elsewhere; but if you are looking to pass a few hours with friends having fun, then hop into a boat, slap your horns on your head and leave your civilized conscience behind. The Gods are waiting and they have TOYS!!!

THE EDITORS SPEAK

HAMMER OF THE GODS

RATING 4.5 stars

PROS A nice introductory strategy game. Its "quest tree" concept is unique and keeps the game moving. Network and modem play.

CONS Micor hiccups and design flaws will annoy seasoned strategists.

Give Your Joystick a Thrill.

In the early 21st century, staged fighting has become a lucrative profession for female hardbodies, with dozens of legal arenas in the city. But for the leanest, meanest warriors, the real money comes from the illegal bouts held outside the city. It's the hottest day of the summer and you're baking inside a dilapidated warehouse. You — and your opponent — wear the latest in MECHA armor. The best fighting armor in the world.

METAL & LACE

THE BATTLE OF THE ROBO BABES

This won't be any picnic. With the intense heat and action, you'll both end up in less than full body dress.

It's dream babes in heavy armor battling for prize money — action packed, arcade style fun for your PC. But be warned — with its intense violence and voluptuous women, Metal & Lace: Battle Of The Robo Babes is for mature audiences only. And not for the faint hearted. Available now at your nearest dealer or call **1-800-258-MEGA.** Or write Megatech, P.O. Box 11333, Torrance, CA 90510. Visa, Mastercard, checks accepted.

System requirements: 286-20 or faster machine (386 recommended) with 640K RAM, hard disk, joystick recommended. Operating Sys.: MS DOS 3.3 or above, Windows 3.1. Graphics compatible with VGA. Sound support: Sound Blaster, Sound Blaster Pro, Thunder Board, Pro Audio Spectrum , Adlib Gold and Speed Master.

NR-13 This game is not for the faint-hearted. Contains violence and some material inappropriate for minors.

NOT RECOMMENDED FOR PLAYERS UNDER 13.

This software has been rated by the MPAA

For a free demo, call our 24hr. BBS at 310-539-7739. (8N1)

MEGATECH

Circle Reader Service #86

All companies and product names mentioned are trademarks or registered trademarks of the respective owners.

When In Windows, Do As The Romans Do

Mindscape's LEGIONS Puts A New Spin On Ancient Warfare

by M. Evan Brooks

IN THE BEGINNING, THERE WAS CHRIS CRAWFORD'S LEGIONNAIRE, BUT THERE WERE VERY FEW OTHER SIMULATIONS OF ancient warfare. Now, **Mindscape** has attempted to rectify this with a design covering over 2,000 years of history (1200 BC to 926 AD). Optimistically previewed by editor-in-chief Johnny Wilson in *CGW* #125 (December '94), LEGIONS was described as a "full-blown miniatures campaign brought to the computer." Now that the final version has been released, it is clear that the description was half right. It provides both the rationale for movement and acts as campaign referee. Unfortunately, the tactical battles are abstracted and, since that is the level at which most ancients aficionados like to play, that is LEGION'S biggest weakness.

Legions

Price: $59.95
System Requirements: Macintosh and IBM compatible 386-33Mhz or better, 4 MB RAM, SVGA graphics, 15 MB hard drive space, Windows 3.1, mouse; supports Sound Blaster, AdLib and most other major sound cards.
Protection: None
# of Players: 1-18, with network support
Designers: Briscoe Rodgers and Manny J. Granillo
Publisher: Mindscape
Novato, CA
(800) 234-3088

THE ORACLE AT DELPHI

LEGIONS is an extremely user-friendly game. It runs smoothly in a Windows environment, it is easy to install and has no protection scheme, a very welcome touch on the designers' part. The Windows environment not only sets up all of the drivers efficiently, but also provides a relatively rare feature—the ability to print out maps. Playing a multi-screen game often leaves one without an adequate visualization of the entire game area. A print option is thus welcome, and I was able (on a 486-66 with an HP Laserjet III) to print out the visible map area in under one minute. Printing the entire gaming surface, however, took over five minutes. Still, it is a useful tool for those tired of endless scrolling. The only downside was trying to read the manual's references to printing from Windows which were, if not Greek, Etruscan B to me. So, even if one doesn't want the advantage of multi-tasking, a very valuable feature when playing against other human opponents at work via network or at home via modem, there is a rationale for playing under Windows.

Where the game is not so user-friendly is the documentation. While all of the commands and hot keys are explained therein, they lack historical justification and concrete game application. The tutorial is weak and disorganized, while the "game play/basic strategy" section is limited to ten additional meager pages. This omission could have been ameliorated by allowing you to observe the computer playing against itself, but no such option is available.

THE TIME HAS COME TO SPEAK OF COHORTS AND KINGS

Obviously, a title like LEGIONS would lead you to expect scenarios from the Roman Empire period. Oddly enough, of the ten historical scenarios included, the Romans take center stage for only three. In choosing ten scenarios over 2,000 years of history, LEGIONS makes some conspicuous omissions. For a product whose title evokes images of the Roman Empire, there are only three scenarios of Rome: Cincinnatus against the Aequians (509 BC), Caesar's Conquest of Gaul (58 BC), and the Late Roman Empire (443 AD). In particular, scenarios depicting the development of the Roman legion are missing. Where is the Fall of the Republic (Sulla versus Marius), The Roman Civil War (Octavius vs. Antony), or at the very least the Falling Out of the Triumvirate, pitting Caesar vs. Pompey vs. Crassus?

Also, while the Battles of the Diadochoi (Alexander the Great's successors) are present, the actual campaigns of Alexander and his father Philip are nowhere to be seen; neither is the Persian Empire, that scourge of classical Greece. Instead, the

EXTRACTORS

Planet Zarg Is About To Experience Gravity.

A millennium ago the peaceful Flinarj were nearly wiped out by the Quarrian Empire. Fortunately, from within their capital city and last stronghold the Flinarj developed a massive machine which ripped up twenty-five huge chunks of land from the Planet Zarg and raised them into the skies above. The Flinarj have long lived safely on their islands in the sky. Now, however, there is a threat. The Zargon Mineral Trading Authority (ZMTA) is intent on capturing the Flinarj machine to dig deeper into the Zargon crust to mine for precious jewels. After several years of development the ZMTA Flying Machine is ready. But so are the Flinarj.

VIC TOKAI INC.

Circle Reader Service #377

PC CD-ROM

© 1995 Millennium Interactive Limited

designers opted to focus on the development of infantry in a variety of classical military systems. So, gamers have the rare opportunity to fight in exotic locales such as ancient Cush, pit the Caliphate versus the Byzantines, or create an empire that is neither Holy nor Roman. If that isn't enough, there are random versions of every pre-built scenario, as well as a completely random option.

The unit mix is quite detailed. It takes over ten pages to describe military units, ranging from peltasts to cohorts to the heavy phalanx. Even more interesting are the use of convicts (forced labor), berserkers (described as naked and blue; the latter referring to dye rather than temperature) cattle and even flaming pigs (good for stampeding enemy elephants and possibly lunch).

Each type of unit requires economic assets such as wood, metal, textiles and technology. Technology represents an abstract level of effort required in knowledge or training in order to develop a certain type of unit. Technology units are expended proportionally to the value of a unit. For example, a Roman cohort will require twice as many tech points because of their training as those of an equivalent number of archers in their auxilia. Also note that you can mass produce barbarian units due to their low tech costs. Yet, while ferocious on attack, these units will provide easy prey when placed upon defense. Simply put, tech points represent the effort expended in a level of expertise.

WHITHER SHALL I GO, SIRE? Although outnumbered by enemy forces, this unit can easily be pulled to the safety of nearby city walls.

Movement of units is swift and smooth via a typical Windows interface. Units are assigned movement points as in a boardgame, and you move them by clicking on a unit and dragging the cursor to where you want that unit to go. When you let go of the mouse button, the line shows you each movement point to be expended on that trip. If you don't like the original route, you can cancel and check out other possibilities. No terrain chart is given, but you can easily infer how efficient a given route will or will not be for a particular unit. Moving a unit onto a town or enemy unit naturally precipitates combat.

Ancients aficionados who prefer gaming from a detailed tactical perspective will immediately be frustrated with the abstract level of combat. When combat is joined, one merely chooses a battle strategy (withdraw, outflank, refuse right or left flank, assault, echelon, defend), and the result is determined automatically. Because of this abstraction, it is difficult to determine the efficiency of the legion versus the phalanx or the reasons that cavalry eventually usurped the role of infantry. While the abstract combat has the advantage of allowing you to play through campaigns rather quickly, a near perfect design would be to integrate an additional tactical module into the game itself or allow miniatures results to be entered into the game's database. Still, the combat results have the right historical feel, since, for example, neither elephants nor phalanxes perform as well in rough terrain as on a plain.

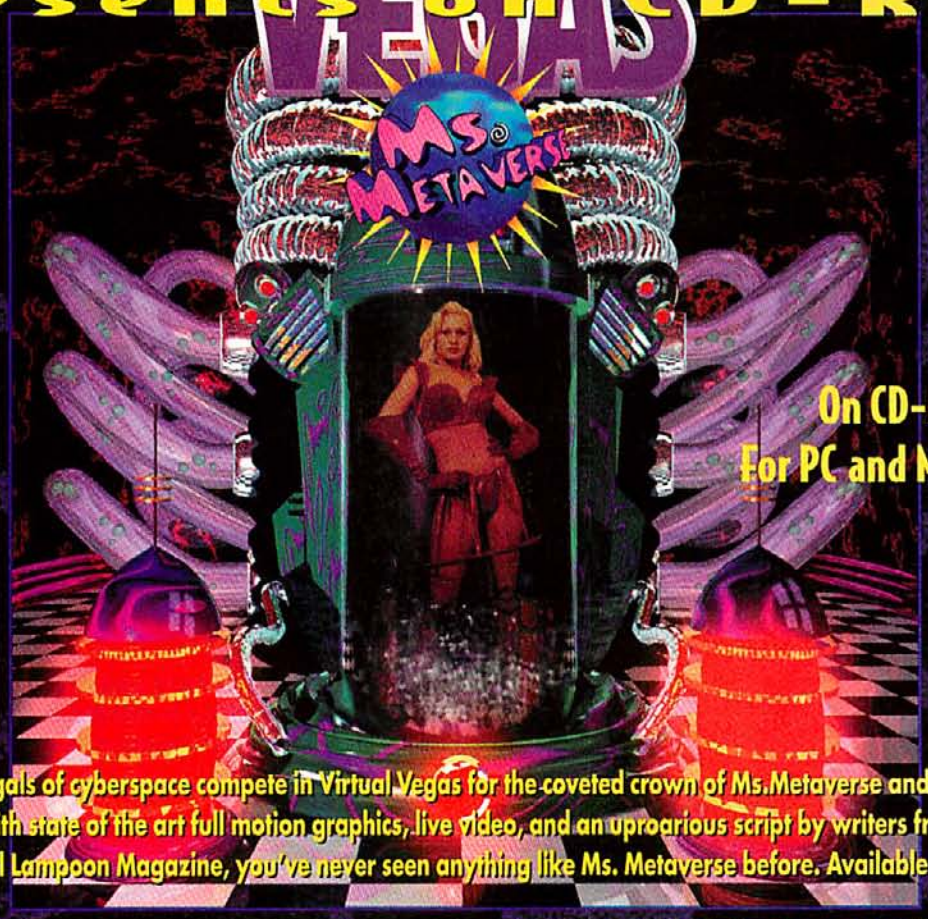
APPEARANCES CAN BE DECEIVING

The biggest deception within the game is the relatively weak economic environment. For instance, one can easily sell assets (food, textiles, etc.) each turn, but any sale depresses the market by a fixed amount, and each additional sale has the same market depression value rather than dynamic incremental changes reflecting actual supply and demand. Further, the economic marketplace is limited and does not reflect the strengths and weaknesses of actual geographical locations.

Further, the diplomatic frenzy of the game often works correctly for the wrong reasons. LEGIONS is often a game of form

VIRTUAL VEGAS

Presents on CD-ROM



On CD-ROM
For PC and Macintosh

The most gifted gals of cyberspace compete in Virtual Vegas for the coveted crown of Ms.Metaverse and you're the judge! With state of the art full motion graphics, live video, and an uproarious script by writers from National Lampoon Magazine, you've never seen anything like Ms. Metaverse before. Available in April .

Also Available From Virtual Vegas...

VIRTUAL VEGAS
VOLUME ONE
Play BlackJack with the sexiest, sassiest dealers this side of cyberspace. Hours of interactive video, 3-D walkthroughs, and voice recognition technology are at your fingertips in Virtual Vegas Volume One. Winning isn't everything, but in Virtual Vegas, even losing is fun! Available now for only **$19.**

Enter, Judge and Win $10,000 In The Ms. Metaverse Online Contest at http://www.VirtualVegas.com

$10,000. That's right. $10,000 big ones. All you have to do to win is be, find, or create the most seductive being in cyberspace and, through the Internet, enter her in Virtual Vegas' Ms. Metaverse contest. To find out more, Just tune your browsers to: http://www.VirtualVegas.com or your telnet-scopes to VirtualVegas.com 8888 and experience Ms. Metaverse on-line for yourself.

COMPUTER Express

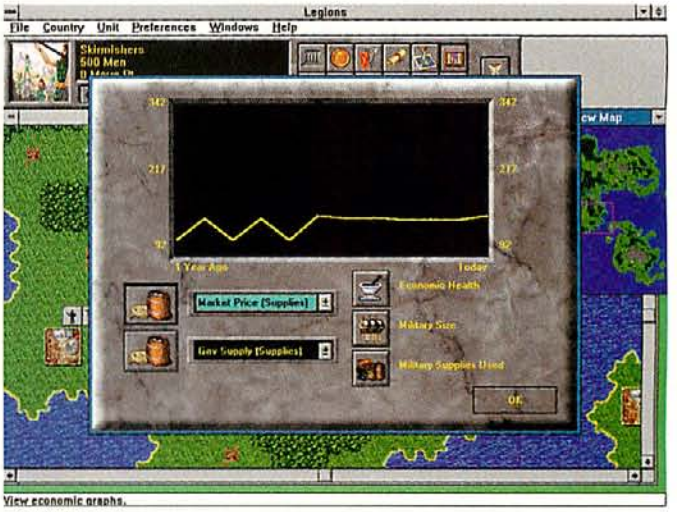
© 1994 Virtual Vegas

Order now 1.800.228.7449

NOT YOUR FATHER'S BOOT CAMP All 43 types of units available in LEGIONS can benefit from additional training. But don't invest too much time in your Skirmishers—they're as expendable in the game as they were historically.

over substance where diplomatic shifts and military alliances occur for ahistorical reasons. Yet, the fluid political landscape of the historical periods are reasonably well-portrayed. For example, the epic struggles between the city-states of Ancient Greece are accurately captured in the Peloponnesian War scenario, where the lesser states such as Argos or Corinth jump from the Athenian to the Spartan camp almost on a whim—much as they did historically.

Diplomacy itself is handled via pop-up menus. As in reality, diplomacy is often a matter of sending off proposals and waiting for replies. It can serve as a delaying tactic and can also be used to determine a given tribe or city-state's disposition toward your empire. In addition to official propositions, you can enhance your position through the age-old tradition of gift-giving. In addition to jewels or gold, you may even erect monuments in your would-be ally's honor. It isn't clear how much impact this gift-giving really has, but it isn't clear in real life, either.



MARKET MADNESS If you're having trouble figuring out the Athenian stock market, LEGIONS offers an easy-to-read graph, which will also track your military expenditures and overall economic health.

R & G GAMES

P.O. Box 5008 Glendale Heights, IL 60139

We Buy & Sell Used Game Software.
Call for a quote on your used games.

Call 1-800-525-GAME

Get *CASH* for your games or get an additional *10%* in credit, good for future game purchases at great prices like these...

King's Quest 7	$37	Doom II	$33
Under a Killing Moon	$42	Tie Fighter	$34
X-Com	$30	Wing Commander III	$38
Metaltech Earth Siege	$36	Cyberia	$35
System Shock	$36	Ultimate Football	$36
Dark Sun II	$33	Creature Shock	$36

and many more games...

All games must be virus free , games will be checked. All games must be in original box with all instructional materials and original disks. NO COPIES accepted. All games must be sent with account number in order for your check or credit to be processed. Any unacceptable games will be sent back at your expense. Any defective games will be replaced with same title. Most game orders can be filled in 2 weeks. Due to high demand of certain games some orders may take longer

Circle Reader Service #307

BEWARE OF GEEKS BEARING GIFTS

As regular readers will understand my tendency to prefer games which teach authentic historical lessons, I found some of the design trade-offs in LEGIONS to be so unacceptable as to present a mishmash of pseudo-history and economic forces which simply do not meet my criteria. Simply put, I was less than pleased with LEGIONS, finding it obtuse, economically unrealistic, historically incorrect and not much fun to play.

However, this seems to be a minority opinion at *CGW*. Editors Wilson and Coleman have found this to be an enjoyable and stimulating game of ancient warfare. For the user wishing a challenging game of ancient warfare without a historical basis, LEGIONS should do nicely. For those wishing to learn about the realities of ancient warfare, I would recommend curling up with Thucydides or Xenophon, and the boardgames from GMT (CAMPAIGNS OF ALEXANDER, SPQR).

THE EDITORS SPEAK

LEGIONS

RATING 3.5

PROS Easy-to-learn, easy-to-play campaign level game with a colorful mix of ancient units. Nice Windows implementation and network options.

CONS Ancients fans will miss their tactical battles, and fans of economic games will hate the bland economic model used here. Ahistorical.

Multimedia Specialists

1-800-233-0010

Tech Support: (608) 836-8001

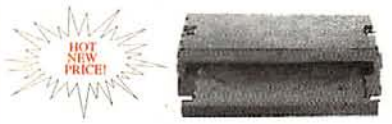
P.O. Box 55164
Madison, WI 53705-8964

Visa / M.C. / AMEX welcomed!

Hours: M-F 9am - 6pm
Sat. 9am - 1pm CST

MITSUMI Double Speed FX001D $125!

The 250ms, 350KB/sec Mitsumi double-speed blows away other CD-ROM drives costing twice as much! The Mitsumi comes complete with a 16-bit interface card, installation software and cables to connect!



CHINON CDS535 Double Speed CDROM drive

With an access time of 250ms, and a double speed data transfer rate of 300KB/sec and a 256KB buffer, the CDS-535 is one of the fastest double-speeds around!

New Low Price! $214

NEC MultiSpin 4Xi

The 4Xi drive features a 600KB/sec transfer rate, 220ms access time, and a 256KB continuous flow cache. Features a backlit LCD display, double dust door, automatic lens cleaning and complete audio controls!

Quad Speed! $374

PLEXTOR 4PLEX Quad Speed

Plextor's new 4PLEX quad speed CD-ROM brings a stunning new level of multimedia performance to your computer. The drive features a 600KB/sec transfer rate, 150ms seek time (220ms access), and a 1 megabyte buffer! Includes a 2-year manufacturer's warranty

Quad Speed! $435

CREATIVE Game Blaster CD 16

CREATIVE LABS, INC.

The Game Blaster CD 16 multimedia upgrade kit features a Sound Blaster 16, a double speed CD-ROM drive, pair of speakers, high performance joystick, and an incredible software bundle including Rebel Assault, Return to Zork, Iron Helix, Sim City 2000, Civilization, New Grolier's Multimedia Encyclopedia, Lemmings, Indianapolis, The Simulation, Silent Service II, F117A Stealth Fighter, Railroad Tycoon and more!

Best Price! $365

MULTIMEDIA HARDWARE

MM UPGRADE KITS

Game Blaster CD 16	365
Edutainment CD 16	395
Digital Schoolhouse	269
Digital Edge 3X	655
Creative Omni CD Int.	178
Creative Omni CD 3X	349
Media Vision Reno	275
MV 2000 Family kit	329
MV 3000 Super kit	389
MV 4000 Premium kit	495
MV 5000 Pro kit	685
Multimedia Office	509
Sony Media Magic	135

CD-ROM DRIVES

Aztech CDA268-01A w/kit	129
Chinon CDS 535 internal	214
Chinon CDS 535 int. w/kit	249
Chinon Quad spd.	Call
Creative Omni CD int.	175
Creative Omni CD 3X	349
Mitsumi FX001D dbl spd w/kit	125
NEC Multispin 3Xi internal	405
NEC Multispin 3Xe external	439
NEC Multispin 3Xp portable	379
NEC 4Xi internal Quad spd.	374
NEC 4Xi int. Quad w/kit	459
NEX 4Xe external Quad spd.	464
NEC 4Xe ext. w/kit	557
Plextor DM3028 internal	255
Plextor DM3028 int. w/kit	319
Plextor QUAD Speed	435
Plextor QUAD w/16-bit kit	509
TEAC SuperQuad	339
Toshiba 3401B internal	319
Toshiba 3501B QUAD spd.	364
Sony CDU-33A w/kit	135
Sony CDU-55S int.	189

SOUND CARDS

Gravis Ultrasound	117
Gravis Ultrasound MAX	159
Ensoniq Soundscape	169
Logitech Soundman	76
Logitech Soundman Wave	179
MV Deluxe MultiCD	Call
MV Pro 3-D Korg	259
MV Premium 3-D SCSI-2	139
MV Premium 3-D MultiCD	139
MV Pro Wavetable Upgd	134
Roland RAP-10	241
Roland SCD-10	163
Roland SCD-15	209
Sound Blaster Value	55
Sound Blaster Pro Value	79
Sound Blaster 16 Value	99
Sound Blaster 16 MultiCD	135
Sound Blaster 16 MultiCD/ASP	159
Sound Blaster SCSI-2	155
Sound Blaster SCSI-2/ASP	195
Sound Blaster AWE-32	255
Sound Blaster AWE-32 Value	Call
ASP upgrade chip	52
Wave Blaster 2.0	175

VIDEO CAPTURE/OUTPUT

ADS Game Zapper	74
Video Spigot for Windows	199
Pro Movie Spectrum	109
Sigma Designs RealMagic	357
RealMagic Lite	265

Call for speakers, SCSI controllers, more!

CD-ROM TITLES

We only sell CD-ROM!

1942: Pacific Air War	47
5ft 10 Pack Vol. 1	30
5ft 10 Pack Vol. 2	33
5th Fleet	37
7th Guest	43
7th Guest 2:11th Hour	53
Absolute Zero	39
Across the Rhine	44
Aces of the Deep	44
Aces of the Pacific	39
Aces over Europe	39
Aegis: Guardian of Fleet	46
Al-Qadim	38
Alone in the Dark 2	39
Armored Fist	44
Babylon 5	Call
Battle Isle 2200	39
Beneath a Steel Sky	39
Betrayal at Krondor	23
Bioforge	Call
Blake Stone: Plt Stk	26
Bloodnet	41
Buzz Aldrin Race Space	42
C.H.A.O.S. Continuum	40
C.I.T.Y. 2000	31
Capitol Punishment	39
Castles II	46
Cat Came Back, The	32
CD-ROMIX! Freex	14
CD-ROMIX! Hardcase	14
CD-ROMIX! Prime	14
Central Intelligence	Call
Colonization	46
Comanche w/Mis.	48
Companions of Xanth	33
Conspiracy	41
Corridor 7	29
Cowboy Casino	34
Creature Shock	47
Crime Patrol	40
Crime Patrol 2	40
Critical Path	44
Curse of Enchantia	21
Cyber Judas	42
Cyberia	45
CyberRace	36
Cyclones	47
Daemonsgate	32
Dark Forces	47
Dark Legion	35
Dark Seed	37
Darksun	47
Day of the Tentacle	37
Dead Zone	51
Doom II	44
Dragons Lair	33
Dragons Lair MPEG	39
Dragons Lair II	Call
Dragonsphere	24
Dream Web	47
Dungeon Hack	37
Empire Dlx: Masters	26
ESPN Soccer	33
ESPN Sun. Nite FB	39
Evasive Action	Call
F15 Strike Eagle 3	46
Falcon Gold	48
Fantasy Empires	36
Fantasy Fiefdom	48
Fast Attack	47
Firm, The MPEG	19
Flash Traffic	37
Fleet Defender Gold	47
Flight Sim Toolkit	52
Fortress of Dr. Rad.	33
Front Page Baseball	46
Front Page FB '95	46
Frontier Elite II	34
Full Throttle	38
Gabriel Knight	43
Gettysburg	39
Goblins Quest III	19
Grandest Fleet	35
Great Naval Battles I	49
Great Naval Battles II	39
Guiness Disc of Recds	33
Harpoon II	Call
Harrier Assault SVGA	14
Harvester	46
Hell Cab	46
Hell: Cyberpunk Thrill	44
Heroes of Might & Mag	44
Horde, The	21
Humans, The	23
Hunters of Ralk	53
Inca 2	24
Indy Jones Fate Atlant	42
Inherit the Earth	32
Iron Helix	54
Jagged Alliance	47
Jet Pack	41
Joe Montana Football	54
Jones in the Fast Lane	36
Journeyman Proj, The	42
Jump Raven	41
Jurassic Park	35
Jutland	44
King's Quest Comp.	53
King's Quest VI	39
King's Quest VI Upgd	22
Kings Quest VII	48
Lands of Lore	39
Laura Bow 2	23
Lawnmower Man	37
Leg of Kyrandia Bk I	33
Leg of Kyrandia Bk II	36
Leg of Kyrandia Bk III	39
Leisure Suit Larry 6	39
Leisure Suit Larry Anth	45
Links Pro 486	Call
Lode Star	37
Lode Runner	39
Lords of Midnight	43
Lost Treas Infocom	35
Lost Treas Infocom II	31
Lunicus	39
Mad Dog II	33
Mad Dog McCree	28
Man Enough	34
Master of Magic	45
Mech Commander	43
Mech Warrior II	45
Megarace	32
Megarace II	39
Menzoberranzan	37
Metaltech Earth Siege	45
Microcosm	45
Mighty Mrph P. Rngr	26
Millenium Auction	46
MPC Wizard 3.0	19
MPC Wiz 2.0 MPEG	32
Myst MPC	45
Naked Gun 2.5 MPEG	21
Nascar Racing	45
Nat. Geo Pic. Atlas	56
New Kid on the Blck	35
NHL Hockey '95	38
Noctropolis	45
Operation Bodycount	33
Out of the Sun	47
Outpost	39
Pacific Strike	48
Pagemaster	Call
Panzer General	39
PGA Tour Golf	46
Phantasmagoria	48
Phoenix Fighter	47
Photo CD Workshop	22
Police Quest 4	43
Privateer	46
Privateer/Strike Comm	42
Psychotron	39
Quantum Gate	44
Raiden	Call
Ravenloft	46
Rebel Assault	42
Renegade	45
Return to Zork	42
Rise of the Robots	43
Rise of the Triad	39
Robinson's Requiem	31
Sabre Team	35
Sam & Max Hit Road	29
Seawolf	43
Shadowcaster	42
Shadows of Cairn	39
Sim Town	Call
SimCity Enhanced	45
Skyrealms of Jorune	41
Sliver MPEG	19
Sorority House	35
Space Ace MPEG	39
Space Pirates	41
Spear of Destiny	39
Spectre VR	39
Sporting News MPEG	Call
Star Crusader	47
Star Trail	44
Star Trek 25th Anniv	51
Star Trek Deep Spc 9	41
Star Trek Next Gen	54
Star Trek Str Flt Acad	51
Star Trek VI MPEG	19
Star Trek: Jdgmnt Rte	34
Starship Rogarian	42
Stonekeep	44
Stronghold	35
Subwar 2050	46
Superhero: Lge Hob	34
Syndicate Plus	39
T2 Chesswars	26
Terminator Ramp	44
Test Pilot	43
Tetris Gold	32
TFX	44
Theme Park	39
Tony LaRuss BB 2	45
Top Gun MPEG	19
Total Distortion	Call
Ultima I-VI	29
Ultima Under 1 &2	29
Ultima VII Complete	39
Ultimate Football	45
Under a Killing Moon	51
Video Cube: Space	21
Video Cube: Sports	21
Vid Cube: Spc MPEG	32
Video Game Soln 2.0	22
Vortex	28
War Craft	39
Who Shot Johnny Rock	33
Wild Blue Yonder	38
Wing I / Wing II Dlx	33
Wing Comm Armada	45
Wing Comm II/Ult UW	29
Wing Commander III	48
Wing Comm/Ultima VI	29
Wings Glry 1917-1918	46
WolfPack	28
World Circuit	34
World Cup 1930-94	36
World of Xeen	38
World War II	21
Worldview	27
Wrath of the Gods	42
X-COM	38
X-COM II	45
Zephyr	45
Zillion Sounds	19
Zorro	39

FOR BUNDLING WITH HARDWARE

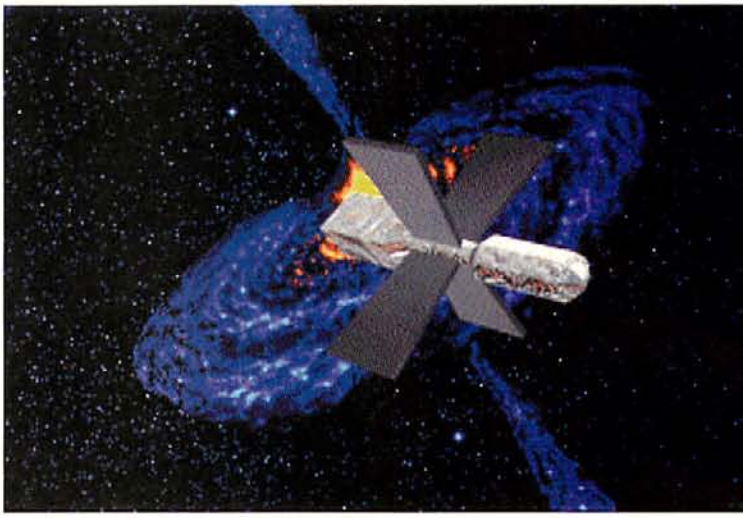
7th Guest	18
Aegis Guardian Flt	12
Animals, San Diego	19
Arthurs Teach Troub	17
Audubon's Birds	16
Audubon's Mammals	16
C.H.A.O.S. Contin.	19
CD Deluxe 4 Pack	18
Compton's Enc. 95	28
Day of Tentacle	19
Dracula Unleashed	19
Dune	19
F15 Strike Eagle III	18
Family Doctor 3rd	16
Grollers Enc. v6.5	29
Gunship 2000	26
Iron Helix	18
Jones in Fast Lane	13
Just Grandma & Me	18
Jutland	19
Kings Quest VI	15
Links Collect. Series	19
Living Books 5-Pack	45
Mad Dog II	19
Mad Dog McCree	19
Mayo Clinic Fam Hlth	18
Megarace	19
Myst	29
Playing w/ Lang Ser.	19
Rebel Assault	29
Return to Zork	19
Sim City 2000	29
Stellar 7	18
Theme Park	29
Ultimate Domain	19
Who Killed Brett Pen.	19
World Circuit	19

CALL FOR A FREE CATALOG!

