

WINDOWS 95: Will Bill Gates' Pane Be Gamers' Gain?

COMPUTER GAMING WORLD

The #1 Computer Game Magazine **ZD**

The Magic Hand

MicroProse
Summons the
Premier Collectable
Card Game to the
Computer

Top Guns

A PC Pilot's Guide
to Simulations



Infiltrate Dark Forces

Our Spies Expose the Empire's Secrets



Thundering engines.

Insane weapons.

Maximum destruction.

Terminal Velocity™



Fast texture mapped 3D flight with full 360 degree movement.

9 Planets and 27 levels to explore—with over 400,000 sq miles of terrain.

CD-ROM includes over 70 Mb of cinematics.

8 player network and 2 player modem support.



Non-stop air-to-air and air-to-ground realistic action and futuristic Comm-Bat™.

Professional music soundtrack and fully digitized sound effects.

SVGA support.

Kick some asteroid!



Note: The shareware version of **Terminal Velocity** is a subset of the full game and contains only 3 of the planets. The shareware CD-ROM version does include cinematics.

"Terminal Velocity
is a symphony of titillating
action and g-force slurping excitement..."
—Strategy Plus, March '95

**"The charm of the game is it's open-endedness, it's extensive
multi-stage levels...[which] can be explored and destroyed at will."**
—Computer Gaming World, May '95

Shareware version—Now available in stores from FormGen.

3D REALMS™
REALITY IS OUR GAME.™

3D Realms
Entertainment
P.O. BOX 496419
Garland, TX 75049

FormGen
INCORPORATED

FormGen Inc.
7641 E. Gray Road
Scottsdale, AZ 85260

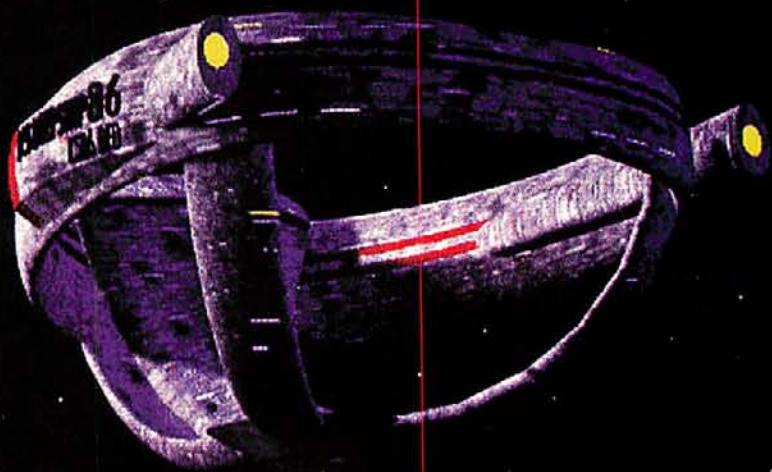
Circle Reader Service #44

3D REALMS™

SHAREWARE
The Apogee Model: Try before you buy!

Developed by Terminal Reality, Inc. Published by 3D Realms Entertainment. Published Commercially by FormGen Inc.
3D Realms Entertainment is a division of Apogee Software, Ltd. All rights reserved. All trademarks are the property of their respective owners.

ROGER WILCO™ IS BACK!



SPACE QUEST® 6 THE SPINAL FRONTIER

Join farces with hundreds of your favorite outer-space heroes, past and present, in the most uproarious, outrageous Space Quest ever. No sci-fi movie, TV show or video game is exempt from the relentless comic parody of the spaced-out Space Quest creators.

In this all-new adventure, Roger boldly goes where no computer game has gone before, from the distant reaches of the far-flung planet Polysorbate LX, to the close-up recesses of "inner space." It'll take all the guts, nerve and backbone Wilco can muster, but this Roger's got half a mind to do it. And where there's a Wilco, there's a way!

ROGER WILCO™

COMING TO A CD-ROM DRIVE NEAR YOU.

For your copy see your local retailer or call **1-800-757-7707**



Circle Reader Service #271



SIERRA®

Space Quest is a registered trademark of The Children's Museum of Indianapolis, Inc., and is used by license. © 1995 Sierra On-Line, Inc., Bellevue, WA 98007. All rights reserved.

GET A GRIP!™ ON THE LATEST TECHNOLOGICAL BREAKTHROUGH IN 3D GAME INTERACTION!

PLAY DOOM™, ROTT,* DARK FORCES™ AT BRAINSPEED, NOT KEYBOARD SPEED!

COMPATIBLE WITH YOUR
FAVORITE 3D PC GAMES...

DOOM™ & DOOM II™

DESCENT™

*RISE OF THE TRIAD™

HERETIC™

DARK FORCES™

X-WING™

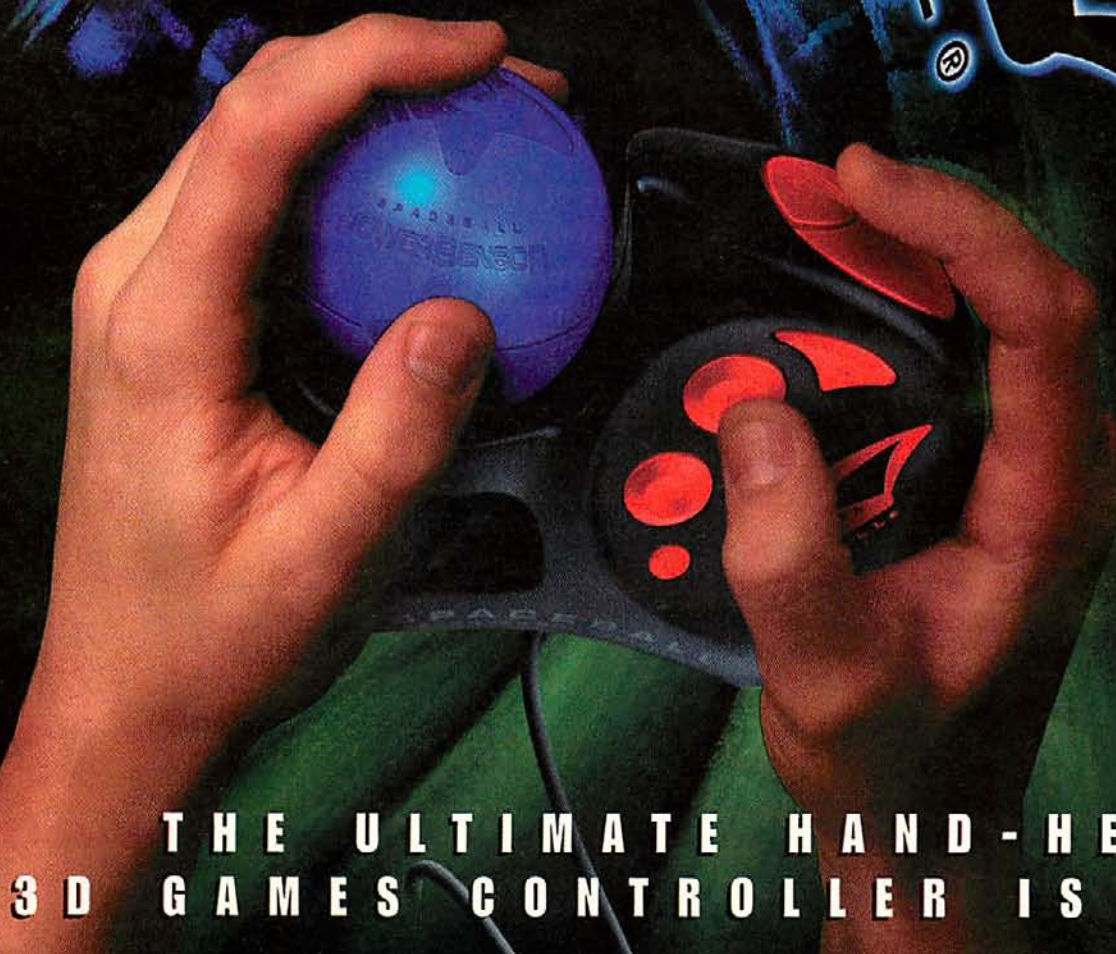
SYSTEM SHOCK™

WOLFENSTEIN™

BLAKE STONE™

CORRIDOR 7™

& MANY MORE!



THE ULTIMATE HAND-HELD
3D GAMES CONTROLLER IS HERE!

ENEMIES TO YOUR LEFT...
ENEMIES TO YOUR RIGHT...
AND THAT **JERK** IN FRONT OF YOU!

YOUR INSTINCTS TELL YOU TO DUCK,
DIVE, ROLL, SPIN AROUND - FIRING
MEGATON BLASTS IN EVERY DIRECTION...

... **BUT**, YOUR FINGERS GET **CONFUSED**...
WAS IT [ALT][SHIFT][LEFT]
OR [CTRL][ALT][UP]?
BLAM! TOO LATE. YOU'RE **DEAD!**

ENTER THE **SPACEBALL® AVENGER™**.

YOUR **INSTINCTS** FINALLY BECOME **REALITY**.

IN YOUR **LEFT HAND** - SIMPLY GRASP THE
POWERSENSOR™ BALL AND WITH **LIGHT FINGERTIP**
PRESSURE YOU'LL **DUCK, DIVE, JUKE 'N JIVE** IN **3D**
ACTION GAMES LIKE NEVER BEFORE!

IN YOUR **RIGHT HAND** - RAPID ACTION BUTTONS
- YOUR ARSENAL. EVER READY AND ALERT!

YOUR INSTINCTS TELL YOU TO DUCK,
DIVE, ROLL, SPIN AROUND - FIRING
MEGATON BLASTS IN EVERY DIRECTION...

INSTINCTIVELY
YOUR FINGERS **PUSH** AND **TWIST** THE **POWERSENSOR™** BALL
INSTANTLY
YOU **DUCK, DIVE, ROLL** AND **SPIN AROUND** -
FIRING A FRENZY OF DEADLY BLASTS!

SO FAST! SO REAL!

... You're all alone now,
GET READY FOR THE NEXT LEVEL!!!



INVENTED AND DEVELOPED BY **SPACETEC IMC CORPORATION**,
THE WORLD LEADER IN INTERACTIVE MOTION CONTROL HARDWARE & SOFTWARE
USED IN THE AEROSPACE, AUTOMOTIVE, SCIENTIFIC AND TECHNICAL FIELDS.

BUY NOW DIRECT!

AND YOU
WILL GET...

\$179⁰⁰

PIONEER OWNER PERKS!™ (POPs!™)

- VALUABLE **POPs!** COUPONS Worth **20%-30% OFF** Additional Spaceball® Avengers (for Friends) and New Accessories.
- FREE **POPs!** DEMOS, Upgrades, Advanced Level Trainers and Drivers for New Release Avenger Activated 3D Action Games.
- FREE 15 MINUTES Long Distance Calling Time with your Limited Edition **POPs!** Membership/Phone Card. Chance to win **THREE HOURS FREE CALLING TIME** Each Month! Use for playing Net/Modem Games, Surfin' the Net, or just call friends and talk about your awesome Spaceball® Avenger Experiences!

YOU WILL ALSO GET...

DARK FORCES™ FOR \$45⁰⁰!
THAT'S A 25% DISCOUNT!

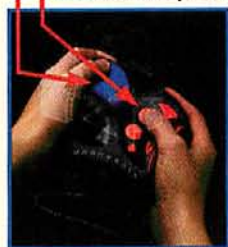
GAME TITLE MAY CHANGE.
DISCOUNT IS OFF LIST PRICE.
PRICE DOES NOT INCLUDE S&H.

SEIZE THE POWER!™
- if you dare!

Say 'later' to the clunky, herky-jerky action of keyboard, mouse and joystick 3D game play, 'cause with the **Spaceball® Avenger Advanced 3D-I™ Games Controller** you're gonna **Rocket Down Hallways, Spin On A Dime, Slip 'n Slide, Duck, Dive, Juke 'n Jive!**

Apply any light continuous fingertip pressure or twisting motion to the **PowerSensor™ Ball**. Move in 3D with natural, intuitive, smooth and continuous 3D motion control.

The Easy Access Rapid Action Buttons puts the action at your fingertips. Fire Guns. Open Doors.



Change Weapons. Select Options and Switch Between Modes on the fly.

**30-DAY
NO RISK
MONEYBACK
GUARANTEE**
ON SPACEBALL® AVENGER ONLY
ALL GAME SALES ARE FINAL

1800-548-5488

WWW: <http://web.spacetec.com/>
E-MAIL: mail@spacetec.com

THE SPACEBALL AVENGER IS ALSO AVAILABLE FROM:

CHIPS&BITS INC.
PO Box 234 Dept 10304 Rochester, VT 05767
Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10304



Available at your local software retailer or order direct from New World Computing at 1-800-325-8898 (818-591-4136 outside the U.S.), or by mail: P.O. Box 4302 Hollywood, CA 90078-4302

WHEN THE SMOKE CLEARS ONLY HEROES REMAIN



Orion strode across the battle worn field to gather the survivors among his victorious army. After a fortnight of fierce combat, two of Orion's arch rivals had been defeated and the bounty of Tundara Castle was secure. By day's end his troops had been safely encamped, yet his thirst for vengeance raged on. Only the destruction of the remaining warlord, Vesper the Warlock, would satisfy him ... after all, the ambitions of a true *Hero of Might and Magic* are not easily attained!



- Complex Battle Scenarios
- Atmospheric Sound Effects
- Scores of Monster Types
- Exquisite SVGA Graphics
- Extensive Replay Value
- Original Musical Score



HEROES of Might and Magic

Circle Reader Service #152

© 1995 New World Computing, Inc. Heroes of Might and Magic is a trademark of New World Computing, Inc. 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.

NEW WORLD COMPUTING, INC.

P.O. Box 4302, Hollywood, CA 90078



Do Gamers Do Windows?
58

COMPUTER GAMING WORLD

JUNE 1995



GET HIGH ON FLIGHT

38

FEATURES

30 SNEAK PREVIEW! MAGIC: THE GATHERING You've bought the cards, built your deck, and traded rare spells with your friends. Now, you can battle on-line with a dude from Poughkeepsie. Find out how **MicroProse** plans to ensorcell the computer domain with **Wizard of the Coast's** collectable card game phenomenon.

38 FLIGHT SIMS ON HIGH Earn your virtual wings with two real-life fighter pilots as your flight instructors. John and Bob Nolan stress Spad wings with Immelmans, blow out afterburners in F-14s, shoot down Zeros with ease, and let you know which fighter offers the most realistic—and the most entertaining—ride above the clouds.

58 SPECIAL REPORT: WINDOWS '95 You've read about how well Win '95 will run word processors, spreadsheets and accelerated Windows applications. But what's *really* important is how the new OS will run games. Check out our technical expert's report and get the gamer's perspective.

ADVENTURE/ ROLE-PLAYING

75 SCORPIA'S STING Our own Goddess of the Nile sifts through the sands of Har'Akir to reach the pyramid at the center of **SSI's RAVENLOFT: STONE PROPHET**.

80 SCORPIA'S MAIL With **CGW's** most intrepid adventurer as your guide, you can **RETURN TO ZORK** properly blessed, employ some **ALIEN LOGIC** and even shed a Tear of Seas in **ULTIMA VIII: PAGAN**.

82 ALONE IN THE DARK 3 Ghostly or ghastly? Ghoulish or foolish? Jason Kapalka investigates **I-Motion's** assumptions regarding Edward Carnby, ghosts, movie sets, and the Old West.

86 BIOFORGE Cybernetically-enhanced by the newest **Origin** technology, Charles Ardai's face-to-face encounter with the evil Dr. Mastaba finds him both compelled and repelled by this graphically intense world.

98 DISCWORLD Translating a fantasy world to the computer screen is always difficult. Charles Ardai thinks that **Pgynosis'** attempt to bring Terry Pratchett's humorous novels to the screen is a lot like having Eric Idle read a bunch of Pratchett novels to you—all at once.

ACTION

104 DESCENT It's hard to imagine a wilder, faster, more mind-boggling 3-D game than **Interplay's** new shooter. Vox Day regurgitates the facts, and his lunch.

112 STRATEGY! DARK FORCES Before you descend into the depths of the Death Star for those secret plans, take the time to check with Intelligence Officer Jason Kapalka for some veteran espionage tips.

SPORTS

124 NBA LIVE 95 Ex-Ivy League hoopster George Jones enters the NBA ranks with EA's exciting new basketball game.

130 BRETT HULL HOCKEY It looks like real hockey, with players gliding, passing and checking across the ice, but can this **Accolade** skater successfully body-check the competition? Join Gordon "Goalie" Goble and find out.

SIMULATIONS

137 BOGEY'S BAR & GRILL The future of gaming lies on the infobahn, says columnist Denny Atkin. He test drives two new on-line, multiplayer simulations that are leading the way.

140 TICONDEROGA Mindscape's modern naval simulation finally leaves port, but Captain Tim Carter finds it sailing in some stormy gaming seas.

146 D-DAY: OPERATION OVERLORD Flying over pockmarked WWII battlefields, Jeff James experiences gorgeous graphics and physics-defying maneuvers in Virgin's new flight sim.

STRATEGY/ WARGAMES

153 BROADSIDES AND GRIPESHOT Pushing his squads to their four-hex-per-turn limit, Alan Emrich wonders why tactical computer games can't simulate tactical fog of war as well as his favorite card game.

156 GREAT NAVAL BATTLES III Part simulation, part wargame—but whatever you call it, SSI's third try is the charm...almost. Bob Proctor swabs the deck free of bugs, and finds a pretty powerful Pacific experience inside.

164 STRATEGY! PANZER GENERAL It may be WWII instead of WWI, but Field Marshal Tim Carter suggests you roll out those caissons if you want to see the spires of Moscow in '41.