No surcharge on credit cards. CODs accepted with $6 charge. Software shipping $5/order, Canada $8/order, hardware shipping is 5%, Canada is 6%. Personal and company checks allow 14 days. Returns must have an RMA #, call. Software sales final unless defective. Returns subject to 15% restocking fee. Pricing and availability subject to change.

Battlestar Recyclica

The Mission: Save Humanity (Again) In Merit Software's REUNION



by Martin E. Cirulis

THE FIRST LESSON A WRITER LEARNS IS THAT THERE ARE A LIMITED NUMBER OF STORY PLOTS TO BE USED. Deconstructionist types claim that there are only three; the rest of us believe in a slightly higher number.

Even Science Fiction, so closely linked to the vast reaches of the universe that you can hardly swing a dead Ewok without hitting upon an original angle, is subject to this limitation. As a result, the next lesson a writer learns is that it's not whether a plot has been done before, it's how well you pull it off that counts. *Raiders of the Lost Ark* may not have been high art, but nobody was complaining that they had seen it all before during a Saturday Matinee in the '40s. REUNION, a British import brought to these shores by **Merit Software**, definitely fails to break new ground in terms of plot. In fact, saying the game is in the tradition of **Accolade**'s STAR CONTROL 2 would be pretty charitable. Unfortunately, it seems the creators of REUNION were a little fuzzy on lesson two above.

REUNION

Price: $59.95, CD-ROM and 3.5" floppy
System Requirements: IBM compatible 386 or better, VGA graphics, CD-ROM, mouse; supports Sound Blaster compatible and Gravis UltraSound sound cards.
Protection: None
Publisher: Merit Software
Dallas, TX
(800) 238-4277

MISSING PLANETS BULLETIN

In a vague introduction filled with dramatic music and mostly line drawings (somewhat reminiscent of the opening of *Robotech*), we hear a tale of an Earth dragged back from the brink of war and eco-disasters, and ushered into a new golden age by the UN. Everything is wonderful except for the clothes, which look worse than they did in the '70s. At the height of Earth's neo-Renaissance, hyper-drive technology is discovered, and though this is probably the greatest travel invention since the shock-absorber, only two explorer ships are built to explore the Galaxy. The first is lost very quickly, although not before sending an extremely cryptic final message that nobody on Earth seems to find relevant at the time. The second scout returns after finding several inhabitable worlds far across the Galaxy.

At this point, Earth's golden age begins to tarnish somewhat, as humanity rediscovers guns and finds that breaking up really isn't all that hard to do. With violence on a mysterious surge and the Balkan Shuffle being the most popular political dance step, the second explorer ship is hastily refitted as a colonization vessel and is sent off just as the UN falls and anarchy sets up shop on the old Big Blue Marble. As is often the case with these humanity-saving missions, somebody forgets to check the weather report and a big meteor reduces the ship's hyper-drive to hash, making this a one-way trip. One bumpy landing on an alien world later and a new lost colony of Humanity is formed and given the pleasure of rebuilding civilization.

Jump 500-odd years into the future, and you find yourself the sole leader of this world. Things have ended up in pretty good shape. So good, in fact, that the populace charges you with not only keeping them happy, but with developing an interstellar space technology to track down the old neighborhood as well. It seems that when the hyper-drive on the old ship went, the glove-compartment with all the maps in it went along with it; so you have no choice but to find Earth the old fashioned way, by looking for it. Fortunately, this version of the Milky Way seems pretty small, and there are plenty of aliens around to ask directions from once you start flying about. Of course, there is all that weird stuff that was happening on Earth, which, in hindsight seems to suggest some devious alien plan. Unimaginable distances to be traveled, unending darkness, violent adversaries and doubtful allies at every stop, fear, loathing, suspicion...yup, sounds like a reunion to me.

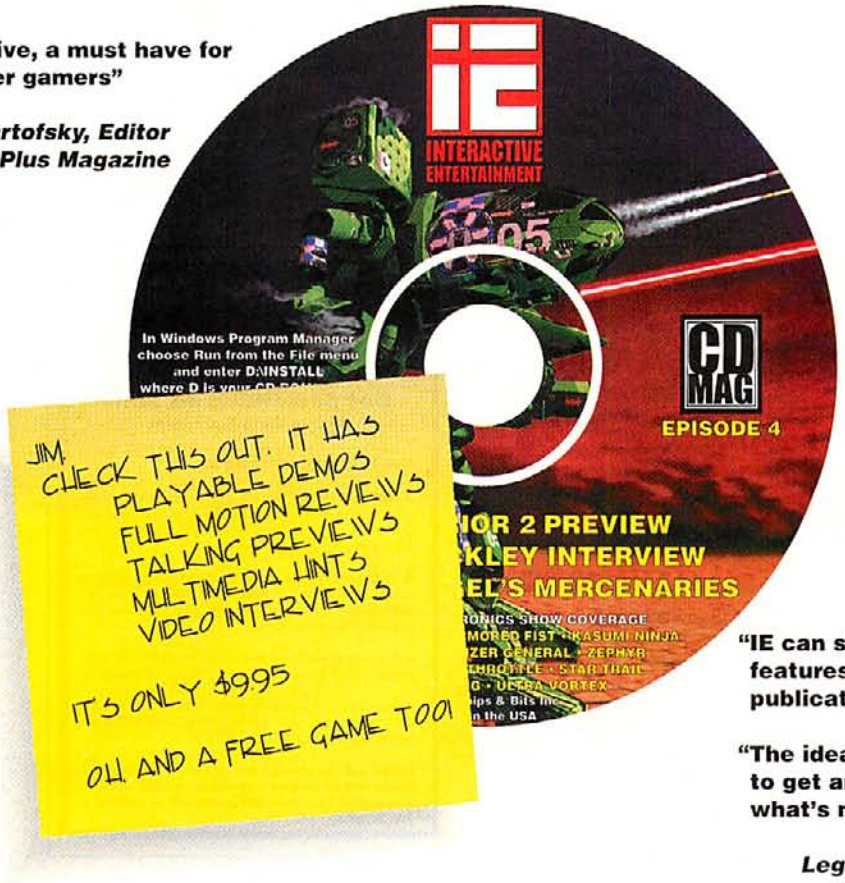
MADE FROM SCRAP

REUNION is a mix of colony management

FORGET READING

"Impressive, a must have for computer gamers"

Steve Wartofsky, Editor
Strategy Plus Magazine



"IE can showcase product features like no printed publication can..."

"The ideal way for gamers to get an in-depth look at what's new."

Bob Bates
Legend Entertainment

INTERACTIVE ENTERTAINMENT

The #1 Entertainment CD MAG

Interactive TV for your CD ROM

12 episodes $59.95 **1 episode $9.95**

800 283 3542 or 802 767 4622

Source 95023

Visa & Mastercard accepted. Make checks payable to: Interactive Entertainment PO Box 21 Hancock VT 05748. Fax: 802 767 3382

© 1994 Chips & Bits, Inc.

WE HAVE
OVER 2,000 TITLES
call for more!

USED IBM GAMES

COMPLETE & VIRUS FREE; WITH THE ORIGINAL BOX, DOCUMENTATION AND DISKS

Game Title	Price
1942 PACIFIC AIR WAR	30
688 ATTACH SUB	8
A-TRAIN	15
A10 TANK KILLER 1.5	12
A320 AIR BUS-EUROPEAN	21
ACES OF PACIFIC MISSION	10
ACES OF THE PACIFIC	19
ACES OVER EUROPE	25
AD&D COLL: HEROES/DRAG	13
ADV OF WILLIE BEAMISH	12
AIR WARRIOR SVGA	19
AIRBORNE RANGER	5
ALIEN LEGACY	29
ALONE IN THE DARK	16
ALONE IN THE DARK 2	19
ALTERED DESTINY	12
AMBUSH AT SORINOR	19
ANCIENT ART OF WAR	11
APBA BASEBALL	10
APBA BASEBALL - WIN	15
ARCHON ULTRA	25
ATAC	10
AWARD WINNING WAR GAMES	32
BALANCE OF POWER	9
BARD'S TALE CONST SET	13
BATTLE BUGS	29
BATTLE CHESS	9
BATTLES OF DESTINY	9
BEAT THE HOUSE	19
BETRAYAL AT KRONDOR	22
BIG BUSINESS	7
BIRDS OF PREY	15
BLAKE STONE: ALIENS	19
BLOODSTONE	15
BLUE & GRAY	22
BLUE FORCE: NEXT OF KIN	22
BODY BLOWS	15
BRIX	11
BUZZ ALDRIN RACE SPACE	17
CAESAR	19
CAMPAIGN	13
CAMPAIGN 2	25
CAR & DRIVER	21
CARRIER STRIKE	15
CARRIERS AT WAR	15
CARRIERS AT WAR 2	32
CASTLE OF DR BRAIN	15
CASTLES	9
CASTLES 2	17
CD - IRON HELIX	30
CD - 7TH GUEST	32
CD - ADV OF WILLIE BEAMISH	19
CD - AEGIS GUARDIAN FLEET	34
CD - AL-QADIM GENIE CURSE	29
CD - ALONE IN THE DARK	29
CD - CASTLES 2	38
CD - CORRIDOR 7	28
CD - CRITICAL PATH	22
CD - DARK LEGIONS	32
CD - DARKSEED	24
CD - DAY OF THE TENTACLE	29
CD - DRACULA UNLEASHED	34
CD - DRAGONSHPERE	32
CD - DUNE	21
CD - DUNGEON HACK	32
CD - EMPIRE DELUXE MASTER	36
CD - ERIC THE UNREADY	22
CD - FRONT PAGE BASEBALL	36
CD - GATEWAY 2	24
CD - GEEKWAD	12
CD - GETTYSBURG INTERACT	29
CD - GOBLIINS QUEST 3	26
CD - GRANDEST FLEET	34
CD - GREAT NAVAL BATTLES	29
CD - HELL CAB	29
CD - HORDE	27
CD - INCA	15
CD - INCA 2	19
CD - JONES IN THE FAST LANE	14
CD - JOURNEYMAN PROJECT	22
CD - JURASSIC PARK	29
CD - JUTLAND	34
CD - KING'S QUEST 5	19
CD - KING'S QUEST 6	15
CD - LABRYINTH OF TIME	25
CD - MAD DOG 2	29
CD - MIGHT & MAGIC: WORLD	36
CD - MILLENNIUM AUCTION	34
CD - MYST	38
CD - NOMAD	23
CD - OUTPOST	32
CD - POLICE QUEST 4	31
CD - QUANTUM GATE - WIN	25
CD - RAVENLOFT	35
CD - REBEL ASSAULT	33
CD - RED BARON	31
CD - RETURN TO ZORK	25
CD - SAM & MAX HIT THE ROAD	34
CD - SHADOW CASTER	26
CD - STAR TREK 25TH ANNIV	34
CD - TFX	29
CD - ULTIMA 8 PAGAN	32
CD - ULTIMATE FOOTBALL	35
CD - VEGAS GAMES DELUXE	29
CD - WOLFPACK	29
CD - X-COM UFO DEFENSE	34
CD -QUARANTINE	32
CHALLENGE OF 5 REALMS	12
CHAMBER SCI MUTANT PREIS	12
CHESS MANIAC 5 BILLION	25
CIVILIZATION	26
CLASH OF STEEL	27
COASTER	9
CODE NAME: ICEMAN	9
COHORT 2	15
COLONEL'S BEQUEST	10
COLONIZATION	36
COMPANION OF XANTH	23
CONAN	11
CONFLICT: MIDDLE EAST	8
CONQUERED KINGDOMS	15
CONQUEST OF JAPAN	17
CORRIDOR 7	19
COUNTDOWN	10
COVERT ACTION	5
CRIME WAVE	7
CRISIS IN THE KREMLIN	11
CROSSWIRE	12
CYBER EMPIRES	10
CYBER RACE	12
D-DAY BEGINNING OF END	25
D-GENERATION	12
DAEMONSGATE	12
DAGGER OF AMON RA	12
DARK CENTURY	15
DARK HEART OF UUKRUL	9
DARK QUEEN OF KRYNN	15
DARKSEED	16
DARKSPYRE	5
DAVID WOLF: SECRET AGENT	10
DAY OF THE VIPER	7
DEATH KNIGHTS OF KRYNN	14
DELTA V	31
DETROIT	27
DISCIPLES OF STEEL	27
DISCOVER STEPS COLUBUS	15
DOOM	28
DOOM 2	31
DRACULA - BRAM STOKE	14
DRAGON STRIKE	2
DRAGONS OF FLAME	5
DRAKKHEN	6
DUNE 2	24
DUNGEON HACK	24
EARTH INVASION - WIN	15
EIGHT BALL DELUXE	21
EL FISH	25
ELITE PLUS	6
ELVIRA 2	11
EMPIRE DELUXE	25
EMPIRE DELUXE - WIN	29
ERIC THE UNREADY	14
EVASIVE ACTION	14
EYE OF THE BEHOLDER 2	15
EYE OF THE BEHOLDER 3	19
F-117A STEALTH FIGHTER	11
F15 STRIKE EAGLE 2	7
F15 STRIKE EAGLE 3	17
FALCON 3.0	24
FALCON 3.0 SCEN 1 FGHT TIG	12
FALCON 3.0 SCEN 2 MI	15
FALCON 3.0 SCEN 3 HORNET	15
FALCON AT	7
FIELDS OF GLORY	25
FIFA INTERNAT'L SOCCER	25
FIGHTING FOR ROME	4
FLAMES OF FREEDOM	6
FLASHBACK	12
FLEET DEFENDER	22
FLIGHT SIM 4.0	15
FLIGHT SIM 4: AIRCRAFT	8
FLIGHT SIM 4: JAPAN	8
FLIGHT SIM 4: SOUND	10
FLIGHT SIM TOOLKIT	29
FLIGHT SIMULATOR 5.0	27
FORMULA ONE	14
FOUNTAIN OF DREAMS	5
FOUR CRYSTALS OF TRAZERE	7
FREDDY PHARKAS FRONTIER	17
FREE DC	5
FRONT PAGE BASEBALL	34
FRONT PAGE FOOTBALL	11
FRONT PAGE FOOTBALL PRO	19
FRONTIER ELITE 2	28
FULL METAL PLANET	11
FUTURE WARS	5
GABRIEL KNIGHT	24
GAMES WINTER CHALLENGE	12
GATEWAY 2: HOMEWORLD	18
GATEWAY SAVAGE FRONTIER	8
GENGHIS KHAN 2	29
GLOBAL CONQUEST	9
GOBLIIINS 1 - VGA	9
GOBLIIINS 2	12
GODS	11
GRANDEST FLEET	29
GREAT NAVAL BAT ADMIRAL	36
GREAT NAVAL BATTLES	19
GREAT NAVAL BATTLES 2	29
GREENS	19
GUNSHIP 2000 VGA	11
HAND OF FATE	17
HARD NOVA	6
HARDBALL 3	14
HARDBALL 3: DIAMOND COLL	29
HARE RAISING HAVOC	10
HARPOON	7
HARPOON 2	28
HARPOON CHALLGR PACK	28
HARRIER ASSAULT	12
HARRIER SUPER-VGA	19
HEAVEN & EARTH	12
HEIRS TO THE THRONE	14
HEXX	22
HIGH COMMAND	22
HORDE	27
HOVER FORCE	10
HOYLES BOOK OF GAMES	12
HUMANS	11
INCA	12
INCA 2	19
INDY CAR RACING	27
INDY JONES LAST CRUSADE	16
IRON CROSS	32
ISLE OF THE DEAD	19
JACK NICKLAUS CD 1	5
JACK NICKLAUS GREATEST 18	9
JACK NICKLAUS SIGNATURE	19
JAMES BOND STEALTH	7
JEOPARDY	12
JET FIGHTER 2.0	14
JIMMY CONNORS PRO TEN	5
JUMP JET	19
KGB	9
KILLING CLOUD	4
KING'S QUEST 2 - EGA	11
KING'S QUEST 3 - EGA	12
KING'S QUEST 4 - EGA	12
KING'S QUEST 5 - VGA	14
KING'S QUEST 6 - VGA	15
KINGMAKER	25
KNIGHTS OF THE SKY	7
KNOWLEDGE ADVENTURE	16
KOSHAN CONSPIRACY	15
KRISTAL	4
LAFFER UTILITIES	10
LANDS OF LORE	15
LEATHER GODDESSES 2	22
LEGACY: REALM OF TERROR	19
LEGEND OF KYRANDIA	12
LEGENDS OF VALOR	9
LEISURE SUIT LARRY 3	15
LEISURE SUIT LARRY 5	15
LEISURE SUIT LARRY 6	25
LEMMINGS	15
LINKS 386 PRO	25
LINKS DISK HYATT	7
LINKS GOLF	14
LORD OF THE RINGS	15
LORD OF THE RINGS 2	17
LORDS OF THE REALM	31
LOST ADMIRAL	10
LOST FILES OF SHERLOCK H	17
LOST IN LA	15
LOST IN TIME	9
LOST VIKINGS	11
LUCAS ARTS AIR COMBAT	16
LUNAR COMMAND	15
M-1 TANK PLATOON	7
MADDEN FOOTBALL 1	5
MAELSTROM	16
MAGIC CANDLE 2	9
MAGIC CANDLE 3	11
MAGNETIC SCROLLS BUNDLE	12
MANTIS EXP FIGHTER	9
MARTIAN DREAMS	9
MARTIAN MEMORANDUM	11
MASTER OF ORION	31
MATRIX CUBED	5
MAXIMUM OVERKILL	24
MEDIEVAL LORDS	7
MEGAFORTRESS	8
MEGATRAVELLER 2	10
MICROSOFT GOLF - WIN	16
MIG 29 (SPECTRUM - HOL)	28
MIGHT & MAGIC 3	15
MIGHT & MAGIC 4	17
MIGHT & MAGIC 5	19
MIKE DITKA	7
ML FOOTBALL	5
ML FOOTBALL 2	8
MONKEY ISLAND 1	16
MONKEY ISLAND 2	19
MONOPOLY	7
MOONBASE	10
MORTAL KOMBAT	22
NFL '94	21
NFL COACHES' CLUB	19
NFL PRO LEAGUE FB 91	5
NFL VIDEO FOOTBALL	9
NHL HOCKEY 94	25
NIGHT SHIFT	7
NOVA 9 - VGA	5
NUCLEAR WAR	5
OBITUS	7
OPERATION COMBAT	6
OUT OF THIS WORLD	14
OVERLORD	6
PACIFIC STRIKE	25
PACIFIC STRIKE SPEECH PACK	10
PACIFIC WAR	24
PATRIOT	6
PATTON STRIKES BACK	6
PEPPER'S ADVENTURE IN TM	15
PGA TOUR GOLF	9
PGA TOUR GOLF - WIN	19
PIRATES	8
PIRATES GOLD	22
"PLANES, TRAINS, & AUTO"	21
PLANET SOCCER	22
PLANET'S EDGE	10
POLICE QUEST 2	9
POLICE QUEST 3	16
POLICE QUEST 4	26
POPULOUS	8
POPULOUS 2	19
POWER HITS: MOVIES	13
POWERMONGER	10
PRINCE OF PERSIA	15
PRINCE OF PERSIA 2	23
PRIVATEER	27
PRIVATEER SPEECH PACK	10
PRIVATEER: RIGHTEOUS FIRE	12
PRO LEAGUE BASEBALL	25
PRO TENNIS TOUR	10
PROTOSTAR	24
QUEST FOR GLORY 1 - EGA	6
QUEST FOR GLORY 1 - VGA	10
QUEST FOR GLORY 3 - VGA	19
QUEST FOR GLORY 4: SHADOW	27
RAGS TO RICHES	24
RAILROAD TYCOON DELUXE	32
REALMS	5
REALMS OF ARKANINA	15
RED CRYSTAL	15
RED LIGHTNING	5
RENEGADE LEGION INTERC	8
RETURN OF THE PHANTOM	11
RETURN TO ZORK	25
REX NEBULAR COSMIC GEN	15
RINGWORLD	12
RISE OF THE DRAGON	12
RISK	9
ROAD & TRACK GRAND PRIX	12
ROCKETEER	14
ROMANCE 3 OF KINGDOMS 3	31
ROME: PATHWAY TO POWER	17
SAM & MAX: HIT THE ROAD	25
SAVAGE EMPIRE	12
SEA ROGUE	9
SEA WOLF	21
SEAL TEAM	19
SEARCH FOR THE KING	10
SECRET WEAPONS EXP P	8
SECRET WEAPONS OF LUFT	15
SENTINEL WORLDS	3·
SERF CITY	26
SEVEN CITIES OF GOLD	15
SHADOW CASTER	11
SHADOW OF YSERBIUS	17
SHADOWLANDS	5
SHUTTLE	9
SIEGE	8
SIEGE & SWORD	8
SIERRA AWARD WINNERS	24
SILPHEED	4
SIM CITY	17
SIM CITY - WIN	18
SIM CITY 2000	29
SIM CITY GRAPHICS SET	10
SIM CITY TERRAIN EDITOR	10
SIM LIFE	22
SIMFARM	25
SIMON THE SORCERER	17
SORCERIAN	5
SPACE 1889	6
SPACE HULK	15
SPACE QUEST 1 - VGA	10
SPACE QUEST 2 - EGA	10
SPACE QUEST 3	9
SPACE QUEST 4	13
SPACE QUEST 5	17
SPACE ROGUE	12
SPACEWRECKED	9
SPEAR OF DESTINY	21
SPECIAL FORCES	11
SPECTRE	19
SPEEDBALL 2	10
SPELLCASTING 101	11
SPELLCASTING 201	17
SPELLCASTING 301	24
SPELLCRAFT ASPECT OF VAL	7
SPELLJAMMER: PIRATES	13
STAR CONTROL 2	28
STAR FLEET 1	10
STAR FLEET 2	11
STAR LEGIONS	7
STAR TREK 25TH ANNIVERS	15
STAR TREK: JUDGEMENT	19
STAR WARS CHESS	24
STARSHIP: COMMAND ADV	14
STELLAR 7	7
STORMOVIK	6
STREET FIGHTER 2	19
STRIKE COMMANDER	15
STRIKE SQUAD	19
STRONGHOLD	19
STUNT ISLAND	14
SUBWAR 2050	18
SUMMONING	7
SUPER SLOTS	9
SYNDICATE	19
SYNDICATE: AMERICAN REV	10
TAKE-A-BREAK PINBALL	12
TANKS CONST SET 2	27
TASK FORCE 1942	17
TENNIS CUP	9
TERMINATOR 2: ARCADE	15
TERMINATOR 2029	16
TERMINATOR RAMPAGE	15
TEST DRIVE 2	15
TEST DRIVE 3	15
TFX	23
THE PROPHECY	8
THEIR FINEST HOUR	9
THEME PARK	32
THEXDER 1	8
THEXDER 2	9
THUNDER HAWK	5
TIE FIGHTER	32
TIME QUEST	6
TONY LARUSSA 1 NL ST	5
TONY LARUSSA 2 '93 PLAYER	9
TONY LARUSSA 2 FANT	7
TONY LARUSSA BASEBALL	15
TONY LARUSSA ULT BB	22
TONY LARUUSA 2 '92 PLAYER	5
TONY LARUUSA 2 AL/NL	5
TORNADO: LIMITED EDITION	30
ULTIMA 5 - WARRIORS OF DES	14
ULTIMA 6 - FALSE PROPHET	11
ULTIMA 7- BLACK GATE	21
ULTIMA 7.5 SERPENT ISLE	17
ULTIMA 7.5 SERPENT ISLE	13
ULTIMA 7: COMPLETE	34
ULTIMA 8: PAGAN	21
ULTIMA 8: SPEECH PACK	10
ULTIMA UNDERWORLD 2	25
ULTRABOTS SANCTION EART	18
UNNATURAL SELECTION	18
UNNECESSARY ROUGHNESS	22
UTOPIA	11
V FOR VICTORY: UTAH BEACH	14
V FOR VICTORY: VICTORY PAK	32
VEIL OF DARKNESS	12
WALLS OF ROME	21
WAR IN RUSSIA	25
WARLORDS	9
WARLORDS 2	25
WAXWORKS	10
WAYNE GRETZKY HOCKEY	9
WAYNE GRETZKY HOCKEY 3	19
WEAVER BASEBALL 2	5
WESTERN FRONT	15
WHEN TWO WORLDS WAR	17
WHERE IN AMERICA'S PAST	22
WHERE IN WORLD CARMEN	16
WING COM 2 SPEC OPS	15
WING COM 2 SPEECH PACK	5
WING COMMANDER 1	9
WING COMMANDER 1 DELUXE	18
WING COMMANDER 2	15
WING COMMANDER 2 DLX	28
WING COMMANDER ACADEMY	15
WING COMMANDER ARMADA	31
WIZARDRY 6 COSMIC FORGE	12
WIZARDRY 7 CRUSADERS	15
WIZARDRY TRILOGY 2	29
WOLFENSTEIN 3D	16
WOLFPACK	11
WORLD CIRCUIT	19
WORLD TOUR TENNIS	13
WORLD WAR 2: BATTLES	17
WW2: AIR FORCE COMMAND	12
X-COM	32
X-WING	27
X-WING B-WING	13
X-WING IMPERIAL PURSUIT	13
YEAGER'S AIR COMBAT	14

GAMER'S GOLD

WE PAY CASH FOR USED GAMES

We want your current used games

1-800-377-8578

call for authorization before shipping or
FAX list for current quotes to 605-334-8766

In Canada, call 605-339-2060

DEALER INQUIRIES WELCOME

WE SELL USED GAMES

All games are tested & IBM disks virus checked

games are in original box with original documentation

Call for current title availibility

WE ACCEPT ONLY
VISA/MasterCard/Discover
Money Orders/Cashiers Check
Call for title availibility before sending M.O.

GAMER'S GOLD is a Diamond Buyer of USED GAMES

Most items shipped same day. $5 UPS/$9 2nd Day Air
call for information on Canadian shipments

GAMER'S GOLD • 1008 W. 41st Street • Sioux Falls • South Dakota • 57105

WE'RE BUYING!

WE NEED GAMES!

IBM GAMES

Got Something To Sell?

Follow these Easy Steps

1. Prepare a list of the games you are selling. Call, fax, or mail your list to ***GAMER'S GOLD.***

2. ***GAMER'S GOLD*** will quote the current buying prices & issue an authorization number for your shipment. Games will not be accepted without an authorization no. Price quotes are good for 14 days.

3. Pack games in box. Write authorization no. clearly on outside of box. Mail to ***GAMER'S GOLD***. Save your authorization no. We can't answer questions about your shipment without your number!

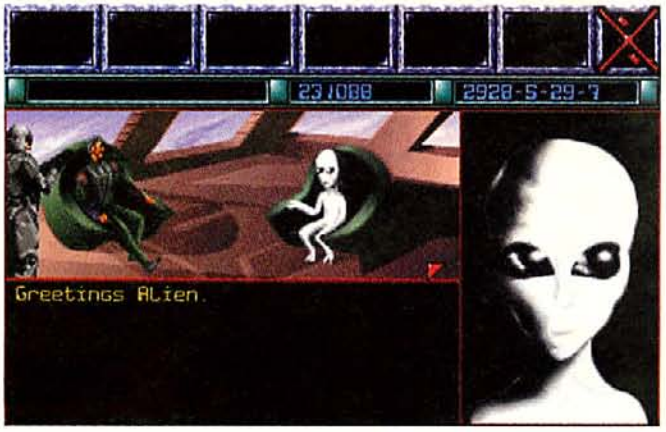
4. If you would like to use your money or credit to purchase games, include a "wish list" of titles you are interested in.

5. Your check will usually be mailed within 10-14 working days of receiving your games. Some "wish list" game credits may take slightly longer to fill.