THE MAGIC IS IN THE CARDS

30



94 Go Hard to the Hoop: NBA LIVE 95

DEPARTMENTS

- 12 EDITORIAL Bundled Games & Botched Ethics
- 16 INTERFACE The Gamers Talk Back
- 20 READ.ME The Latest Buzz, Whirr, And Click
- 172 THE GAMER'S EDGE The Hacks, Codes & Cheats You Need
- 180 SHAREWARE SHOWCASE Puzzles & Kevlar Suits
- 186 HEX, BUGS & ROCK N' ROLL Synth Actors Spring To Life
- 192 ADVERTISER INDEX Where To Find Games
- 194 UNDER THE HOOD Make The Most Of Modems
- 203 HALL OF FAME All-Time Great Games
- 204 THE TOP 100 Readers Rate The Top Games
- 206 PATCHES Game Files To Kill Bugs Dead
- 208 WHAT'S THE DEAL New Curmudgeonly Column



6:02 AM -

7:03 AM - HAD TEQUILA

9:31 AM - PUNCHED

12:02 PM -

6:31 PM - KICKED THE

MIDNIGHT - TOOK A RIDE AND



WOKE UP IN DUMPSTER.
WITH CORN FLAKES.
OUT THE BARTENDER.
CALLED MOM.
CRAP OUT OF 18 BIKERS.
NEVER LOOKED BACK.



You're Ben. You're on the road. You're indestructible.
And you'll do whatever it takes to clear your name from a bum murder rap.
Like fighting ugly gangs with futuristic bikes and Neolithic weapons.
Running big-rigs off the road at 100 mph. Making people pay.
But that's what happens when you live your life at "Full Throttle!"

Your biker adventure awaits you on PC CD-ROM. Call 1-800-STARWARS for availability.

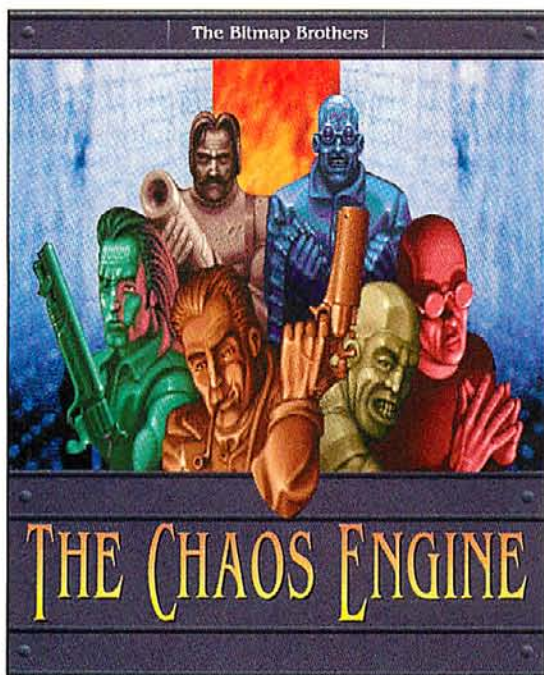


A detailed, sepia-toned photograph of a man's face, where the facial features are ingeniously constructed from various mechanical and industrial components. The eyes are replaced by large, circular lenses or gauges, with intricate gear mechanisms visible behind them. The nose is a simple, metallic bridge. The mouth is formed by a rectangular metal plate, with two thick, curved pipes or tubes extending downwards from it, resembling a mustache. The background and surrounding areas are filled with a dense array of mechanical parts, including gears, springs, bolts, and pipes, creating a complex, steampunk aesthetic. The overall tone is dark and industrial, with a focus on the intricate craftsmanship of the mechanical face.

A DASH OF HISTORY, A SPLASH OF TESTOSTERONE,
AND A TOUCH OF H.G. WELLS ON ACID.



Meet the Chaos Engine—a side of merry olde England you'd rather not know. But forget about tea and crumpets and all that jolly rotten stuff. 'Cause this arcade-action style CD-ROM game transforms your PC into a gruesome battlefield of psychotic monsters and ruthless warriors. We're talking armor-plated, razor-toothed killing machines here.



"The best two player game on the PC...a strong contender for the best PC action game of all time."

— PC Games

So pick one of six mercenary buddies, stock up on twenty-five deadly weapons and explore four fiendish worlds with 16 levels. But keep an eye peeled for mincemeat-making traps, life-saving power-ups and assorted keys. It's Britain's award-winning designers, the Bitmap Brothers, at their bloody best. God save the Queen? God save your ass.



Circle Reader Service #255



WarnerActive™

FOR PC AND PC CD-ROM.

CALL 1-800-MY-DEALER FOR THE NEAREST DEALER

©1995 WARNER MUSIC GROUP, WARNERACTIVE™ CHAOS ENGINE
©1995 THE BITMAP BROTHERS





What's An Honest Gamer To Do?

by Johnny L. Wilson

SEVERAL YEARS AGO, GOLDIE HAWN STARRED IN A LIGHT COMEDY CALLED *PROTOCOL*. The high concept of the film was that a well-meaning but naive young woman accomplishes a lot of good for the State Department, but unwittingly gets caught up in an ethics scandal. The climax occurs when she is unwilling to take the cop-out position of pleading ignorance, but claims instead that she should have known better. She recites a line that, to my memory, went something like: "My father used to tell me that if a man tries to sell you a \$500 watch for under \$50, it's probably not even worth \$10."

Though this may not be the exact quotation, it is definitely a useful sentiment. The proffered watch may be stolen, an inferior reproduction or even dysfunctional. Who knows? The net result is that the buyer gets cheated.

Computer gamers are currently being offered some of those \$500 watches for \$50. They are software packages which come in plastic bags or nondescript white boxes instead of typical retail packaging. Sometimes, they even come with stickers stating that they are not to be sold sepa-

ately from computers, sound cards, joysticks or graphic accelerators. They are neither dysfunctional nor inferior reproductions. These economy editions of computer games were reproduced by hardware manufacturers so that they could be "bundled" with their hardware and used to show off the capability of that hardware.

these hardware/software bundles. Even this minor amount is paid on the basis of expected hardware shipments rather than actual CD pressings, so the white box and polybag versions of these products are zero-income units. Why do the software companies do this? They are betting that the "word of mouth" from customers who purchased hardware/software bundles

containing their products will help increase retail sales.

If, however, there are zero revenue units available, many of these would-be purchasers

I think an honest gamer should avoid buying debundled software, even if it comes from one of our advertisers.

A case could be made that they are stolen. Indeed, law enforcement authorities reportedly removed a wholesaler from the Intermedia show floor for selling such "unbundled" software. The right to reproduce said software was given to the hardware manufacturers solely to allow the inclusion of the software with the hardware package. Yet, some hardware manufacturers routinely overprint the allotted games and off-load the excess to the software liquidators.

Naturally, this hurts software companies, since they accept a low token payment (under \$1.00 per unit "shipped") for bundling a limited number of games into

may purchase the "unbundled" versions and, as a result, the software publisher does not even collect the modicum of income which would have been netted from units in the original bundling agreement. As a result, neither the publisher is rewarded for economic risk nor is the designer/design team rewarded for creative effort. The game buyer gets a great deal now, but sequels may not be made and similar games may not be published because of a perceived weakness in sales.

As a result, the unscrupulous liquidator of debundled software is the only one who really has anything to gain. A quick profit is garnered. A quick exit made. All is well. All except for the growth of the hobby



RECONNAISSANCE REPORT



IN AIR...

FLIGHT COMMANDER 2 MISSION BUILDER

The **FC2 MISSION BUILDER** is a new Expansion Program for the award-winning thinking man's flight simulator, **FLIGHT COMMANDER 2** for PC and Macintosh!

Now you can create your own original and historical campaigns and battles for **FC2**! Each Mission Builder package contains applications for "The Best Designed Campaign Game" where the grand prize award is \$1,000 or an actual fighter plane ride and a VIP day with the Avalon Hill staff! Ownership of **Flight Commander 2** is required to use the Mission Builder. Available on CD ROM or 3.5" disk for PC & MAC.

ON LAND...

OPERATION CRUSADER

This leading edge war strategy game simulates WWII desert battles between the Afrika Korps and the British 8th Army.



STALINGRAD

Volume II in the **World at War Series**, **STALINGRAD** represents the largest, most-detailed and realistic computer wargame ever made!

Both **OPERATION CRUSADER** and **STALINGRAD** are NOW AVAILABLE on CD ROM or 3.5" Diskette for PC & MAC!



ON SEA...

FIFTH FLEET SCENARIO MODULE I

5TH FLEET is ready for sea again! Soon to be released are 15 exciting new scenarios for **5TH FLEET**—Avalon Hill's popular computer game on modern naval combat. Take to the sea again with a US naval aircraft carrier to guard the vital shipping lanes in the Persian Gulf. Assume command of a Russian Task Force at the start of a Russian civil war. Sail below the waves with a deadly submarine in search of enemy merchant ships, or try to sneak through an

enemy blockade by submarine so that a team of commandos can carry out a vital mission on the enemy coastline. If you enjoyed **5TH FLEET**, you won't want to miss these fresh and exciting new scenarios.

Available on 3.5" disk for PC.

Ownership of **5TH FLEET** is required to use the Scenario Module.



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road • Baltimore, MD 21214



Available at leading computer game stores, including: Babbages, Best Buy, CompUSA, Computer City, Egghead, Electronics Boutique, Fry's, Micro Center, Software Etc, Walden's Software, and Independent Retailers worldwide, or call 1-800-999-3222. Ask for Dept. CGW 6

through the most important critical approbation of all in a capitalistic society—the dollar rating. Debundling simply doesn't fuel further development.

On the business and productivity software side, the problem is mitigated by the fact that special ("crippled") versions of the programs are usually bundled with the hardware. If the consumer wants the "full" version of the program, they have to buy it from the publisher at a reduced, but still profitable price. In that sense, the bundling deal is something like shareware. It works for everyone.

On the game side, the hardware manufacturers do not want "crippled" versions. They want the entire game or nothing. So, publishers have to decide whether the large volume at limited income per unit is worth the cannibalization due to unbundled rip-offs or not. Some companies, like **Mindscape**, do not believe there is any cannibalization of retail sales and plan to continue making lots of bundling deals, in spite of unbundling. Others, like **Trilobyte** (kings of bundling during the launch of **THE 7TH GUEST**) are opting for retail distribution of limited editions of **THE 11TH HOUR** (with discount coupons for purchasing the full game inside the jewel case) because they believe there is cannibalization in bundling. Others, like **Interplay**, **Maxis** and **Spectrum HoloByte** are joining forces with SPA counsel Mark Traphagen to encourage federal intervention against "debundlers."

What's an honest gamer to do? I think an honest gamer should avoid buying debundled software, even if it comes from one of our advertisers. I've seen software piracy hurt publishers and computer platforms (Atari's ST is the most dramatic case). I believe debundling has the same potential. ☹

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.
- ★★★★☆ 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.
- ★★★☆☆ 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.
- ★★☆☆☆ 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.
- ★☆☆☆☆ 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

JUNE 1995, NUMBER 131

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
Art Director	Edwin C. Malstrom
Graphic Artist	Jack Rodrigues
Advertising Director	Lee J. Uniacke
East Coast District Sales Manager	Cathy Conway
West Coast District Sales Manager	Lynne Killey
Account Representative	Marci Yamaguchi
Administrative Assistant	Lisette Konya
Contributing Editors	Scorpio (<i>Adventure Games</i>), Alan Emrich (<i>Wargames</i>), Charles Ardal (<i>Interactive Fiction</i>), Lloyd Case (<i>Technology</i>), Martin Cirulis (<i>Science Fiction</i>)
Founder	Russell Sipe

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 questions, address changes or ordering information, call toll free (800) 827-4450 within the U.S. and Canada. All other countries call (303) 604-1464 or fax (303) 604-7455 (international subscribers only) or write to Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167.

Editorial Offices: 135 Main St., 14th Floor, San Francisco, CA 94105.

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.

CompuServe (76703,622)

America On-Line: CGW

Prodigy: EXPT40B

GEne: CGW

Internet: 76703.622@compuserve.com

Telephone: (415)357-4900

Editorial Fax: (415) 357-4977

Sales Fax: (415) 357-4999

For advertising information only, call: (415) 357-4930

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 Intelligence/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, Corporate Research and Analysis: Elda Vale

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, Marketing and Development Group: Herbert Stern

Vice President, Production: Roger Herrmann

Vice President, Technology: Bill Machrone

Chief Information Officer: Wellington Y. Chiu

Executive Director, Information Systems: Owen Weekley

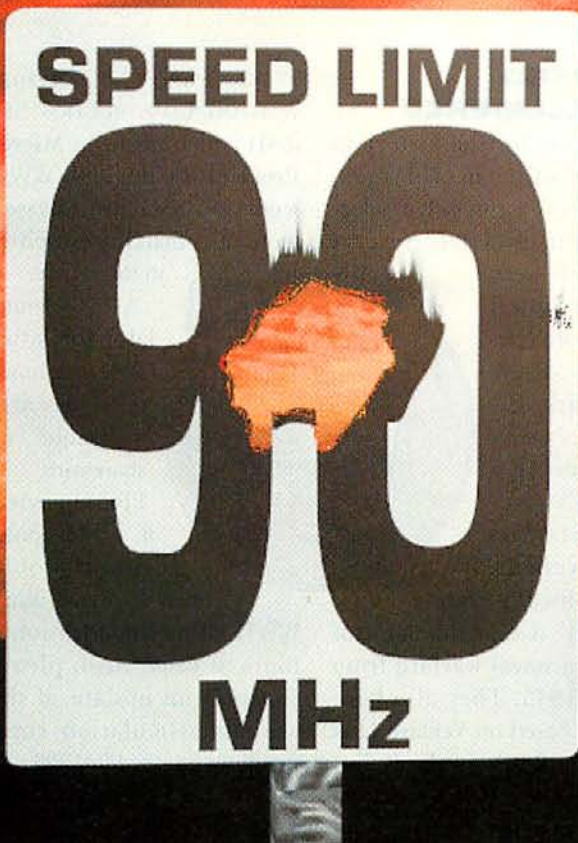
Executive Director, Marketing Services: Jim Manning

Production Director: Walter J. Terlecki

Director of Licensing: Jean Lamensdorf

Director of Public Relations: Gregory Jarboe

The New Falcon MACH V Pentium 100 MHz:



NO LIMITS.

If you want to go all out for games, the Falcon is the best bet for your money."
Paul C. Schuytema, Computer Gaming World

"The Pentium 90 they sent me is a beautiful piece of work, primarily because they don't go with the lowest bidder when buying standard componentry.
96% Overall Score"
- Ted Chapman, Computer Game Review

THE FALCON MACH V: THE ULTIMATE GAMING MACHINE™

If you don't care about playing games, buy any computer.
If you don't care how fast your games run, buy any "multimedia" computer.
If you're a serious gaming enthusiast, you need a MACH V Gaming PC.

The MACH Vp-100 MHz Pentium - \$2,995

Standard features as of 4/1/95:

Intel Pentium™ 100 MHz Processor
100% Compatible with All IBM™ PC Software
Falcon PCI Bus Motherboard, 256K Cache exp. to 1 meg
4 Bit PCI Graphics Board with 1 Megabyte - 16.8 Million Colors!
Falcon PCI Bus Enhanced IDE Hard Drive Controller
8 Megabytes of RAM expandable to 128
3.44 Floppy Drive
40 Megabyte Enhanced IDE 8ms Hard Drive with 128K Cache
95 ms QUAD-Speed CD-ROM Drive - NEW!
Creative Labs SoundBlaster 16™ & Shielded Multimedia Speakers
CH Products FlightStick PRO™ 4 Button Joystick with Viewing Control
CH Products Automatic Speed Sensitive Dual Gameport
Mini Tower Case with 250 Watt UL approved power supply
14" Non- Interlaced Super VGA Monitor, .28dp, Edge-to-Edge Display
01 Key Keyboard, 3 Button Serial Mouse
MS-DOS, Windows™ (latest versions) & 10 free CD-ROMs!
One Year Parts & Labor Warranty, One Year On-site Service
UL, CSA, TUV and FCC class B certified
6550 UARTS, Temperature sensitive fans, Customized BIOS and many other unique features!

To Order Call:
1-800-258-6778



VISA, MasterCard & Discover Accepted
Financing Available On Approved Credit.

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

FALCON NORTHWEST

263 South Bayshore Dr. Coos Bay, OR 97420
Ph: (503) 269-0775 Fax: (503) 267-2575

Circle Reader Service #141

Interface

LETTERS FROM CGW READERS

DEMONSTRATIVE CDS

In reading my April '95 issue of *Computer Gaming World*, I read in the Interface section of the "Rush Limbaugh Understands" quote in the game, MYST. I decided to look into some of the CD-ROMs that I own and found a few interesting extras. On my copy of VOYEUR, there are three demos included, but not listed, on the CD. CYBERIA, BLACKTHORNE and STARTREK are all on the VOYEUR CD. Also, on my copy of the KYRANDIA 3: MALCOLM'S REVENGE CD, there is a copy of the actual KYRANDIA 2: HAND OF FATE game. I was wondering if this is common and if there are even more little prizes that await us? Thanks to all of you at CGW for making a gaming magazine that is helpful, informative, fun and mature.

Brad Cretens
Cudahy, WI

It is extremely efficient to place demos for future and past products onto the same disc with a shipping CD-ROM product. You merely take up space which would otherwise go to waste and it doesn't cost any more to duplicate and distribute the demo(s) with the actual product than it would to ship the product alone. The reason the demos are often not listed is because it is usually very late in the debugging process before a company knows exactly how much CD space they have left. So, they swiftly shovel files onto the disk and hope that alert gamers will find them.

LIMITED INTELLIGENCE

Thanks for the Victory in Europe articles in CGW #129, but it was a somewhat selective retrospective. Several products were not included which are relevant. RAW Software distributes Commander Alan Zimm's ACTION STATIONS, an excellent, if "graphically challenged" (CGA) simulator of surface naval warfare from 1922-1945. They also have games based on Velikiye Luki and the Battle of the Bulge.

The article didn't address a major number of air war simulators. The neglected range from potential "Hall of Famers" like LucasArts' SECRET WEAPONS OF THE LUFTWAFFE, EA's CHUCK YEAGER'S AIR COMBAT, and Dynamix' ACES OVER EUROPE, to ACE OF ACES and HEROES OF THE 357TH. Domark's FLIGHT SIM TOOLKIT has a WWII expansion as well as a Mac-only OUT OF THE SUN (with aircraft from the Eastern Front). Kesmai's AIR WARRIOR system should also have been mentioned, as well as B-17 from MicroProse, SSI's B-24, and Virgin Interactive's D-DAY: OPERATION OVERLORD.

While the splendid PANZER STRIKE (SSI) was mentioned, I don't believe it was released for the IBM format. The companion product, TYPHOON OF

STEEL, was. The original WARGAME CONSTRUCTION SET (SSI) and UMS from MicroProse also contained WWII scenarios. SSG also released more titles than the one given in the article.

A C-64 emulator for faster IBM machines is currently available as shareware.

Please review it, if functional.

If so, it would open up many other WWII titles for additional tours of duty. Also, please consider an update of the wargame/simulation compendium released in 1993.

Bruce Kohn
Woodlawn, MD

Thanks, Bruce. Your game listings add to the discussion. However, we decided early on in producing the Victory in Europe article that we would not try to emulate the exhaustive compendiums we had published in the past. Rather, we would focus on the better and most accessible wargames available for replaying the action in the European Theater. With only a couple of exceptions, because they offered something of a wargame experience, we tried to stay away from real-time simulations. The submarine sims have something of a slower pace than combat flight sims and THEIR FINEST HOUR

allows you to simply participate as a gunner, if you desire.

Outside of excluding ACTION STATIONS, the other omissions were the result of subjective editorial judgment. Omitting ACTION STATIONS was unfortunate, since it offers excellent gameplay. It is fairly complex, however, for novices and intermediate gamers. WARGAME CONSTRUCTION SET was fraught with more realism problems than its current incarnation, TANKS, and UNIVERSAL MILITARY SIMULATOR was extremely slow in playing time, limited in terrain types (no water anywhere in the universe), and better suited to earlier eras of combat than WWII. Most of the unmentioned SSG games were actually sequels in the BATTLEFRONT series.

As for the C-64 emulator story, it is currently in the works and you should see it in just a couple of issues. We think that story will be a wonderful trip back in time for both us older gamers and those just entering the hobby.

SSILENCE ISN'T GOLDEN

SSI has been known in the past for their solid foundation with regard to role-playing software. Although graphics were not great, content and



"One Must Fall 2097 is the best fighting game available for the PC, bar none"

COMPUTER GAME REVIEW



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

GAMEBYTES



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



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



Win cash for repairs, upgrades training & buying new moves



Run out of cash and your repairs are over

Are you tired of PC beat-em-up games that don't live up to their hype? PC Gamer says "this is a truly excellent game" and "you won't be disappointed" with One Must Fall 2097. PC Answers calls it "outstanding", PC Home calls it "a must" and PC Gamer says it "plays brilliantly". Computer Game Review says One Must Fall

2097 is "fast, furious and fun above and beyond the call of duty". PC Gamer also calls it "the definitive" and "most awesome beat-'em-up on the PC". Even people who tend to not like fighting games seem to enjoy the sheer playability and fun of One Must Fall.

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 60-page OMF Strategy Guide and a color poster for only \$49.

**Try our games on
CompuServe just
GO EPIC**

NOT AVAILABLE IN STORES CALL 1-800-972-7434 TO ORDER!



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

Epic MegaGames Inc. • 3204 Tower Oaks Blvd #410 •
Rockville MD 20852 • (301) 983-9771 • Fax (301) 299-3841

TRY THE SHAREWARE VERSION TODAY!

On CompuServe GO EPIC and visit the Epic Forum or call Exec-PC BBS at (414) 789-4360 or on the Internet ftp any of our shareware games from <ftp://uml.edu> in the /msdos/games/epic directory.

ease of playability did more than enough to compensate. I have noticed that they are veering off from role-playing and moving into other simulation-type games. With the exception of MENZOBERRANZAN, will SSI come back to the role-playing side or have they folded over to the competition?

Ryan Devin
Covina, CA

The good news for role-players is that SSI is still working in that genre. *Scorpio* looks at *RAVENLOFT 2: STONE PROPHECY* elsewhere in this issue and SSI has a new CRPG universe, *THUNDERSCAPE* (see picture on previous page), under development which features everything from magic to steampunk. Ironically, though, this is the same type of letter that addressed SSI when they moved into CRPGs after being primarily a wargame publisher. Wargamers wanted to know if they had folded over to the competition. Just as they have continued to publish Gary Grigsby's games and have just won Wargame of the Year with *PANZER GENERAL*, we believe they will continue to publish in the role-playing arena.

FORT MISPRINT

We appreciate your editorial coverage of *Interactive Magic's* premiere title, *APACHE*, in the March issue of your magazine. However, you inadvertently referred to the developers of *APACHE* as *Digital Illusions*, when the correct name of the developer is *Digital Integration* (creators of *TORNADO*).

Angela Edwards
The Bohle Company
(P.R. for Interactive Magic)
Los Angeles, CA

Please forgive the conceptual

dyslexia. Of course, Texas-based *Digital Illusions* was the developer of *HARPOON*. *Digital Integration* is a developer based in England. That will teach us to simply put "D.I." in our notes. Next time, we'll be claiming the game was being developed by *Drill Instructor* or something equally as absurd.

GO AWAY GAME, YA' BUG ME

I have noticed in some of the game reviews that the game was cast in a negative light due to program bugs (i.e. *MASTER OF MAGIC*, *MENZOBARRANZAN*, etc.). I think it would be more effective to publish "Warning: Major Bugs In The Following Games..." and not review them until patches have been released. This might keep some companies beta-testing longer and prevent fiascos like *OUTPOST*.

Ted Massow
Tulsa, OK

Yeah, and then we could publish all those blank pages every issue. First, we don't see many computer games that do not have some kinds of bugs, even when companies think they are clean. We have all had experiences with one game or another upon which the publisher has had no other reports of problems. So, there would be a problem of deciding when a game was "bug free" enough to dodge our warning. Would it just be crash bugs? Or would it be other bugs?

Second, we don't think computer gamers would be patient enough to wait for those "bug free" reviews. We already receive far too many letters from people who wish they had waited for the reviews. Which brings us to our next letter.

POLL POSITION

You may notice that most of the ratings I give on my CGW Poll card are fairly high. This is because I have learned to wait on buying games instead of buying them when they first hit the stores. I wait until they are reviewed and let your reviewers waste their time on the many bad games which glut the market. Thanks for saving me a lot of money over the years and guiding me to many great game-playing experiences.

Tom Quaid
Phoenix, AZ

LICENSE-CIOUS BEHAVIOR

I think it's a shame that, due to stupid licensing arrangements, *NASCAR RACING's* forthcoming expansion packs cannot include the Daytona International Speedway. Papyrus and the owner of the Daytona rights, Sega, don't even compete in the same marketplace.

Brian Price
Tazewell, TN

True enough, Brian, but Sega originally obtained the electronic rights to the speedway for their coin-op game and they are busily converting a version for their Saturn machine. Since Sega is also moving into the personal computer market, we wouldn't be surprised to see their *DAYTONA* crop up in the same market as *NASCAR RACING*.

COPY COMMANDER

Don't get me wrong. I love the game, but is it just a coincidence that *WING COMMANDER III* and *STAR WARS* end the same way? In both the game and movie, the end oc-

curs when Mark Hamill flies down a trench in a fighter with a bomb that he must fire at a target that will destroy the heart of the empire that he fights. Was this an accident or did it happen on purpose?

Also, I was heartbroken when Angel died. Is there any way to save her? I would be very happy if you would answer these questions in your next issue.

Brett Talley
Jasper, AL

Can you spell "homage?" Just as George Lucas was inspired by old WWII air combat movies when he directed some of the original *Star Wars* combat sequences, it had to have been too tempting for Chris Roberts not to have the actor who played Luke Skywalker perform in a scene which was more than merely reminiscent of the *Star Wars* ending. So, to gamers' delight, he gave in to temptation.

As for Angel, we could set up two 900 numbers with incredibly expensive surcharges. Then, those of you who want to bring her back a la the traditions of the early movie serials and the precedents established by comic books (can you spell "Robin?" "Superman?") could call 1 (900) SAV-ANGL and those who like the pathos of having Angel die could call 1 (900) KIL-ANGL. Then, we could pocket the money and sell an addendum to the *WING COMMANDER IV* script to Chris Roberts and Mark Day, based on whichever faction won the vote. But, that would be wrong. Maybe we could give you Chris' and Mark's home phone numbers and let you keep calling them in the dead of night until they agreed to resurrect her. Maybe not. They'd probably return the favor. ☹

the **Power** behind the **Power** could be you!

In the next energy starved millennium, you will command one of four empire building, power grabbing megacorps. These **cutthroat** behemoths will stop at nothing to control mankind's vital energy supplies.

Explore, build, expand, and plot your way to **global energy dominance**.

Only one can triumph as the undisputed **PowerHouse**.

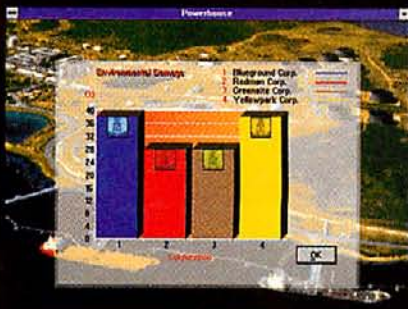
And the others...?

Check out the recycling bin.

POWERHOUSE

THE
POWER
BEHIND
THE
POWER

FIGHT
FOR
FUEL



Features:

- 9 Energy types
- Superb SVGA graphics
- Windows CD-ROM only
- Live video: ENN News!
- Speech
- Cutting edge R&D
- Build and Explore
- Global economic and political models

IBM PC screenshots may vary

Impressions

© 1995 Impressions Software, Inc.
222 Third Street, Suite 0234
Cambridge Massachusetts 02142

READ.ME

THE LATEST NEWS FROM THE GAMING WORLD

Trilobyte's "Fossils" Fuel New Game Technology

11TH HOUR, CLAN DESTINY and DOG EAT DOG To Tantalize Gamers

Trilobyte is an ironic name for a technology-based company like the publisher of *THE 7TH GUEST*. Co-founders Rob

that they would get maximum playback potential on a minimum of CDs, and Landeros' artistic direction meant that

and 3-D backgrounds. So, they found an experienced television director in David Wheeler (26 episodes of *Hollywood Babylon*, filmed in three-camera techniques and based on a two-volume book series covering Hollywood scandals) and filmed the video both on location and in front of an Ultimate green screen. Wheeler also added additional continuity to the vignettes penned by writer Matt Costello (credited with the loosely connected scenes of the original game). Then, Devine went to work with yet a newer version of his compression routines to ensure both faster playback (30 frames per second) and higher visual quality. The result (see this month's *Beta Bits*) is a more compelling use of video within the game.

CLAN DESTINY is scheduled for Fall release. Although it

uses technology from *THE 11TH HOUR*, it incorporates cel-based animation into the existing game engine. Under John Gaffey's direction, Trilobyte artists have done character studies and elaborate storyboards in order for a traditional animation house to execute the actual anims. Then, the crew at Trilobyte uses **Cambridge Animation's ANIMO**, a NEXT STEP animation program used by **Hanna-Barbara** and **Warner** as an ink and paint program, to manipulate the anims into the 3-D environments such that they take on a 2 and 1/2 dimensional quality. This is called 2 and a half dimensional "tweening" and Trilobyte is, thus far, one of the few companies trying to use it. The actual gameplay features the same kinds of puzzles as other



DOGGIE TREAT This *Ultimate* video scene will be integrated into a 3-D *Studio* restaurant for *DOG EAT DOG*, a game of office politics.

Landeros and Graeme Devine have plenty of early computer game credits under their belts (*SPIRIT OF EXCALIBUR*, *SPOT*), as does Chief Operating Officer Kellyn Beeck (*DEFENDER OF THE CROWN*, *ROCKET RANGER*, *CENTURION*), but they're *not* fossils. Indeed, there is nothing fossilized about this company's approach to technology.

With *THE 7TH GUEST*, Devine and Landeros wanted to push the edge by marrying digitized video and 3-D *STUDIO*. Devine's proprietary compression schemes guaranteed

the game would look unlike anything ever before. But they had an advantage. Since the video was used to depict ghostly images, they didn't have to deal with the harsh lines and aliased edges that usual result when video is placed atop 3-D rendered backgrounds.

In *THE 11TH HOUR*, neither Devine, Landeros nor producer James Yokota could be satisfied with the same spectral on-screen images. They wanted to achieve a new level of suspended disbelief through the marriage of high quality video



FOSSIL GHOULS Trilobyte's artists are still able to coax the finest performances out of 3-D *Studio*, as evidenced by this keel-hauling cadaver.

Trilobyte games, but the animation gives CLAN DESTINY a distinctly different feeling (Dare we say "Scoobie Doo Meets 7TH GUEST?") and a unique atmosphere.

DOG EAT DOG has a decidedly different feel. Trilobyte picked up the property, a unique office politics/soap opera/comedy game which



FAMILY PLOT When the Hanna-Barbara-esque characters of CLAN DESTINY inherit their ancestral castle, they'll visit some of these 3-D rendered rooms.

was in "turn-around" at Disney, in order to experiment with a new "Synthespian" technology. The game, originally scripted to have a '50's romance comic feel to it, was simply too dialogue intensive for the nascent technology, so Trilobyte elected to put it together with their existing tools. The branching and often controversial storyline will feature more than six hours of finished video compressed onto two CDs.

PLAYING LATELY?

Here are the games that your fellow players are blowing the most time with. Let us know which game you've been playing the most by writing the name of your current addiction in the "Playing Lately?" blank of the CGW Top 100 ballot (page 177).



Results for CGW #129, APRIL 1995

1. Dark Forces (LucasArts)
2. Panzer General (SSI)
3. X-COM: UFO Defense (MicroProse)
4. Master of Magic (MicroProse)
5. Wing Commander 3 (Origin)
6. Doom II (id Software)
7. Descent (Interplay)
8. Heretic (Raven)
9. Warcraft: Orcs and Humans (Blizzard)
10. Master of Orion (MicroProse)

Notable Quotes

"With version 1.31, MASTER OF MAGIC is finally the game it promised it would be...If it had decent diplomacy, it could easily be #1."

T. Madden, St. Louis, MO

"DESCENT should've been called 'Dramamine.' What a cookie tosser!"

Brendan Reilly, Boston, MA

"Now That LucasArts has a first-person game in DARK FORCES, when will they have a role-playing game in the Star Wars universe?"

Dave B. Gainesville, FL

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

"I've always shunned strategy games, but went out on a limb to buy PANZER GENERAL. I found it to be enjoyable and highly addictive—even for a non-wargamer like myself. I'm worried though: does this mean I have to tape my glass frames and wear a pocket protector?"

Jon McVety, Fort Myers, FL

"I loved DARK FORCES, but I wish LucasArts would find out that there's a lot more space on a CD. Only 14 levels?"

Jason Daily, Miamisburg, OH

Although it will run on the 11TH HOUR technology, the entire game will be driven by conversation. As in LucasArts' SAM & MAX HIT THE ROAD, however, the com-

ical dialogue is part of the fun, so a similar interface has been introduced. Where the LucasArts game used icons to depict general emotions/attitudes that had to be cycled

through, DOG EAT DOG will offer buttons with clear labels which are scene specific. This campy game will appear in the first quarter of '96.

Digging For Gold In Shovelware

New Game Packs Lower The Cost Of Adding Good Games To Your Library

Game publishers eager to mine residual profits from previously released titles have found gold in shovelware packs, and in many cases gamers can find a few nuggets there, too. Companies such as **Sierra**, **Accolade**, **SSI** and **Interplay** have compiled some good games into collection packs, and in many cases they live up to such claims as "4 Classics For The Price Of 1."

One of the early trend-setters in this category is an unassuming stack of CDs called the 5ft. 10 Pak. With little fanfare and no coverage from the game press, this collection of 10 mediocre titles managed to rank fourth among gaming titles sold last year at 18 retail chains, according to statistics

from PC Data. The Pak, from Sirius Publishing (602-951-3288), includes **WHO SHOT JOHNNY ROCK**, **HELL CAB**, **CORRIDOR 7**, the 1994 **SPORTS ILLUSTRATED ALMANAC** and various multimedia titles.

More seasoned game players may find Interplay's (714-553-6655) **BATTLE CHESS COLLECTION** to be the right move. It includes the original version of **BATTLE CHESS** (CGW Hall of Famer), **BATTLE CHESS 4000**, **BC II CHINESE CHESS**, and a significantly enhanced version of the original game.

Velocity (800-VLOCITY) has finally emerged from the spectre of abstract action games with a collection of

"flight" games called the **MILE HIGH CLUB**. You'll have to take the good with the bad here, and there is enough of both: **WING COMMANDER ACADEMY**, **MIG-29**, **JET FIGHTER II** and **MEGA FORTRESS** fly higher than **F-14 TOMCAT**, **ATAC**, **HEROES OF THE 357TH** and the now dated **WING COMMANDER**. But for \$29.95, you get plenty of bang for the buck.

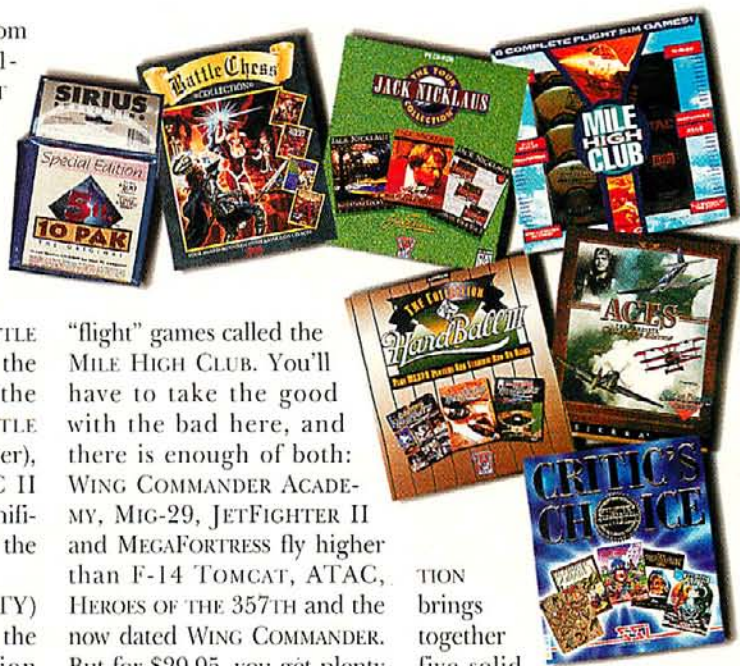
PC pilots will find a richer mix of flight sim games in the **ACES COLLECTOR'S EDITION** from Sierra (800-757-7707). This four-pack includes some all-star titles: **ACES OVER EUROPE**, **ACES OF THE PACIFIC**, **RED BARON** and **A-10 TANK KILLER**. The **COLLECTOR'S EDITION** also includes **Aviation Pioneers**, a multimedia review of early aviation history.