Games will be checked for viruses & completeness. Games must be complete with all disks, printed materials, & in original box. Incomplete games will be returned at your expense.

Prices & availability subject to change. Call Toll Free for current titles and those not listed–we've got lots more! All Used Games are complete & virus free with original box, documentation & disks. System compatibility is not guaranteed. All sales are final–defective games replaced with same title. Free shipping (Regular Ground) in the continental USA on orders over $150.

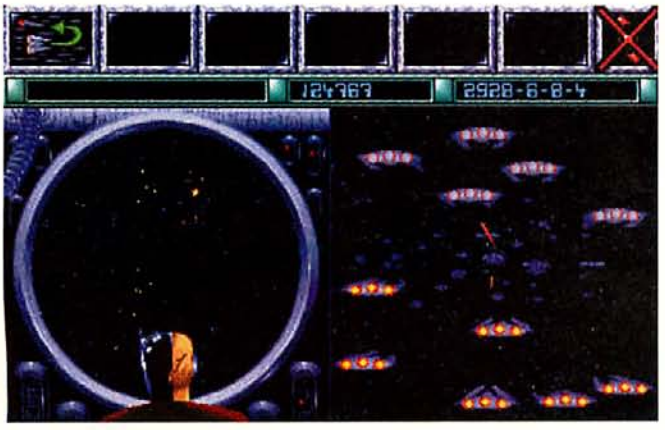
we Buy & SELL



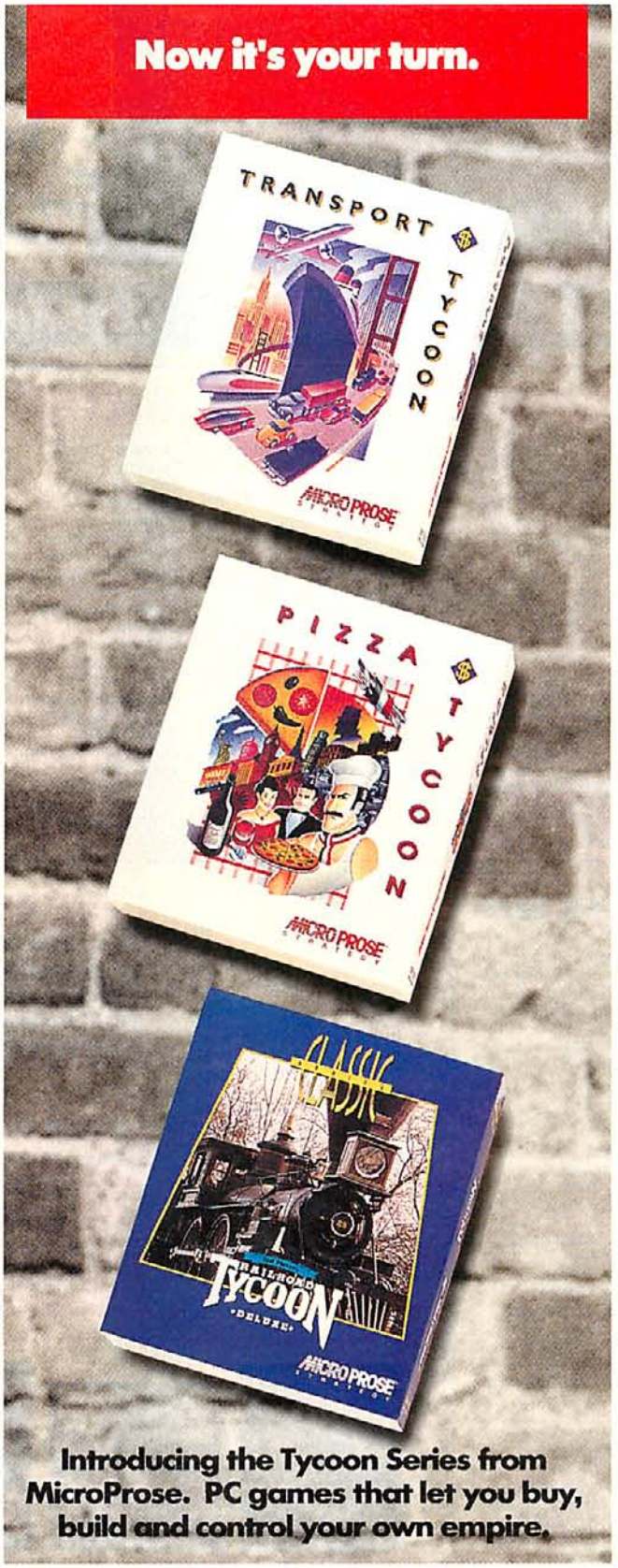
JUST WHO IS THE ALIEN HERE, ANYWAY? An evening spent with these saucer beings could task even Cary Grant's legendary charm, so be careful in conversation.

and exploration with a little combat thrown in to liven things up. Unfortunately these elements seem to have been taken from other games and combined in an uninspiring way. Colonies and your own home planet are based on the old "build tiles and place them" system that seems to be all the rage these days. Your facilities to choose from run the usual gamut of power plants, homes, hospitals, mines, etc., and their build times are amazingly fast. Don't be too worried about underestimating your food consumption rates, as an entire farm can be built in a day or so; in fact, money is a far more limiting factor for getting what you want when you want it.

In another slave-to-fashion move, you must also hire "advisors" to get things done for you in the fields of Research, Development, Construction, Warfare and Flight. The more money you spend on these advisors, the more efficiently things will get done, and every so often they will have something to say, but not often enough to justify their pay. As you may have inferred by the presence of a Research division, there are quite a few amazing discoveries to be made, but, as with construction, the actual act of research passes so quickly as to be irrelevant. Basically the issue is how long it takes (i.e. what events you've triggered in the plot line) for somebody to tell you something is possible; from there it's usually less than a couple game-days before you're punching your new widgets out on an assembly line.



THE THRILL OF VICTORY As you search for Old Earth, you'll find plenty of war fleets blocking your path.



MICROPROSE

Anything is possible.

1-800-879-PLAY. For IBM-PC & Compatibles.

© 1994 MicroProse All Rights Reserved.

Circle Reader Service #351

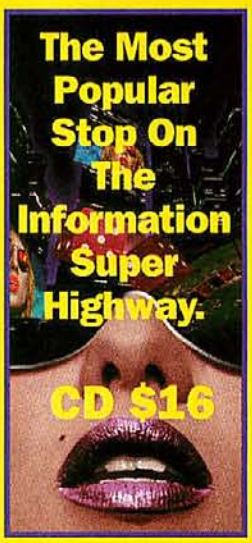
MISSION CONTROL

Make Us Your First Choice!

OVERNIGHT SHIPPING VIA AIRBORNE $7.00

CD ROM HEADQUARTERS

5 Foot 10 Pack Ver 2	27	Hell Cyberpunk Thriller	50	Quantum Gate 2	44
7th Guest 11th Hour	69	Inferno CD	49	Quarantine	44
AD&D Menzoberranzan	50	Jorune Alien Logic	40	Quest for Glory IV	49
Air Havoc Controller	50	King's Quest VII	49	Renegade	39
Armored Fist	50	Knights of Xentar	43	Reunion	38
Battle Isle 2200	38	Lands of Lore 2	46	Rise of the Robots	50
Buried in Time	50	Legend of Kyrandia 3	44	Rise of the Triad	44
Central Intelligence	27	Litil Divil	33	Secrets of StarGate	44
Complete Ultima VII	30	Lords of Midnight	50	Space Pirates	35
Creature Shock	50	Lunicus	42	StarTrek Next Gen	59
Cyber Judas	52	Madness of Roland	33	Stonekeep	44
Cyberia	50	Magic Carpet	47	System Shock	50
CyClones	46	Master Of Magic	49	Top Ten Pack	38
Dark Forces	49	MetalTech EarthSiege	50	Total Distortion	50
Dawn Patrol	44	Millennium Auction	50	Under a Killing Moon	58
Death Gate	37	Nascar Racing	53	US Navy Fighters	47
Doom II Hell On Earth	46	NHL Hockey '95	39	**Virtual Vegas**	**16**
Dragon Lore	44	Noctropolis	50	Warcraft Orcs & Hum.	44
Fortress Dr Radiaki	38	Pacific Strike	52	**Wanderlust**	**32**
FrontPage Sprts Bball	54	Panzer General	44	Wings of Glory	45
Full Throttle	42	PGA Tour Golf 486	50	X Com	45
Gadget	50	Phantasmagoria	49	X-Wing Collector's	50
Harvester	59	Picture Perfect Golf	48	Zephyr	52



IBM DISKS

5th Fleet	38
Across the Rhine	47
AD&D Menzoberranzan	50
Alien Legacy	41
Arkania 2 Star Trail	44
Armored Fist	45
Battle Bugs	27
BioForge	50
Breach 3	42
BreakThru	38
Cannon Fodder	27
Cyber GO	40
CyClones	45
Dark Forces	49
Dawn Patrol	40
Deep Space 9: The Hunt	44
Dominus	38
Doom II: Hell On Earth	46
DreamWeb	37
Dungeon Master 2	39
Fighter Wing	38
Flight Commander 2	44
Flight Light	22
Fortress Dr Radiaki	38
Genie's Curse	45
Heroes Might & Magic	44
Hexx	38
Iron Cross	44
Jorune Alien Logic	42
Knights of Xentar	43
Lands of Lore 2	42
Lords of the Realm	44
MechWarrior 2	47
MetalTech: BattleDrome	41
MetalTech: Earthsiege	50
Nascar Racing	44
Nerves of Steel	22
Perfect General 2	39
Raiden	33
Raptor	24
Rise of the Triad	40
SimTower	30
Star Reach	37
Strip Poker Professional	34
System Shock	50
Theatre of Death	27
Theme Park	40
Third Reich	37
Traffic Dept. 2192	CALL
Victory at Sea	45
Wing Command Armada	48
Wings of Glory	50
X Com	45
Zephyr	52

SOUNDCARDS

Audio Rock-It 16	69
Sound Blaster 16 Value	119
Sound Blaster 16 MCD	149
UltraSound	129
Wave Blaster	189

THRUSTMASTER

F-16 Flight Control	**$109**
Weapons Control II	**$89**
Rudder Pedals	**$99**
Flight Control MK 1	**$59**
T-1 Driving Pedals	**$119**

Would you like to receive our 32 page ADULT CD Catalogue? Circle Reader Service #96

Wing III $56

Sorority House $32

Cyberpunk: HELL $50

Harvester $59

P·I·X·I·S INTERACTIVE

TFUI™ INTERFACE

TOUCH THE FUTURE!

V2: SPACE SIREN

Responding to a distress signa you are lured by the irresistib song of the Space Sirens emana ing from a mysterious space st tion. You venture into the doma of the alluring and beautiful Spac Sirens only to realize that you' been entrapped in VR chamber fulfill their every desire. Engage a search and fulfill mission in exotic interactive odyssey.

CD $5

VIRTUA VIXEN PART

CD $4

NEURODANCER $3

SCISSORS N STONE

Journey into realm whe beautifu women a available challenge you a game chance. A hi tech adaptati of the ancie game of sci sors-rock-paper. Featuring li action video combined with 3D a mation and graphics.

CD $3

Circle Reader Service #93

Phone (201) 783-3600 • Fax (201) 783-3686 • FAXBACK Line (201) 783-337

800-999-7995

Send Orders To: Mission Control • 7 Oak Place • CGW0295 • Montclair, NJ 07042. MC, Visa, Discover, Checks & Money Orders. Chec held 14 days. Please Include Phone # /Shipping $7 OVERNIGHT (most areas) Int'l Shipping $25. E-Mail 70007.1324@Compuserve.com

ANOTHER DAY, ANOTHER PLANETARY BASE SIM CITIZENS will find plenty of familiar landmarks in REUNION.

Ships must be organized into fleets in order to move, and they are basically grouped into fighting, transport and satellite-dispensing fleets. Once you get things rolling, your homeworld production facilities will need greater and greater amounts of minerals from off-world, so a healthy set of mining colonies are vital to success. Unfortunately, there is no way to create automated trade routes, so fleets must be manually lifted off, sent to their destinations, landed, and then loaded/unloaded. Except for the flight between worlds, when the player can switch to some other aspect of the game, ship movement consumes the player's attention and effort. Automated trade, as in **Sierra**'s ALIEN LEGACY, would have been very useful here.

Combat has little to do with the player: it is simply a matter of numbers, quality of equipment, and how good—or rather, how expensive—your Military Advisor is. Battles occur first in space between ships in the same system; then in the planetary atmosphere between surviving attackers and those defense ships assigned to the world in question; and finally between ground forces which fight it out—winner takes all. Your only real insight into the combat is a display of colored lights representing ships which blink out as they die, some graphics of stuff flying around and exploding, and a tally screen at the end that tells how many ships took the next great step in spiritual development.

The story itself is pretty standard and is definitely from the *BattleStar Galactica* handbook of "How to wander the Galaxy and get into trouble." While you must discover the reason for Earth's downfall, as well as the planet herself, the plot isn't on par with the STAR CONTROL 2 drama of finding the place quickly, and then cracking the force-field before things get really ugly in that section of the Galaxy. The alien races you encounter are pretty mundane, and they behave simply as plot points with pretty masks on. Most of your actions will not alter their behavior, short of the "help them or kill them" choice. Early in the game you find little saucer aliens sharing your star system, and even if you help destroy the enemy fleet harassing them, their base is destroyed anyway. The only effect is to reduce the presence of the enemy fleet. If you do help, you are not bothered for a while; if you don't, then they come after you soon after the saucer aliens bite it. Not exactly subtle, but it does move things along, I guess.

He ruled the auto industry.

Henry Ford Photo: UPI/Bettman

SPECTRUM ELECTRONICS

P.O. BOX 6295
SALINAS, CA
93912-6295

OVERNIGHT SHIPPING NOW ONLY $4

OPEN: 6AM-11PM PST EVERYDAY

1-800-983-4321

ALL PRODUCTS LISTED ARE NEW
SATISFACTION GUARANTEED !!!
CALL FOR CURRENT PRICES AND PRODUCTS

IBM

7th Guest(CD)	22
10 Year Interplay(CD)	46
11th Hour(CD)	55
1830	33
1942 Pacific Air War(CD/3.5)	47/44
5ft/10 PAK Vol. 1(CD)	29
5ft/10 PAK Vol. 2(CD)	29
5TH Fleet(CD/3.5)	36
A-Train w/Cons. Kit(3.5)	32
Absolute Mayhem(CD)	16
Aces of the Deep(CD/3.5)	46/43
Aces of the Pacific(CD)	39
Aces over Europe(CD)	39
Across the Rhine(CD)	47
AD&D Al Qadim(CD/3.5)	40/42
AD&D Collectors Ed. 2(5.25)	18
AD&D Collectors Ed. 3(CD)	19
AD&D Dark Queen of Krynn(3.5)	14
AD&D Dark Sun 1(CD)	25
AD&D Dark Sun 2(CD/3.5)	48/42
AD&D Eye Beholder 1 or 2	16
AD&D Eye Beholder 3(3.5)	16
AD&D Menzoberranzan(CD/3.5)	45
AD&D Pools of Darkness(3.5)	14
AD&D Pools of Radiance(3.5)	14
AD&D Ravenloft(CD/3.5)	48/42
Advanced Civilization(3.5)	34
Aegis: Guardian of Fleet(CD)	29
Aide De Camp(3.5)	47
Air Combat:US Navy Fighters(CD)	46
Alien Breed(3.5)	12
Alien Legacy(CD/3.5)	39/36
Alien Logic:Jorune(CD)	39
All American College Football(CD)	36
Alone in the Dark 1(CD/3.5)	47/28
Alone in the Dark 2(CD/3.5)	40/35
Amazon:Martian Mem.(3.5)	19
Ambush at Sonnor(CD)	16
Archon Ultra(3.5)	34
Arena:Daggerfall(CD/3.5)	CALL
Arena:Elder Scrls(CD/3.5)	45/40
Armored Fist(CD/3.5)	46/43
Award Win Wargame(CD/3.5)	39
Battle Bugs (CD/3.5)	39/36
Battle Isle 2200(CD)	34
Battlecruiser 3000 AD(CD/3.5)	45
Beneath a Steel Sky(CD)	42
Best of Microprose(CD)	24
Betrayal at Krondor(CD/3.5)	23
Bioforge(CD)	46
Blackthorne(CD/3.5)	32
Black Beard(3.5)	34
Blake Stone:Aliens of Gold(3.5)	20
Blake Stone:Planetstrike(CD/3.5)	26
Blind Date(CD)	40
Bloodnet(CD/3.5)	29
Blue and the Gray(CD/3.5)	39
Body Blows(3.5)	12
Body Count(CD)	30
Breach 3(3.5)	35
Brett Hull Hockey(3.5)	34
Bureau 13(CD/3.5)	40/35
Cadillacs & Dinosaurs(CD)	48
Cannon Fodder(CD/3.5)	23
Carrier Strike(3.5)	23
Carriers at War (3.5)	25
Carriers at War Cons. Kit(3.5)	25
Carriers at War 2(3.5)	39
Castles 2(CD/3.5)	46/22
Central Intelligence(CD)	24
Challenge of the 5 Realms(3.5)	15
Civilization(3.5)	43
Civilization/RR Tyc. Dlx(CD)	35
Clash of Steel(3.5)	24
Colonization(CD/3.5)	46
Comanche w/Missions(CD)	40
Command & Conquer(CD/3.5)	48/39
Command HQ(3.5)	17
Commander Blood(CD)	46
Conspiracy(CD)	29
Corridor 7(CD/3.5)	30/25
Crystal Caliburn(3.5)	29
Cyberia(CD)	46
CyberJudas(CD)	42
CyberWar(CD)	46
CycleMania(CD)	34
Cyclones(CD/3.5)	42
D'Day:Beginning of the End	40
D-Day:Operation Overlord(CD)	42
Daemons gate(CD/3.5)	19
Dark Forces(CD)	46
Dark Legions(CD/3.5)	26/36
Darksee(CD)	19
Dawn Patrol(CD/3.5)	42
Deathgate(CD)	34
Descent(3.5)	32
Delta V(CD/3.5)	39/42
Detroit(3.5)	38
Disciples of Steel(3.5)	32
Discworld(CD/3.5)	36/42
Dominus(CD)	39
Doom 1(3.5)	39
Doom 1 #1(40 New Levels)(3.5)	19
Doom 1 #2(70 New Levels)(3.5)	19
Doom 1 #3(40 New Levels)(3.5)	19
Doom 2(CD/3.5)	45
Doom Companion(CD)	16
Dracula Unleashed(CD)	28
Dragon's Lair 1 or 2(CD)	36
Dragon Lore(CD)	50
Dragonsphere(CD/3.5)	22
Dream Web(CD/3.5)	34
Dune 1(CD)	18
Dune 2(3.5)	32
Dungeon Master 2(3.5)	38
EA Fantasy Pak(CD)	17
EA Simulation Pak(CD)	17
EA Top 10 Pak(CD)	32
Ecstatica(CD/3.5)	35
Empire 2(CD)	CALL
Empire Deluxe(3.5)	34
Empire Dlx Master Ed.(CD)	24
Epic Pinball(3.5)	45
ESPN Baseball Tonight(CD/3.5)	42/39
ESPN Sunday Night Football(CD)	42
Evasive Action(3.5)	25
F-14 Fleet Defender(CD/3.5)	47/45
Falcon 3.0(3.5)	33
Falcon 3.0/Tornado(CD)	38
Falcon Gold(CD)	52
Fantasy Fieldom(CD)	50
Fast Attack(CD)	48
Fields of Glory(3.5)	35
FIFA Soccer(CD/3.5)	35
Fighter Wing(CD/3.5)	38
Flash Traffic(CD)	37
Flashback(3.5)	16
Flight Commander 2(3.5)	36
Flight Simulator Toolkit(CD)	52
Flight Unlimited(CD)	49
Formula 1(3.5)	15
Fortress Dr. Radaki (CD/3.5)	32
Freddy Pharkas(CD/3.5)	34/22
Freelancer 2120(CD)	42
Front Page B.B.(CD/3.5)	46/43
Front Page Football Pro(3.5)	18
Front Page FB 95(CD/3.5)	46/43
Frontier: Elite 2(CD/3.5)	35
Frontlines(CD/3.5)	40
Full Throttle(CD)	CALL
Gabriel Knights(CD/3.5)	22/37
Game Master(CD)	15
Gateway 2(CD/3.5)	33
Gemfire(5.25)	15
Genghis Khan 1(5.25)	15
Genghis Khan 2(3.5)	35
GIGA Games(CD)	18
Global Domination(3.5)	25
Goblins 1 or 2(CD)	13
Goblins 3(CD/3.5)	18/16
Gold of the Americas(3.5)	25
Grandest Fleet(CD/3.5)	34
Great War 1914-1918(3.5)	39
Greens(3.5)	15
Gunship 2000(CD/3.5)	24/23
Hammer of the Gods(CD)	39
Hardball 4(3.5)	34
Harpoon 2(3.5)	42
Harpoon 2:Westpac Battleset	24
Harpoon Classic(CD)	28
Heir to the Throne(3.5)	20
Hell(CD)	45
Hell Cab(CD)	29
Heretic	CALL
Heroes Might & Magic(CD)	42
Hexx(3.5)	30
High Command(CD/3.5)	20/18
High Seas Trader(CD/3.5)	40
Hired Guns(3.5)	34
Horde(CD/3.5)	19
Inca 1 or 2(CD)	23
Incredible Machine 2(CD/3.5)	40/36
Indy Car Racing(3.5)	34
Indianapolis Motor Speed(3.5)	21
Indy Car Circuits(3.5)	21
Indiana Jones: Atlantis(CD)	24
Inferno(CD)	37
Inherit the Earth(CD/3.5)	25
Iron Cross(3.5)	40
Ishar 3(CD/3.5)	33
Isle of the Dead(CD/3.5)	19/18
Jazzy Jackrabbit(3.5)	46
Journeyman Project Turbo(CD)	25
Jump Raven(CD)	40
Jurassic Park(CD/3.5)	25
Jutland(CD)	23
Kawasaki Superbikes(CD/3.5)	23
Kingdom of Far Reaches(CD)	47
Kingdoms of Germany(3.5)	36
Kingmaker(3.5)	32
King's Quest 1-6(CD)	56
King's Quest 5(CD)	15
King's Quest 6(CD)	18
King's Quest 7(CD)	49
Klik & Play(CD/3.5)	39
Knights of Xentar(CD/3.5)	39
Labyrnth of Time(CD)	25
Land,Sea,Air 2(3.5)	18
Lands of Lore 1(CD/3.5)	40/32
Lands of Lore 2(CD)	CALL
Lawnmower Man(CD)	19
Legend of Kyrandia 1(CD/3.5)	20/23
Legend of Kyrandia 2(CD/3.5)	25
Legend of Kyrandia 3(CD)	39
Legends of Valour(3.5)	15
Legions(3.5)	34
Leisure Suit Larry 1-6(CD)	48
Leisure Suit Larry 6(CD/3.5)	43/38
Lemmings 1 &2(CD)	26
Links 386 Pro(3.5)	39
Links 386 Course Disks	CALL
Lion King Story Book(CD)	29
Loadstar(CD)	49
Lode Runner(CD/3.5)	39/36
Lord of the Rings(CD)	23
L.O.T.R. & Two Towers(3.5)	19
Lords of Midnight(CD)	47
Lords of the Realm(CD/3.5)	39
Lost Eden(CD)	40
Lost Ffs Shrlck Hlms(CD/3.5)	33/20
Lost Vikings(3.5)	16
Lucas Arts Adv. Pack(3.5)	24
Lunar Command(3.5)	16
Lunicus(CD)	29
Mad Dog McCree 1 or 2(CD)	19
Magic Carpet(CD)	43
Maniac Mansion 2(CD)	22
Maniac Sports(CD)	19
Magic Candle 3(CD)	16
Master of Magic(CD/3.5)	39
Master of Orion(CD/3.5)	39
Masters of the World(3.5)	CALL
Mech Force:Iron Assault(CD)	42
Mech Warrior 2(CD/3.5)	46
MegaRace(CD)	25
Merchant Prince(3.5)	39
Metal Marines(3.5)	29
Metaltech:Battledrom(3.5)	37
Metaltech:Earth Siege(CD/3.5)	47/43
M&M:Clouds of Xeen(3.5)	20
M&M:Darkside of Xeen(3.5)	20
M&M:World of Xeen(CD)	40
Millennium Auction(CD)	46
Mission Critical(CD)	34
Mortal Kombat(3.5)	26
MS Flight Sim. 5.1(CD/3.5)	45
MS Space Simulator 1.0(3.5)	46
Myst(CD)	45
NASCAR(CD/3.5)	47/39
Navy Strike(3.5)	39
NBA Jam(3.5)	45
NCAA Road Final 4 #2(3.5)	36
Nerves of Steel(CD/3.5)	22
NFL Pro League Football 75th(CD)	36
NHL Hockey(3.5)	22
NHL Hockey 95(CD)	39
Night Owl 13 or 14(CD)	22
Noctropols(CD)	46
Nomad(CD/3.5)	29
NovaStorm(CD)	35
Operation: Crusader(3.5)	36
Operation Europe(3.5)	CALL
Out of this World(3.5)	22
Outpost(CD/3.5)	27/40
Outpost Planet Pack(CD)	32
Pacific Strike(3.5)	26
Pacific War(3.5)	24
PageMaster(CD)	45
Panzer Battles(3.5)	25
Panzer General(CD/3.5)	39
Pax Imperia(3.5)	38
Perfect General Bundle(3.5)	36
Perfect General 2(CD/3.5)	36
PGA Tour Golf(CD)	47
Phantasmagoria(CD)	49
Phoenix Fighter(CD)	48
Pinball Arcade(CD)	28
Pinball Fantasies(3.5)	31
Pirates Gold(CD/3.5)	23
Pizza Tycoon(CD/3.5)	39
Point of Attack(3.5)	28
Police Quest 4(CD/3.5)	24/39
Populous 2(3.5)	25
Powermonger(3.5)	19
Prince of Persia 1(3.5)	25
Prince of Persia 2(3.5)	27
Privateer(3.5)	32
Privateer/Strike Comm.(CD)	44
Pro League Baseball(3.5)	35
Protostar(CD/3.5)	20
Psychotron-WIN(CD)	29
Pure Wargame(3.5)	CALL
Quantum Gate(CD)	24
Quarantine(CD/3.5)	39
Quest for Glory 4(CD/3.5)	43/38
Raiden(CD/3.5)	35/30
Railroad Tycoon(3.5)	15
Railroad Tycoon Dlx(3.5)	23
Reach for the Stars(3.5)	25
R. Arkania:Blade of Destiny(3.5)	24
R. Arkania:Star Trail(CD/3.5)	46/42
Rebel Assault(CD)	29
Relentless:Twinsen's Adv.(CD)	43
Red Baron(CD)	39
Renegade:Jacobs Star(CD)	47
Return of the Phantom(CD/3.5)	35/15
Return to Ringworld(CD)	42
Return to Zork(CD/3.5)	20/25
Reunion(CD/3.5)	32
Ringworld(CD)	19
Rise of the Robots(CD/3.5)	45
Rise of the Triad(CD/3.5)	42/32
Robinson's Requiem(CD/3.5)	34/31
Romance 3 Kingdoms 3(3.5)	39
Rules of Engagement 2(3.5)	32
Sabre Team(CD/3.5)	35/29
Sam & Max Hit the Road(CD/3.5)	37
SEAL Team(3.5)	19
Secret of Monkey Is 2(3.5)	23
Secret Weapons Luftwaffe(CD)	16
Serf City(3.5)	36
7 Cities of Gold Enhanced(3.5)	19
Shadowcaster(CD/3.5)	43/19
Shadow of Cairn(CD)	42
Shadow of the Comet(CD)	37
Shadow of Yserbius(3.5)	21
Shanks(CD)	32
Sid & Al's Incredible Toons(CD/3.5)	40/37
SimCity(CD)	46
SimCity 2000(CD/3.5)	34/40
S.C. 2000:Great Disasters(3.5)	15
SimCity 2000-WIN(3.5)	40
Space Ace(CD)	38
Space Hulk(CD/3.5)	25/22
Space Quest 1-5(CD)	47
Spaceward Ho! 4(3.5)	CALL
Special Forces(3.5/5.25)	14
SSI Fantasy Fest(CD)	39
SSN21: Seawolf(CD/3.5)	43
Stalingrad(3.5)	36
Star Control 1	18
Star Control 2	36
Star Crusader(CD/3.5)	24/35
Star Crusader Missions(3.5)	19
Star Reach(CD/3.5)	38
Star Trek:DS9 The Hunt(CD)	40
S.T.: Judgement Rites(CD/3.5)	43/35
Star Trek:Tech. Manual(CD)	40
Star Trek:TNG(CD)	47
Star Trek:25th(CD)	24
Star Wars Chess:MPC(CD)	18
Stonekeep(CD)	54
Street Fighter 2(3.5)	20
Street Fighter 2 CD Pack(CD)	23
Subwar 2050(CD/3.5)	36/32
Summer/Winter Challnge(CD)	19
Summoning(3.5)	15
Super Hero League(CD/3.5)	34
Super Street Fighter 2(3.5)	42
Syndicate(3.5)	26
Syndicate Plus(CD)	40
System Shock(CD/3.5)	47
Take 10 CD-ROM Pack(CD)	43
Task Force 1942(3.5)	23
Terminator 2029 Dlx(CD)	30
Terminator Rampage(CD/3.5)	43/40
TFX(CD/3.5)	29/35
Theme Park(CD/3.5)	39
Third Reich(3.5)	32
Tie Fighter(3.5)	45
Tie Fighter:Defender Empire(3.5)	19
Tigers on the Prowl(3.5)	42
Tornado:Operation Desert Storm(CD)	25
Tower Controller(CD/3.5)	44
Transport Tycoon(CD/3.5)	46
Two Towers w/ Hint Book(3.5)	19
Ultima 1-6(CD)	30
Ultima 6(3.5)	23
Ultima 7: Complete(CD)	30
Ultima 7:Serpent Isle(3.5)	29
Ultima 8:Pagan(3.5)	25
Ultima 8:Speech(3.5)	11
Ultima 8:Pagan w/Speech(CD)	32
Ultima Underworld 1 & 2(CD)	30
Ultimate Domain(CD/3.5)	20/35
Ultimate Football(CD)	46
Ultrabots(3.5)	18
Under a Killing Moon(CD)	55
USS Ticonderoga(CD)	34
Veil of Darkness(3.5)	15
V for Victory:Velikiye Luki(3.5)	39
Victory at Sea(3.5)	48
Voyeur(CD)	47
Walls of Rome(3.5)	29
War in Russia(3.5)	24
War Room(CD)	37
Warcraft(CD/3.5)	39
Wargame Const. Set 2:TANKS	39
Warlords 2(3.5)	36
Warlords 2:Scenario Bldr(3.5)	29
WarWorks(5.25)	15
When Two Worlds War(3.5)	25
Wing Commander 1 Dlx(CD)	26
W. Commander 1&2 Dlx(CD)	33
Wing Commander 3(CD)	53
W. Commander Academy(3.5)	19
Wing Comm Armada(CD/3.5)	46
Wings of Glory(CD)	46
Wizardry 6(3.5)	16
Wizardry 7(3.5)	25
Wizardry Trilogy 2(3.5)	30
Wolf(CD/3.5)	40
Wolf 3D Mania(CD)	16
Wolf 3D/Blake Stone(CD)	15
Wolf 3D:Spear of Destiny(CD)	35
Wolfenstein Missions 1or 2(3.5)	23
Wolfpack(CD/3.5)	30/22
World Circuit(CD)	19
Wrath of the Gods(CD)	36
X-Com(CD/3.5)	39
X-Wing(CD/3.5)	46/39
X-Wing 1:Imperial Pursuit(3.5)	19
X-Wing 2:B-Wing(3.5)	19
Zephyr(CD)	35

SSI CLASSICS

B-24	15
Battle of Antietem	15
Battles of Napoleon	15
Conflict: Middle East	15
Gettysburg: Turning Point	15
Kampfgruppe	15
NoGreaterGlory	18
Mech Brigade	15
Rebel Charge at Chickamauga	15
Red Lightning	15
Second Front	15
Shiloh: Grant's Trail	15
Sons of Liberty	15
Star Command	15
Stellar Crusade	15
Storm Across Europe	15
Wargame Construction Set	15
Warship	15
Western Front	15

SCENARIO DISKS

Battles of Napoleon 1-6	55
Battles of Napoleon 1-8	10 ea.
Wargame Cns. Set 2:Tanks 1-22	15 ea.
(Call for info on scenario disks)	

BOOKS

1942 Pacific Air War	15
7th Guest	15
11th Hour	15
Across the Rhine	15
AD&D Champions Krynn	10
AD&D Curse Azure Bonds	10
AD&D Gems Cns.	12
AD&D Dark Sun 1or 2	12
AD&D Eye Beholder 1 or 2	10
AD&D Eye of the Beholder 3	12
AD&D Gateway Sxg. Frontier	12
AD&D Menzoberranzan	12
AD&D Pools of Darkness	10
AD&D Pools of Radiance	10
AD&D Ravenloft	12
AD&D Secret Silver Blades	10
AD&D Treasure Savage Frontier	10
Aegis Guardian of the Fleet	15
Alien Logic: Jorune	12
Alone in the Dark 1 & 2	15
Armored Fist	15
Bard's Tale 1,2, or 3	11ea
Battle Bugs	10
Battlecruiser 3000AD	15
Betrayal at Krondor	15
Blackthorne	15
Buck Rogers:Countdown	10
Buck Rogers:Matrix Cubed	10
Civilization	15
Colonization	15
Corridor 7	15
Cyberia	15
Dagger of Amon Ra	10
Darkseed	10
Doom 1:Battle Book	12
Doom 2:Battle Book	15
Dracula Unleashed	15
Dragon Lore	15
Dungeon Master 2	15
F-14 Fleet Defender	15
Falcon 3.0	call
Front Page Baseball or Football	15ea
Gabriel Knight	10
Goblins 1,2, or 3	10ea
Harpoon 2	15
Hell	15
Hillstar	10
Inca 1or 2	10ea
Indiana Jones:Atlants	10
Inherit the Earth	10
Kings Quest 1-6	10ea
Kings Quest 7	19
Lands of Lore	12
Legend of Kyranda 1	9
Legend of Kyranda 2	12
Legend of Kyranda 3	15
Legends of Valour	10
Leisure Suit Larry 5 or 6	10ea
Lost Files S. Holmes	11
Lost in Time	10
Magic Candle 2 or 3	12
Martian Dreams	11
Master of Magic	15
Master of Orion	15
Might & Magic Compendium	15
MS Flight Simulator 5.0	15
Myst	15
Noctropols	11
Outpost Strategy Guide	15
Pacific Strike Playtester	11
Panzer General	15
Perfect General 2	15
Police Quest 1,3, or 4	10ea
Powermonger	11
Prince of Persia 1 & 2	15
Privateer Playtester's	11
Prophecy of the Shadow	10
Prophecy	10
Quest for Clues 2 or 3	18ea
Quest for Clues 5 or 6	11ea
Quest for Glory 1-4(Prima)	15
Quest for Glory 1,3, or 4	10ea
R. Arkania:Blade Destiny	15
R. Arkania:Star Trail	15
Rebel Assault	15
Return to Zork	9
Savage Empire	11
Secret of Monkey Island 2	10
Shadow of the Comet	15
Shadow of Yserbius	12
Shadow Sorcerer	10
Shadowcaster	11
SimCity 2000	15
Simfarm	15
Space Quest 1,4, or 5	10ea
Star Crusader	15
Star Trek 25th	10
Star Trek Judgement Rites	10
Starflight 1or 2	11ea
Strike Commander	11
SSN21 Seawolf	15
Stonekeep	15
Summoning	10
System Shock	11
Tie Fighter	15
Ultima 3,4,5, or 6	11ea
Ultima 7:Black Gate	11
Ultima 8	11
Ultima Underworld 1 or 2	11ea
Under a Killing Moon	15
Veil of Darkness	12
Wing Commander Armada	11
Wing Commander 3	15
Wings of Glory	11
Wizardry 6:Bane Comic Frge	11
Wizardry 7:Crusaders Drk	15
X-COM	15
X-WING	15

3DO

3DO System	389(CALL)
AD&D Slayer	48
Alone in the Dark	44
C.P.U. Bach	48
Demolition Man	56
Escape from Monster Manor	48
Gridders	49
Horde	49
John Madden Football	48
Lost Files of Sherlock Holmes	48
Need for Speed	48
Out of this World	44
Rebel Assault	48
Rise of the Robots	49
Road Rash	55
Shock Wave	55
Star Control 2	50
Super Street Fighter 2	56
Super Wing Commander	48
Theme Park	48
Total Eclipse	50
Way of the Warrior	50

WE ALSO SELL:

ATARI JAGUAR,CD-ROM & Hard Drives,Modems,Video and Sound Cards,MAC,SNES, and SEGA games and accessories.

WE ALSO CARRY ADULT TITLES AT GUARANTEED LOW PRICES!

PRICES SUBJECT TO CHANGE. DEFECTIVE ITEMS REPLACED WITH SAME PRODUCT
20% RESTOCKING FEE ON RETURNED & REFUSED ITEMS

VISA MasterCard

PAYMENT: MONEY ORDERS,CHECKS(ORDERS SHIPPED WHEN CHECK CLEARS),VISA,MASTERCARD

SHIPPING: $4 OVERNIGHT FOR SOFTWARE(CALL FOR HARDWARE). COD ADD $4 PER ORDER. HANDILING $2 PER ORDER. MOST ORDERS PLACED BY 3PM PST SHIP SAME DAY. ORDERS PLACED BY 11AM PST ON SATURDAY WILL SHIP SATURDAY. SHIPPING TIMES NOT GUARANTEED.

OVERNIGHT SHIPPING NOW ONLY $4

WE SELL OVER 5,000 COMPUTER & VIDEO GAME PRODUCTS SO IF YOU DON'T SEE WHAT YOUR LOOKING FOR PLEASE CALL US AT 1-800-983-4321 OR 1-408-751-6975 !!! Fax #1-408-757-5565

SPEED KILLS

It seems that REUNION relies on speed to cover up the weak points of the game. Everything from combat to movement to research happens so fast that you end up doing things, not in the order of occurrence or importance, but when you can get around to them. Ships wait in orbit until you have time to unload them, and colonies sit undeveloped until you have a moment to pay for the buildings that were finished in an afternoon. The only two

WE ADVISE YOU TO INCREASE OUR SALARY Paying more to your advisers increases operating efficiency, but their advice isn't very profound.

things a player must quickly respond to are combat and SIMCITY-esque demands from your population for hospitals and stadiums. Actually, combat develops so quickly that there is little a player can do to prepare if he hasn't already done so. Once you're warned that an enemy fleet has entered a system, you have about ten seconds real-time until the actual attack takes place. And there is no option to change the rate that time passes. The player is stuck at a speed that gives everything a feel of superficiality.

In taking elements so blithely from other SF games, REUNION has lost any soul of its own, especially when these elements are all less detailed than players are used to finding in other games. The appeal of technology research is well-known to anybody who has ever discussed CIVILIZATION or MASTER OF ORION with a gamer. But when the treatment is so superficial that a player can actually watch a Starship design being developed in half a minute, much of the potential appeal is lost.

REUNION is probably not for the gamer of even average experience, who will find it too simplistic and derivative for the time involved. Younger audiences or adventure game fans who must conquer every plot may enjoy it, as well as those looking for some light entertainment. While the design does have a few dozen hours of play packed in to it, most SF fans will find the technical aspects so thin as to be distracting. As it stands, everything here has been done before and, unfortunately for REUNION, it has been done better.

THE EDITORS SPEAK

REUNION

RATING

PROS Quick and simple game play that might make for a good introduction to strategy games.

CONS In a crowded field of similar space-faring games, REUNION, with its uninspired story and game mechanics, finds itself running at the back of the pack.

He ruled motion pictures.

Louis B. Mayer Photo: UPI/Bettman

Harried Is The Head...

...That Wears The Crown Of U.S. Gold's DOMINUS

by Jason Kapalka

"My liege, the Raiders have breached the palace gates!"

The Overlord scowls behind his iron mask and turns away from the wretched figure in chains before him. He knows the Sea Devil will soon yield to the ministrations of the torturers and give up his leader's name... but there is no more time.

Ascending from the dungeon, the Overlord barks orders to his waiting Generals, who hurry to deploy monsters and lay traps in a perimeter around the castle. Gazing into his sorcerous crystal, the Overlord sees, as if from high above, the red-haired hordes of Raiders rushing into the castle's corridors. One trips a near-invisible wire, and a razored pendulum scythes through three of the interlopers. The Overlord gathers his powers and hurls mystic havoc down upon the rest. A half dozen die by fire, another three warp into hideous beasts. Still more come. He summons a group of Wolf Warriors and Braineaters, but they swiftly fall beneath the Raiders' axes.

Cursing, the Overlord seizes his mace and leaps to the chariot: the invaders will feel his wrath personally! As he descends to the battlefield, the Raiders look as one in his direction and charge...

SO GOES THE FIGHT IN **U.S. GOLD'S** NEW ACTION-STRATEGY HYBRID DOMINUS. IN A BID TO BECOME perhaps the most hyphenated of cross-genre games, DOMINUS is billed as a real-time tactical-strategic resource-management-based creature-breeding role-playing-arcade-wargame, or in other words, GAUNTLET meets WARLORDS on DUNE II, with the magic reagents of ULTIMA and SIMLIFE's gene-mixer.

Confused? You haven't even played the game yet.

DOMINUS puts you in the boots of the Overlord, a masked mesomorph who makes the heroes in Frank Frazetta paintings look like pencil-necked geeks. Your job is to drive out the eight invading clans bent on stealing your kingdom's resources, using only your vast array of spells, an arsenal of traps, an army of mutants, and your own winning personality. The "role-playing" aspects of the game are admittedly nominal; your moral decisions are pretty much limited to choices like, "Should I torture Uuzibar here for more info, or send him to the kennel to be mated with a Bog Wraith?"

While the role-playing elements are slim, DOMINUS manages to incorporate the style and interface of just about every other game genre into its frothy mix. While your overall goals are strategic in nature, you can, indeed must, delve into tactical-level command and even one-lone-dude-against-all melees in your quest to eradicate the invading clans.

These nasty intruders appear as little color-coded flags and arrows on your kingdom map, creeping ever-inwards from the frontiers towards your strongholds and castle. You can zoom in on any one of the 72 territories and scroll around for a closer look at the various forests and huts, but what you're really here for is some good old-fashioned bloodletting. Selecting one of the 50-odd spells, you can unleash elementals, earthquakes, destructive mists or various mind-altering agents on the interlopers. Alternately (or simultaneously) you can set down one or more of the 30 varieties of beasts in your kennels to watch them duke it out with the bad guys.

If any turf-stealers are still moving, or if you're just not into task-delegation, you can descend personally into the fray and whomp monsters with fireballs and mace in simplistic GAUNTLET arcade style. Keep an eye on your life-meter, or be treated to an up-close view of your castle exploding like a gas-soaked munitions dump.

If your testosterone level is a little low after all that hand-to-hand work (or was never that high to begin with), you can take a more cerebral approach to the carnage, ordering your four Generals to perform worrisome jobs like building and laying traps, deploying beasts, spying and gathering spell components.

Alternatively, you could jaunt over to the dungeon and see if a hot poker can pry useful information from captured invaders, like what resource their clan is after, what variety of beast they fear most, or the ingredients to a secret spell. If you capture an enemy commander, you can even try to negotiate a peace treaty.

Once you've wrung all the info from a

DOMINUS

Price: $54.95
System Requirements: IBM compatible 386 SX-25 or better (33 Mhz or better recommended), 4 MB RAM, VGA graphics, 30 MB free disk space, CD-ROM drive, mouse; supports Sound Blaster, Roland Sound Canvas, General MIDI sound cards.
Protection: None
Designers: Visual Concepts
Publisher: U.S. Gold
San Francisco, CA
(415) 693-0297

captive, why not send him to the Mixing Room, along with up to five more critters, to be magically crossbred into a fearsome new beast? (Well, hopefully fearsome.) Afterwards, you can return to the field and turn your dastardly creation loose to wreak havoc on your enemies.

If all of the above sounds chaotic and bizarre, well, you've caught the spirit of the game. DOMINUS is not for armchair generals who like to ponder their every move. There are few well-oiled offensive thrusts or flanking maneuvers to be seen; rather, the typical Overlord will find himself hurling everything but the kitchen sink in the clans' path in a harried, whatever-works panic. Only in the endgame, when the invaders have been reduced to one or two of the most powerful clans, do you have the luxury of contemplation.

KITCHEN SINK, INC.

"Everything but the kitchen sink" is a good description for DOMINUS' blend of multifarious gaming styles, and it applies to the game's visual style as well. D&D-inspired medieval fantasy worlds are not noted for their consistency and believability, but DOMINUS takes this trend to an extreme—everything is garish and random, with no apparent internal logic. For example, a captured Raider might tell you he fears "creatures created by magic." But which are those? Oculauruses? Ungorotas? Arachners? Who knows? They're *all* weird, and neither the game nor the manual helps distinguish one brand of weirdness from the other.

KINGDOM COME The colored flags on this kingdom map represent the invading clans that are burning and pillaging their way toward your castle.

Time pressure is another element that will either please players or annoy them to no end. The clock doesn't stop ticking while you're mixing spells, building traps, or tormenting prisoners, and you're likely to emerge from an extended interrogation session to behold dozens of invaders cavorting happily through your kingdom's gardens. You can set the game to alert you to the invaders' movements, but this can backfire, continually interrupting your spell research attempts with warnings of new troop movements.

The bewildering array of things to do, combined with the lack of predictability and the time constraints, ensure that DOMINUS is never boring. Frustrating, yes. Aggravating to the point of madness, yes. But never boring. It's not the type of game you play for ten hours straight. It's the type of game you play for an hour before dropping to the floor, mouse hand a-twitching.

He ruled the shipping lanes.

Aristoteles Onassis Photo: UPI/Bettman

THINGS OMINOUS

There are, sadly, some problems. DOMINUS promises randomly-generated clans for each game, and so you expect randomly-generated clans. But in every game I played, many clans retained the same characteristics over and over again. The Fire Demons were always deathly afraid of spinners, the Raiders were always terrified by "creatures created by magic" (whatever those are), and the ill-named Raveners were scared of *everything*— they were usually wiped out by their braver brethren before I ever had to come to terms with them.

If you opt for the CD version, be aware that it supports no limited installations. All 30 megabytes are dumped directly to your hard drive, including many graphic cutscenes that one would think could be accessed from the CD, since the game requires the disc be in the drive at all times anyway.

A BREED APART Five beasts in the Mixing Room are about to be magically combined into a new creature, which will hopefully possess all of their best qualities.

CRITTER COMBAT From your overhead vista you can watch a troop of Drakes and Reptons engage the Raider clan.

Then there are more deeply-rooted flaws. The secret spells, for instance, are a complete waste of time. Not that "Death Cloud" and "Acid Flood" don't sound like handy spells... it's just that in over a dozen games I was unable to get even a single hidden spell mixed. Suffice it to say you need to interrogate literally *dozens* of the rare enemy mages to have even a chance at getting one of these spells, by which point the invading hordes will be dancing a jig in the throne room, if you haven't already abdicated in disgust.

The Monster Mixing feature is similarly useless. By carefully arranging creatures on the appropriate pedestals, you can, indeed, create a beast with all their best qualities. *One* beast. A quick look at the nearly *800* invaders reveals that monster-breeding is a novelty with limited use. The Clone spell can help you get more mileage from your mutants, but it uses rare reagents and is in short supply at all times.

There are other flaws and quirks, like the awkward mouse + keyboard controls used in the GAUNTLET-style melees, or the fact that most of the invading clans have ranged weapons, while only one of your 30 beasts (the Drake) has such capabilities.

But the most serious problem of DOMINUS is simply this: for all the options available, you still feel like you lack control. Clans are often eliminated without any apparent action on your part. Even on the easier difficulty levels, the invaders swarm over your kingdom too quickly for any sensible holding action, leaving the most inelegant strategy as the most successful: wait for the massed invaders to get to your castle and then dump everything you've got on top of them. Too often you get the feeling that you're wasting your time with all the fancy doo-dads, when a crude bludgeoning approach would work better.

Still, at its frenzied, confusing best, DOMINUS can indeed be thrilling; and it's a pleasure to see a game that takes chances with an innovative design. It's a shame that the few design problems make the game play exasperating as often as it is exciting. Perhaps with a revision or two this game could live up to its potential, but for now, masked mesomorph fans should approach this castle with caution.

THE EDITORS SPEAK

DOMINUS

RATING

PROS A radically unique blend of gaming styles and features.

CONS The mad pace and the cool features just don't gel very well into a balanced, challenging game.

THE Lemmings™ CHRONICLES

BIGGER, BETTER, BOLDER!

Take a walk on the Lemmings side in the all-new *Lemmings Chronicles™*.

- The best-selling computer game of all-time just got better!
- More hilarious family fun from those lovable goofballs!
- Bigger, bolder characters.
- 90 Brand new puzzling adventures.
- Easier than ever to play with lock-on Lemming control.
- Special replay modes lets you pickup the action anywhere in the game.

Get Bold, get Better, get *Lemmings Chronicles™* at a store near you now!

PSYGNOSIS

Psygnosis Limited
675 Massachusetts Ave.
Cambridge, MA 02139
Phone: (617) 497-7794
Fax: (617) 497-6759

©1994 Psygnosis, Limited.
The Lemmings Chronicles™ and all other related trademarks, likenesses, and art are trademarks of Psygnosis, Limited.
All Rights Reserved.

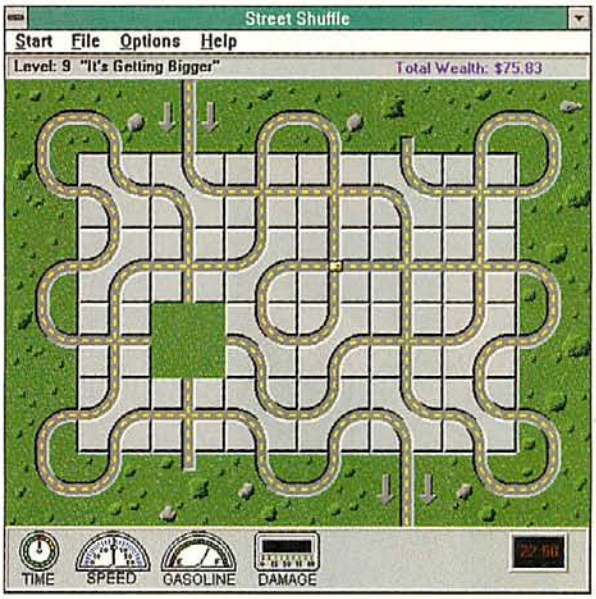
A Pair Of Perplexing Puzzlers

by Chuck Miller

As games become Hydra-headed monsters of digital video and multiple CDs, it's important to remember that good games can still be very simple. This month's shareware games offer two perfect examples (well, nearly perfect) of simplicity without compromise. Street Shuffle by **MaxWare** is an easy-to-play tile-based puzzle game for Windows, and Boppin' from **Accursed Toys** and **Apogee Software** is a DOS-based puzzler for the borderline masochist. Both demonstrate that you don't need megabytes of storage space and high-end, state-of-the-art hardware to have some good, clean, addicting fun, at least when it comes to brain-teasers.

HEY, TAXI!

Computer games with Taxis in them are becoming standard fare, if you don't mind the pun. Following Hell Cab there was Quarantine, and now Street Shuffle, a game about fleecing your fares. The idea is to take your passengers on the "scenic tour" through town, the longest ride possible to their desired destination. Hey, 2105 AD is a tough time for honest cabbies. The highways are fully mechanized and automated by the CABMASTER system (Computer Assisted Bypass Mechanism for Automated Street Traffic Elimination or Reduction), a computer controlled "street mover" designed to ensure that each trip you make is by the shortest route possible. Fortunately, you're not constrained by petty virtues like honesty. Since you get paid by the mile, you've invested your last cent to install a HACKMASTER (Human Assisted Console Keying of Mechanism for Automated Street Traffic Elimination or Reduction) in your cab, allowing you to take back control of the road, and boost your earnings in the process.



THE LONG WAY HOME In 2105, honest taxi-cab drivers can't survive, so you need to take your passengers for a long ride and rack up a big fare.

In Street Shuffle, the object is to reconnect street segments to form an unbroken path from your cab to its destination before time runs out and your taxi begins its trek. If the path is incomplete before your vehicle starts moving a crash is very likely, an event that translates into costly repair bills. However, by finishing the path and reaching your destination, you'll be rewarded with a fare based on miles traveled and advancement to the next level. As your funds increase, a trip to the service station affords the opportunity to buy special equipment and, of course, gas up your vehicle prior to its next jaunt. With 50 levels of escalating complexity and shorter time allotments, Street Shuffle soon becomes as desperate a challenge as hailing a real inner-city cab.

Creating a path in Street Shuffle is much the same as rearranging the squares in those sliding plastic puzzles you destroyed at birthday parties when you were six. You slide the street tiles around the screen so that the route created is the longest possible one from start to finish. However, you'll be lucky on some levels to get any path created before your cab starts moving. Often, you may find the need to move one or more tiles into position while your taxi is in transit to make sure it arrives at its destination safely.

While most levels begin with the street tiles already positioned on the board, bonus levels require you to place them in vacant squares yourself. In these cases, you are provided tiles one at a time and must determine the best place to drop them (a window at the left shows you several tiles at once to aid in placement). If you're not careful, though, you'll end up with a path that leads to a dead end and costly repairs. In addition, once a section is placed, it can't be removed. However, the reset button will allow you to restart the level up to the point when the cab begins moving.

ACCIDENTS WILL HAPPEN

Running cabs involves some degree of risk. You're asking for trouble if you run into a dead-end or blank space, return to your starting point, drive over icy roads without snow tires, or drive on dirt roads without four-wheel drive. Each crash results in a 25% loss to your

CHIPS & BITS INC.

PO BOX 234 DEPT 10205 ROCHESTER VT 05767

Call 800-699-4263 Fax 802-767-3382 Int'l 802-767-3033 Source 10205

Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. Call for details.

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. All sales final.