Accolade (800-245-7744) has two collection packs on deck for baseball and golf fans. A **Hardball III** compilation includes **MLBPA Players** and stadium add-on disks, and the **JACK NICKLAUS TOUR COLLECTION** includes **JACK NICKLAUS GOLF**, extra courses and various design add-ons.

SSI's (800-234-3088) **CRITIC'S CHOICE STRATEGY COLLEC-**

TION brings together five solid strategy games. Not everyone may enjoy **ULTIMATE DOMAIN** and **THE CHESSMASTER 3000**, but **ARCHON ULTRA**, **SERF CITY** and **DARK LEGIONS** are three respected titles with countless hours of game time waiting to be unlocked.

And if you're still not convinced that quality CD collections are on the upswing, the **JAM PAK** from **Carbela Tek** (415-873-6484) serves up **INDYCAR RACING** (CGW's Premier Sim of '93), **FLEET DEFENDER**, **SYSTEM SHOCK** (Premier nominee), and **PANZER GENERAL**, Premier War-game of 1994. A marvelous collection, the **JAM PAK** is proof that there is gold waiting to be found in the rubble of shovelware—for those willing to dig for it.



Three Major On-Line Services Announce World Wide Web Access

CompuServe, Prodigy and AOL have all announced Internet access to the World Wide Web. In addition, the three major services will make free web browsers available to users—the equivalent of giving cars to customers who must then purchase fuel (on-line time) to go places.

Prodigy uses a very user-friendly Mosaic-like browser, while CompuServe uses the

tried-and-true **SPRY** version of Mosaic. CompuServe also offers three free hours of Internet access per month, with additional time at \$2.50 an hour. AOL's Web connection had not been released as of press time.

When you go surfing, be sure to drop down the face of CGW's home page at "http://www.gamingworld.ziff.com/". It'll give you a warm feeling in your netsuit.

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

RISE OF THE TRIAD

D A R K W A R

"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 (male & 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 nightmares. 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!

Circle Reader Service #43

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. Supports serial, modem, and 11-player network (individual or team) play.
(body bags not included)

THE 11TH HOUR

A television producer mysteriously disappears while she is seeking out the true story behind *THE 7TH GUEST*'s Stauf Mansion. As her anchorman, you think it might be a good career move to rescue her. Doing so, however, means spook city for you again, as you run smack into a *Twin Peaks*-style plotline where you'll have to solve puzzles old, new, borrowed and blue.

11TH HOUR, *Trilobyte's* sequel to *THE 7TH GUEST*, is nearing completion and looks even more impressive than its predecessor in a number of ways. First of all, it is more

this time you actually carry around your interface, a PDA that handles all of those functions anywhere in the game.

Second, rather than limiting the video to ghostly images played out against 3-D STUDIO backgrounds, the new game features letterboxed 640x320 digitized video playing at 30 frames per second. These video sequences feature some of the special effects used to portray the ghosts in the original, and also—thankfully—feature cinematic-like story exposition that hangs together much better than the disjointed vignettes of the previous game.



GHOSTESS WITH THE MOSTESS As the TV anchorman protagonist of *THE 11TH HOUR* you'll run into all sorts of people, from this desirous hussy of a haunt to gourmet ghouls who'd like to have you for dinner.

user-friendly than the original. You no longer have to traipse back to the library every time you want to use the game book to get hints or to save and retrieve games. Instead,

prompts film clip clues to play on your "organizer" and simultaneously opens up new rooms for you to explore. Then, your pocket computer gives you a riddle to solve. In-

stead of typing the answer, though, you have to navigate through the "open" rooms and pick out the object that answers the riddle. These answers are usually anagrams and, in typical Trilobyte fashion, are often quite intricate.

Another improvement is an expanded "insult" database. So far, there are over 100 different insults, meaning that players won't get bogged down with too many "Feeling Lonely?" phrases, which was so exasperating last time around. And, since the main character is a journalist, there are plenty of digs at the most despised profession this side of law.

WARRIORS

When it comes to *STREET-FIGHTER*-style games, our attitude has rapidly become like those Mountain Dew guys: "seen it, done it, nailed it shut." But we were surprised when we saw the path *Mindscape* is blazing with their upcoming action game *WARRIORS*. We've seen bitmapped, raytraced and roto-scoped graphics, and this game looks like none of the above. *Atreid Concept*, the developer, is incorporating some rather unique features, including an entirely new graphical style, in an effort to distance themselves from the competition.

For starters, *WARRIORS* uses 3D BIO MOTION, a brand new



BOY MEETS GIRL Among the various characters you'll fight with in *WARRIORS* is a New York street thug who has power from both sides of the plate.

animating system that allows "an almost infinite number of hyper-realistic animations." Basically, the computer manages a character's 3D model, calculating and drawing out all of his, her, or its movements in real time, while saving valuable processing time. The system, in addition to rendering more realistic-looking fighters, also allows characters to interact with the environment. Gamers will be able to climb poles and pick up weapons. Additionally, the typical flat two dimensional view will be supplemented by a slightly elevated 3D angle and a fully rotating replay mode.

Unique graphics aside, *WARRIORS* will still have much in common with its counterparts. Two characters will still square off in a best-of series where the loser is the first to see his or her health drop to zero, and the winner moves on. Each of the 10 different fighters, ranging from a Masai warrior to a New York street punk, will have their own fighting styles, their own special moves, and their own "secret" attacks. One major departure is that some of the fighters will have weapons (the



New York thug carries a Louisville Slugger—maybe the Mets should sign him up).

We were initially concerned with the game's seemingly sluggish controls, but Mindscape reassured us that this was intentionally done in order to reflect greater realism. Fighters will actually take some time to execute the moves you key in, as opposed to just instantly reacting. This might frustrate some action gamers; a "realism" toggle might be the answer here.

If you're an action gamer, particularly of the STREET FIGHTER variety, keep your eyes open for WARRIORS this summer. Mindscape and Atreid are dreaming big here, and they just might extend the reach of the genre.

SPACE QUEST VI

It was as a janitor that Roger Wilco began his career as a space-hero, and it is his janitorial duties to which he must return again in SPACE QUEST VI from Sierra Online. The latest installment of this popular science fiction series spoof lands Roger on the most grueling R&R planet in the galaxy, on which life-threatening arcades and alien-infested streets are the norm. At the onset of the game

Roger's ship is taken over by the toaster-headed "Bjorn," who are hell-bent on assimilating the entire species into

GE appliances; they're also aiming to turn the ship's crew into scoops of sherbet. The real threat however, this time, is a hidden figure who will ultimately send Roger on a "Fantastic Voyage" that will force our hero to consider life from a completely different perspective.



LEGGO MY EGGO Help Roger Wilco defeat the toaster-headed Bjorn in SPACE QUEST VI and overcome vile enemies like Dirty Laundry and The Messy Room.

The series' sly rib-tickling humor is in place, and the game seems to have kept the farcical abundance of Star Trek that formed the backbone of SPACE QUEST V. One novel feature is COMPOST, a terminal access system which is accessible throughout various areas of Roger's ship. Using COMPOST, Roger can hack into all manner of databases, ranging from vital ship functions to alien races. Additionally, our hero will be able to use certain Cyberfunctions to exploit various forms of communication, tool around the ship using the intraship transport, and get into more trouble than a Klingon in Federation space. A Windows

program, SPACE QUEST VI's SVGA graphics are as sharp and clear as those featured in other recent Sierra games like KING'S QUEST VII. Welcome back Roger—we missed ya, you little space fart!

PIPELINE

ESTIMATED RELEASE DATES BASED ON THE LATEST INFORMATION FROM GAME DEVELOPERS

NAME OF GAME, COMPANY RELEASE DATE

11TH HOUR	Virgin	7/95
ABSOLUTE ZERO	Domark	6/95
ADV. CIVILIZATION	Avalon Hill	7/95
AWFUL GREEN THINGS	QQP	7/95
BATTLES IN TIME	QQP	7/95
BEYOND SQUAD LEADER	AH	9/95
CAESAR II	Impressions	9/95
CARD PLAYER'S PARADISE	QQP	6/95
CHAOS CONTROL	I-Motion	6/95
CHESSMASTER 5000	Mindscape	9/95
CONQUEROR	Time-Warner	7/95
CYBERMAGE	Origin	9/95
DAGGERFALL	Bethesda	6/95
DUKE NUKE 'EM 3-D	Apogee	6/95
EMPIRE II	New World	9/95
EXPLORATION	Interactive Magic	6/95
FAST ATTACK BOATS	Time-Warner	8/95
FRANKENSTEIN	Interplay	6/95
G-NOME	Merit	6/95
HARVESTER	Merit	6/95
HEROES MIGHT & MAGIC		
	New World	8/95
JETFIGHTER III	Mission Studios	6/95
LAST BLITZKRIEG	SSG	7/95
LAST BOUNTY HUNTER		
	American Laser	6/95
LORDS OF MIDNIGHT	Domark	6/95
MAGIC: THE GATHERING		
	MicroProse	6/95
MARCO POLO	I-Motion	7/95
MECHWARRIOR II	Activision	7/95
MILLENNIA	GameTek	9/95
METAL LORDS	New World	9/95
MISSION CRITICAL	Legend	9/95
NAVY STRIKE	MicroProse	6/95
NETWORK CIVILIZATION		
	MicroProse	6/95
NEW HORIZONS	Koei	6/95
PHANTASMAGORIA	Sierra	6/95
SILENT HUNTER	SSI	9/95
SPACE QUEST VI CD	Sierra	6/95
STEEL PANTHERS	SSI	8/95
TEKWAR	Capstone	9/95
THE DIG	LucasArts	9/95
THIRD REICH	Avalon Hill	6/95
THUNDERSCAPE	SSI	7/95
TOP GUN	Spectrum HoloByte	7/95
WARRIORS	Mindscape	7/95

Attack of the Spaceballs

Spaceball Game Controller Keeps Your Hands On The Action

The SPACEBALL AVENGER is an innovative approach to controlling the increasingly complex new breed of 3D action games, such as DESCENT (Interplay) and DARK FORCES

(LucasArts). It's a lightweight hand-held device with a pressure-sensitive, motion-controlling ball for your left hand, and a molded grip with buttons for your right hand. The

SPACEBALL AVENGER allows six degrees of freedom (every way you can move in DESCENT) and plugs into an available serial port. A small 12K TSR program and custom executables



are provided during the customizable installation routine, which includes an action training game to get you into practice. It takes a while to get used to the sensitivity of the SPACEBALL AVENGER, but it does allow you to perform fast maneuvers that are all but impossible using a keyboard, mouse or joystick.

We're so accustomed to using a joystick or a mouse in our right hands that we found it somewhat difficult getting used to controlling movement with the ball of the SPACEBALL AVENGER in our left hand. The buttons are useful, but are laid out in a way that some may find awkward.

While the installation queries you for existing action games and does a nice job at setting up a menu, its lack of bundled games and steep price will probably keep it out of most gamers' hands.

Price: \$179.95. For more information, call Spacetek IMC at (508) 970-0300.

Or dial up their WWWeb site: <http://www.spacetek.com>.

The 64 Gigabyte QUESTION

In our continuing quest for the answer to the 64 Gigabyte Question, we asked Jonathan Blackley of Looking Glass Technologies what kind of wild game he'd design given unlimited processing power and a DOD budget. The physics and programming brain behind such games as SYSTEM SHOCK and the upcoming FLIGHT UNLIMITED and TERRA NOVA surprised us with the following:



plane has holes, and all I see is Focke-Wulfs. Here they come for another go, about 10 o'clock, 45 degree dive, wow they're fast.

Wait—something was wrong—that lead Kraut was trying to turn, when ZOOM! up from under our belly come five shiny silver P-51s! Suddenly the fight drops back behind our formation, and the last thing I see is one of those ugly brown 190s on its way back to the Fatherland—the hard way.

I want to know what it felt like to drive one of those P-51s. I want to save the boys in the bombers. I want to sweat like hell, I want to get worried, and I want to cry

when I fail. I want to have the piss scared out of me by a flight simulator. I want to be mad at the FW190s. I want it to be better than a great movie, because I was THERE.

You want to know what kind of game I'd do if I had unlimited computing power, and I'm going to disappoint you, because I think you're asking the wrong question. I don't want unlimited technology. I don't want 10 million textured lit bump maps per second, I don't want real-time fluid dynamics or 32 bit color. I don't want 100-bit 10Mhz surround sound audio. And I don't want 100X CD-ROM (wow, actually...).

I want to know what the secret of this whole immersive reality experience is. When I watch Quentin Tarantino movies, when I listen to Coltrane, when I read Dostoyevsky, I come away with SOMETHING. Something I didn't have before. They change me; they change the way that I look at the world. We can't do this in our medium yet, and until we can, I'll never be satisfied. I want our games to be alive, to move us, to kick our butts.

GO HEAD TO HEAD WITH AN AIR WARRIOR. FOR REAL.



**LT. COLONEL ROBERT "MOUSE" SHAW
VETERAN F-16 FALCON PILOT AND GENIE® USER**

**HE'S JUST ONE OF HUNDREDS WHO ARE WAITING TO
TAKE YOU ON -- ON GENIE MULTIPLAYER GAMES.**

If you're a box sim pilot, it's time to fight for real. Time for multiplayer Air Warrior® on GENie. With up to 100 aces online at a time—some of them real fighter jocks—you'll have the dogfight of your life. And because all GENie multiplayer games feature real opponents, you'll play a different

game every time. Not into sims? GENie features 21 other multiplayer games, including role playing games and casino games. To sign up online, turn on your modem and dial 1-800-638-8369. Enter JOINGENIE at the prompt. When asked for the offer code, enter ANN987.

**FOR UP TO 17 FREE GAME HOURS*
CALL 1-800-638-9636**

TDD 1-800-238-9172 (FOR THE HEARING IMPAIRED)

*Some restrictions apply. Must be over 18 years of age to subscribe. For games to be free of charge for up to 17 hours, user must observe the following: play in non-prime time (between 6PM and 8AM EST); access speed must be set at a maximum of 2400 baud; user must dial into a local access node; remain solely in gaming area. Otherwise, normal GENie usage fees may be incurred during the 17 hour complimentary period. This offer is in lieu of all other offers, and is for new subscribers only. Additional long-distance phone charges may apply. Available in US and Canada only. Offer expires 12/31/95. CyberStrike and GemStone III are trademarks of Simutronics Corporation. Air Warrior is a registered trademark of Kesmai Corporation. Harpoon is a trademark of Game Designers Workshop, Inc. All other names are trademarks or service marks of their respective owners.

AIR WARRIOR®

HARPON™

GEMSTONE III™

FEDERATION II

CYBERSTRIKE™



GENie

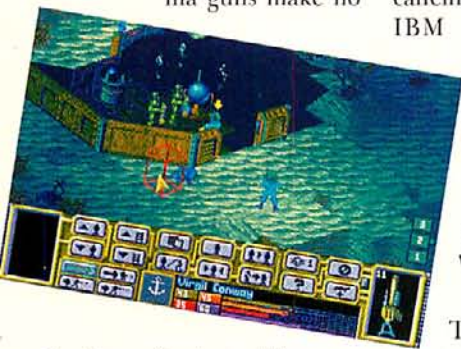
OUR GAMES BLOW EVERYBODY ELSE'S AWAY!

Circle Reader Service #30



X-COM: TERROR FROM THE DEEP

A bustling coastal town becomes strangely silent...a merchant ship sends out a frantic "mayday" signal...fearless sailors and dockworkers scatter like rats under an attack by scaly, fetid, greenish creatures. Yes, once again X-commanders are called to duty to rid the planet of slimy aliens with plasma pop guns and sinister plans. But this time, those fiends from **MicroProse** have clawed through the seas and dragged the intrepid adventurers of the original X-COM beneath the waves, where plasma guns make no



Even Jacques Cousteau would be amazed at the bizarre aquatic life forms you encounter in X-COM: TERROR OF THE DEEP.

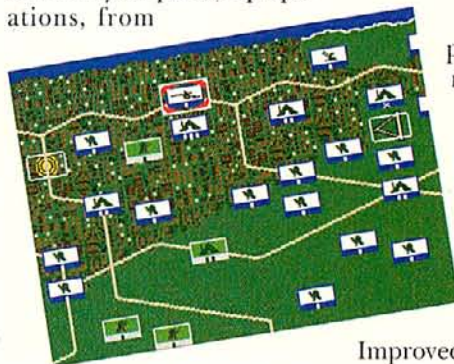
sound. So, in a scene out of *Flipper Was A Sectoid*, you get to master the intricacies of aiming spearguns, firing portable torpedoes and throwing grenades underwater (don't think about it too much). The CD version has some added bells and whistles, but fans of the original game—CGW's Premier Game of the Year—will be happy to learn that the basic engine remains the same. If anything, these aquatic baddies are tougher to subdue than their extra-terrestrial kin, which is good news for gamers...and caffeine purveyors everywhere. IBM floppy, CD-ROM, \$59.95. Circle Reader Service #1.

MICROPROSE SOFTWARE, HUNT VALLEY, MD, (410) 771-0440

THE PURE WARGAME

After abstract hits like THE GRANDEST FLEET, it seems odd that QQP would release a historical wargame. Still, THE PURE WARGAME tries to live up

to its title, offering a unique angle: it focuses exclusively on paratroop operations, from



The Fallschirmjager are at their peak in Heraklion, one of eight scenarios showcasing paratroops in THE PURE WARGAME.

the scattered landings at Crete to the ill-fated bridges of Arnheim. As with PANZER GENERAL (SSI), units may attack and then move or vice-versa, which leads to a very fluid and often confused tactical situation—appropriate for WWII paratroops. Even though units move and fight on their own, there is a "group attack" option which rewards well-planned attacks. Unit

performance is largely dependent on current fatigue and morale levels, and the whole combat system has that cozy PERFECT GENERAL kind of feel, but with better AI.

Improved QQP graphics and an information-rich interface make this an accessible game for both the novice and serious wargamer. IBM floppy, CD-ROM, \$59.95. Circle Reader Service #2.

QQP INC., FLEMINGTON, NJ, (908) 788-2799

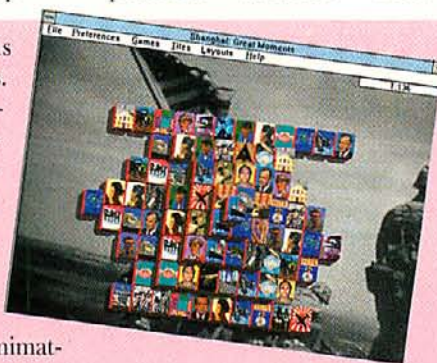
LOST EDEN

Jurassic Park Interactive? Not quite. **Virgin Interactive's** latest graphical adventure, which reminded us slightly of Harry Harrison's *Eden* novels, has lots of flashy graphics and an interesting plot. Although the storyline's foundation is

SHANGHAI: GREAT MOMENTS

Shanghai is one of those "easy to learn, hard to win" kind of games that quickly captures your mind and reluctantly lets it go. This is especially true given **Activision's** extravagant multimedia release of SHANGHAI: GREAT MOMENTS. The basic premise of this classic tile game, which involves trying to match and remove tiles *a la* solitaire, has been enhanced with several

traditional variations and lots of neat visuals. Live-action video introductions and strategy hints by Rosalind Chao (*Joy Luck Club*) are scattered throughout, and there are several different tile sets, all of which are pleasantly animated. Upon winning a game, gamers are treated to one of over 150 different video clips. This game is surprisingly ad-



Novices and veterans beware—it's easy to get *Shanghaied* by SHANGHAI: GREAT MOMENTS.

dicting—we found that "one quick game" quickly turned into several. One drawback is the repetitively annoying soundtrack, which is decidedly sub-par for a game of this quality. But overall, SHANGHAI: GREAT MOMENTS looks good, and with its gameplay enhancements, appears to have some durability. IBM floppy, CD-ROM, \$49.95. Circle Reader Service #5.

ACTIVISION, LOS ANGELES, CA, (800) 477-3650

PLAYING

your basic "save humanity from the evil foozle king," its implementation is refreshingly original. Instead of recruiting elves, dwarves and



Hang with the right dinosaur pack in *LOST EDEN* and you'll save the world from the teeth of disaster, and the Tyrannosaurus Rex.

trolls to assist you, *brontosaurus*, *velociraptors* (who we now think got a bad rap) and Amazon women become your allies. And the Tyran, a ferocious

clan of T-Rexes (who else?), led by the wretched Moorkus Rex are your enemy. Although the hard-core adventurer might be turned off by *LOST EDEN*'s lack of complexity—this is basically a slightly less linear *DEATHGATE*—most everyone else will quickly find themselves immersed in this adventure game's rich environment.

Combine this with an absolutely breathtaking soundtrack and it looks like Virgin might just have a winner of jurrasic proportions. IBM floppy, CD-ROM, \$69.95. Circle Reader

Service #3.

VIRGIN INTERACTIVE ENTERTAINMENT, IRVINE, CA, (800) 874-4607

PIZZA TYCOON

Mama Mia, pizzeria! We never thought of making pizza

as an incredibly involving profession until we received *MICROPROSE*'s latest "Tycoon" game, *PIZZA TYCOON*. Budding doughboys can make their pepperoni dreams a reality with all the toppings by successfully managing a single pizza joint into a premier European franchise (sound familiar, Domino's fans?).

Along the way, you'll buy, rent and sell property, design your own pizzas, hire and fire employees, and even go into cahoots with the Mob. This business sim is incredibly detailed and fairly involving, yet it still manages to maintain a certain element of fun, mostly because of the cartoon quality animations and humorous events sprinkled throughout. Although we found making individual pizzas (which involves dragging and dropping tomatoes, cheese and other toppings onto a crust) fun initially, we're not sure everyone will, particularly after

their 96th pizza. And there is no "auto-pizza-create" mode. Gamers looking for light fare may knead to look elsewhere—*PIZZA TYCOON* is actually a fairly detailed, sophisticated game. Gamers with a taste for some comically infused number



Protect your dough in *Pizza Tycoon* by outbaking the competition, and if that doesn't work, you can simply blow up their shops.

crunching and decision making should consider this one. IBM floppy, CD-ROM, \$59.95. Circle Reader Service #4.

MICROPROSE SOFTWARE, HUNT VALLEY, MD, (410) 771-0440

VIRTUOSO

Mediocre graphics and mediocre gameplay make *VIRTUOSO*, by Vic Tokai, well, mediocre at best. The year is 2055 and as a rock superstar, you have decided to escape into the first-person action-filled world of *Virtuoso*. Unfortunately, sluggish controls and repetitive action are the norm in the future, at least when it comes to playing games. Most of the enemies look like flat, stiff cardboard

cutouts (although the evil snowmen are clever), and they move like it, too. Gameplay consists of the usual: find the key in order to escape, and along the way decimate the evil masses and discover lots of neat power-ups. On a positive note, the presence of three completely different environments (Mars, Under-

water Biosphere, and Haunted House),



Frosty isn't such a very, very happy soul in Vic Tokai's *Virtuoso*.

is a good idea, and the music is not bad. Who will *Virtuoso* appeal to? In all honesty, we're not sure. Perhaps the absolutely *DOOM*-starved might want to check it out, but this is one game that is probably better suited for the shareware market than commercial release. IBM floppy, CD-ROM, \$44.95. Circle Reader Service #6. VIC TOKAI INC., TORRANCE, CA (310) 326-8880

That Old Deck Magic

MicroProse Offers New Deal To MAGIC: THE GATHERING Lovers

by Johnny L. Wilson

Its images are drawn from ancient archetypes, presented as some of the best fantasy illustrations available today. Its intoxicating interest level is maintained by intricate play balance, bearing near infinite permutations. Its invigorating challenge is undergirded by subtle, simple game mechanics mixed with a depth and diversity, guaranteed by its capacity for customization. It is the card game, **MAGIC: THE GATHERING**. It is a social phenomenon closest in kin to the **DUNGEONS & DRAGONS** explosion of the mid to late '70s, a game and social encounter held under one rules rubric.

For those unfamiliar with **MAGIC: THE GATHERING**, the concept is simple. You are a wizard dueling another wizard. Wizards, of course, are hard to defeat, so you

must reduce your opponent's point total from her initial 20 life points down to zero. Instead of using some dusty grimoire to cast your spells, you use a deck of cards—your custom deck of 55 cards which you have assembled through trading, gambling a la “keepsie” marbles, and purchasing via “Booster Packs.” Some cards represent lands (power sources) and other cards represent spells, enchantments, interrupts and instantaneous magicks. All of the cards are color-coded to reflect their sources of power (white, red, green, black and blue mana—roughly equivalent to the Death, Life, Nature, etc.), and there is a definite routine to play.

First, you shuffle your respective decks and have the opposing wizard cut your own deck to select an ante (the card for which you are dueling). Next, each wizard deals out a hand of seven cards and sets the rest down as the library (i.e.

draw pile). Then, the space immediately in front of each wizard is the territory (where you will place cards which are in play) and the discard pile becomes the graveyard. Each turn, you draw a new card from your deck and either play one of the eight cards now in your hand or discard one. You may only play one land card (i.e. mana source) per turn and attack only once with as many or as few of your enchanted creatures as you wish. You have the option of tapping as many or as few of your power sources as you choose and, to make it simple, the cards themselves tell you how many power



MACABRE MORTAR & PESTEL Wizards will mix and match their **MAGIC: THE GATHERING** decks on a screen that allows sorting by color, type and more.





points (and what type of power points) you need to accomplish certain actions. At the end of your turn, your opponent receives damage for any hits placed upon her and you take damage for any tapped power points that you did not use. Then, the cycle repeats for your opponent's turn until one or the other of you has taken damage equivalent to 20 life points.

What makes the game particularly interesting is that you must have the right kind of power in your possession to energize a given spell. Otherwise, that card is temporarily useless. So, you must be careful to build your deck to balance power and spells. Further, with more than 1,000 cards currently available, there is almost always a counterspell for every attack you want to make. It is simply a matter of whether your opponent has the right power/card combination to thwart your attacks or not.

WIRED WIZARDS?

So, if the game is so elegant as a pure card game, why would anyone want to experience it on the computer? There are economic, tutorial, practical, aesthetic and social reasons for doing so. In terms of economics, *Wizards of the Coast's* MAGIC: THE GATHERING has become such a collectable phenomenon that experts estimate that it would cost circa \$10,000 to get *one* of every card in the original and *Fallen Empires* set, three times that cost to get the multiple copies of those cards necessary to construct a "killer" deck. Playing the computer game will allow gamers to experience the challenge of the game and the beauty of the illustrated cards without having to invest significant amounts of capital. It also allows you to play without wearing out your existing cards.

In terms of tutorial, the computer

game will allow gamers to overcome two thresholds: game mechanics and basic strategy. It will allow you to construct differing styles of decks and compete against differing styles of play, since each artificial opponent's strategy will be built around its specific decks. That doesn't mean, of course, that the artificial conjurers are chopped liver. As a test, producer David Etheredge put his AI against a local tournament champion. The test AI won three out of the four games.

Also, playing solitaire will often allow you to see cards that you don't own and discover how they work, just in case you experience them when playing the card game. Plus, as will be described later, the campaign game looks very interesting.

As far as the game's practical appeal, the rule-based database will handle rules interpretations transparently. If you don't believe that there are lots of questions about rule interpretations, just check out

one of the MAGIC: THE GATHERING web pages on the Internet (like <http://www.public.iastate.edu/~mikep/magic/general/magic/index.html> or <http://skat.usc.edu:1701/mosaic/magic.html>) or read some of the columns in *The Duelist*, the magazine dedicated to the card game. Tom Wylie, one of the official rules interpreters for Wizards of the Coast, spent an entire week with the programming team at MicroProse, going over timing situations and rules interpretations so that two human players can make moves simultaneously and the computer can referee the correct order. So, theoretically, programmers Jeff Billings and Tim Trzepacz have created a game that can be played faster



and smoother over the modem than with decks of cards.

The pragmatic interface design is also smooth, allowing you to manipulate your playing hand like a Rolodex-style file and to display the five layers of cards in play (Enchantments, Lands, Spells, Artifacts and Creatures) at will. Want the details on a particular card's characteristics? You simply click on the illustration and a dialogue box pops up with the necessary information. In addition, the Wizard's Workshop module allows you to sort all of the cards in your inventory by type, mana color and function. It's a fast way to assemble a deck for future use or for on-line trading purposes.

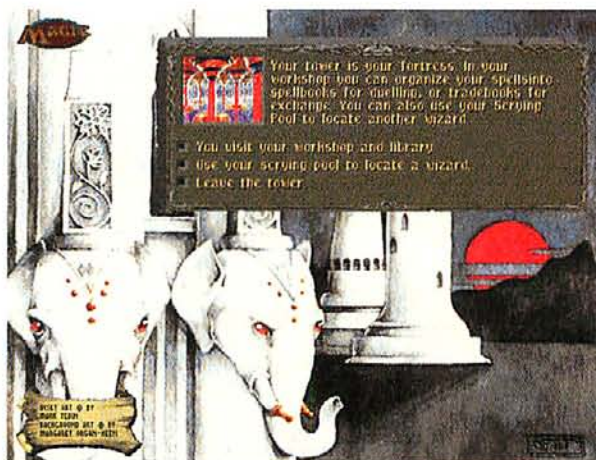
Aesthetically, the computer game will be every bit as beautiful as the card game. There are several different duel screens, each thematically dealing with a different style of magic. You can even play with portions of the illustrated frames around the dueling surfaces, moving animated rats or Aladdin's lamps as you think over possible moves, or change the cursor to skeletal fingers or arrows, as you please. Also, your own on-screen homunculus can be created via a FaceMaker module which lets you choose from 29 basic wizards with six or seven layers of options with one to five options each. It uses a paper doll concept that lets you build and dress your wizard according to your custom ideal.

WIZARDS OF THE HOST

Finally, the social aspect is one of broadened horizons, new vistas. In addition to being able to play head-to-head by a direct modem connection, imagine being able to duel against the designer of the card game, national tournament champions, and the programmers of the computer game's logic via an on-line service. Imagine being able to trade digital cards with anyone in the



OFF TO SEE THE WIZARDS In the "overgame," solitaire wizards will explore a map by choosing locations and following up on clues. Many clues lead to duels.



IT COULD HAPPEN! The "overgame" is event-driven with each experience leading the gamer toward dueling the game's artificial opponents.

country and view them instantly. Imagine being able to compete in national tournaments in order to win both games and collectables from **MicroProse** and **Wizards of the Coast**. **Simutronics** (GEMSTONE III, CYBERSTRIKE, MODUS OPERANDI) will be the developer responsible for integrating the boxed games and network games together. They will build the host environment, a multi-functional referee which will keep track of the universal inventory and individual player's inventory of cards to make sure that no one succumbs to cheating hackers.

Such are some of the reasons for

transforming the card game into an on-line experience. I think they are good ones. Of course, since the inventory for the network version of the game is adjudicated by the host computer, this will naturally mean that unscrupulous gamers playing direct connect will be able to build impossible decks with innumerable Black Lotus cards and other rare gems. Still, the connectivity should be interesting.

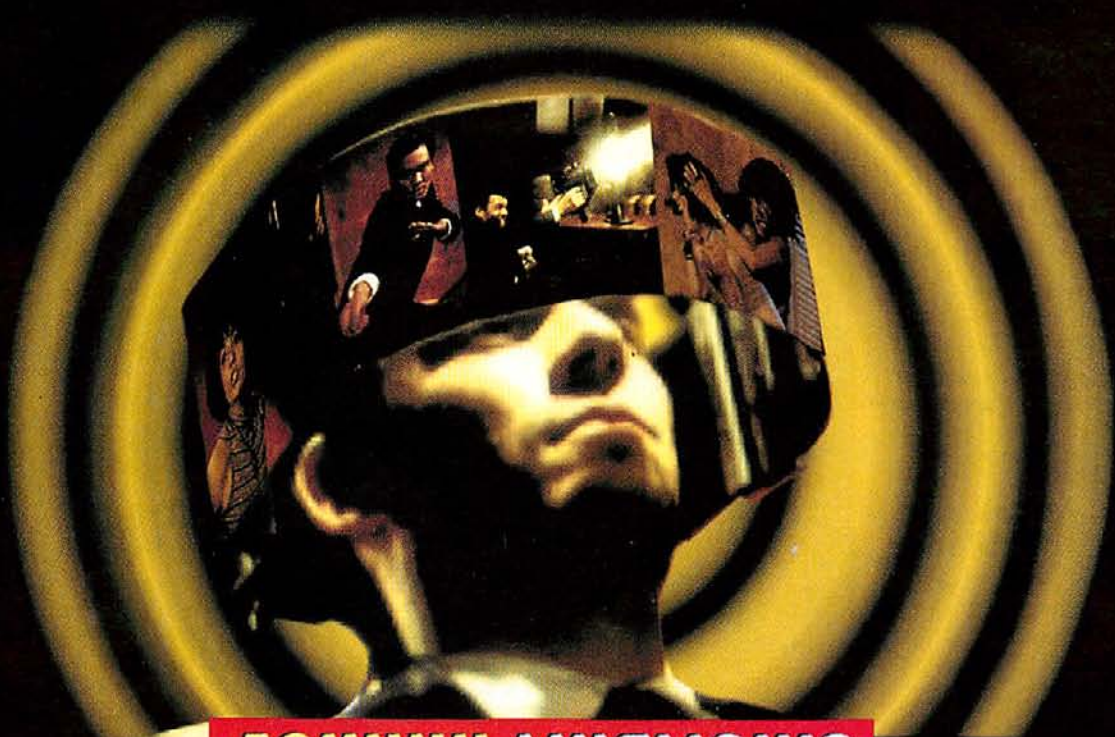
THE ROAD TO SHANDALAR

One of the most interesting new wrinkles in the computer version of **MAGIC: THE GATHERING** is what Arnold Hendrick calls, "the overgame" or "Heir to the Tower." Hendrick, you may recall, was the scripter behind the adventures in **DARKLANDS** (bugs notwithstanding, there were some pretty innovative touches in that CRPG). So, it is not surprising that Herr Hendrick has given us a cross between a CRPG and an adventure game in order to encourage us to learn the rules of the card game and raise our skill level from Apprentice through Initiate, Master, Lord, High Master and on to Magelord. You begin as a promising apprentice adept in the city of Ardestan, the center of power and knowledge for the fictional land of Shandalar. (Shandalar is the game land for the computer version of **MAGIC**, just as Dominia is the game land for the card game.) Then, before you can even finish exploring more than a few graphic maps representing



Fear is all in your head.

Then again, so is the computer chip that will kill you in 12 hours.



JOHNNY MNEMONIC

TM

a new groundbreaking CD-ROM game for the PC and MAC
based on the short story and screenplay by William Gibson

"Best film action in a game yet!" - Johnny Wilson, Computer Gaming World

"An unprecedented hybrid of computer game and feature film" - Premiere

"Killer interface. No windows, no boxes, no cursor. Sucks you straight into real cinematic space and drops an entire world on your head." - William Gibson

SEE THE MOVIE SOON AT A THEATRE NEAR YOU.

>><http://www.mnemonic.sony.com>: >Play the Johnny Mnemonic Cyber Hunt contest. Win gigabytes of prizes.>>



Play a 21st century data courier with a lot on his mind.