GENESIS HARDWARE

3 Bttn Arcad Pwr Stk	$39
3 Button Control Pad	$19
Aura Interactor	$79
F-16 Wireless Contrl	$39
Fighter Stick	$29
Game Gun CD	$36
Genesis Activator	$59
GEN CD Bkup Cart	$49
GEN 2 RF Unit	$19
GEN System 2 core	$99
GEN Sys Sonic 2	$129
GEN Sys/Lion King	$139
GEN Team Player	$19
Mega Mouse	$34
Remote Arcade Sys	$36
SG Pro Pad 2	$19

GENESIS ADVENTURE

3 Ninjas Kick /Hk CD	$52
Ad Btmn & Robin CD	$46
Aero Acrobat 2 GA	$52
Akira CD	$54
Alien Trilogy CD	$52
Baby Boom	$49
Batman & Robin	$52
Beavis & Butt-Head	$54
BlackThorne	$49
Boogerman MA-13	$49
Bouncers CD	$52
Bubsy 2 GA	$49
Cadillcs & Dinosr CD	$49
Chuck Rock 2	$29
Corpse Killer CD	$52
Dashing Desperados	$29
Death of Superman	$52
Demolition Man	$56
Desert Demo w/RR	$44
Dracula	$39
Dragons Lair CD	$48
Dynamite Headdy GA	$49
EarthWorm Jim GA	$66
Ecco Dolphin CD GA	$52
Effacer CD	$52
Flashback CD	$46
Flintstones Movie	$56
Frankenstein	$52
Grt Crc Myst w/Mcky	$58
Home Improvement	$54
Incredible Hulk GA	$54
Itchy & Scratchy	$43
Jungle Book GA	$56
Jurassic Park Rmpg	$54
Lawnmower Man	$49
Lion King GA	$64
Mad Dg McCree CD	$49
Mike Jordan:Chaos	$52
Mickey Mania CD GA	$58
Myst CD	$46
Out of this World CD	$49
Penn & Teller CD	$46
Pitfall GA	$61
Power Rangers GA	$50
Rise of Dragon CD	$46
Scooby Doo	$52
Shadow of Bst 2 CD	$52
Snatcher CD	$44
Sonic Hedgehog 4	$59
Space Ace CD	$52
Spidy:Max Carnage	$56
Star Trk Nxt Gen CD	$64
Star Trk:Dp Space 9	$56
Sylvester & Tweety	$54
Tazmania:Esc Mars	$52
The Punisher MA-13	$56
Tinhead GA	$52
Toe Jam & Earl 2	$46
Vikings 2	$46
Who Snt Jon Rk CD	$49
Wolf Child	$29
Wondr By/MnstWrld	$36
Young Indy Jns CD	$46

GEN KICK & PUNCH

Ballz MA-13	$52
Brutal CD MA-13	$49
Clayfighter	$52
Dragon:Bruce Lee	$58
Eternal Chmp MA-13	$29
Fatal Fury Specl CD	$48
Fatal Fury 2 GA	$56
Justice League	$58
King of Monsters 2	$49
Mazin Saga	$29
Mortal Kombat CD	$24
Power Instinct	$54
Rise of Robots CD	$46
Samurai Showdown	$58
Streets of Rage 3	$56
Supreme Warrior CD	$52
TMNT:Tournamt Ftrs	$39
Virtua Fighters	$79

GEN ROLE PLAYING

After Armageddn CD	$49
Battletech GA	$54
Dark Wizard CD	$43
Dungeon Master CD	$44
Eye of Beholder CD	$42
Lord of the Rings	$59
Lunar CD MA-13	$46
Might & Magic 3	$59
New Horizons GA	$62
Phantasy Star 4	$82
Revngrs Vengnc CD	$44
Shadow Run MA-13	$49
Shining Force 2 GA	$66
Vay CD MA-13	$48

GENESIS SHOOTERS

AX 101 CD	$44
Battle Frenzy CD	$44
Contra Hard Corps	$49
Crime Patrol CD	$49
Drug Wars CD	$49
Exo Squad	$52
Gauntlet 4	$42
Lethal Enforcers 2	$56
Mad Dg McCre 2 CD	$49
Mega Turrican	$36
Rebel Assit: 3D CD	$39
Soul Star CD	$44
Star Strike 2000 CD	$56
Surgical Strike CD	$52
Total Carnage CD	$52
Urban Strike MA-13	$52
Zero Tolerance	$52

GENESIS SIMULATIONS

Al Unser Jr Racing	$46
Battle Corps CD	$44
Daytona USA	$79
ESPN SpeedWorld	$58
Formula 1 GP CD	$44
Megarace CD	$44
Monster Truck Wars	$52
Outrunners GA	$56
Pacific Theater Ops	$59
Road Rash 3	$52
SeaQuest DSV	$56
Skitchin' MA-13	$24
Speed Racer	$49
Thomas Tank Engine	$29
Tomcat Alley CD	$49
Virtua Racing GA	$69

GENESIS STRATEGY

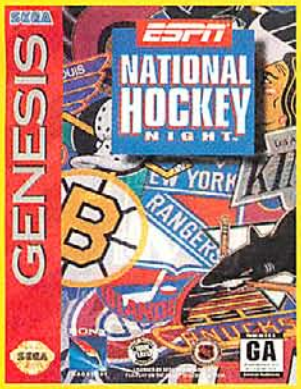
Aero Biz Supersonic	$59
Animaniacs GA	$44
BreakThru	$44
Caesars Palace	$49
Columns 3 GA	$46
Dune CD GA	$49
Genghis Khan 2	$56
Jeopardy CD	$49
Lemmings 2:Tribes	$56
Liberty or Death	$56
Nobunaga's Ambition	$39
Operation Europe	$59
Powermonger CD	$43
Risk GA	$46
Shanghai 2 GA	$39
Star Wars Chess CD	$44
Warrior Rome 3 CD	$54

GENESIS SPORTS

Bass Masters Classic	$49
Bill Walsh Coll FB 95	$54
Brett Hull Hockey 95	$49
Champ Soccer CD	$46
College Fball 94 GA	$52
ESPN Baseball CD	$56
ESPN Football CD	$58
ESPN Hockey GA	$58
FIFA Int'l Soccer 95	$54
Gif Mag 36 Holes CD	$52
Hardball 94 GA	$49
IMG Int'l Tour Tennis	$52
Joe Montana FB CD	$29
Legends of the Ring	$29
Madden Football 94	$36
Madden Football 95	$56
NBA ACTION GA	$29
NBA Live 95	$56
NFL Sprtstalk FB 95	$54
NHL Hockey 95 GA	$54
Rugby World Cup 95	$52
Slam City CD	$52
Tecmo Baseball GA	$50
Tecmo Super Bowl 2	$56
WWF:Raw	$59

'POPFUL MAIL' Ghosts from the past that nearly destroyed Popful Mail's world are about to return to wreak havoc. You play one of three adventurers who are the only hope in a second coming of evil. Offers changing characters anytime during the game, 2' hours of spoken dialog, and 20 min. of heart-pounding animation! **CD $49**

'FINAL FANTASY 3' Ages ago, Espers were imbued with magic, but they destroyed each other. Centuries after, an Esper, frozen solid since the ancient wars, is unearthed. Again there are magical attacks. Who is behind the powers? **$66**



'ESPN NATIONAL HOCKEY NIGHT' Now you and up to three friends can face off for an entire 84-game NHL season, including the Stanley Cup Playoffs. Features ultra-realistic checking and ESPN feel. Offers two different perspectives for game play, make on-ice line changes & save every game and player stat. **$58**

'RISE OF THE ROBOTS' As an experimental cyborg, your dexterity and survival skills will be put to the test. Offers an array of technological monstrosities & unique artificial intelligence programming for each enemy. **$62**

SEGA MARS 32X

Genesis 32X Systm	$159
After Burner	$46
Alien Trilogy	$62
C2:Judgment Clay	$59
College Basketball	$62
College Football	$59
Corpse Killer	$59
Cosmic Carnage	$59
CyberBrawl	$59
Doom	$59
Fahrenheit CD	$52
Golf Mag's 36 Holes	$62
Kingdm:Far Reaches	$59
Metal Head	$59
Midnight Raiders CD	$56
Mortal Kombat 2	$69
Mother Base	$56
Motocross Champ	$52
NBA Jm Tournmt Ed	$62
Night Trap	$59
Slam City	$59
Star Wars Arcade	$52
Stellar Assault	$59
Super Space Harrier	$59
Supreme Warrior	$59
Surgical Strike CD	$52
Tee Off	$56
Tempo	$59
Tomcat Alley CD	$59
Virtua Racing Deluxe	$59
Wirehead CD	$52

SNES HARDWARE

Game Genie	$36
Power Plug	$34
Pro Pad Programmbl	$19
Super MTap & Bbmn	$59
Super Multitap	$32
Super Nintendo Sys	$149
SNES No Software	$109
Wireless Control Pad	$42

SNES ADVENTURE

Addams Fam Values	$56
Ad Batman & Robin	$59
Akira	$59
Beavis & Butt-Head	$54
BlackThorne	$52
Captain Commando	$59
Castle Wolfenstn 3D	$52
Crazy Chase	$49
Death of Superman	$59
Donkey Kong Cntry	$64
Dracula	$29
EarthWorm Jim	$66
Hurricanes	$52
Incredible Hulk	$54
Izzy's Olympic Quest	$54
Jelly Boy	$54
Jurassic Park 2	$56
Lawnmower Man	$29
Lion King	$64
Mega Man X 2	$59
Mike Jordan:Chaos	$54
Pagemaster	$54
Pitfall	$61
Radical Rex	$54
Ren & Stimpy Shw 2	$56
Run Saber	$29
Shien's Revenge	$54
Sparkster	$52
Speedy Gonzales	$52
Spidy:Max Carnage	$64
Star Trek Next Gen	$56
Star Trk:Dp Space 9	$56
Super Godzilla	$54
Super Return of Jedi	$63
Sylvester & Tweety	$59
T2:Judgement Day	$29
Tarzan	$52
The Mask	$59
Time Slip	$29
Vikings 2	$52
Virtual Bart	$52
X-Kaliber	$29

SNES SHOOTERS

Exo Squad	$52
Fire Striker	$52
Fire Team Rogue	$56
Galactic Defenders	$56
Lethal Enforc w/gun	$64
Metal Morphin	$58
Operation Thndrbolt	$54
Super Metroid	$56
Super R-Type 3	$56
Tin Star	$48
View Point	$54
Vortex	$56

SNES KICK & PUNCH

Ballz	$52
Battle Blaze	$29
C2:Judgment Clay	$58
Dragon:Bruce Lee	$58
Fatal Fury 2	$59
Fatal Fury Special	$62
Fighters History	$56
Justice League	$64
Kendo Rage	$29
King of Monsters 2	$52
Kung Fu:Legend Cnt	$59
Mortal Kombat 2	$66
Power Moves	$29
Ranma 1/2 2	$59
Rise of the Robots	$62
Samurai Showdown	$59
Shaq-Fu	$59
Super Street Fghtr 2	$66
WCW Super Brawl	$52
World Heroes 2	$56

SNES ROLE PLAYING

Brain Lord	$56
Breath of Fire	$59
Curse of Azure Bnds	$64
Dragon Warrior 5	$66
Final Fant Myst Qust	$19
Final Fantasy 3	$68
Golden Empire	$62
Illusion of Gaia	$64
Lord of the Rings	$54
Lufia 2	$59
Might & Magic 3	$59
New Horizons	$62
Runes of Virtue	$59
Ultima 6	$56
Ultima 7:Black Gate	$59
Wizardry 5	$39

SNES SIMULATIONS

Aero Fighters	$52
Air Strike Patrol	$56
Carrier Aces	$52
ESPN SpeedWorld	$58
Freeway Fly Boys	$52
Full Throttle Racing	$56
Mike Andrti Indy Car	$59
Monster Truck Wars	$59
Nigel Mnsll Indy Car	$59
Speed Racer	$52
Star Trek:Strfit Acad	$52
Street Racer	$56
Super Battle Tank 2	$34
Super F1 Roc 2	$49
Super Off Road:Baja	$44
Top Gear 3000	$56
Wild Trax Stunt Rcr	$52
World Champ Rally	$52

SNES STRATGEY

Aero Biz Supersonic	$56
Animaniacs	$54
Civilization	$59
Genghis Khan 2	$56
Lemmings 2:Tribes	$56
Lord of Darkness	$56
Metal Marines	$59
Nobunaga's Ambition	$46
Operation Europe	$62
Pac Man 2	$52
Pinball Fantasies	$52
Risk	$52
Romance 3 Kngdm 3	$59
Shanghai 2	$44
Super Bomberman 2	$52
Super Pinball	$49
Super Tetris	$49

SNES SPORTS

Bass Masters Classic	$59
Bill Walsh Coll Fball	$39
Brett Hull Hockey 95	$52
ESPN Football	$58
ESPN Hockey	$58
FIFA Int'l Soccer	$52
Int'l Suprstar Soccer	$58
Looney Tunes B-Ball	$59
Madden Football 95	$56
NBA Jam Session	$54
NBA Live 95	$59
NHL Hockey 95	$54
Slam Masters	$56
Spr Bases Loaded 3	$62
Super Punch Out	$56
Tecmo Super Bowl 2	$59
Troy Aikman Football	$59
WWF:Raw	$66

JAGUAR

Jaguar System	$249
Jaguar CD System	$199
Alien Vs Predator	$56
Brutal Sports Fball	$58
Checkered Flag 2	$59
Club Drive	$52
Doom	$59
Dragon:Bruce Lee	$52
Hover Strike	$52
Kasumi Ninja	$59
Tempest 2000	$52

3DO

3DO System	$399
Doom	$56
GEX	$52
Horde	$52
Megarace	$44
Off World Interceptor	$52
Road Rash	$56
Samurai Showdown	$52
Star Control 2	$52
Star Trek Next Gen	$54
Supr Street Ftr 2 Trb	$59
Way of the Warrior	$52

NEO GEO

Neo Geo Gold Sys	$569
Neo Geo CD Sys	$569
Agressrs Drk Kmbt	$199
Fatal Fury Special	$199
King of Fighters 94	$199
Samurai Shwdwn 2	$229
Super Sidekks Scr 2	$199
Top Hunter	$169
World Heroes 2 Jet	$199

GAME GEAR

GG Sys Lion King	$129
Beavis & Butt-Head	$34
Caesars Palace	$29
Mortal Kmbt 2 MA13	$39
NFL FB 95 Joe Mntn	$38
Shining Force 2 GA	$42
Smash TV	$14
Sonic Triple Trouble	$38
X MEN 2:Game Mst	$38

CDI

CD-I 200 Mgnvx Ply	$359
CD-I 220 Philips Ply	$399
7th Guest Dgt Video	$52
Axis & Allies	$44
Burn Cycle	$46
Dragon's Lr 2 Dg Vid	$44
Inca	$44
Mad Dog McCree	$52

*FREE GAME OFFER

Buy 3 from the list below, Get 1 of lesser value FREE from the list below. All 4 games must be in stock at the time of purchase. Offer subject to change or cancellation. Valid from 1/1/95 to 2/28/95 or while supplies last.

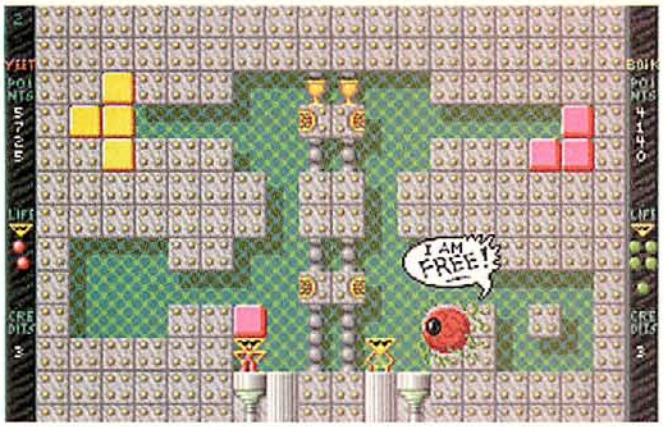
Genesis: Chuck Rock $29, F16 Wireless Control Pad $39, General Chaos $29, Joe Montanna FB CD $29, Madden FB 94 $36, Mortal Kombat CD $24, NBA Action $29, Nobunaga's Ambition $39.

SNES: Bill Walsh Coll. FB $39, Dracula $29, Lawnmower Man $29, Power Moves $29, Run Saber $29, T2 Judgemt Day $29, Virtual Bart $52, Wizardry 5 $39, X-Kaliber $29.

Game Gear: NBA Action $29, Pro Pouch $9, Psychic World $14, Smash TV $14, Super Golf $14, Woody Pop $9

3DO: Battle Chess $39, Dragons Lair $49, Fatty Bears Fun Pack $29, Putt Joins Parade $29, Sewer Shark $39, Stellar 7 $39

Circle Reader Service #200



BOP TILL THEY DROP Yeet and Boik's "boppulation" frees a monster in BOPPIN'. Hurray, free the monsters! Gamers need more creatures to kill.

cab's structural integrity, a very costly occurrence. Drop below 1% integrity and it's time for Jake the junkman.

The gameplay here is, without question, very addictive. The mix of logical tile placement and the time limitation make for a challenging gaming experience. You'll gain a healthy sense of satisfaction as your taxi weaves its way gracefully around the screen toward its appointed destination, ringing up the dollars on the meter all the while.

So, if you thrive on strategic puzzlers and have time to burn, you'll definitely enjoy burning gas in STREET SHUFFLE. It's as good as any of the commercial Windows strategy games, including TETRIS and BREAKTHRU! What's even better is its modest registration fee of $7, plus $3 shipping and handling. Registering STREET SHUFFLE furnishes you with new levels (Easy for children and Genius for even greater challenge), SVGA levels for those with higher resolution monitors, additional graphics files for a change of scenery, and the level editor that allows you to create your own levels to distribute to other registered players. Send your payment to: Street Shuffle Registration, 4645 East Glen Ridge Circle, Winston GA, 30187.

JUST BOPPIN' ALONG

Those with a background on the Amiga should be familiar with BOPPIN' and its designers, Accursed Toys (programmers of a great Dr. Who game for the Amiga). Though it has taken several years, Accursed Toys has finally released a PC version of BOPPIN', their cute and sadistic strategy game.

As the story goes, Arcapaedia is one of trillions of little universes, pockets in spacetime, that drift through the Absolute Elsewhere. It's also the home of Yeet and Boik, triangle-headed, stick-figured arcade gamers. But wait! Something's terribly wrong in Arcapaedia. All the monsters have disappeared from the arcade games—every single one! If there are no monsters to kill, there can be no high score and, worst of all, no one to save. Who could have done such a rotten thing? Why, that goody two-shoes, Hunnybunz, a gaggy sweet, candy cane toting, singing *bear* (no, not purple dinosaur, but they're equally despicable). As events would have it, Hunnybunz has imprisoned all the monsters and hidden them throughout the land in the guise of simple patterns and designs—

VERTRONIX INC. presents the best values in ENTERTAINMENT!

230 Plaza Professional Bldg., El Cerrito CA 94530, 9-6 M-Sat. (PST) *1-800-478-0217* (orders only) Visa, MC, Checks, MO's
(510) 527-4699 (questions?) (510) 527-4690 (fax orders)

Hardware

LCS-7260 2X	*$119*
Mitsumi 2X	*$129*
Sony CDU-55E	*$135*
Sony CDU-55S	$205
NEC 2X IDE	$188
Panasonic 2X	*$139*
NEC 510 3XI	$289
NEC 900 4XI	$429
Plextor 4XI	*$449*
Plextor 4XE	$555
TEAC 4X AT BUS	$319
TEAC 4X IDE	$329
Toshiba 4X	$349
Pioneer 2X w/Minichanger	$489
MV Pro 3D	$279
SB Awe 32	$280
TB Monterey	$319
RealMagic Lite	$319
SB Discovery	$259
SB Game Bl.	$379
Diamond 5000	$549
CL 3DO Exp.	$389
AG Phoenix	*$109*

GAMES (CD, 3.5)

5ft 10 vol 1	$32	Cyberjudas	$46	*Grandest Fleet*	*$38*	Myst	$48	Star Trail	$40
5ft 10 vol 2	$32	Cyberwar	$48	Great Naval Bat 2	$44	Nascar Racing	$42	Star Trek Tech	$41
Aces of the Deep	$48	Cyclones	$45	Hammer of Gods	$40	Nerves of Steel	$28	Star Trek TNG	$58
Aces of the Pacific	$40	*Dark Forces*	*$47*	Hand of Fate	$41	NFL '95	$26	*Stonekeep*	*$47*
Aces over Europe	$40	Dark Legions	$37	Hardball 4	$38	NHL hockey 95	$38	Str Fighter 2	$20
Across the Rhine	$51	Darksun 2	$52	Harpoon II	$44	N. Lamp. Blind Date	$44	Subwar 2050	$37
AD&D Gold 1	$24	Death Gate	$36	Harrier JJ	$38	*Noctropolis*	*$46*	SHL Hoboken	$37
AD&D Gold 2	$24	Delta-V	$42	*Harvester*	*$42*	Op. Crusad	$39	Syndicate	$40
Alien Legacy	$36	Desert Strike	$47	Hell	$46	Op. Europe	$36	Syst Shock	$49
Alien Logic	$41	Doom 2	$46	*Heroes of M&M*	*$39*	Outpost	$44	TFX	$35
Alone in the Dark2	$34	*Dragon Lore*	*$37*	Inherit the Earth	$38	Pacific Air War	$49	The 11th hr	$55
Arena: Elder S.	$39	Dragonsphere	$40	Ishar 3	$34	Pagemaster	$47	Theme Park	$39
Armored Fist	$45	Dreamweb	$41	Journeyman Turbo	$38	*Panzer General*	*$38*	Third Reich	$36
Battle Isle 2200	$33	*Dungeon Master 2*	*$40*	Jump Raven	$42	Perf. Gen. 2	$35	Transp. Tyc	$49
Battledrome	$40	Earth Air Fire Water	$43	*King Maker*	*$34*	PGA 486	$49	Ultima I-VI	$52
Bnth Steel Sky	$44	Empire Deluxe	$27	King's Q 7	$48	Phantasmagoria	$48	Ultima 8	$42
Betrayal at Krond	$24	Evasive Action	$38	Knights Xentar	$39	Psychotron	$40	Ultima FB	$46
BioForge	$49	F-14 Fleet	$50	*Kyrandia 3*	*$42*	*Quarantine*	*$44*	Under Killing Mn	$54
Blackthorne	*$34*	Falcon Gold	$57	Labyr. of Time	$46	Ravenloft	$56	Un-Roughness 95	$34
Blood Bowl	*$39*	FIFA soccor	$39	Leg. Kyrandia	$39	Realm Arc Blade	$26	*US Navy Fighters*	*$48*
Bloodnet	$49	Fifth Fleet	$41	Legions	$34	Relentless	$43	Voyeur	$46
Blown Away	*$39*	*Flash Traffic*	*$39*	*Little Devil*	*$31*	*Rise of Robots*	*$40*	*WC Armada*	*$46*
Body Count	$40	Flight Command 2	$41	Lode Runner	$37	Rise of Triad	$39	*WC III*	*$51*
Burntime	$49	Fortress Radiaki	$35	*Lords of Midnight*	*$47*	Sabre Team	$35	Wings of Glory	$45
Brutal Sp. Footbal	$21	Freddy Pharkas	$23	Lords of the Realm	$42	Sam & Max	$43	Wolf	$38
Caesar's Palace	$25	Front Lines	$57	Maabus	$36	Serf City	$39	WolfPack	$26
Cap. Punishment	$39	FPS Baseball	$48	*Magic Carpet*	*$43*	Shadow Comet	$39	WWII Pack	$45
Civilization	$44	FPS Football95	$48	*Master of Magic*	*$40*	Shadows Cairn	$42	Wrath of Gods	$43
Cobra Mission	$32	Frontier Elite 2	$41	Master of Orton	$40	Sim City 2k	$45	Xcom	$39
Colonization	*$48*	Gabriel Knight	$39	Mech Warrior 2	$45	Space Hulk	$26	Xwing Collec	$47
Companions Xanth	$35	Gateway 2	$34	*Menzoberranzan*	*$46*	SpQuest An	$48	Zephyr	$44
Corridor 7	$29	Geekwad	$23	Metal & Lace	$33	Spectre VR	$38	*Zorro*	*$38*
Creature Shock	$50	Gobllins 2	$16	Metal Marines	$32	Speed Racer	$26		
Crystal Callburn	$35	Gobllins 3	$16	Metaltech:Earths	$46	SSNSeawolf	$44		
Cyberia	$46	Goldtree Engine	$27	Milen. Auction	$45	Star Crus.	$38		

FREE SHIPPING! on all orders over $100 (contin. US)

Overnight, 2-day, or other shipping — call! CA residents add sales tax
1. Not responsible for typographical errors 2. Returns not accepted w/o prior approval 3. Price and availability subj. to change w/o notice

Please call for catalog and adult titles (510) 527-4699

Circle Reader Service #324

PINBALL ARCADE CD-ROM

PC MULTI-MEDIA ENTERTAINMENT

ENTER THE PINBALL ARCADE

You already know how to play pinball!

Just how good are you?
Step up to the arcade, make your selection from any one of the eight great tables, set up your game, pull down that plunger and get some glass. This is the award winning technology that made 21st Century first in computer pinball.

INCLUDES 8 GREAT TABLES WITH...

- *Terrific table designs with all the features of a real table - flippers, ramps, passages, tunnels, mushroom bumpers, ball traps, drop targets, roll overs, lights, switches, bonuses and jackpots.*
- *Totally realistic ball movement*
- *Stunning ray traced animations*
- *A full hour of music and sound effects*
- *256 color graphics*
- *High scores saved to hard disk*
- *Bonus: Illustrated history of Pinball*

21ST CENTURY

21st CENTURY ENTERTAINMENT INC.

P.O. BOX 415 • WEBSTER, NY 14580
TEL: (716) 872-1200 • FAX: 872-1675

Circle Reader Service #35

an entirely unacceptable situation. This looks like a job for Yeet and Boik!

BOPPIN' is, above all else, a game of strategic skill. Whether you play alone or with a friend in two-player mode, the puzzles require a great deal of trial and error, not to mention cleverness. So, I'll warn you now: BOPPIN' is a fun game, but extremely frustrating at points. If you have a low tolerance for hair-pulling puzzles, look elsewhere for your entertainment.

That said, BOPPIN' is both a challenging and visually impressive game. The great graphics that Accursed Toys was known for on the Amiga have made the transition to the PC splendidly, as depicted in Yeet and Boik, cute little sprites with some latent suicidal tendencies. Unless you elect to turn on the game's Censorship option, Yeet and Boik will act out their own little suicide rituals when their last "life" has been expended, Boik plunging a dagger into its chest and Yeet stuffing a pistol in its mouth and rearranging the contents of his skull. (If you have children who might play or view this game, the Censorship switch will override these little gems of animation.)

In order to solve the puzzles on each level, Yeet and Boik must pick up and toss "bopping blocks" around the screen, called "waggling," in an effort to cause "boppulation," the disintegration of matching blocks. Poor aim results in lost or stuck blocks, and the aforementioned demonstration of one's mortality. Match the blocks and the matched pieces disappear. Clearing one of several special patterns will release hidden monsters and glean you some extra points in the process. When the screen has been cleared of all objects, Yeet and Boik move on to the next level, 25 in all.

BOPPIN' is in some ways similar to TETRIS (matching colored objects) and in others a bit like PONG (bouncing blocks around the screen). It also has some similarities to SHANGHAI (matching patterns on the objects). BOPPIN's multifaceted character adds to its appeal, making it an entertaining exercise in mental gymnastics while retaining an arcade element. If you don't mind a bit of violent humor, and if you aren't put off by some occasionally severe frustration, BOPPIN' may just find a place in your contorted little heart. Registration is $29.95 and includes 160 levels and a level editor. A budget edition is available for $19.95 (offering only 80 levels and no level editor). To order either edition, contact: Apogee Software, P.O. Box 496389, Garland TX 75049 or call (800) 426-3123. Tell 'em the Shaman of Shareware sent you!

Chuck Miller, CGW columnist and editor of InterActive Gaming, can be reached on CompuServe at 72241,2122 and through the Internet at 72241.2122@compuserve.com.

ZiffNET

To locate these games on-line, tune in to the *CGW* headquarters on ZiffNet. Games featured here can be downloaded from ZiffNet both on CompuServe and on Prodigy. On CompuServe, go to *Computer Gaming World*'s own forum (GO GAMEWORLD), Library 7, Shareware Sizzle. On Prodigy, jump ZiffNet and Search by Title for the games listed here. Or, Search by Category to browse the entire Games Library.

Circle Reader Service #119

Circle Reader Service #291

READYSOFT INCORPORATED & EPICENTER INTERACTIVE PRESENT

DON BLUTH'S

SPACE ACE®

The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

The fate of Earth is in your hands.

REALmagic INTERACTIVE MPEG

PC CD-ROM

MAC CD-ROM

NYR Not Yet Rated

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ (Genesis™, Sega CD™, or Game Gear™) System.

OFFICIAL SEGA SEAL OF QUALITY

SEGA CD

3DO

Available From:

CHIPS & BITS

P.O. BOX 234 Rochester, VT 05767

Call: 800-699-4263 Int'l 802-767-3033

Fax: 802-767-3382 Source 10204

READYSOFT

ReadySoft Incorporated

3375 14th Ave., Units 7 & 8

Markham, Ontario Canada L3R 0H2

Tel: (905) 475-4801 Fax: (905) 475-4802

"Space Ace" is a registered trademark of Bluth Group, Ltd. —©1994. Character Designs ©1983 Don Bluth; ©1994 all audio, visual and concept – used under the exclusive license of Epicenter Interactive Inc. Programming ©1994 ReadySoft Incorporated. ALL RIGHTS RESERVED. Licensed by Sega Enterprises, Ltd. for play on the Sega CD™ system. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1992 Sega. 3DO, the 3DO logos, and Interactive Multiplayer are trademarks of The 3DO Company. "REELMAGIC" is a trademark of Sigma Designs, Inc.

Circle Reader Service #262

The Dream Job

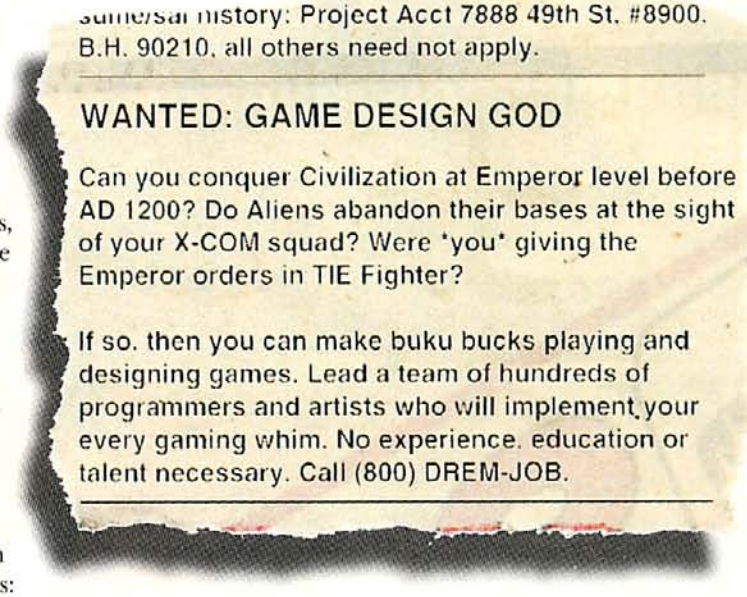
How To Get Your Start In Computer Game Programming

by Paul C. Schuytema

MANY MONTHS AGO, I POLISHED UP MY RESUME, COMPLETED WORK ON A 10-PAGE game design prospectus for a flight-sim/adventure called "Pylon Racer," and sent off a packet to Origin Systems in Texas, looking, like so many of you, to break into the nuts and bolts side of the computer game industry. The game design would be so brilliant, I hoped, that the "Creators of Worlds" would offer me a six figure salary and a window office next to Lord British. The weeks passed and I finally received a little post card which thanked me for my application and informed me that Origin would be in touch.

It was shortly after receiving that "Don't call us..." postcard that I began this column, figuring that the next best thing to designing games was writing about them and the people who create them. Still, the dream of creating computer games remains, and I hope someday to have a crack at it.

I know I'm not alone. Every month, *CGW* receives several letters from young hopefuls looking for a way into computer game design, programming, and art. This month I decided to poke my nose around the game industry in search of the answer to the eternal question: "How can I get a job as a game programmer?"



THEY GET PAID FOR THIS?

There's no mystery to the lure of game programming. Computer science majors the world over spend countless hours learning data structures and the importance of linked lists (I should know—I spent several years in PDP-11 purgatory, before the writing bug claimed my educational energies). After working zombie hours to get that semester project of a C++ x86 disassembler coded, you pop back into your dorm room, flare up your 486 and kick some demon butt in DOOM 2. Hexadecimal table lookups or roaring subterranean hell-spawn? The choice is obvious.

(Note: Just to shatter any misconceptions, life as a game programmer will involve countless hex table lookups, binary shift operations and variable length data structures, so pay attention to those classes: you'll need those skills even when crafting a Cyberdemon.)

Ten years ago, breaking into the gaming industry could be seen as a solo affair driven by the "hacker mentality." You loved programming, you crunched code in your sleep, you created a game, and then, if it was good enough, you were off. You could market the game yourself, in the old ziplock style of packaging, or use the game as a lever to get you into a larger company. Rarely was a diploma a required powerup, it was long hours of self-taught programming that brought the rewards.