Multiple paths with real-time fights and decisions at every turn.

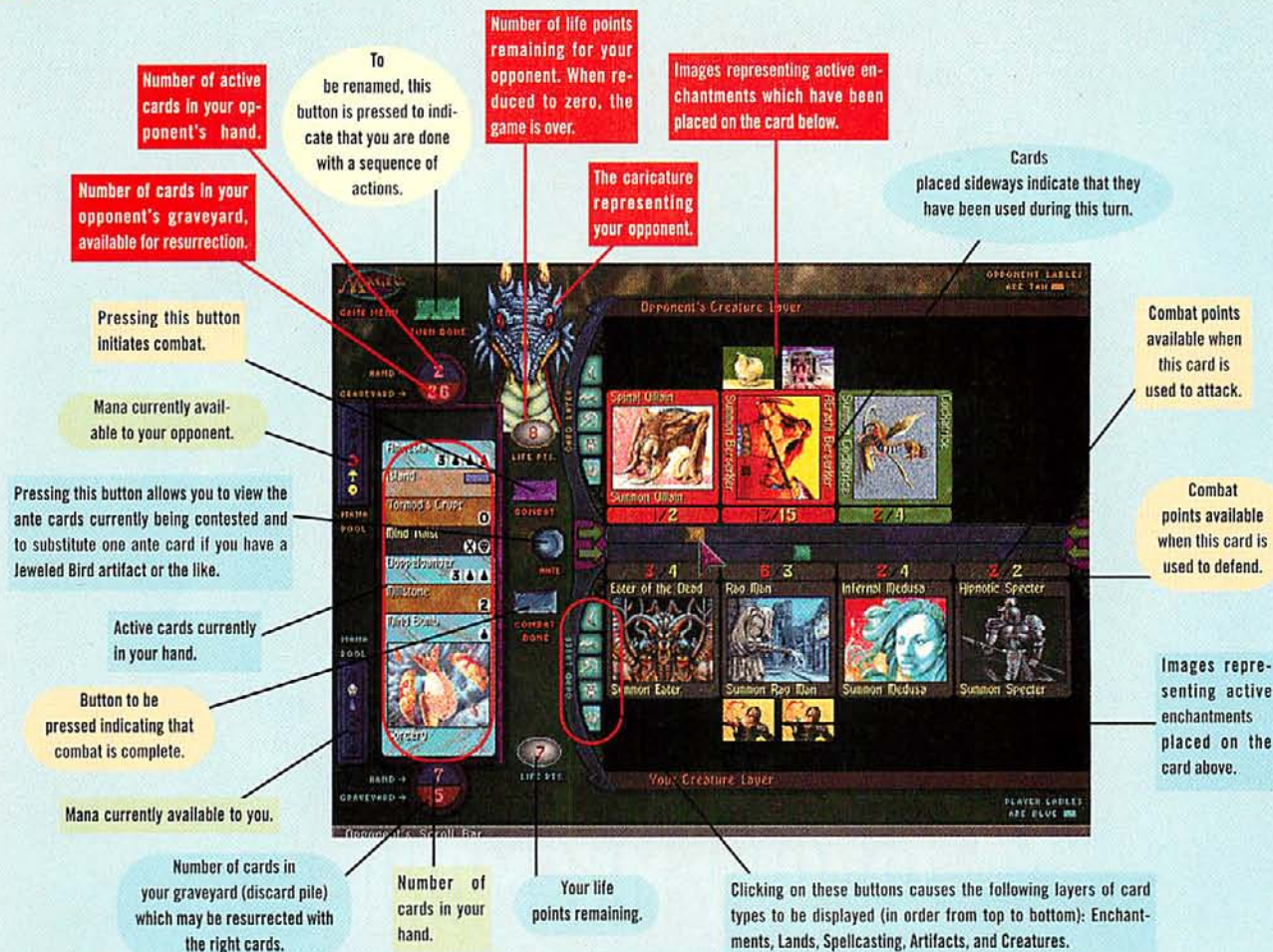


A multi-million dollar, seamless, non-stop movie that you play.



Johnny Mnemonic CD-ROM game is distributed by Sony Imagesoft, 2400 Broadway, Suite 550, Santa Monica, CA 90404. Underlying game code ©1995 CineACTIVE, LLC. ©1995 CineVisions in trust. All Rights Reserved. Johnny Mnemonic is a trademark of CineVisions in trust. Feature Film: a Robert Longo Film, a Peter Hoffman, Staffan Ahrenberg and Alliance Communications presentation. Sony and Betacam are registered trademarks of Sony Corporation. Imagesoft and the Quill Design logo are trademarks of Sony Electronic Publishing Company. All Rights Reserved. CD-ROM game: ©1995 Sony Electronic Publishing Company. All Rights Reserved. Propaganda Code and logo are trademarks of Propaganda Film, Inc. Quicktime and the Quicktime logo are trademarks of Apple Computer Inc. used under license.

RED indicates information about your opponent's strength.



Ardestan, you are drawn into the main plotline—the rationale for seeking out other wizards and dueling them.

As in *DARKLANDS*, there are also little side quests that will enable you to improve your skill and amass additional cards. Riddling sphinxes in the wilderness, raiding nomads who insist that you duel against them, and an ultimate Foozle to confront. There are arenas where you can confront artificial enchanters in

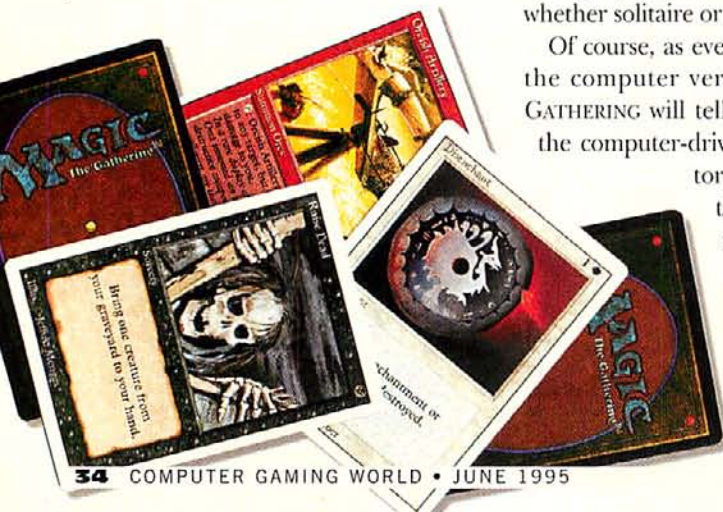
duels where ante cards are at risk, where ante cards are returned after experience points are gained, and where neither experience points nor ante cards are at risk. There are bazaars and taverns where trades may be made, as well as rumors to glean, places to explore, and impromptu duels to fight, all accessed by simple point and click maps. In short, the adventure is designed to pull you quickly into playing and keep you playing, whether solitaire or on-line.

Of course, as everyone connected with the computer version of *MAGIC: THE GATHERING* will tell you, the purpose of the computer-driven sorcerers is to tutor you prior to joining the on-line game. Remember, part of the game's name is "Gathering" and that means it must be social to be successful. So, these

opponents are merely obstacles with particular thematic goals to improve your play. Finally, there will be several locations in Shandalar with will be analogous to "chat" rooms which will be available on the network and serve up to 100 wizards at a time. Using this geography, gamers will be able to navigate around the network and find the trading and challenge opportunities they desire.

DO YOU BELIEVE IN MAGIC?

Whether you are already a *MAGIC: THE GATHERING* fanatic or, like many of us in the CGW offices, have stayed away from the game in order to avoid getting caught in the collecting frenzy of the last couple of years, the *MAGIC: THE GATHERING* computer game has the potential of opening a new portal into this dangerous dimension of gaming addiction. Do you believe in *MAGIC*? I can no longer claim that I don't. ☹

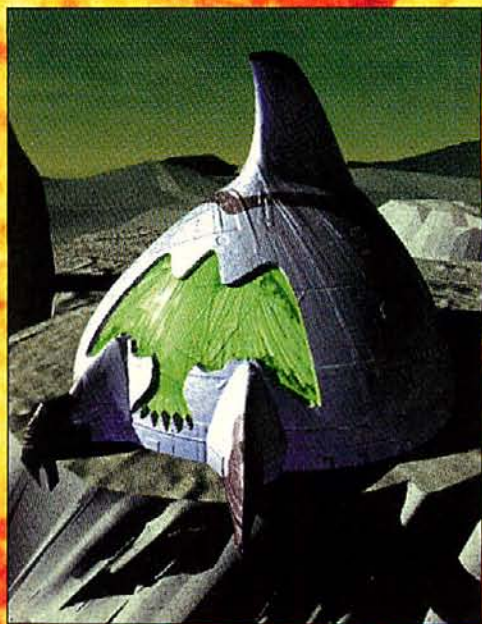
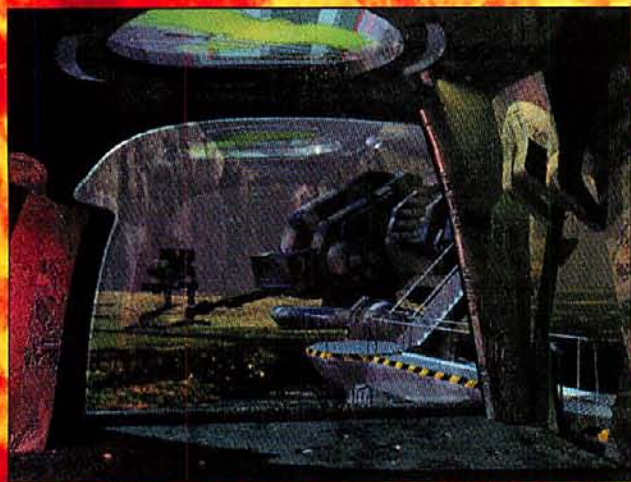


**THE SUMMER OF 1995 WILL BE
THE HOTTEST ONE EVER...**

OFFICIAL PRODUCT
BATTLETECH
UNIVERSE®



BY ABOUT 1000



MechWarrior and BattleTech are registered trademarks of FASA CORPORATION.
Activision is a registered trademark of Activision, Inc.



DEGREES.

MECHWARRIOR[®] 2
31ST CENTURY COMBAT

EXPLODING THIS SUMMER

heat up the highway and win @ <http://www.activision.com>

Circle Reader Service #68

ACTIVISION[®]



Earn Your WINGS!

Join Two Real-World Pilots As They Test Fly The Gaming World's Best Flight Simulations

by John and Bob Nolan

After growing up as sons of a career Air Force pilot, going through USAF pilot training, flying Air Force jets, and being hired by major airlines, it suddenly dawned on us that we were sort of "into" aviation.

We also realized that we were never going to be able to afford our own P-51 Mustangs to fulfill our flight fantasies. So we did the next best thing. Combining some cash, 48 years of flight experience, and over 25,000 flying hours, we bought two old World War II trainers and two 486 computers. We fly the airplanes for the nostalgic joy of open cockpit flying and the computers to satisfy the Walter Mitty fighter pilot in us. We're both sure we'd have been leading aces in "the big one," if we'd have been born early enough...and managed to live long enough.

Of course, not everyone is so fortunate to have gone to flight school and bought planes—which brings us to the benefits of computer flight simulations. First of all, it won't cost you half a million dollars to own a P-51.

Most games can be had for about 50 dollars. Secondly, you won't be burning two dollar-per-gallon avgas at rates that can very easily exceed 50 gallons an hour. You can fly against other cyberspace aces for as little as two dollars an hour or against the computer for no charge. Your maintenance costs will be essentially zero and you won't be tracking dirty engine oil onto your new cream carpet. Most importantly, if you crash or get shot down, your loved ones won't have to attend a weepy ceremony to inter your remains in a small brass matchbox. It is cheap and it is fun.

But is it as much fun as actually flying an aircraft? That depends to a great degree upon how realistic the simulation seems. At every major airline, in rooms the size of a three car garage, there are huge, six axis, full-motion flight simulators. These behemoths are surrounded by mainframe computers and hydraulic jacks to provide totally realistic motion and graphics. The FAA has certified these machines as so realistic that a pilot need never fly a real aircraft during his checkout. His first flight in an actual aircraft will be "on the line" with passengers aboard. After having flown real aircraft, what do you think is the most common comment of these crews upon exiting these expensive airline computer marvels? "It doesn't fly like the real thing."

So, unless you have a few spare million

and a huge empty garage, you are not even going to approach "total realism" in a flight simulation. Nevertheless, some of the currently available PC flight sims will make your hands clammy, your mouth dry, your neck hairs stand up and sweat trickle down your rib cage. They provide the "mental feel" if not the rocking, rolling, g-loaded "physical feel" of air combat.

WHAT'S IN A SIM

The primary factors in offering a realistic flight experience are good graphics, an accurate flight model and some sort of "purpose" to the simulation. You are not going to feel like Chuck Yeager if your P-51 is a boxy, gray shape with few instruments—especially if you're chasing an equally non-descript Me-109 across a featureless blue sky. The environment in which you operate also requires attention to detail. Cloudless skies and featureless terrain are not conducive to creating the illusion of flight.

You also need your computer aircraft to suffer the same limitations and enjoy the same advantages as its real counterpart. Looking around the sky and into your cockpit would ideally be as easy as it would be in an aircraft. The views available should be realistic. The flight model must accurately represent the controls and performance available in the aircraft you are



simulating. A P-51 that can climb vertically like an F-16 is ridiculous and detracts from the mental feel we are seeking. The controls should also be representative of your aircraft.

While we are substituting a keyboard for switches and levers, controls should be accurately represented and relatively straightforward to use while having a "normal" effect. In all computer simulations, however, aircraft systems and controls have been vastly simplified. They had to be: the customer base for a game that takes six weeks of ground school

training to get airborne is probably zero!

Lastly, there must be some sort of "mission" or "purpose" to the game or you will soon become bored. Some games allow you to plan missions or fly "campaigns." They allow you to deal with continually varying situations. A game that repeatedly puts you in the same situations is usually soon mastered and removed from the hard drive.

In short, a good computer simulation provides graphics that make you feel as if you are actually sitting in the cockpit about to blast a Zero out of the sky. It is challenging to fly well, accurately represents the capabilities of the selected aircraft, and presents continually varying challenges.

THE TEST FLIGHTS

With the ideal simulation in mind, we'll take a look at the wide variety of flight simulations available and see how they stand

up against our demands. Our purview will span the history of flight, from the first World War, to the Second, and on through the modern era, focusing on simulations that are currently available in one form or another. We'll also take some quick glimpses at the simulations that will be released over the next few months.

The games we'll look at can operate on three levels. All of the games allow you to challenge the computer artificial intelligence provided by the game designers. In this basic mode you square off against a computer programmer's idea of an enemy flier. The next level allows you to link with another fighter pilot via modem and pit your skills against a human opponent. Lastly, there are opportunities to play against multiple human opponents via on-line services or networks.

LEVEL ONE: COMPUTERIZED CLAY PIGEONS

As soon as you get these games loaded, you'll want to jump into a dogfight. Most of them provide an "instant action" scenario that will quickly put you into combat. You'll

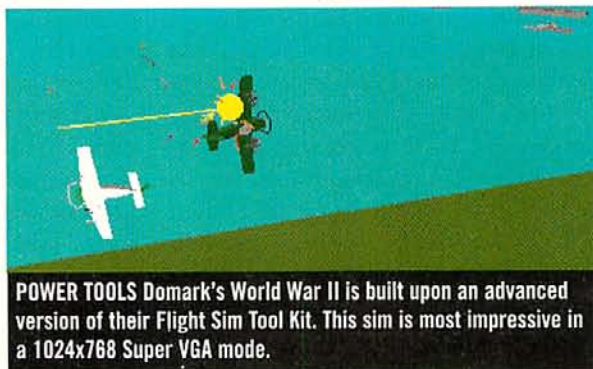
be flying against Captain Aay Eye, the fearsome computer ace. Some AI actually fights quite well using good tactics; other computer pilots just become incredibly accurate shooters. In any event, the lower

levels of AI soon become a repetitive shooting game like skeet or trap; you can kill at will. At the highest levels of most games you'd better pay attention or you'll be the puff of dust hanging in the sky!

DOMARK'S WORLD WAR II

Through no fault of its own, Domark's World War II started out with a disadvantage; despite excellent help from Domark, our video card would not run it in SVGA. We had to settle for VGA and the VGA was good, but we were disappointed not to have tried the 1024x768 graphic resolution mode available when using a video card with an S3 accelerator chip. The game allows you to play a Midway or D-Day scenario, flying for the Allies, the Germans or the Japanese. Each scenario has six different missions, and your choice of country will dictate which of the six available planes you will fly. You may select from four different skill levels

with "Veteran" being the most realistic. The flight control model seems very sluggish with a somewhat jerky reaction. Stalls are easily recovered and not very realistic, and we were unable to achieve a true spin. G-effects are modeled and are adequate. The enemy is not particularly good at air combat maneuvering, but they know how to shoot! All in all this seems like a flight sim from a much earlier sim generation. The lack of campaign functions or career opportunities contribute to this impression.



POWER TOOLS Domark's World War II is built upon an advanced version of their Flight Sim Tool Kit. This sim is most impressive in a 1024x768 Super VGA mode.

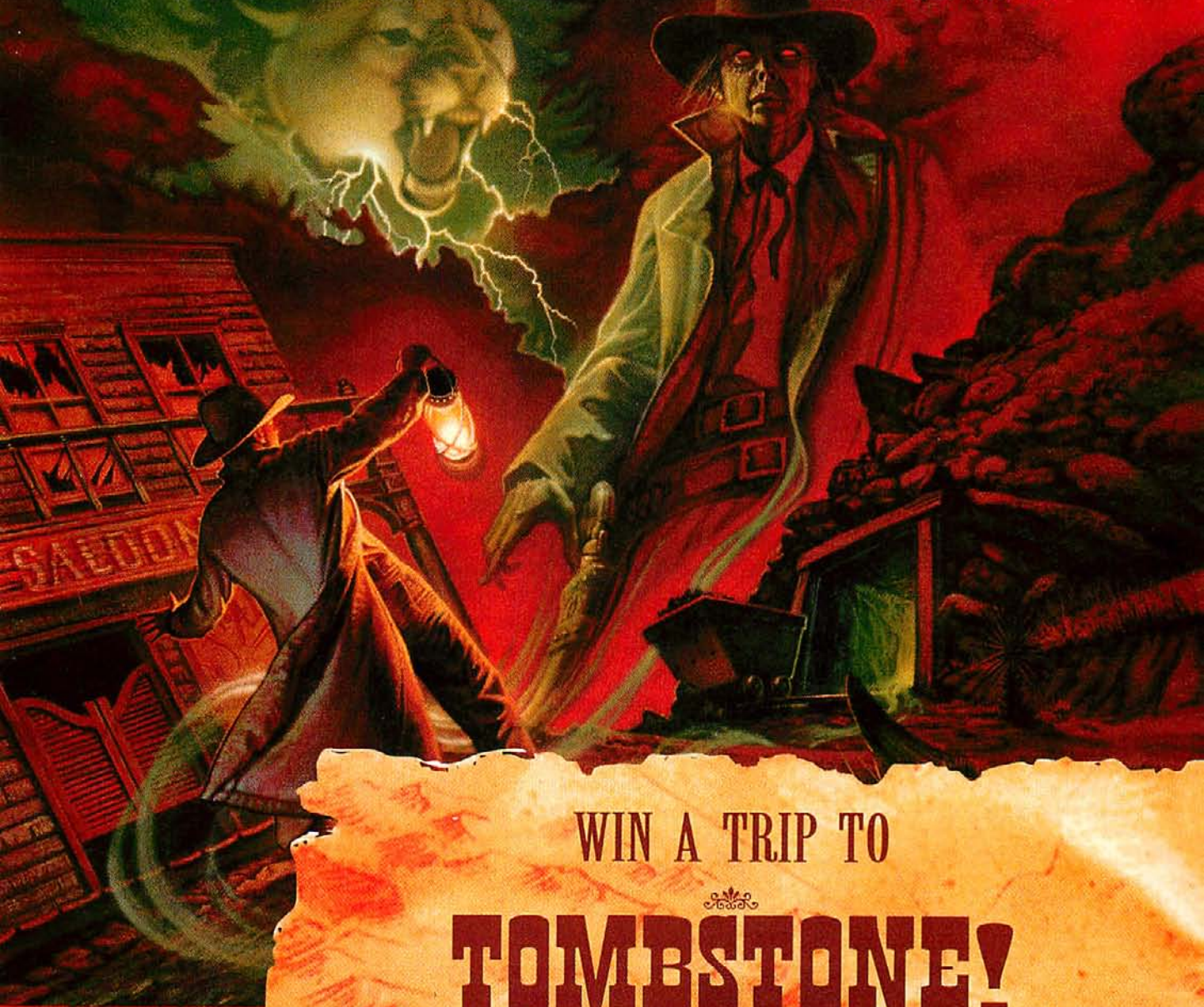
DYNAMIX' "ACES OVER..." SERIES

The WWII games from Dynamix are really variations on a theme. These games are easy to play and don't take much time to learn. If you have played one, you have played them all. The artwork changes but the game play and the artificial intelligence don't. The level of performance realism here is at the lowest acceptable level, but it is acceptable. All of the primary flight control (elevator, aileron, and rudder) inputs work; spins, blackouts and "wounding" are modeled; effects and recovery from these problems generally follow real-world experiences. With a little more realistic flight modeling these games could be awesome. The graphics are good but you always know you are looking at a drawing of an aircraft. The cockpit interior art is minimal and drab; it does not induce a feeling of "being there." Enemy artificial intelligence is not too good; again, increasing the enemy ability to "Expert" seems only to make their gunnery capabilities phenomenal.

After saying all of these negative things, however,

ALONE IN THE DARK 3

THE GOLD'S BEEN UNEARTHED, NOW ONLY SECRETS REMAIN...



WIN A TRIP TO

TOMBSTONE!

SADDLE-UP FOR AN ADVENTURE IN THE WILDEST WEST EVER.

Buy Alone in the Dark 3 and you may find yourself in "the town too tough to die!" Register by June 16, 1995, and you could be off on one of three week-long trips for two to Tombstone's gold mines, authentic saloons, and infamous OK Corral. You could also win 15 I-Motion CD-ROMs and 75 hint books.

Alone in the Dark 3 will also take you on a 3-D adventure to the ghost town of Slaughter Gulch, where the cast and crew of Hill Century Studios' latest production have vanished. As supersleuth Edward Carnby, you'll enjoy up to 70 hours of solving puzzles and dodging outlaws as you uncover their mysterious disappearance. So sharpen your spurs and get ready for the draw... with Alone in the Dark 3 you can't imagine how wild the West can get.

BUY ALONE IN THE DARK 3 BY JUNE 16TH FOR YOUR CHANCE TO WIN.



Your Wild West adventure is now available on PC CD-ROM.

It's Windows compliant and Sound Blaster compatible.

For more information or contest rules, call: 800-443-3386.

Circle Reader Service #70

F
L
I
G
H
T
S
I
M
F
E
A
T
U
R
E



SCRATCH ONE KRAUT Beware of AI pilots in *Aces Over Europe*—they're superhuman gunners.

we must add that the whole is much greater than the parts. These games are interesting and entertaining and do provide many varied missions and a campaign option. We really enjoyed dueling the great aces; the best will give you a tough fight if you don't use your choice of aircraft correctly. These games are worth the drive space, especially if you have a few young pilots around the house.

ELECTRONIC ARTS' U.S. NAVY FIGHTERS

Electronic Arts' most recent release is *U.S. NAVY FIGHTERS*, a graphically stunning presentation of carrier-based aviation. It is organized in the *FALCON* vein, with 14 training sorties to familiarize yourself with the available aircraft and missions. There are another 36 sorties that let you put your training to good use. The Quick Mission Creator allows you to easily set up an encounter with the bad guys, with the computer handling the details. The Pro Mission Creator will let you design a very complex mission in-



LAY HER DOWN, GENTLY Carrier landings in *U.S. NAVY FIGHTERS* require practice and a soft touch.

volving multiple wings, ground targets and air defenses. Lastly, there is the campaign in the Ukraine with 50 separate missions.

This game easily wins the jet game graph-

ics award—no other even comes close. It is simply beautiful. The rear view mirrors even work just the way they should! The sun blindness feature is the one everyone else will be copying. On the flight modeling end, g-effects are difficult to induce. We loaded up eight positive and three negative g's without changing the screen at all. (These sailors are tough!) Every once in a while we could get the g-effects to kick in, and when they did, they were average for the genre. The controls are very smooth and effective, as they should be in a high performance jet. On the other hand, the stalls and spins are very simplistic and very quickly and easily recovered. The planes also seem to retain their energy extremely well, so it is hard to get slow. You can go a very long way at idle power, suggesting that the drag computations may be off.

The enemy skill level is mediocre. The missile fights tend to be brief if you set up your shot correctly, and the enemy pilots tend to be very predictable in their maneuvers when flying in the "guns only" dogfights. The *FALCON* series definitely has more difficult adversaries and more "depth" to the play possibilities. Despite this, *U.S. NAVY FIGHTERS* is still a good game, and we found ourselves playing it quite often due to the graphics. With a modem head-to-head play option, it would easily be our favorite jet game. Be advised that it is a demanding game for a computer to run, particularly with all the detail on high, texture and shading enabled. You need a very fast processor and lots of RAM.

EMPIRE'S DAWN PATROL

If you took the Compton's encyclopedia group and mated it with the designers of *Dynamix's RED BARON*, you'd get something like *Empire's Dawn Patrol*. This World War I flight simulation has a unique structure to its design. The player is presented with a book of four chap-

ters, the first of which offers mission-oriented challenges; the second allows you to relive significant missions in the careers of 15 famous aces; the third bases the action around 14 particular types of air-

craft; and the last one allows you to create your own career. In any chapter, you may fly for the Allies or the Germans.

The graphics in this game are excellent, although the actual view screen is a little small. The aircraft are colorful and well rendered. The flight model leaves a little to be desired, as spins are not modeled and stalls are very easily recovered from. In addition, you can be hanging on the edge of the stall and suddenly execute an amazing hi-g hi-rate turn into your enemy without stalling.

Be prepared to spend a long time familiarizing yourself with the view controls. While the designers have undoubtedly set a record for the most views ever in a flight sim, the view controls are not intuitive. You will log many, many hours on this sim before you be-



LOOKS GOOD GOING DOWN The graphics are stunning in *DAWN PATROL*, and the interface is like a flight encyclopedia.

come proficient in keeping the bandit in view. Gunnery is slightly challenging on "hard targets," but with a steady hand, you will score. Enemy skill at the "high" level is good, but not as tough as it should be. Overall, this game has a lot of features to hold your interest. If the view functions were easier to use, it would be much, much better.

KESMAI'S AIR WARRIOR

AIR WARRIOR by Kesmai is a different type of game. For starters, it comes in two flavors: a stand-alone game, and an on-line, multiplayer version, which we will talk about later. The play style also comes in two flavors: Half Time and Real Time. Real Time attempts to be as close to reality as possible; for example, most aircraft have a more realistic ammo load of about 20 seconds of firing. Half Time slows down play to half of the RT rate and eliminates spins and blackouts while giving you unrealistically high ammo loads and so forth. Playing either version against the computer AI is most akin to practicing golf with a cup in your living room. It is not all that much fun, but if you are going to be any good at the on-line multiplayer game, you must practice.

Can your PC make you fall in love?

It's like nothing you've ever felt before. It starts as infatuation and becomes an obsession with adventure, excitement and sweet experience.

Transform a bland PC into your fantasy system. A concert hall. A time machine. An interactive movie. Install a Diamond multimedia kit, sit back, close your eyes and enjoy

- ◆ Quad-speed CD-ROM drive (600 KB/s transfer rate)
- ◆ 16-bit wavetable upgradable sound card
- ◆ Quality speakers
- ◆ Tailored software
- ◆ 1 year warranty

the crystal clear, CD-quality sound. Open them and drink in the pulse-lifting power of quad-speed CD-ROM

drives, the heart of multimedia. With the most complete line of quad-speed multimedia upgrade kits anywhere, Diamond gives you the beauty of choice. From our

Premium 5000 "no compromise" kit with all the extras, to kits for gamers, education and small and home businesses.

We make it easy to get involved, with simple installation and operation.

"Installing the 5000 was as easy as could be."

Multimedia World 4/95.

Plus the comfort of 24-hour fax-back and on-line support service.

For more information contact your local dealer or call Diamond at **1-800-4-MULTIMEDIA** today.

Diamond Multimedia Kits. Isn't it time you made the move?



Premium 5000
The ultimate in quad-speed power \$449!

Quad-Speed Kits



SOHO 6000
Designed for today's home office \$399!



Value 4000
Affordable CD-ROM power \$399!



Educator 3000
Perfect for young children \$399!



Quad 500
Turbo charge your multimedia PC with quad-speed \$249!



24-Hour Fax-Back: 1-800-380-0030 • Internet: www.diamondmm.com

©1995 Diamond Multimedia Systems, Inc., 2880 Junction Avenue, San Jose, CA 95134-1922. All trademarks and registered trademarks are the property of their respective holders.

COMPUCEA

COMPUTER CITY

MICRO CENTER

ELEK-TEK

Fry's

FUTURE SHOP

CDW

EGGHEAD SOFTWARE

the good guys!



AIR WARRIOR models World War II aircraft of all nations, and you can mix and match as you like. You may fly Spitfire versus Spitfire or whatever suits your imagination. The Super VGA artwork of your aircraft is superb. The enemy planes are very good, but not as

ammo; like a lamb to the slaughter, you'll soon be ready to go on-line.

MICROPROSE'S F-14 FLEET DEFENDER

F-14 FLEET DEFENDER is the latest in a long series of "jet" games from MicroProse. Taking lessons from MicroProse's F-15 STRIKE EAGLE series, F-14 FLEET DEFENDER offers excellent graphics, flight modeling and g-effects. The only flaw in flight modeling is in spin characteristics; when you run out of air-speed, the aircraft just finally drops nose low no matter how much you abuse the flight controls.

Since this aircraft is a two-seater, you will be hopping back and forth between cockpits if you wish to make maximum use of your aircraft's ability. While this certainly adds realism to the game, we found we prefer single-seaters. The game offers campaign options that allow

you to progress through numerous related missions. How well you do on each mission affects what comes next, as well as the overall success of the campaign. There are many hours of good game play here.



HOT SEATS You'll be hopping between pilot and radar mode in FLEET DEFENDER's dual seater F-14.

The FLEET DEFENDER Gold edition requires Windows 3.1 or later. GOLD adds six new campaigns, two new theaters and an unlimited mission builder to the previous program. It also includes an interactive cockpit tour and two instructional modules to have you up and flying in no time.

MICROPROSE'S 1942: THE PACIFIC AIR WAR GOLD

MicroProse's 1942: THE PACIFIC AIR WAR GOLD is for the piston engine fanatics. The graphics are beauti-

ful, some of the best to be found in these air combat games. All objects are accurately rendered and there is lots of detail, although the "bogies" are little more than blurry dots until you are right on top of them. That sure needs a fix. While they are at it, they can work on the instrument panels. The panels are beautiful renditions of actual cockpits, but they are far too blurry and washed out, making it very hard to read the altimeter in a dogfight.

Flight modeling is pretty well done. Ailerons, elevators and rudders all have the desired effects. Spin entry is very realistic; recovery takes a very smooth procedure, at least 2500 feet of altitude, and will require lots of practice. Blackout g-effects are also very good. You must pay attention to your throttle settings



MAY I RIDE YOUR SIX? A Japanese Zero gets tail-gated in the graphically rich 1942: PACIFIC AIR WAR.

or you can damage the engine, just as in actual flying. The gunnery model seems very realistic; you will have to shoot well to smoke the bandit. Overall, this one gives the feel and workload of flight to a greater degree than most games.

You can fight on either the American or Japanese side, and the normal flight simulator campaign options are available to you as a pilot. You can fly several historically accurate air engagements on various levels of play. You can even play this as a strategy and tactics game by selecting a historical "carrier battle" scenario; here you will act as the admiral and direct your forces on the grand scale.

The GOLD edition adds six new aircraft types, two new theaters, modem play, and hundreds of new missions. It also includes a multimedia flight school similar to the one in FLEET DEFENDER GOLD with some great film clips and good instruction. The modem capability makes it a whole new game, so upgrade if you need too.

MICROSOFT'S FLIGHT SIMULATOR 5.0 AND 5.1

Microsoft's FLIGHT SIMULATOR 5.0 is the only civilian sim currently worth mentioning. It is also the only one that will pay for itself several times over. If you are thinking about getting a pilot's license, this is the one



TRAINER GAME The packaged version of AIR WARRIOR is really only practice for on-line action.

detailed as they should be, especially at moderate ranges. Terrain essentially has no detail. Whatever your altitude, all ground is the same color of green, water the same color of blue. This can make it a little tough to keep from swallowing sod when you're fighting down in the dirt. It undoubtedly speeds up the frame rate, though.

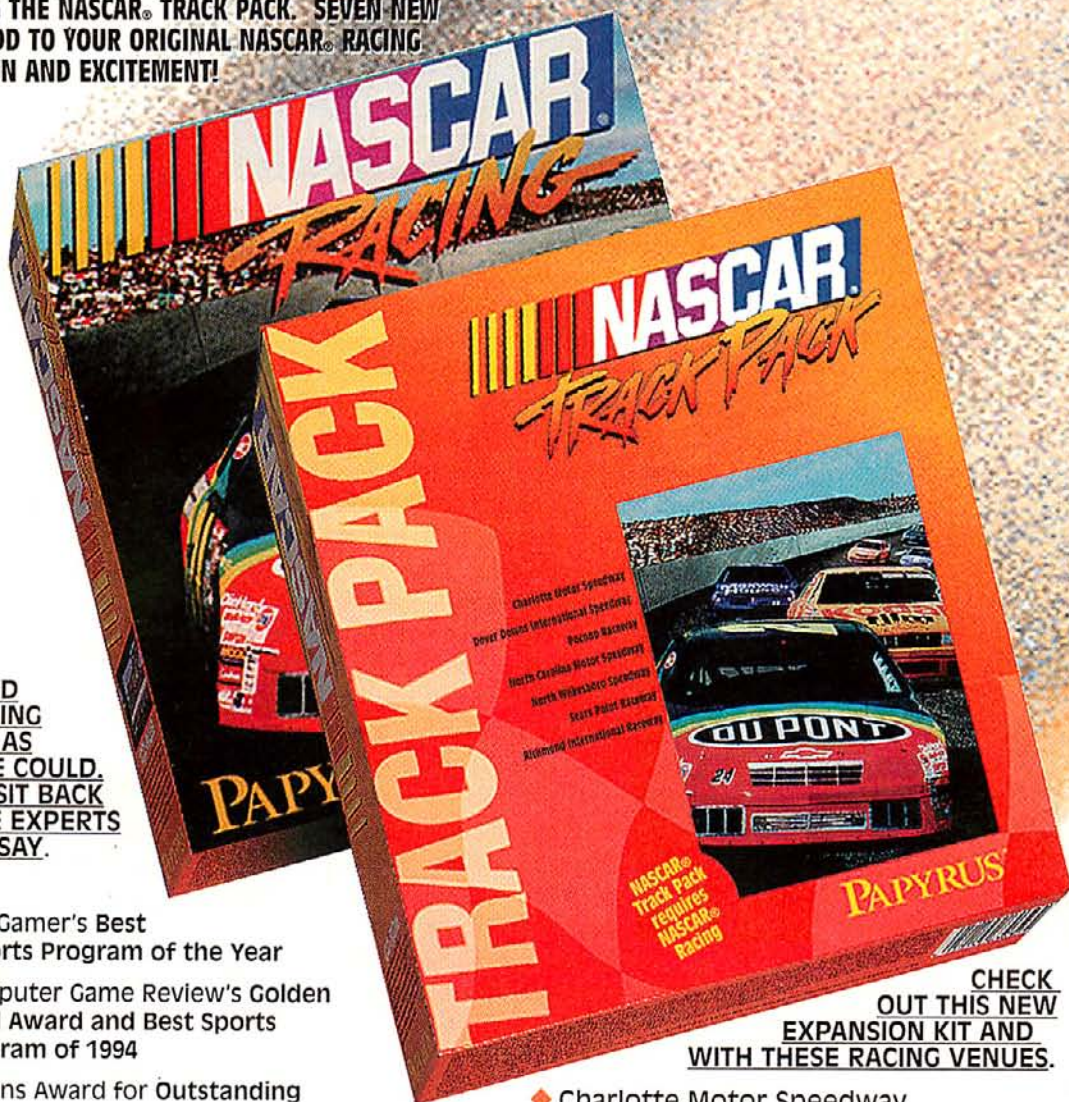
Flight controls are generally good, with a few inaccuracies caused by the flight modeling, particularly when you are slow and inverted. Spins are also modeled but recovery techniques are not realistic or consistent; you can recover many spins with a flick of counter aileron. Blackout modeling is poor with the effects more akin to an on/off light switch than actual grayed out from g's.