Today, the rules have changed. PC, Mac and cartridge games are a multi-billion-dollar-a-year business. Now, game publishers have whole human resources departments, and a well written resume is a handy powerup indeed. One tool can still help you land that first job, according to DC True's lead software engineer Glenn Doen, and that is writing your own game.

"I actually learned some of my first hard-core game programming techniques from Bruce Webster's old *CGW* column," said Doen. Doen was a game addict from his early years, addicted to D&D and hacking away on an Apple II and Atari 400 computer all through high school. He started out with Apple Pascal, and did the requisite "hello world" application in 6502 assembly language, but found the cryptic semi-machine code too difficult.

Doen made his way to the University of Illinois to major in computer science, and began working on his magnum opus, a tactical combat game he called "Melee." Several years after college, he found himself on the floor of the Chicago Board of Trade, wearing one of those funky, color-coded, polyester blazers and trading bond futures. When he would go home at night, his escape was working on his Melee game. On July 4, 1992, after two years in The Pit, he had had enough. Doen declared his own independence day; it was time to follow his dream into the world of game programming.

He first turned to *CGW*'s own Alan Emrich, who provided a few addresses of Chicago-area game publishers. Emrich also suggested that Doen take a trip to the April Game Developers Conference in California

(continued on page 210)

Call your Account Representative, Marci Yamaguchi, at (714) 283-3000 x37 for information on how you can advertise your game, product or service in the economical MARKETPLACE section.

COMPUTER GAMING WORLD

145,000

Volume Game Buyers Each Buying an Average of 18 Games a Year

Put the power of this audience to work for you. Call Marci Yamaguchi for Advertising information (714) 283-3000 x37

Sometimes you just need a

GameFix®
The Forum of Ideas

Announcing a new monthly magazine that is more than *about* games — it *includes* one! If you don't have the time to learn and play games like you used to, consider GameFix, a monthly, 32 page color magazine with:

- A complete board or card game inside every issue, featuring:
  - an 11" x 17" map
  - 100 color cards or die cut counters
  - low complexity, high replay value
- A feature article on the game's subject
- Dave Wood's review column *The Armchair Gamer.*
- Game variants and scenarios
- A low $6.95 cover price

For more information, call (916) 362-0875.

To order a 4-issue trial subscription send $19.00 (US only) to:

Game Publications Group
8795 La Riviera Dr. Suite 182
Sacramento, CA 95825

One year subscriptions are also available for $49.50 US, or $100.00 US for overseas customers.

Reader Service #67

Games Too Expensive?

Buy Pre-owned software!

- Save big $$$ over new
- Original disks and manuals
- IBM - AMIGA - C64
- Hard-to-find classics plus all the latest releases
- Call or write for free catalog (specify computer)

Bare Bones Software
3060 Route 60 East Hurricane, WV 25526
1-800-638-1123
Customer Service: 304-562-1609
BBS for complete list: 304-562-1608

Reader Service #45

GAMES

The Best PD/Shareware! All Types!
Game Cheats, Editors and Walkthrus!
Floppy Disk and CD-ROM for your PC!
Write or call today for your Free Catalog.
BEST PRICES BY FAR!

Lotsa Bytes
Box 1756, Winton, CA 95388

(209) 358-1160
Voice & FAX

Reader Service #370

SSI's Out of Print Wargames Are Back For Only $15!!!

B-24	Mech Brigade	Star Command
Battle of Antietam	Rebel Charge	Stellar Crusade
Battles of Napoleon	Red Lightning	Storm Across Europe
Conflict: Middle East	Second Front	Wargame Construction Set
Gettysburg	Shiloh: Grant's Trial	Warship
Kampfgruppe	Sons of Liberty	Western Front

Scenario Disks for SSI's Battles of Napoleon for $10
Scenario Disks for SSI's Wargame Construction Set II: Tanks! for $15

Our hours are 8:00 am to 5:00 pm PST M-F
We accept Visa, M/C, Checks, Money Orders
To order or request a free catalog contact:
Novastar Game Co. • P.O. Box 1813 • Rocklin, CA 95677 • (916) 624-7113

Reader Service #219

ADVERTISER Company and Phone Index

FREE INFO. #	COMPANY	PHONE	PAGE
35	21st Century Ent., Inc.	(716) 872- 1200	203
379	Acclaim/LJN	*	89
33, 288	Accolade	(800) 245-7744	141, 131
289	Accolade	(800) 245- 7744	136, 137
34	Activision	(800) 845- 8086	117
114, 283	Advanced Gravis	(800) 663- 8558	Cover 3, 215
42, 260	AIVR Corporation	(800) 324- AIVR	94
233	American Power Conversion	(800) 800- 4APC	49
*	Apple Computer	*	73, 71
295	Avalon Hill Game Company	(800) 999- 3222	17
293	BAO	(217) 356- 0188	147
45	Bare Bones Software	(800) 638- 1123	207
40	Bethesda Softworks	(800) 677- 0700	127
207	Capstone Software	(800) 468- 7226	177
342, 340, 341	Chips & Bits	(800) 699-4263	173, 217, 189
54	Chips & Bits	(800) 699- 4263	78-83
262, 200	Chips & Bits	(800) 699- 4263	205, 201
382	Columbia House	(800) 647- 7000 XAG	111
367, 366	Computer Express	(800) 228- 7449	199, 185
56	Computer Express	(800) 228- 7449	97-101
53, 280	Creative Labs	(800) 998- 5227	67, 105
383	Cypress Software, Inc.	(800) 682- 5322	180
298	CyTech Codehouse	(800) 382- 5656	113
229	Diamond Multimedia Systems, Inc.	(800) 4- MULTIMEDIA	41
136	empire Interactive Ent.	(800) 216- 9706	218
*	Epic MegaGames	(301) 983-9771	4, 5
141	Falcon Northwest	(800) 258- 6778	15
368, 43, 143	FormGen, Inc.	(800) 263- 2390	121, Cover 2, 29
67	Game Publications Group	(916) 362- 0875	207
241	Gamer's Gold	(800) 377- 8578	190
369	Gemini Games	(800) 746- 2392	110
228	GEnie	(800) 638- 9636	149
300	GoldTree Enterprises	(504) 833- 7678	72
242	Home Base Products	(800) 686-2523	212
*	HPS Simulations	(408) 544- 8381	162
71	id Software	(800) ID-GAMES	103
243	ImagiNation Network	(800) IMAGIN-1	
78, 7, 77	Impressions Software, Inc.	(617) 225- 0500	163, 161, 1
76, 258, 175	Interplay Productions, Inc.	(800) 969- GAME	47, 93, 165
81	KOEI	(415) 348- 0500	158
211	Lead Pursuit, Inc.	(714) 362- 8698	152
145	Legend Entertainment	(800)658-8891	61
246, 384	Looking Glass Technologies	(617) 441-6333	213, 175
370	Lotsa Bytes	(209) 358-1160	207
*	LucasArts Ent. Co.	(800) STA- WARS	85, 69
269	Masque Publishing	(800) 765- 4223	167
371, 372	Maxis	(800) 33- MAXIS	119, 153
86	Megatech	(800) 258- MEGA	181

FREE INFO. #	COMPANY	PHONE	PAGE
89	Microforum	(800) 465- CDCD	114
171, 349	MicroProse	(800) 879- PLAY	95, 37
351	MicroProse	(800) 972- 7434	191, 193, 195, 197
352	Microsoft	(800) 563- 9048	133
373, 353	Mindscape	(800) 866- 5967	171, 32-33
93, 96	Mission Control	(800) 999- 7995	192
250	MPG -NET	(800) GET- GAME	20, 21
94	Multimedia Specialists	(800) 233- 0010	187
253	Nawu Triad Institute	(800) 784- 1420	212
152, 362	New World Computing	(800) 325- 8898	123, 19
219	Novastar Game Company	(916) 624- 7113	207
99	Origin Systems	(800) 245- 4525	Cover 4
153	Papyrus	(800) 836- 1829x650	43
195	Philips Interactive Media	(800) 836- 1802	135
177	Psygnosis	(617) 497- 7794	199
354	Quantum Quality Products	(908) 788- 2799	179
307	R & G	(800) 525- GAME	186
360, 355, 361	ReadySoft, Inc.	(905) 475- 4801	124, 184, 210
119	REM Software	(800) 457- 1161	204
291	S Software	(800) 243- 1515	204
363, 356, 309	Sanctuary Woods	(800) 943- 3664	91, 77, 8-9
107	Sideline Software	(800) 888-9273	140
98, 120	Sierra On - Line, Inc.	(800) 757- 7707	2-3, 10-11
128	Sigma Designs, Inc.	(800) 845- 8086	45
112	Sir - Tech	(800) 447- 1230	56
310	Sofdec, Inc.	(800) 631- 5141	88
357	Some, Inc.	*	140
115	Spectrum Electronics	(800) 983- 4321	194
224	Spectrum HoloByte, Inc.	(800) 695- GAME	87
313	STAC Electronics	(619) 794- 4333	69
225	StarPlay Productions, Inc.	(800) 477- 9562	31
*	Strategic Simulations, Inc.	(800) 245- 4525	169
182	Suncom Technologies	(708) 647- 4040	157
315	SunStar Publishing	(800) 660- 4480	129
184	Take 2 Interactive Software	*	109
161	ThrustMaster, Inc.	(503) 639- 3200	142
185	ThunderSeat Technologies	(800) 8- THUNDER	172
282	Time Warner Interactive Group	(800) 482- 3766	151
117	Titan Games	(800) 247- 5447	145
324	Vertronix	(800) 478- 0217	202
358	Viacom New Media	(800) 469-2539	13
375, 377, 376	Vic Tokai, Inc	(800) 478- 0217	55, 183, 51
378, 374	Vic Tokai, Inc	(800) 478- 0217	125, 53
359	Yamaha	(800) 333- 4442	115
331	Zephyr Computer Corp.	(800) 448- 8806	211

** Please see advertisement for contact information*

ADVERTISER Game and Product Index

FREE

INFO. #	PRODUCT	COMPANY	PAGE
295	1830	Avalon Hill Game Company	17
250	Multi - Player Games Network	MPG -NET	174, 175
182	"G- FORCE vs. B"	Suncom Technologies	157
171	1942 Gold	MicroProse	95
228	1994 Games	GEnie	149
383	4 - EVER DOOMED	Cypress Software, Inc.	180
368	Action Ent. Center	FormGen, Inc.	121
53	Advanced Wave Table By Sound Blaster	Creative Labs	67
375	Alien Virus	Vic Tokai, Inc	55
315	Arc Of Doom	SunStar Publishing	129
34	Atari 2600 Action Pack	Activision	117
293	BAO Line of Products	BAO	147
331	Black Tower Pentium Computers	Zephyr Computer Corp.	211
342	Board Games	Chips & Bits	173
360	BRAIN DEAD 13	ReadySoft, Inc.	124
355	BRAIN DEAD 13	ReadySoft, Inc.	184
361	BRAIN DEAD 13	ReadySoft, Inc.	210
33	Brett Hull Hockey '95	Accolade	141
184	Bureau 13	Take 2 Interactive Swe.	109
363	Buried In Time	Sanctuary Woods	91
382	CD-ROM Direct	Columbia House	111
152	Celebrity Poker	New World Computing	123
229	Cheap Thrills	Diamond Multimedia Systems, Inc.	41
373	Commander Blood	Mindscape	171
145	Companions of Xanth	Legend Entertainment	61
225	Crystal Caliburn Pinball	StarPlay Productions, Inc.	31
76	Cyberia CD-ROM	Interplay Productions, Inc.	47
*	Darker Than The Dark Side	LucasArts Ent. Co	85
136	Dawn Patrol	empire Interactive Ent.	218
298	Doomware Occurence I Developers Network CD	CyTech Codehouse	113
258	Dungeon Master II	Interplay Productions, Inc.	93
367	E Media	Computer Express	199
377	Extractors	Vic Tokai, Inc	183
161	F16	ThrustMaster, Inc.	142
141	Falcon MACH V	Falcon Northwest	15
*	Flight Simulation	Apple Computer	73
246	Flight Unlimited	Looking Glass Technologies	213
384	Terra Nova	Looking Glass Technologies	175
78	Front Lines	Impressions Swe., Inc.	163
340	Gadgets	Chips & Bits	217
67	GameFix	Game Publications Grp.	207
117	Games For Less	Titan Games	145
224	Gazillionaire	Spectrum Holobyte, Inc.	87
42, 260	Girlfriend	AIVR Corporation	94
352	Golf 2.0	Microsoft	133
*	Great Naval Battles Vol. 111	Strategic Simulations, Inc.	169
288	Hardball '94	Accolade	131
71	Heretic	id Software	103
362	Heroes Of Might And Magic	New World Computing	19
7	High Seas Trader	Impressions Software, Inc.	161
243	ImagiNation Network	ImagiNation Network	Insert
195	INFECTION	Philips Interactive Media	135
341	Interactive Entertainment	Chips & Bits	189
*	Jazz Jackrabbit	Epic MegaGames	4
211	Joyswitch	Lead Pursuit, Inc.	152
98	King's Quest	Sierra On - Line, Inc.	2, 3
371	Klik & Play	Maxis	119
177	Lemming's Chronicles	Psygnosis	199
289	Live Action Football	Accolade	136, 137
77	Lords of the Realm CD	Impressions Software, Inc.	1
89	Maabus	Microforum	114
54	Mail Order Products	Chips & Bits	78- 83
56	Mail Order Products	Computer Express	97- 101

FREE

INFO. #	PRODUCT	COMPANY	PAGE
369	Mail Order Products	Gemini Games	110
93, 96	Mail Order Products	Mission Control	192
94	Mail Order Products	Multimedia Specialists	187
107	Mail Order Products	Sideline Software	140
115	Mail Order Products	Spectrum Electronics	194
241	Mail Order Software	Gamer's Gold	190
291	Mail Order Software	S Software	204
*	Marathon	Apple Computer	71
86	Metal and Lace	Megatech	181
353	Metal Marines	Mindscape	32, 33
379	Mortal Kombat II PC-CD Rom	Acclaim/LJN	89
358	MTV "Club Dead"	Viacom New Media	13
128,	Multimedia? Right, I'm Excited	Sigma Designs, Inc.	45
250	Multi - Player Games Network	MPG -NET	20, 21
153	NASCAR Racing	Papyrus	43
*	New Star Wars Trilogy	LucasArts Entertainment Co.	69
*	One Must Fall 2087	Epic MegaGames	5
81	Operation Europe CD-ROM	KOEI	158
120	Phantasmagoria	Sierra On - Line, Inc.	10, 11
114	Phoenix	Advanced Gravis	Cover 3
242	Pilot Control Stand	Home Base Products	212
35	Pinball Arcade CD-ROM	21st Century Ent., Inc.	203
359	Powered Speakers For The Power Hungry	Yamaha	115
45	Pre-owned Software	Bare Bones Software	207
356	Ripley's Believe It Or Not	Sanctuary Woods	77
282	Rise of the Robots	Time Warner Interactive Grp.	151
43	Rise of Triad: Dark War	FormGen, Inc.	Cover 2
143	Rise of Triad: Dark War	FormGen, Inc.	29
310	Risky	Sofdec, Inc.	88
269	Shadows of Cairn	Masque Publishing	167
376	Silverload	Vic Tokai, Inc	51
372	SimCity 2000 CD	Maxis	153
357	Some Of This	Some, Inc.	140
280	Sound Blaster Logo Campaign	Creative Labs	105
262	Space Ace	Chips & Bits	205
313	Stacker Man	STAC Electronics	69
112	Star Trail	Sir - Tech	56
175	Stonekeep CD-ROM	Interplay Productions, Inc.	165
233	Surge Protector	American Power Conversion	49
40	TES:ARENA	Bethesda Softworks	127
370	The Best PD/Shareware	Lotsa Bytes	207
300	The Goldtree Engine	GoldTree Enterprises	72
119	The Infinity Machine	REM Software	204
378	The Scroll	Vic Tokai, Inc	125
185	ThunderSeat	ThunderSeat Technologies	172
*	Tigers on the Prowl	HPS Simulations	162
253	Triad Wargame System	Nawu Triad Institute	212
*	Tycoon Series	MicroProse	191
*	Tycoon Series	MicroProse	193
*	Tycoon Series	MicroProse	195
351	Tycoon Series	MicroProse	197
283	Ultrasound Max	Advanced Gravis	215
307	Used Game Software	R & G	186
324	Vertronix, Inc.	Vertronix	202
200	Video Games	Chips & Bits	201
366	Virtual Vegas Inc.	Computer Express	185
374	Virtuoso	Vic Tokai, Inc	53
219	Wargames	Novastar Game Company	207
99	Wing Commander Armada CD	Origin Systems	Cover 4
309	Wolf	Sanctuary Woods	8, 9
349	Zeppelin	MicroProse	37
354	Zig Zag	Quantum Quality Products	179
207	Zorro	Capstone Software	177

(continued from page 206)

for some of the required "networking."

Several months later, Doen was interviewing at Virtual World Entertainment (which operate the Battletech Centers around the world), Kinnesoft and DC True. He was surprised when DC True asked if he had any game work to show them. So he headed off to the interview with his Melee on floppy, and landed a job. "I'm convinced that it was the game that got my foot in the door," said Doen.

As we talked, Doen and the other programmers at DC True were running a crunch schedule, preparing for the January CES in Las Vegas. "That's where we're unveiling CYBERJUDAS," said Doen. "Last Sunday, I actually got to have a bath; I can't remember the one before that." Doen is working 80-hour weeks, with the "easy day" being a six-hour Sunday.

"It's still fun. At work, I'll complain that I hate computers, but I'll go home after a 12 hour day and play a game or read a computer magazine," said Doen.

Nicholas Fullager, a software engineer for Electronic Arts, got his job in a similar way. He studied the hottest games, but instead of writing a game of his own, he created several demos which showcased his mastery of the techniques. He studied the original WING COMMANDER, and created a demo to quickly rotate and scale 2D bitmaps, just like the Kilrathi ships. When it was time for his interview, he disassembled his home PC so that it would fit into an easily carried case, and then presented his demos to the EA team.

MORE B.S.?

Several of the letters I've received ask the rather blunt question: is an undergraduate degree in computer science worth it? Nana Chambers, the Director of Software Development for Simulations and Interactive Movies (the division which produced U.S. NAVY FIGHTERS) at Electronic Arts thinks that a degree is an essential ingredient for getting an entry-level position as a game programmer. "College teaches you about tenacity," she remarked.

When she interviews a candidate, she is looking for some computer engineering classes, computer science classes, and working knowledge of C and C++. I asked if assembly language was a plus. "Definitely," was her reply. "We're looking for programmers with a little more of a hacker style as opposed to a die-hard computer science student, someone who really knows the machine and has a lot of

DOING YOUR HOMEWORK

Game programming is a highly technical art requiring a ton of reading and a ton of programming practice. Below are some resources which will help you learn some of the vital skills you will need to make it into the world of professional game programming.

Books to take a look at:

Arcade Action Set by Diana Gruber, Coriolis Group Books—how to create scrolling arcade games in C.

Gardens of Imagination by Christopher Lampton, Waite Group Press—programming DOOM-like 3D maze games in C and C++.

The Black Art of Windows Game Programming by Eric Lyons, Waite Group Press—creating DOOM-like 3D and other 2D games in Windows using the WinG drivers and the Cartoon Engine.

Flights of Fantasy by Christopher Lampton, Waite Group Press—creating a 3D, polygon based flight simulator in C++.

Tricks of the Game Programming Gurus by LaMothe, Ratcliff, Seminatore and Tyler, SAMS publishing—primarily a book on how to craft DOOM-like 3D games, but more encyclopedic in nature with tons of background techniques.

Game Designer's Handbook by multiple authors—executable hypermedia encyclopedia, available on the Internet via ftp at ftp.uwp.edu (in the pub/games/game-dev directory.

The Art of Computer Game Design by Chris Crawford, Osborne/McGraw-Hill—a book about game design theory, not programming. It's a bit out of date (c. 1984), but it still provides good food for thought. It's also out of print, but I've seen it in a few libraries.

Magazines of interest:

Game Developer, 600 Harrison Street, San Francisco, CA 94107-9602

Interactive Entertainment Design, 5251 Sierra Road, San Jose, CA 95132

PENTIUM POWER!

ALL BLACK, STATE-OF-THE-ART COMPONENTS
STARTING AT $1,695.00

Zephyr Vortex 486DX 66 Mhz. -*fast!*
Intel 486DX 66 Mhz., PCI Local Bus mainboard with 256K cache, Pentium Overdrive ready ZIF socket, 8 Meg. of RAM, 15" SVGA NI flat screen monitor, SVGA PCI Local Bus video card with 1 Meg. RAM, your choice of tower or desktop case, cooling fans for case and a CPU fan, 540 Meg. SCSI hard drive with PCI Local Bus controller, 3.5" floppy, APC PowerManager, Sound Blaster 16, Teac SuperQuad 4X CD-ROM, mouse.

Zephyr Onyx Pentium 90 Mhz.- ***very fast!***
Intel Pentium 90 Mhz. PCI Local Bus mainboard with 256 cache, 8 Meg. of RAM. All other components same as Zephyr Vortex system.

KEY BENEFITS:

- Fast multimedia experience with new Teac SuperQuad 4X CD ROM drive!
- APC PowerManager with lifetime warranty
- Creative Labs Sound Blaster 16
- 15" and 17" SVGA flat screen monitors
- Optimized performance for MS Windows and multimedia games
- DOOM 1.666 Episode One pre-installed on each Zephyr system

Zephyr options:
17" monitor, Logitech CyberMan, Dual Teac 3.5" & 5.25" floppy drive, Sony powered speaker systems, HP DeskJet printer (black) with color ink kit, Intel FLASH Ethernet, Hayes 14.4 fax/modem, joysticks. Many other upgrades available.

VISA
MasterCard

1-800-448-8806

Call for Custom Quotes 214-363-4707 FAX

id SOFTWARE INC

© 1994 id Software, Inc. © 1994 Zephyr Computer Corporation

All names and trademarks are the property of their respective owners.
Pricing and components are subject to verification.

Zephyr

interest in gaming."

Fullager reflected that, if he had his education to do over again (he was a computer science major at the University of California at Santa Cruz), he would be a math major instead. "Math remains pretty much constant, while computer science techniques can quickly become old news. Whenever I really get stuck on something, it's generally the math."

Fullager also credits college with giving him the skills needed to read professional journals and research papers. He picked up the WING COMMANDER bitmap routines from a General Electric research paper written in 1980.

THE HACKER AND THE C

C and C++ are becoming tools of the trade, so knowing your way in and out of "main{}" loops is an essential skill. "It didn't mean squat," illuminated Chambers, "if you knew C a few years ago. Now, it's required knowledge."

"I've found that liberal arts graduates are a little more well rounded," says Chambers. "After all, it isn't about sitting around and building a database; it's about free-form programming. Make it cool, make it fun and make it fast."

Don McCasland, a programmer for Cyberflix, feels certain that "a lot of programmers dream about working in the entertainment field. Some of the hardest and most challenging problems occur when coding a game, and as a programmer, you have to find the quickest and most interesting solutions to what are really research-level topics."

> "[Game design] isn't about sitting around and building a database; it's about free-form programming. Make it cool, make it fun and make it fast."

So you know the code, you've played the games and you've even written one of your own. How do you get your foot in the door? "You have to do your homework," says Chambers. "That means knowing who does what at a company, reading the credits of a game, and sending your resume to those people."

From the people I've spoken to, there seem to be a few common traits: most have been game addicts and programmers for years, often crunching code before puberty set in. They have all studied computers extensively, many in college. And they all have the willingness to make the proper connections to make sure their talents get the attention they deserve.

What about my resume? Well, as of yet, Origin's human resources office still hasn't returned my call. Anyone out there interested in a killer 1920s-era pylon racing simulator?

Introducing
Triad Wargame System™

TWS is the wargame system you have been waiting for! *You* have control of the battlefield and individual unit behavior using dozens of programmable parameters.

Features

• Unit scripting language allows modification of individual aspects of unit behavior while using default behavior for other forces • Design your own units or construct forces and scenarios from units provided with the system • Combine multiple unit types, scenarios and historical periods • Up to 32 forces or "sides" • Objectives, supply units, intelligence options available • User defined victory conditions • Define your own unit markers • Add sounds to individual weapon attacks • Fanfares and graphics identify forces • Dozens of info functions allow you to "see" the battlefield from a unit's perspective in decision making scripts • Module editor, maps, Strategy/Tactics module available • Example WWII tank battle included

• Mapping compatible with the Triad Campaign System (TCS)
• Combined TCS and TWS complete package also available

System Requirements - IBM/Comp with Window 3.1 ♦ Minimum 5 megs hard drive space ♦ 4 megs of RAM.

VISA ♦ MASTER CARD ORDERS (800) 784-1420 • For info (904) 494-3165
OR SEND CHECK/MONEY ORDER FOR $79.00 + $5.00 S & H TO
Nawu Triad Institute
PO Box 11246
Pensacola, FL 32524-1246

Circle Reader Service #253

Its patented pivoting tray keeps your joystick from sliding and allows you to adjust its angle for maximum comfort. With your flight controls positioned low and close, you'll be able to rest back comfortably into your seat for a TRUE COCKPIT FEEL.

The PCS turns your keyboard into a cockpit control panel allowing you to easily access the keys without having to take your eyes off the action. Clamps to any desk or tabletop.

VISA MasterCard ORDER TOLL FREE 1-800-686-2523
outside the U.S. call (503)686-1809

Or send check or money order for $24.95 + $5.00 ($6.00 CAN.) for shipping and handling to:
HOME BASE PRODUCTS
3025 Timberline Dr.
Eugene, OR 97405

Circle Reader Service #242

.....Play to win and save yourself some money.....

SAVE UP TO 47%

Make the ultimate move for serious gamers who know the score when it comes to buying computer gaming magazines. Subscribe to Computer Gaming World now and save up to 47%!

Every monthly issue brings you exclusive first looks at the hottest, newest games... the latest in multimedia, CD-ROM and interactive environments. Plus winning strategies, master clues, in-depth reviews – all the help you need to pump up your system and play out your fantasies on this planet and beyond.

Score points and cosmic savings now with **Computer Gaming World**. We're worlds apart from any other computer game magazine.

- One year/12 issues – $27.94. YOU SAVE 41%!
- Two years/24 issues – $49.97. YOU SAVE 47%!

Savings based on annual cover price of $47.40.

CALL NOW TO SAVE UP TO 47%

1-800-827-4450

To ensure savings, mention this code to the operator who answers your call: 4Z95.

Caddy Hack

Selecting The Right DOS Clubs For The Gaming Green

by Mike Weksler

IMAGINE STROLLING UP TO THE FAIRWAY AT PEBBLE BEACH AND TEEING OFF ON A 450-YARD HOLE WITH A SAND WEDGE. Even if you tee off like a gorilla on PCP, that Topflight isn't going to fly anywhere near the green. Of course, it doesn't matter how hard you swing because the problem isn't power, it's in your choice of driver.

We have a similar situation in the world of PC games. You can have all the computing power in the world—a screaming Pentium and RAM coming out of your ears—but if your memory is not configured correctly for a specific game, you're not going anywhere. What makes matters worse is that no two games have the same memory configuration requirements—this one wants extended memory (EMS) and the other wants expanded (XMS)—and no two computer systems are exactly the same. So, just as the golfer has a selection of clubs for different situations, so the savvy computer gamer requires a selection of configuration files that will arrange his system memory to run different games.

In this article, we won't concern ourselves with altering configurations for specific purposes; many columns (including many of my own) and entire books have been written on the subject. Instead, I'd like to address how you can organize multiple configurations for different games. We'll look at three solutions: the boot disk, configuration batch files, and the DOS 6.0 boot menu.

But first, let's clarify terms. When I talk about "memory configuration" I'm talking about two files on your computer: the CONFIG.SYS and the AUTO-EXEC.BAT. These files contain instructions telling the computer how to organize your memory and which "drivers" to load. "Drivers" (also known as TSRs for Terminate and Stay Resident) are special programs that are loaded into your computer's memory and stay in memory in case they are needed. Drivers often serve as an interface between the peripherals in your system (mouse, sound card, CD-ROM) and the main part of the computer. Without the drivers, your Sound Blaster Pro wouldn't know how to communicate with your processor and vice-versa. Unfortunately, with too many drivers, your brand new game will often refuse to communicate with you!

FIGURE 1: BASIC STRUCTURE FOR DOS 6.0 BOOT MENU

CONFIG.SYS

```
[MENU]
MENUITEM=ENTRY1, Menu Entry Title 1 Here
MENUITEM=ENTRY2, Menu Entry Title 2 Here
MENUITEM=ENTRY3, Menu Entry Title 3 Here
(You may have a total of 9 menu
entries).

[ENTRY1]
Stuff for a config.sys entry goes here

[ENTRY2]
Stuff for a config.sys entry goes here

[ENTRY3]
Stuff for a config.sys entry goes here

[COMMON]
Redundant stuff that you'd find in each
paragraph.
```

AUTOEXEC.BAT

```
@ECHO OFF
PROMPT=$P$G
PATH=C:\;C:\DOS;
(You'd also put things like SET commands
and other "environment" commands here
that aren't specific to any one
configuration entry.)

GOTO %CONFIG%

:ENTRY1
Stuff for an autoexec.bat  entry goes
here
GOTO END

:ENTRY2
Stuff for an autoexec.bat entry goes
here
GOTO END

:ENTRY3
Stuff for an autoexec.bat entry goes
here
GOTO END

:END
```

In the simplest of terms, memory problems often arise because your sound card, CD-ROM, and other peripheral drivers are eating up too much of the 640K of lower memory in your machine. If you have a game that requires 580K of the 640K of lower memory in your machine, and you've got 80K worth of software drivers loaded into that lower 640K, then you've got problems.

There are many ways to handle these problems—including little tricks that enable you to load some of your TSRs into a region called "upper memory" and memory management software like QEMM that will do the dirty work for you—but as I've said, we'll leave that discussion for another day.

BOOTING UP

With a typical DOS installation, you probably have one set of configuration files (AUTOEXEC and CONFIG). If you were to view these files in any text editing program, you would see several lines of text in each one. Some of these lines include commands that execute programs. Most programs that end with .SYS, .COM, and .EXE are your TSRs. You'll need them for your mouse, sound card, CD-ROM, and whatever else you have running.

Of course, as soon as you have your configuration ducks in a row, a new game will come along that will require a new configuration. Now, you could edit your configuration files with a text editor in order to run the game, but then the new configuration might not work with Windows or another program that you often use. Do you want to change your configuration every time you want to run a different piece of software?

Of course not. One simple solution is to create a "boot disk" for each game you play. A boot disk is simply a floppy disk that holds the two configuration files (AUTOEXEC.BAT and CONFIG.SYS). When you want to play a specific game, you insert the boot disk into your computer and start it up. The game-specific configuration will

TRUE WAVETABLE SYNTHESIS • 16-BIT RECORD & PLAYBACK • 3 CD-ROM INTERFACES • 32 VOICE POLYPHONY/MULTI-TIMBRAL

EXPERIENCE THE POWER
OF ADVANCED WAVETABLE SOUND TECHNOLOGY

Experience the power of studio-quality music and heart-pounding special effects from your PC games and music programs with UltraSound MAX™.

The newest wavetable PC sound card from Advanced Gravis, UltraSound MAX comes with over 5.6 megabytes of real instrument recordings to produce 32 voices of incredibly realistic music—light years from the tinny sound pumped out by FM cards. Hear the difference right away with DOOM™ and Epic Pinball™ (both included). Enjoy sensational wavetable and digital sound with hundreds of popular applications that already support UltraSound. The MAX will also give you great sound with most games and applications written for Sound Blaster™, MT-32, General MIDI, and Windows™.

Record or playback in 16-bit stereo at 48kHz (surpassing CD quality). Explore over 15 megabytes of bonus software. Offering you the greatest flexibility, the MAX uses a unique, RAM-based wavetable system. Imagine creating new instruments bounded only by your imagination. With MAX it's for real.

UltraSound MAX is the most complete, powerful, and affordable sound card you can buy.

For more information, or to find out how to obtain the UltraSound Experience CD-ROM demo, call (800)663-8558, (604)431-5020 or fax (604)431-5155.

Circle Reader Service #283

Advanced GRAVIS™

SPEED-COMPENSATING GAME PORT • SUPPORTS WINDOWS™ 3.1/MPC2, GENERAL MIDI, MT-32, AND SOUND BLASTER™ APPLICATIONS

then be used to configure your memory. Many game installation routines will make a game-specific boot disk for you, but these disks are also fairly easy to create on your own.

You make a boot disk by formatting a floppy for your A: drive and then typing the magic code "SYS A:" to make it "bootable." Then you edit your CONFIG.SYS and AUTOEXEC.BAT to your liking, save the new files to your boot disk, and you're done.

Boot disks are easy to understand, easy to make, and work fairly well. Most customer support people suggest boot disks because they're easy to explain how to make over the phone, and they don't screw up your configuration. The down side is that you must have a boot disk for just about every game in your library, and boot disks are notoriously easy to misplace and crush under the wheels of your office chair.

MIXING UP A BATCH

There are other solutions that are more efficient, but they are a little more difficult to implement. If you are a DOS 5 or earlier owner and are adept at creating batch files, you can make copies of all of your favorite configuration files on your hard drive and write batch files to copy them back and forth on your whim. I like to create batch files that I call "RIG4"s. I have RIG4-QEMM which "rigs" my system with the QEMM memory manager. I have a RIG4VAN which gives my system a standard "vanilla" setup. And then I have RIG4s for my favorite games, like RIG4FALC (Falcon 3.0) and RIG4NET (for network DOOM-fests). All these batch files do is copy a specific set of configuration files (AUTOEXEC.QEM and CONFIG.QEM) over my current set of configuration files. Once the batch file is run, I can reboot the computer and the new configuration will be applied to it.

THE BOOT MENU

With the introduction of MS-DOS 6.0, managing multiple configuration files has become much easier. A new feature of DOS 6.0 is a function that allows you to create a boot menu, which essentially consolidates all of your configuration files into one big AUTOEXEC.BAT and CONFIG.SYS. Once you've created a boot menu, you will be given various configuration options when you boot your computer. All you do is select the configuration appropriate for the current task, and you're all set for the day's gaming activities.

Setting up the boot menu is the tricky part. Basically, you have to create a CONFIG and an AUTOEXEC file with a special structure. Figure 1 shows a basic skeleton for the structure of the boot menu. The menu allows up to nine different configurations.

Figure 2 is a piece of my own boot menu configuration as an example to work from. Many of the details of the configurations are specific to my machine; you will have to create configurations that work for your own system.

One word of warning: Before tinkering with your configuration files, make sure you back up your original CONFIG.SYS and AUTOEXEC.BAT files to a bootable floppy disk. This way, if you mess up the configuration, you can still boot your machine with the floppy disk.

Using my examples and your DOS 6 manual, you should have a boot menu running in no time. Then, you'll be able to switch configurations with ease, test your configurations with new games, and, if necessary, add a new configuration when needed. Then, you'll be like the well-equipped golfer who has a club appropriate for every shot situation. Fore! (or RIG4!)

Under the Hood is both a column on technology and a Q&A technical support forum. Please send technical questions, comments, and solutions to Under The Hood, c/o Computer Gaming World, 130 Chaparral Ct., Suite 260, Anaheim Hills, CA 92808, or at any of our e-mail addresses.

FIGURE 2: SAMPLE DOS 6 BOOT MENU FILES

CONFIG.SYS

```
[MENU]
MENUITEM=XMSCD, The DOS 6 Iron (DOS XMS, CD)
MENUITEM=EMSCD, The Windows Wedge (DOS EMS, CD)
MENUITEM=QEMMCD, The Silver Bullet (QEMM, CD)

[XMSCD]
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
SHELL=C:\DOS\COMMAND.COM C:\DOS\ /e:512 /p
DEVICE=C:\MOUSE\MOUSE.SYS.SYS
DEVICE=C:\CDROM\SBCD.SYS /D:MSCD001

[EMSCD]
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\WINDOWS\EMM386.EXE RAM 4096
DOS=HIGH,UMB
SHELL=C:\DOS\COMMAND.COM C:\DOS\ /e:512 /p
DEVICE=C:\MOUSE\MOUSE.SYS.SYS
DEVICE=C:\CDROM\SBCD.SYS /D:MSCD001

[QEMMCD]
DOS=HIGH
DEVICE=C:\QEMM\DOSDATA.SYS
SET LOADHIDATA=C:\QEMM\LOADHI.RF
DEVICE=C:\QEMM\QEMM386.SYS RAM RF ST:M
DEVICE=C:\QEMM\DOS-UP.SYS @C:\QEMM\DOS-UP.DAT
SHELL=C:\QEMM\LOADHI.COM /RF C:\DOS\COMMAND.COM C:\DOS\ /e:512 /p
DEVICE=C:\QEMM\LOADHI.SYS /RF DEVICE=C:\MOUSE\MOUSE.SYS.SYS
DEVICE=C:\QEMM\LOADHI.SYS /RF C:\CDROM\SBCD.SYS /D:MSCD001

[COMMON]
SWITCHES /F
LASTDRIVE=Z
STACKS=9,256
BUFFERS=40
FILES=40
```

AUTOEXEC.BAT

```
@ECHO OFF
PROMPT=$P$G
PATH=C:\;C:\DOS;C:\QEMM;C:\WINDOWS
SET TEMP=C:\TEMP
SET MOUSE=C:\MOUSE
SET BLASTER=A220 I5 D1 T4
SET SOUND=C:\SBPRO
C:\SBPRO\SBP-SET /M:15 /VOC:15 /CD:15 /FM:15 /LINE:15

GOTO %CONFIG%

:XMSCD
SMARTDRV C
C:\CDROM\MSCDEX.EXE /D:ASPICD0 /M:12
GOTO END

:EMSCD
SMARTDRV C
C:\CDROM\MSCDEX.EXE /D:MSCD001 /M:12 /E
GOTO END

:QEMMCD
C:\CDROM\LOADHI /RF SMARTDRV C
C:\QEMM\LOADHI /RF C:\CDROM\MSCDEX.EXE /D:MSCD001 /M:12 /E
GOTO END
:END
```

CHIPS & BITS INC.

PO BOX 234 DEPT 10207 ROCHESTER VT 05767

Call 800-699-4263 Fax 802-767-3382 Int'l 802-767-3033 Source 10207

Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. Call for details.

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. All sales final.

'SHARP ELECTRONIC ORGANIZER YO-620' The smallest electronic organizer with terminal capabilities. Offers Calendar, Anniversary and Scheduler, customizable Telephone lists, Outline function, Memo function, 10 digit calculator, clip & paste, daily alarms (7), and many other features. You can connect to online services to send or receive E-Mail, check stock prices and make travel arrangements. **$279**

'FRANKLIN DIGITAL BOOK SYSTEM DBS-2' The revolutionary new way to access a world of information. Stores up to 2 digital books, each containing up to 20 megabytes of compressed information. **$149**

'SHARP ELECTRONIC ORGANIZER YO-110' This revolutionary electronic organizer has created a whole new category of information management. The Sharp YO-110 offers extraordinary value and practicality. Includes Telephone, Calendar, Schedule, Memo and Expense functions keep your business and personal information at your fingertips. The YO-110 is small enough to fit into your shirt pocket. **$59**

'SHARP WIZARD OZ-9520' is a Pocket Communicator that is lightweight, compact and has built-in fax software. Offers integrated Filing, a Telephone function, a Calendar, a Notebook, a Scrapbook. Designed with a Graphical User Interface with a touch sensitive display, it makes entering and accessing data easy. Features connectivity to E-Mail and printing to a standard PC printer using infrared technology. **$439**

'FRANKLIN LANGUAGE MASTER DICTIONARY LM-2200' Contains over 274,000 definitions. Provides over 496,000 synonyms for 40,000 words. Includes an SAT word list to help practice for the exam. **$79**

'SHARP ELECTRONIC ORGANIZER YO-310' is the smallest Sharp Organizer with the capability to link to an IBM PC. So compact, it can slip right into your shirt pocket. It provides valuable functions like To Do and Expense Tracking. Features Time Management, Data Base Management, and Note Taking. Allows you to edit and manage your data on a computer while providing backup for security. **$99**

SHARP ELECTRONIC ORGANIZERS

Sharp Wz OZ 9500	$339
Sharp Wz OZ 9520	$439
Shp WzOZ 9520 FX	$539
Sharp YO 100 Orgnz	$49
Sharp YO 110 Orgnz	$59
Sharp YO 300 Orgnz	$89
Sharp YO 310 Orgnz	$99
Sharp YO 600 Orgn	$189
Sharp YO 610 Orgn	$229
Sharp YO 620 Orgn	$279

SHARP SOFTWARE CARDS

Hewlett Packard Dictnary/ Thesaurs Crd 200LX	$149
Sharp OZ 701A Time Management Card	$99
Sharp OZ 8B01 Spreadsheet Card	$169
Sharp OZ 8B02 Fax Modem Card	$409
Sharp OZ 8D01A Amer Heritage Dictnry Crd	$169
Sharp OZ 902 Basic Prgrm Crd 9000 srs	$229

SHARP COMPUTER LINK

Hewlett Pckrd Connectivity Pack IBM	$119
Hewlett Packard Interface Cable IBM	$24
HP Intrface Cbl Mac	$24
Sharp CE 390 PC Link Software/Cable	$89
Sharp OZ 892 IBM Organizer Link	$109

SHARP COMPUTER LINK

Sharp OZ 895 MacIntosh Organizer Link	$109
Sharp OZ 990D PC Link Software DOS	$74
Sharp OZ 990W PC Link Software WIN	$74
Sharp OZ 993 MacIntosh Link Software	$74

VOICE ACTIVATED ORGANIZERS

Voice Organzr 5200	$159
Voice Orgn Ex 5500	$179
Voice Orgn Int'l 5300	$169
VCR Voice Progrmr	$69

SHARP ACCESSORY

HP AC Adapt (200LX)	$39
Sharp CE 132T Lv Ct	$79
Sharp CE 137T Lvl Cnvrt PC/MacLink/Fx Mdm	$64
Sharp CE 220T Cable ZQ/ EL Transfer	$34
Shrp CE 300L Db Cbl	$24
Sharp CE 315L Dubbing Cable Organizers	$69
Shp CE 350X Org M.	$149
Shrp CE 50P Printer	$129
Sharp CE IR1 Wireless Printer Intrfc 9000 sr	$119
Sharp CE IR2 Wireless Interface IBMPC	$89
Sharp OZ 899CC Leather Case (8000 series)	$29
Sharp OZ A90A1 Leather Case (9000 series)	$34

MEMORY CARDS

Hewlett Packard 10 Meg Flash Card	$599
HP 20 Meg Flsh Cd	$999
HP 5 Meg Flsh Crd	$369
Sharp OZ 780 Memory Card 32K	$54
Sharp OZ 781 Memory Card 64K	$79
Sharp OZ 782 Mem Crd 128K 7200-8000 srs	$109
Sharp OZ 783 Mem Crd 256K 8600, 9600 srs	$139
Sharp OZ 784 Memory Card 512K (9600)	$209

FRANKLIN LANGUAGE MASTER

Franklin FrenchProfessor FP-650	$109
Franklin Language Master + Math LM-2020	$84
Franklin Pocket French Professor FP-615	$79
Franklin Pocket Spanish Master DBE-110	$64
Franklin Pocket Spanish Master SM-515	$79
Frnk Spansh SM-550	$119
Franklin Speaking French Professor FP-610	$209
Franklin Speak German Professor GP-620	$209
Franklin Speak Language Master LM-6000	$229
Franklin Speaking Language Master Special Edition LM-6000SE	$499

FRANKLIN WORDMASTER

Franklin Desktop WrdMaster WM-1055	$56
Frnk Next C. Pckt Roget's Thesaurus NCT-102	$36
Franklin Pocket Language Master LM-2015	$56
Franklin Pocket WordMaster WM-1015	$44

FRANKLIN SPELLING

Franklin Elementary Spelling Ace ES-90	$44
Frnk Nxt C. Pckt Spell Crct NCS-101	$29
Franklin Pocket Spelling Ace S-100	$36
Frnkln Spell BP-105	$39
Frnk Spell Ace SA-98	$36
Frnk Spll Tutor SA-50	$34

FRANKLIN BIBLE

Franklin International Version Bible NIV-30	$94
Franklin King James Version Bible KJ-31	$94

FRANKLIN ENTERTAINMENT

Franklin Bartender's Guide BTG-400	$64
Frnk Big League Baseball Encyclopedia HR-94	$56
Frnk Desktop Crossword Puzzle Solver CW-50	$54
Frnk Officl Scrabble Plyrs	

FRANKLIN ENTERTAINMENT

Dictionary SCR-30	$54
Franklin Parker's Wine Guide WNG-400	$74
Frnk Pckt Betty Crocker's Cookbook BCC-400	$64
Franklin Pckt Crossword Puzzle Solver CW-40	$46
Franklin Pckt Horoscopes AST-110	$44
Franklin Pocket Movie Guide FLX-110	$44
Franklin Pocket Word Games WG-15	$36

DIGITAL BOOK SYSTEMS

Franklin Digital Book System 2 DBS-2-1	$199
Franklin DBS DBS-2	$149
Franklin Bartender's Guide DBS IC-130	$49
Franklin Big Lg. Baseball Encyclpd DBS IC-129	$49
Franklin Columbia Encyclpd DBS IC-114	$74
Franklin Game Gallery DBS IC-115	$29
Frnk Harrison's Principles Internal Medicine Cmpnion DBS IC-113	$99
Franklin Int'l Version Bible DBS IC-121	$56
Frnk King James Version Bible DBS IC-119	$56
Franklin Medical Digital Bk System 3 DBS-2-4	$179
Frnk Medical Letter Hand	

DIGITAL BOOK SYSTEMS

book Adverse Drug Intractns DBS IC-104	$99
Franklin Merck Manual DBS IC-118	$129
Franklin Merriam-Webster Dct. Plus DBS IC-101	$49
Frnk Parker's Wine Buyr's Gde DBS IC-120	$56
Franklin Speaking French Profssor DBS IC-123	$59
Franklin Speak German Profssor DBS IC-124	$59
Franklin Speak Spanish Master DBS IC-122	$59
Franklin Video Companion DBS IC-102	$59
Franklin Word Games DBS IC-103	$29

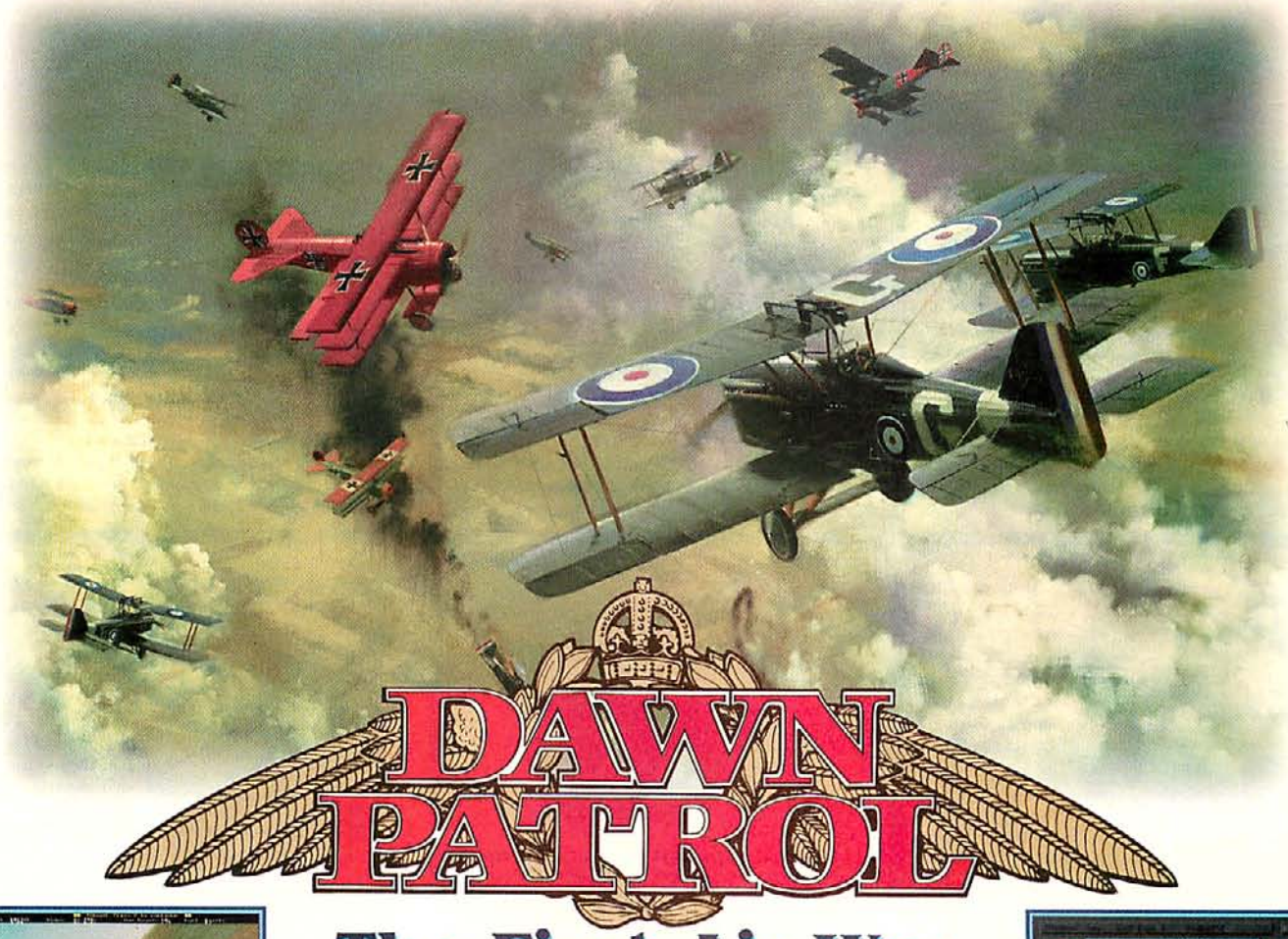
CHECK PRINTING ACCOUNTANT

Check Printing Accountant #KX-RC105	$349
CPA #KX-RC95	$249
CPA Battery Pack	$32
Check Printing Account. IBM Intrfc #KX-RC21	$89
CPA Interface Cable	$19
Check Printing Account. MAC Intrfc #KX-RC22	$89

PALMTOP

HP 200LX Palmtop PC F1060A 1Meg	$549
HP 200LX Palmtop PC F1061A 2Meg	$699

AVAILABLE FOR IBM PC & COMPATIBLES and PC CD-ROM



DAWN PATROL

The First Air War

Dawn Patrol is a true flight simulation with the emphasis firmly on pilot control and 'seat of the pants' skill. Climb into the cockpit and prepare for the aeronautical experience of a lifetime.

- *Take the controls of one of 15 period aircraft including the Sopwith Camel, SPAD 7, and the Red Baron's Fokker Triplane.*
- *Leading Edge Technology provides fully Image Mapped aircraft and landscapes.*
- *640x400 SVGA mode gives 4 times the resolution of standard VGA flight sims.*
- *A myriad of viewing perspectives (View Matrix) including interior cockpit, multiple external and unique ordnance view.*
- *Over 150 missions to accomplish ranging from traditional dogfighting to balloon busting, each with full mission briefing and embedded hypertext.*
- *64 pilot biographies allow you to create your own characters from Rookie to Flying Ace.*
- *Experience a complete account of the 1914-18 'War of the Skies' and battle for either side of the conflict.*
- *Over 30 original anecdotes, speeches and wise words from Commanders and pilots of the era.**
- *The 1914-18 team spirit amongst the airmen is further emphasised through a number of authentic wartime ditties.**
- *A full range of realistic sound effects accompanied by Tchaikovsky's "Capriccio Italien" add the final touch of authenticity.*

Forget all other flight sims, Dawn Patrol tests your flying skills to the full against the real pioneer Aces of air combat.

**CD-ROM VERSION ONLY*

empire INTERACTIVE

Dogfighting will never be the same again!

Artwork by Frank Wootton.
©1994 The Greenwich Workshop. ©1994 Rowan Software

THE GREENWICH WORKSHOP

EMPIRE INTERACTIVE ENTERTAINMENT, 13220 WISTERIA DRIVE, BAY N-2, GERMANTOWN, MD 20874 VOICE: (301) 916 9302 FAX: (301(916 0437

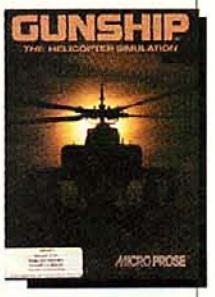
THE SCORE

Welcome to the Cooperstown of Computer Games.
Here, raised upon pedestals, you'll find the games that broke the records,
established the benchmarks, and held gamers in delighted trances for hours untold.

CGW HALL OF FAME

The Bard's Tale (Electronic Arts, 1985)
Battle Chess (Interplay Productions, 1988)
Chessmaster (The Software Toolworks, 1986)
Civilization (MicroProse, 1991)
Dungeon Master (FTL Software, 1987)
Earl Weaver Baseball (Electronic Arts, 1986)
Empire (Interstel, 1978)
F-19 Stealth Fighter (MicroProse, 1988)
Gettysburg: The Turning Point (SSI, 1986)
Gunship (MicroProse, 1989)
Harpoon (Three-Sixty Pacific, 1989)
Kampfgruppe (Strategic Simulations, 1985)
King's Quest V (Sierra On-Line, 1990)
Lemmings (Psygnosis, 1991)
M-1 Tank Platoon (MicroProse, 1989)
Mech Brigade (Strategic Simulations, 1985)
Might & Magic (New World Computing, 1986)
M.U.L.E. (Electronic Arts, 1983)
Pirates (MicroProse, 1987)
Railroad Tycoon (MicroProse, 1990)
Red Baron (Dynamix, 1990)
SimCity (Maxis, 1987)
Starflight (Electronic Arts, 1986)
The Secret of Monkey Island (LucasArts, 1990)
Their Finest Hour (LucasArts, 1989)
Ultima III (Origin Systems, 1983)
Ultima IV (Origin Systems, 1985)
Ultima VI (Origin Systems, 1990)
War in Russia (Strategic Simulations, 1984)
Wasteland (Interplay Productions, 1986)
Wing Commander I & II (Origin Systems, 1990-91)
Wizardry (Sir-Tech Software, 1981)
Zork (Infocom, 1981)

H.O.F. Highlights



GUNSHIP
MICROPROSE, 1989

For several years, MicroProse was the undisputed champion of the simulation market, and it was games like Gunship that got them there. MicroProse's simulation of the AH-64A Apache helicopter, though outshined graphically by such games as Comanche Maximum Overkill, remains the most accurate simulation of helicopter combat in gamingdom. The polygon-filled graphics moved quickly, even on the 8-bit Commodore 64, and the keyboard controls, aided by a keyboard overlay, offered enough realistic options to satisfy even the most demanding of sim buffs. Gunship was the first to offer character continuity through a linked series of missions, even including R&R for fatigued pilots. Although it spawned a host of imitators, none of them—even Gunship 2000—has managed to strike as fine a balance between realism and playability.

HARPOON
THREE-SIXTY PACIFIC, 1989

When Tom Clancy needed to simulate the naval battles in his novel *Red Storm Rising*, he turned to Larry Bond's Harpoon, then in miniatures format. When Three-Sixty and crew brought the tabletop game to the computer, gamers found the digital version to be just as accurate, with a thorough and accessible database to boot. Bond's experience as a retired naval officer and NATO wargames referee was reflected in the quality of play, which was more intense and involving than anything this side of the Naval War College. Harpoon was proof that hard-core wargames could still sell in big numbers. And while Harpoon II has since arrived to carry the naval simulation flame, those who wish to experience the original can check out the excellent re-release of Harpoon Classic by Alliance, which features new scenarios and a new interface along with all the bug fixes known to wargaming-kind.