AIR WARRIOR has the best view controls by far, employing the numeric keypad in a logical, intuitive manner with views that slightly overlap. There are a total of 18 easy-to-use views, so it is simple to keep a bandit in sight. Used with a joystick with a "top hat" nob, the view control is the best in the business.

As far as missions go, you can engage up to ten enemy planes at once in a continuous battle scenario. You can bomb as well, using fighters and bombers. The enemy AI is weak, even in the "ace" mode. Soon you'll be killing two or three aces with one RT load of

THE NASCAR® RACING SEASON HAS JUST BEEN EXTENDED.

INTRODUCING THE NASCAR® TRACK PACK. SEVEN NEW TRACKS TO ADD TO YOUR ORIGINAL NASCAR® RACING FOR MORE FUN AND EXCITEMENT!



**WE'VE HYPED
NASCAR RACING
JUST ABOUT AS
MUCH AS WE COULD.
NOW WE'LL SIT BACK
AND LET THE EXPERTS
HAVE THEIR SAY.**



PC Gamer's Best Sports Program of the Year



Computer Game Review's Golden Triad Award and Best Sports Program of 1994

CES Innovations Award for Outstanding Simulation

Interactive Gaming's 1994 Game of the Year Award for Best Sports Program

Interactive Gaming's Editor's Choice Award In Recognition of Outstanding Achievement in Game Design and Execution of Production



Computer Gaming World's Best Simulation of 1995



SPA's Codie Award for Best Sports Program 1995

NASCAR Racing, officially licensed by NASCAR, is the most realistic driving simulation available for your PC.

NASCAR is a registered trademark of the National Association for Stock Car Auto Racing, Inc. Virgin is a trademark of Virgin Enterprises, LTD. DuPont Automotive Finishes trademarks used under license from Motorsport Traditions, DuPont, Jeff Gordon and Hendrick Motorsports. Sterling Marlin name and likeness and KODAK, GOLD and Trade Dress are trademarks licensed to Papyrus Design Group, Inc. by Eastman Kodak Company. Maxwell House is a registered trademark under license from Advantage Management.

**CHECK
OUT THIS NEW
EXPANSION KIT AND
WITH THESE RACING VENUES.**

- ◆ Charlotte Motor Speedway
- ◆ Dover Downs International Speedway
- ◆ Pocono Raceway
- ◆ North Carolina Motor Speedway
- ◆ North Wilkesboro Speedway
- ◆ Sears Point Raceway
- ◆ Richmond International Raceway

**NASCAR TRACK PACK OFFERS SEVEN
NEW CHALLENGES TO ROUND OUT YOUR
FULL RACING SEASON.**

Available on PC CD ROM at your local retailer.
Or call 1-800-836-1829 to order direct.

PAPYRUS™

Papyrus BBS# (617-576-7472), CompuServe (GO PAPYRUS), Internet (ftp.std.com, ftp.papy.com, www.papy.com), AOL (keyword PAPYRUS)

CALL ABOUT
OUR FREE
FLOPPY FOR
CD EXCHANGE
PROGRAM



Distributed by Virgin Interactive Entertainment, Inc.
Dealer inquiries please call:
(714) 833-8710



to have. If you work at the lesson plans and really practice your procedures you will save tons of time and money when you start flying real airplanes. You won't learn how to fly a real airplane, but you will be familiar with the controls and their effects and the procedures required for their proper use.

The graphics here are very good and the flight model accurate. The game includes a Flight School and will track your progress. If you will give this program solid effort you will reduce the actual flight time it takes to get your license by a significant amount.

The new 5.1 version includes new "Flight Challenges" like landing a Cessna 182 on the Nimitz, recovering from a spin, buzzing downtown Chicago, and doing some low visibility instrument approaches. These



CIVIE SIM Microsoft's **FLIGHT SIM 5** is the next best thing to private lessons for learning civilian flight.

challenges are meant to add more of a "game" aspect. Most are simple and easily mastered, although they do provide a diversion from "flight school." The 5.1 version also includes plenty of new scenery and airports, and new weather effects to make your simulated life interesting. In addition, the flight model seems to have been improved with smoother controls. While we wouldn't feel the need to get 5.1 as an update, we would buy it over the 5.0 version.

ORIGIN'S WINGS OF GLORY

WINGS OF GLORY is the latest "flight sim with a storyline" from **Origin Systems**. Set in France, 1917, the player has various air combat adventures over the trenches of WWI.

As you might expect, realism is a sec-



LEADED ZEPPELIN STRIKE COMMANDER warps to 1917 for Origin's cinematic sim, **WINGS OF GLORY**.

ondary consideration for this game—it's the overall game experience that counts. We were unable to make these aircraft do anything more than a minor spin entry, and the recovery is extremely simplified: release the stick for a moment and you're fine. Otherwise, the flight control model is not too bad. You will notice that rolling without using the rudder is very slow, as it should be. You will be unable to generate any g-effects on vision no matter how hard you pull at various airspeeds. When you do pull hard, though, there's a great audio effect of wings creaking that is almost worth the price of the game by itself.

Origin got enough feedback from players wanting more items in the flight model, so they created a patch "GLORY.EXE" that adds a few features. If you download this file from the Origin BBS, you can add an up/forward (Lewis Gun) view to all the aircraft, make the aircraft easier to spin, add g-induced blackouts, and "jet like" control response. In our opinion, this download is mandatory just for the up/forward view. The spins

are easier to induce, but they are still easy to recover. With the patch, if you've lined up a bogey and your Armour Star "ham hands" get rough, you will spin and have to line him up all over again. We still could not induce any blackouts since the wings always ripped off first. The patch README file mentions that it is very hard to do unless you turn wing shearing off. Even then we were unable to induce it, but it must be there somewhere!

In general, the graphics are very, very good. The external shots of airplanes going down are especially great. There is a lot of detail in the graphic model, even down to the pilot's scarves flapping in the breeze. The enemy artificial intelligence is good in the "ace" mode, but once again, the main improvement is in gunnery.

With respect to the story aspect of the game, you will have to make your own decision. We found ourselves desperately hammering on the escape key to get on with the flying. Perhaps this is more because it takes so long to load the scenes from the CD. Of

course, you can always just create your own air combat missions, which are as much fun as the storyline. We found we really enjoyed this game once we installed the new patch file. It's good to see the game get continued support from Origin.

SPECTRUM HOLOBYTE'S FALCON LINE

The **FALCON GOLD** Edition includes **FALCON 3.0**, **OPERATION FIGHTING TIGER**, **MI-29**, and **HORNET** from **Spectrum HoloByte**. If you're a big Falcon fan, it might be worth the price of the new CD just to have all the games and numerous patch files in one place.

These games are but a variation on a theme; you're pretty much just adding new planes and theaters. It's clear that the graphics have been surpassed by newer games. The rather crude angular shapes of the aircraft were great when they were first introduced, but that was a while ago.

Still, we feel this series of games is perhaps the most realistic of all the simulations. The flight model, controls and g-effects are good, probably the best of all of these jet games. The mission types and cam-



THE AGING KING No one has yet topped **FALCON 3** in the modern air combat arena.

paigns are well designed with your successes and failures affecting the next mission and overall results. Your abilities as flight leader are important, but your decision-making abilities as squadron commander have a major effect on the campaigns' success. The view methods, while innovative at the time, are probably the weakest part of Spectrum HoloByte's work. The padlock view, supposedly the solution to screen imitation of the real world, is tough to get used to and is unlike anything you will experience in actual flight.

The learning curve for **FALCON** or **MI-29** is steep, and the manuals for each run about 400 pages! It will take you a long time to be deadly at the most realistic levels. If you've got the time to invest, these are quite good games, especially if you enjoy campaigns that will last a while.



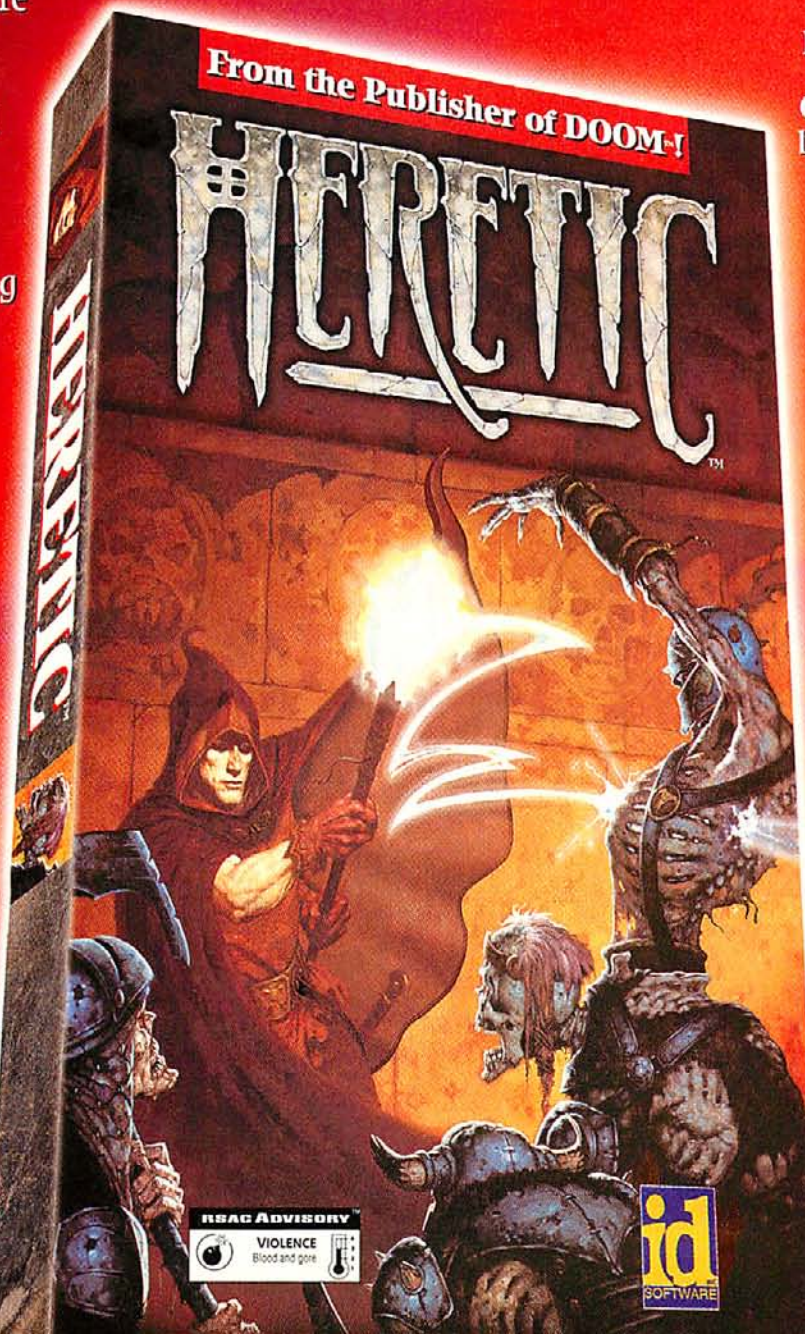
First there was DOOM. Now comes HERETIC!

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 Fireaxe 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



PUBLISHED BY



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



Level Two: Modem Play Separating the Men from the Boys

Flight simulations have more to offer than simply playing against the programmed intelligence; there's also the excitement of playing against another human

via modem. Although not all games support this option, it is clearly a worthwhile bonus, and we expect it to become a mandatory item for successful games in the future. Human opponents are far more challenging and interesting than computer AI, especially if you have a sneaky, underhanded, devious brother

who is almost as good a stick as you are. In this group, Kesmai's AIR WARRIOR, Spectrum HoloByte's FALCON group, 1942: PAW GOLD, and Microsoft's FLIGHT SIMULATOR 5.0 currently have modem capability. We almost wouldn't buy a game that didn't have modem capability—it extends the life of a game indefinitely.

HEAD-TO-HEAD AIR WARRIOR

FLIGHT SIMULATOR 5.0 currently has modem capability. We almost wouldn't buy a game that didn't have modem capability—it extends the life of a game indefinitely.

AIR WARRIOR's modem hook ups are as smooth as silk. Unfortunately, there is only one basic mission—you versus your opponent in any of a number of types of aircraft. Still, you'll never have the same fight twice since you are now dealing with a human opponent. You can dogfight in A-26 bombers if you choose; you can vary the gas loads to improve performance; you can play Half Time or Real Time. You will find getting a kill significantly tougher in Real Time, since you can't waste ammo and things happen twice as fast as they do in HT. The poor blackout model and spin model don't help either. This area is where the game begins to grow addictive, however. Don't say we didn't warn you.

HEAD-TO-HEAD FALCON

FALCON's modem hook ups are as smooth as silk. Unfortunately, there is only one basic mission—you versus your opponent in any of a number of types of aircraft. Still, you'll never have the same fight twice since you are now dealing with a human opponent. You can dogfight in A-26 bombers if you choose; you can vary the gas loads to improve performance; you can play Half Time or Real Time. You will find getting a kill significantly tougher in Real Time, since you can't waste ammo and things happen twice as fast as they do in HT. The poor blackout model and spin model don't help either. This area is where the game begins to grow addictive, however. Don't say we didn't warn you.

The FALCON/MiG/HORNET series also has multi-player games for up to six players on a network or two players on a modem connection. Two-player games can be duels or allied games. The network allows duels, multi-player allied games, or multi-player opponent games. This is where the excitement really begins! While we were unable to sample the network warfare, the dueling and allied games via modem are a blast, although you are again both fighting a computer in the allied mode. Good wing work is still a powerful reward.

Multiplayer FALCON can easily become an addictive hobby. FALCON "ladder" tournaments can be found on the various on-line services, allowing you to fight opponents of varying skill levels. Be advised, though; if you load and play this on your network at the office you might quickly join the ranks of the unemployed!

BLIPS ON THE RADAR

FLIGHT UNLIMITED BY LOOKING GLASS TECHNOLOGIES

If anything, the FLIGHT UNLIMITED aerobatics simulator will be the ultimate show off piece for your new Pentium. This baby hogs computing power, but the power is put to excellent use. The graphics are simply unbelievable—we're certain you've never seen anything like it on a PC—and the flight modeling is groundbreaking, without question. As you scroll around the 3-D air base (remember, these are the guys who created ULTIMA UNDERWORLD and SYSTEM SHOCK) you'll be able to select from five aerobatic aircraft (Grob 103A, Sukhoi Su31, Pitts Special S-2B, Bellanca Decathlon, and Extra 300S) and choose to take part in 30 interactive flight lessons, ranging from basic flight instruction to insane aerobatic stunts. Pilots who love to loop around the skies of FLIGHT SIMULATOR 5 will go bananas for this stuff, but those who learned to fly with their index fingers on a joystick trigger, well, they might get a little edgy after the wow-power wears off. If anything, you should at least take a look at this product, because you'll be looking at the future of simulations.



U.S. MARINE FIGHTERS BY ELECTRONIC ARTS

A regional conflict between the Ukraine, Russia, Japan and U.S. is the setting for this add-on disk to the popular U.S. NAVY FIGHTERS. Pilots will explore the wonders of V/STOL (Vertical/Short Take Off & Landing) and VIFF (Vectoring in Forward Flight) with three vectoring-nozzle craft: the AV-8B Harrier II, FRS Mk 2 Sea Harrier, and Yak-141 "Freestyle" fighter. The 35 scenarios set on and around the contested Kuril Island chain involve close support missions, interdiction, CAPs, anti-ship strikes, and they involve new weapons like the Snake-eye bomb and LAU rocket pods. You can be certain that the graphics will be superb, but how well the flight model will handle this special type of flight remains to be seen.



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



HEAD-TO-HEAD 1942

In MicroProse's 1942: THE PACIFIC AIR WAR you can fight head-to-head against one of your friends, or team up against the computer's AI. If you choose to play against the computer there are canned missions to run or you may build your own using the mission builder. You'll be limited to a total of six planes in the scenario. MicroProse has included a really nice touch that other designers should think about when considering modem play: a pause feature that can be initiated by either player. When the pizza delivery man comes to the door it's nice to be able to answer knowing that your buddy is not saddling up on your six.

We enjoyed playing 1942 in the modem play mode far more than the regular game. It seems we also prefer a challenging duel more than cooperation against a common enemy. Skip the canned mission, let's duel!

CO-OPERATIVE FLIGHT SIMULATOR 5.0/5.1

Microsoft has modem capability built into FLIGHT SIMULATOR 5.0 and 5.1. Frankly, we don't think anyone will use it very often. There is not much you can do in the dual player mode other than fly in formation. While there is much to be said for a pilot's satisfaction in just being a good leader or good wingman, it loses something on the small screen. You can talk to the other player as you tour the countryside in perfect formation or play "follow the leader." We found ourselves still trying to dogfight without the guns. Make a head-on pass at co-altitude and when you pass abeam, the fight is on. The winner is the first guy to get on the other's six and stay there for a while. This game needs guns!

EQUIPMENT CHECK

For most of these games you need top-line equipment to get maximal enjoyment. We used Dell 486/66 machines, 16 Megs of RAM, 450 Meg Hard