THE SCORE

TOP ADVENTURE GAMES

	GAME	COMPANY	SCORE
1	Day of the Tentacle	LucasArts	9.92
2	Sherlock Holmes CD I	Viacom	9.55
3	Gabriel Knight	Sierra	9.42
4	Sam & Max Hit The Road	LucasArts	9.30
5	Star Control II	Accolade	9.30
6	The Seventh Guest	Virgin	9.25
7	Quest for Glory I (VGA)	Sierra	9.05
8	Eric the Unready	Legend	9.04
9	Freddy Pharkas Frontier Pharmacist	Sierra	8.96
10	Alone in the Dark	I-Motion	8.95

TOP ROLE PLAYING GAMES

	GAME	COMPANY	SCORE
1	Betrayal at Krondor	Dynamix	9.50
2	Ultima Underworld II	Origin	9.42
3	Might & Magic: Darkside of Xeen	New World Computing	9.37
4	Lands of Lore	Virgin	9.25
5	Wolf	Sanctuary Woods	9.19
6	Might & Magic: Clouds of Xeen	New World Computing	9.11
7	Ultima VII: Part Two Serpent Isle	Origin	9.08
8	Wizardry VII: Crusaders of Savant	Sir-Tech	8.97
9	Arena: The Elder Scrolls	Bethesda	8.81
10	Veil of Darkness	SSI	8.74

TOP SIMULATION GAMES

	GAME	COMPANY	SCORE
1	Aces of the Deep	Sierra	9.68
2	Indy Car Racing	Virgin/Papyrus	9.43
3	World Circuit	MicroProse	9.36
4	Comanche: Maximum Overkill	NovaLogic	9.27
5	Fleet Defender	MicroProse	9.25
6	Stunt Island	Disney	9.00
7	Hornet	Spectrum HoloByte	8.96
8	Aces over Europe	Dynamix	8.66
9	F-15 Strike Eagle III	MicroProse	8.65
10	MiG-29	Spectrum HoloByte	8.64

TOP STRATEGY GAMES

	GAME	COMPANY	SCORE
1	X-COM	MicroProse	10.36
2	Master of Orion	MicroProse	10.21
3	Warlords II	SSG	9.95
4	Dune II	Virgin	9.82
5	Master of Magic	MicroProse	9.77
6	Sim City 2000	Maxis	9.58
7	Conquered Kingdoms	QQP	9.53
8	The Grandest Fleet	QQP	9.16
9	Merchant Prince	QQP	9.08
10	Syndicate	Electronic Arts	9.07

READER POLL #125

TOP 100 GAMES

	GAME	COMPANY	TYPE	SCORE
⚔ 1	X-COM	MicroProse	ST	10.36
⚔ 2	TIE Fighter	LucasArts	AC	10.34
3	DOOM	id Software	AC	10.24
4	Master of Orion	MicroProse	ST	10.21
5	Warlords II	SSG	ST	9.95
⚔ 6	Day of the Tentacle	LucasArts	AD	9.92
7	DOOM II	id Software	AC	9.84
8	Dune II	Virgin	ST	9.82
9	Master of Magic	MicroProse	ST	9.77
⚔ 10	Aces of the Deep	Sierra	SI	9.68
⚔	Carriers at War Construction Kit	SSG	WG	9.68
⚔ 12	Front Page Sports Football Pro	Sierra	SP	9.64
13	X-Wing	LucasArts	AC	9.60
14	Sim City 2000	Maxis	ST	9.58
	V for Victory: Market Garden	Three-Sixty Pacific	WG	9.58
16	Sherlock Holmes CD I	Viacom	AD	9.55
17	Conquered Kingdoms	QQP	ST	9.53
18	V for Victory: Velikiye Luki	Three-Sixty Pacific	WG	9.52
⚔ 19	Betrayal at Krondor	Dynamix	RP	9.50
20	NHL Hockey	Electronic Arts	SP	9.49
21	War in Russia	SSI	WG	9.44
22	Indy Car Racing	Virgin/Papyrus	SI	9.43
23	Ultima Underworld II	Origin	RP	9.42
	Gabriel Knight	Sierra	AD	9.42
25	Might & Magic: Darkside of Xeen	New World Computing	RP	9.37
26	World Circuit	MicroProse	SI	9.36
27	Pacific War	SSI	WG	9.34
28	Star Control II	Accolade	AD,AC	9.30
	Sam & Max Hit The Road	LucasArts	AD	9.30
30	Comanche: Maximum Overkill	NovaLogic	SI	9.27
31	Lands of Lore	Virgin	RP	9.25
	The Seventh Guest	Virgin	AD	9.25
	Fleet Defender	MicroProse	SI	9.25
34	V for Victory: Gold Juno Sword	Three-Sixty Pacific	WG	9.24
35	Wolf	Sanctuary Woods	RP	9.19
36	The Grandest Fleet	QQP	ST	9.16
	Privateer	Origin	AC	9.16
38	Might & Magic: Clouds of Xeen	New World Computing	RP	9.11
39	Operation Crusader	Avalon Hill	WG	9.10
40	Merchant Prince	QQP	ST	9.08
	Ultima VII: Part Two Serpent Isle	Origin	RP	9.08
42	Syndicate	Electronic Arts	ST,AC	9.07
43	Quest for Glory I (VGA)	Sierra	AD,RP	9.05
44	Eric the Unready	Legend	AD	9.04
	Front Page Sports Baseball	Sierra	SP	9.04
46	System Shock	Origin	AC	9.02
47	Stunt Island	Disney	SI	9.00
	Battles of Destiny	QQP	ST	9.00
	VGA Planets	Tim Wisseman	ST	9.00
50	Tanks	SSI	WG	8.99

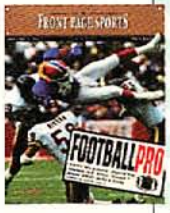
TOP WARGAMES

	GAME	COMPANY	SCORE
1	Carriers at War Construction Kit	SSG	9.68
2	V for Victory: Market Garden	Three-Sixty Pacific	9.58
3	V for Victory: Velikiye Luki	Three-Sixty Pacific	9.52
4	War in Russia	SSI	9.44
5	Pacific War	SSI	9.34
6	V for Victory: Gold Juno Sword	Three-Sixty Pacific	9.24
7	Operation Crusader	Avalon Hill	9.10
8	Tanks	SSI	8.99
9	Clash of Steel	SSI	8.98
10	Tigers on the Prowl	HPS Simulations	8.97

TOP ACTION GAMES

	GAME	COMPANY	SCORE
1	TIE Fighter	LucasArts	10.34
2	DOOM	id Software	10.24
3	DOOM II	id Software	9.84
4	X-Wing	LucasArts	9.60
5	Privateer	Origin	9.16
6	System Shock	Origin	9.02
7	The Horde	Crystal Dynamics	8.50
8	Prince of Persia 2	Broderbund	8.49
9	The Lost Vikings	Interplay	8.46
10	Rebel Assault	LucasArts	8.44

TOP SPORTS GAMES



	GAME	COMPANY	SCORE
1	Front Page Sports Football Pro	Sierra	9.64
2	NHL Hockey	Electronic Arts	9.49
3	Front Page Sports Baseball	Sierra	9.04
4	Tony La Russa Baseball II	SSI	8.78
5	PGA Tour Golf 486	Electronic Arts	8.54
6	Wayne Gretzky Hockey III	Bethesda	8.30
7	Microsoft Golf 2.0	Microsoft	8.29
8	MicroLeague Baseball 4	MicroLeague	8.23
9	Ultimate Football	MicroProse	7.86
10	Jordan In Flight	Electronic Arts	7.85

Vote!

You've read our take on the latest games, now here's a chance to see what your fellow gamers think. The CGW Top 100 is a monthly tally of game ratings provided by our readers via the CGW Poll ballot found in each issue. Approximately 50 games are rated each month, and the results are added to the aggregate results from past months. PURGE ALERT! This month we've purged all games over two years old from the list. More than 30 games were retired, all of which are now eligible for the Hall of Fame.

51	Clash of Steel	SSI	WG	8.98
52	Wizardry VII: Crusaders of Savant	Sir-Tech	RP	8.97
	Tigers on the Prowl	HPS Simulations	WG	8.97
54	Hornet	Spectrum HoloByte	SI	8.96
	Freddy Pharkas Frontier Pharmacist	Sierra	AD	8.96
56	Alone in the Dark	I-Motion	AD	8.95
57	The Incredible Machine	Dynamix	ST	8.92
58	The Island of Dr. Brain	Sierra	ST	8.91
59	Serf City	SSI	ST	8.87
60	Incredible Toons	Dynamix	ST	8.86
61	Empire Deluxe	New World Computing	ST	8.82
	Lords of the Realm	Impressions	ST	8.82
	Carriers at War II	SSG	WG	8.82
	Myst	Broderbund	AD	8.82
65	Arena: The Elder Scrolls	Bethesda	RP	8.81
66	Rex Nebular	MicroProse	AD	8.80
67	Harpoon II	Three-Sixty	WG	8.78
	Tony La Russa Baseball II	SSI	SP	8.78
69	Genghis Khan II	Koei	WG	8.74
	Veil of Darkness	SSI	RP	8.74
	Dracula Unleashed	Viacom	AD	8.74
72	Aces over Europe	Dynamix	SI	8.66
73	F-15 Strike Eagle III	MicroProse	SI	8.65
74	MiG-29	Spectrum HoloByte	SI	8.64
75	Space Quest V: Mutation	Sierra	AD	8.60
76	Loderunner	Dynamix	ST	8.59
77	Hand Of Fate	Westwood Studios	AD	8.56
78	Kasparov's Gambit	Electronic Arts	ST	8.54
	PGA Tour Golf 486	Electronic Arts	SP	8.54
80	Superheros of Hoboken	Legend	AD	8.52
	Rules of Engagement 2	Impressions	ST	8.52
82	The Horde	Crystal Dynamics	AC,ST	8.50
83	Star Trek: Judgment Rites	Interplay	AD	8.49
	Prince of Persia 2	Broderbund	AC	8.49
85	The Lost Vikings	Interplay	AC	8.46
86	Sid n' Al's Incredible Toons	Dynamix	ST	8.45
	Challenge of the Five Realms	MicroPlay	RP	8.45
88	Rebel Assault	LucasArts	AC	8.44
89	Dark Legions	SSI	AC	8.43
90	Sim City CD-ROM	Interplay	ST	8.40
91	Flashback	SSI	AC	8.38
92	1942 Pacific Air War	MicroProse	SI	8.34
	Task Force 1942	MicroProse	SI	8.34
94	Lemmings 2: The Tribes	Psygnosis	AC,ST	8.33
95	Blue Force	Tsunami	AD	8.32
96	Wayne Gretzky Hockey III	Bethesda	SP	8.30
	Space Hulk	Electronic Arts	ST,AC	8.30
98	Microsoft Golf 2.0	Microsoft	SP	8.29
	Romance of the Three Kingdoms III	Koei	ST	8.29
100	Alone in the Dark II	I-Motion	AD	8.27

Games on unnumbered lines have scores equal to the line above. ✱ = Top game of type. Dark Teal = New Game, AD = Adventure, RP = Role Playing, SI = Simulation, ST = Strategy, WG = Wargame, AC = Action, SP = Sports

The Computer Gaming World Poll

A MONTHLY SURVEY OF THE READERS OF COMPUTER GAMING WORLD

PATCHES

Computer game programs have grown so massive and the number of hardware configurations has become so huge that incompatibilities and glitches are frustratingly common. Software fixes, or "patches," for buggy programs have become a necessary evil until we reach the golden age of standardized platforms and bug-free programs.

Ziff NET. These patches can be usually be downloaded from the major online networks (CompuServe, GEnie, ZiffNet), but can also be obtained from individual software publisher's own BBSs or direct from the publisher with proof of purchase.

Red indicates new files.

Aces of the Deep V1.1: Updates floppy version of Dynamix's sub sim. Fixes reported problems, including random lockups, faulty time decompression, and others. 10/27/94

Blake Stone V3.0 Patch: Updates V2.1 to V3.0. Users must have Blake Stone 2.1 currently installed. Works with registered version only. 11/3/94

CyberRace V1.22P CD-ROM upgrade: Includes all previous fixes plus Pentium/PCI fix. 11/8/94

Dark Legions V1.1 Update: Adds native sound support for UltraSound/UltraSound Max, AWE-32, ESS488/688 Chipset, and Ensoniq SoundScape. CD and floppy versions available. 10/13/94

Dark Sun II: Wake of the Ravager Update: Fixes reported problems. Works with CD-ROM version only. 10/26/94

Falcon 3.0 V3.05: New Upgrade for floppy users of Falcon equivalent to the new Falcon CD release. (See also MiG-29 and Hornet upgrades below.) 9/29/94

Flight Commander 2 V1.01: Patch fixes PBEM feature and reported problems with some video drivers. IBM compatibles only. 12/2/94

Flight Commander 2 V1.01: Macintosh only patch addresses PBEM problems and other minor bugs. 12/2/94

Front Page Sports: Baseball '94 V1.01: Upgrade fixes many reported problems, including crash bugs and General Manager AI. 12/2/94

Harpoon Classic V1.56b: CD-ROM update corrects some bugs with setting aircraft speeds, air-to-air fuel, and some other long standing bugs, as well as using less memory. Missiles launch against bases correctly. Works with all previous versions. 12/1/94

Lode Runner Windows Upgrade V1.03: Corrects problems listed in the Readme file of the initial release. For Windows versions only, not DOS. 11/18/94

Lode Runner CD-ROM Upgrade: Corrects a problem with restoring saved games with the small installation option. For CD-ROM only. 12/2/94

Lords of the Realm V1.01: Update to latest version, allows for modem play, CD-ROM and floppy versions available. 11/1/94

Master of Magic V1.2: Latest upgrade to MicroProse strategy/magic game with numerous fixes, new features, and major AI enhancements. 12/1/94

NCAA2 V1.02: Fixes S3 chipset problems and excessive fouling. Also, inbounding-players no longer receive assists. 11/22/94

Outpost V1.1: Fixes for many of the problems in Sierra's science-fiction title. 10/3/94

1942 Pacific Air War Modem Patch: Provides modem play and fixes some bugs. 10/13/94

PGA 486 Update: Updates PGA.COM file and eliminates GOLFVM.EXE error message. Also allows use of Universal Vesa Driver. 12/4/94

Quarantine V3.5 Update: Latest update for all previous versions of Quarantine, floppy and CD-ROM versions available. 11/1/94

Quarantine DOS4GW.EXE update: Simply an updated DOS4GW.EXE for commercial version owners. 10/21/94

Rebel Assault Macintosh Patch: Corrects "no CD in drive errors", and improves game speed when playing full screen. Also features direct Power PC support. 10/19/94

Shadows of Cairn Update: Fix for fantasy/adventure DOS/Windows game adds joystick calibration profile, help for character movement, new dungeon sound effects and fixes DOS sound setup. 12/8/94

SimCity 2000 for DOS V1.1: Fixes problems reported, including crashes; also includes some minor cosmetic fixes. 10/28/94

Tanks V1.23: Latest patch fixes reported problems. 11/18/94

Tigers on the Prowl V 1.15b: Latest patch fixes problem accessing multiple units and adds some new features. 11/23/94

Ultimate Football V1.31 Update: Replaces previous update V1.3. Adds crowd noise, fixes reported problems. 11/8/94

Under a Killing Moon V1.04: For use with the Cyrix microprocessor. 11/8/94

Under a Killing Moon GUS driver update: Works with Gravis UltraSound and Gravis UltraSound Max. 11/8/94

Publisher BBS Numbers
Many of these patches are available direct from the publishers' bulletin board systems. Call with your modem parity settings at N-8-1.

Accolade CA (408) 296-8800

Activision CA (310) 820-1276

Apogee MA (508) 368-7036

Bethesda Software MD (301) 990-7552

Broderbund CA (415) 883-5889

Capstone FL (305) 374-6872

Creative Labs OK (405) 742-6660

Impressions Software MA (617) 225-2042

InterPlay Productions CA (714) 252-2822

LucasArts CA (415) 257-3070

Maxis CA (510) 254-3869

MicroProse MD (410) 785-1841

Microsoft WA (206) 936-6735

Origin TX (512) 328-8402

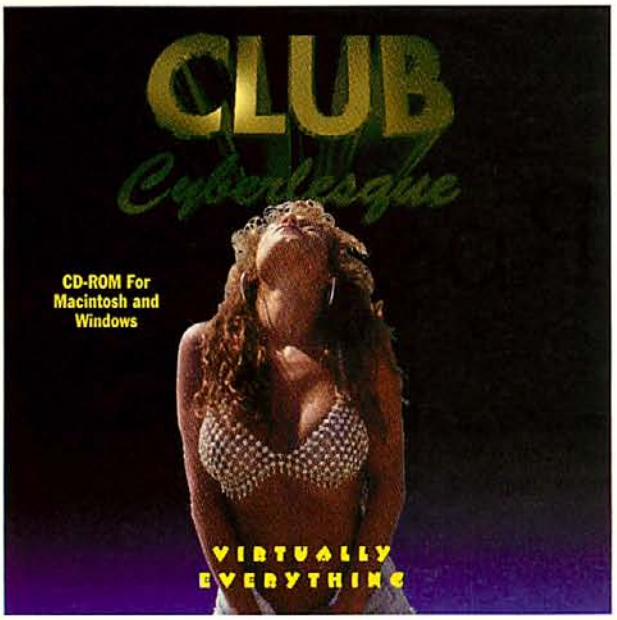
Sierra Online CA (209) 683-4463

Spectrum Holobyte CA (510) 522-6480

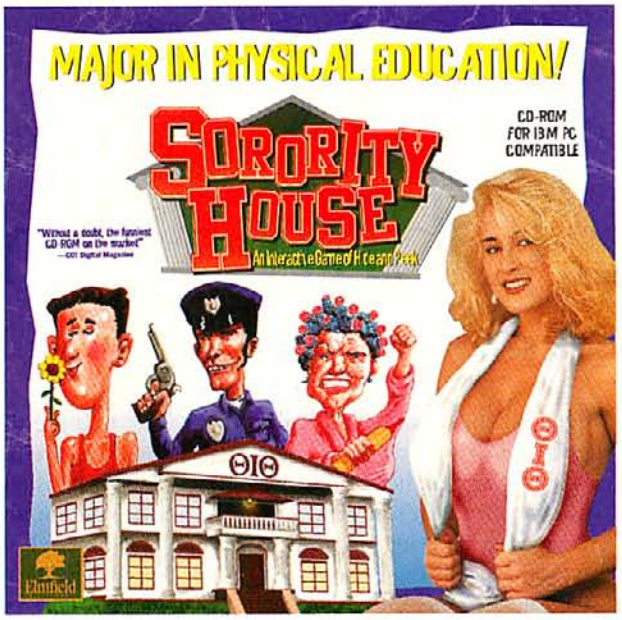
SSI CA (408) 739-6137 or (408) 739 6623

Virgin Interactive CA (714) 833-3305

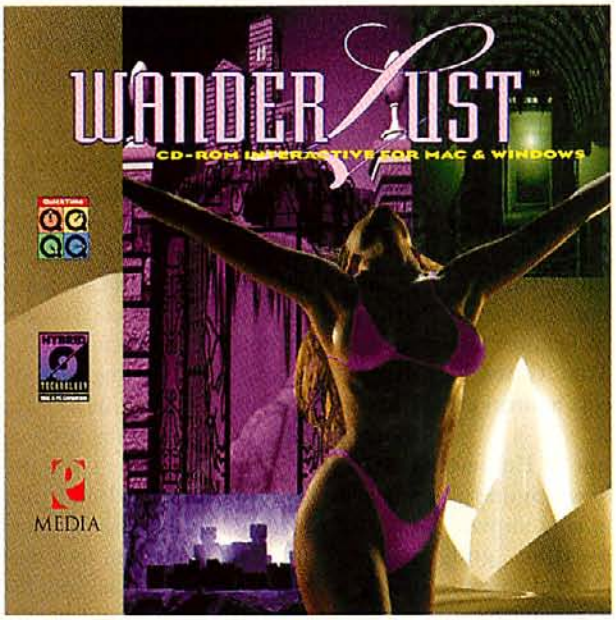
Our Multi-Media CD-Roms Speak For Themselves...



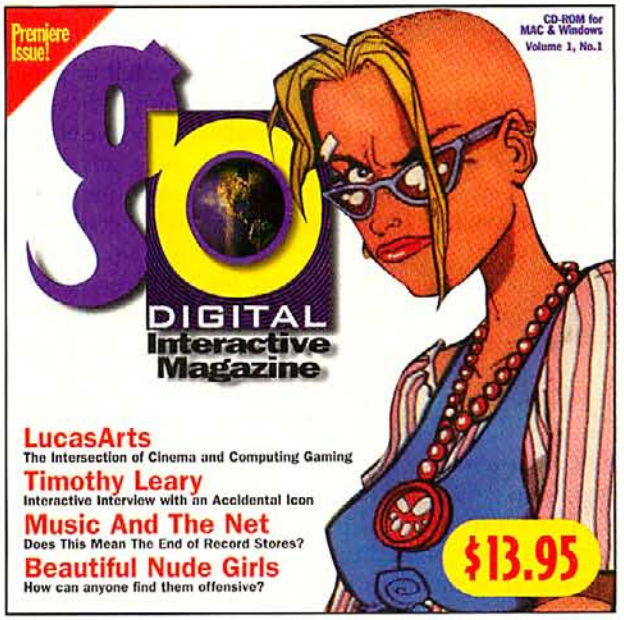
In This Virtual Nightclub, Your Dreams Will Come True



An Interactive Game Of Hide And Peak



An Erotic Quest Within The Deepest Reaches Of Cyberspace



New Media Entertainment For Men - PREMIERE ISSUE!

And Do A Whole Lot Of Other Things You've Got To See To Believe!

MEDIA

COMPUTER Express

© 1994 Media

Order now 1.800.228.7449

Circle Reader Service #307

The Rumor Bag

Days Of L'Chaim And Roses

by Yosef Ben-Yehudah

If you ask me, it was a little much. Arguing, my friends were, over the bride price, and here I was sweating like you wouldn't believe with this *stupid* sack covering my face, steaming up my glasses. Grossberg, sitting next next to me, says the bargaining sort of reminded him of **Impressions**' up and coming SPACE BUCKS game. He called it SPACE BUCKS because it's sort of like AIR BUCKS, only this one deals with intergalactic commerce and transport. Much like **Spectrum-HoloByte**'s GAZILLIONAIRE, except what you can do is attack and literally demolish the opposition something terrible instead of just beat them up in market share. At the moment **Impressions** calls it GALACTIC EXPRESS.

Windbag Grossberg finally shuts up when the mothers get ready to break a plate. I missed hearing the exact bride price and I didn't dare ask Grossberg, who would've shouted out "Tradition!" and begun singing from *Fiddler on the Roof*. If it was tradition I wanted, it would be **Activision**'s upcoming multimedia version of SHANGHAI I would play. This is supposed to offer some beautiful video pictures of great moments in history, famous inventors and such like.

Anyway, next thing I know, the groom is veiling the lovely bride. Suddenly Grossberg, fiddling with his personal programmable whatchamacallit, shows me what a wonderful marvel this device is. I tried to ignore him, but he goes on about programmability being the next wave in hardware, and uses a new joystick from **CH Products** as proof. I, skeptical, demand more information, to which Grossberg tells me this PRO THROTTLE is supposed to have more buttons (20) than the rabbi's Lexus, and every one is supposed to be customizable.

"Pshaw," I say, "that's meshugah." Meanwhile, the musicians have started into the obligatory rendition of "Sunrise, Sunset" and, before we know it, the beautiful couple is under the huppah, the canopy symbolizing their spiritual and physical house. If it symbolized my house, it would be full of papers, magazines, disks and dirty dishes. Also it would be something of a beehive of activity. I whispered this to the nice lady sitting on my other side, and since she also in the industry works, she whispered back that **Trimark Interactive** was working on a REBEL ASSAULT or CYBERIA-type game called THE HIVE. The lady tells me that the game is more interactive than the others, and that it features artwork done by some of the WING COMMANDER III team, with multimedia animations running under WINDOWS '95.

The rabbi began to chant in Hebrew and I suddenly realized how wonderful faith really is. It made me contemplate the Creator, and the so-called "god games" on the computer. **MicroProse** in England is working on such a game what could add new spirit to this category. Their working title is LITTLE PEOPLE, but in this game you are the deity who has to influence the citizens of your world to do what is best for them. Such a unique game concept, I wondered how my friends of faith and friends without would take it.

But, before daydreaming could capture me more, the ceremony was over. We were ushered to the reception hall and everyone joined in a hora. We danced in a great circle—programmers, designers, friends and family all swaying and singing and making a wonderful ruckus. We lofted up the happy couple in a chair dance, burning more energy than a pro basketball team. I shouted to a fellow chair hoister that **Sony** was working on an ESPN NBA BASKETBALL product. He dropped his leg of the chair to roll up his trousers and show me a pair of NBA Basketball socks, grinning like an idiot while we struggled to keep the groom from crashing down on him.

After the Hora was over and we began to calm down, the crowd gathered for the ceremonial cake cutting. The best man began to make some touching comments about how sweet should be the life of this couple, hushing the room and bringing a tear to my eye, when I noticed Grossberg curiously maneuvering behind the best man. Then, before the best man had even finished, to my utter horror, that meshugenah Grossberg stabs his long-nailed finger into the cake's frosting, smearing it along his beard and in his mouth. Enraged, I blurted out, "icing penalty!" and lunged for him, but fortunately the crowd prevented me from tearing his beard off. To calm me down, the kind lady I'd spoken with earlier told me that the incident reminded her that **Sony** is working on ESPN NHL HOCKEY.

I didn't get a chance to apologize for the disturbance that night, so I'd like to take this chance to say mazel tov to them, God bless, and congratulations. And when you prepare your first reunion, don't put me at the same table as that fathead Grossberg.

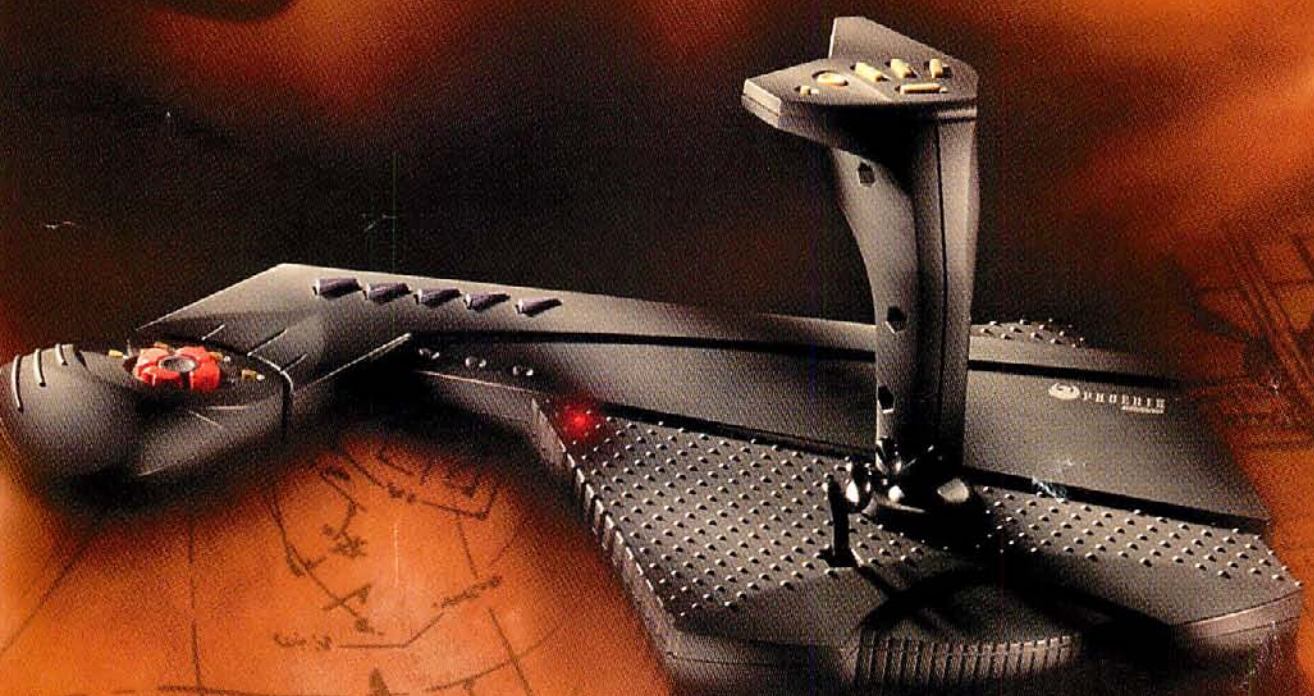
Computer Gaming World (ISSN 0744-6667) is published monthly by **Ziff-Davis Publishing Co.**, One Park Avenue, New York, NY 10016. Subscription rate is $28.00 for a one year subscription (12 issues). Canada and all other countries add $11.00 for postage. Postmaster: Send address changes to Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167. Canadian GST registration number is R123669673. Second-class postage paid at New York, NY 10016 and additional mailing offices. Permit #672-910. Printed in the U.S.A.

PHOENIX

FLIGHT & WEAPONS CONTROL SYSTEM

Take control of your elevators, ailerons, throttle, rudder, and flight and weapon commands with this unique two-handed joystick – the Phoenix Flight & Weapons Control System.

Each of the 24 buttons can be programmed using a graphical interface, designed for simplicity. The Phoenix is compatible with all games and flight simulators that support a standard joystick and keyboard controls. No special support is required.



Advanced GRAVIS

Available now for IBM/PCs & compatibles.
Macintosh model available Spring '95.

Advanced Gravis Computer Technology Ltd.
1790 Midway Lane, Bellingham, WA 98226
For information call: 1-800-663-8558, 604-431-5020 or fax 604-431-5155

Circle Reader Service #114

ARMADA™

WING COMMANDER®

Actual screens may vary.

A Stand-Alone Game.

Made in U.S.A.

ORIGIN's been listening, and we're giving you what you want — a CD-playable spaceflight simulation that incorporates head-to-head combat against another player via modem, network or split screen. At last, you have the chance to prove your piloting skills against players across town or across the country.

But there's more ... *Wing Commander Armada CD* is three games in one. You can enter a single dogfight to the death, team up with a friend in Gauntlet mode, or combine spaceflight with strategy as you mine and battle your way to the enemy's homeworld. With *Armada*, you have the chance to play whatever game suits your flying style. It's taking the universe by surprise.

- Pit yourself against a friend, computer, or *with* a friend against the computer – via modem or network.
- Choose to fly intense dogfight scenarios, search-and-destroy battles or extended campaigns.
- Never play the same game twice as you explore, fortify and mine hundreds of planets in an infinite number of randomly generated universes.
- Live out your life as a Terran or Kilrathi pilot and fly 10 different ships.
- Customize taunts and controls with *Armada's* built-in audio file integrator and keyboard configuration utility.
- View RealSpace™ texture-mapped, 3-D polygonal ships at up to 16 frames per second!
- Carefully plot tactical moves to stop your enemy cold – but beware, the tides of war may swiftly turn your next move into your last!
- Play directly from the CD (with 8 megs of RAM) and save hard drive space!

"Wing Commander Armada is a totally awesome game, no doubt about that. Check it out sooner rather than later." - Gamestar Magazine

"The graphics and sound effects in Armada are AWESOME!! I was completely blown away with the explosions, from the sound of the hits to the debris flying through space! Simply fantastic!!" - Jedd Hansen - online gamer

CD ROM

ORIGIN
We create worlds
An Electronic Arts® Company
P.O. BOX 161750 AUSTIN, TX 78716

© 1994, ORIGIN Systems, Inc. Armada is a trademark of ORIGIN Systems, Inc. Origin, We create worlds and Wing Commander are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts.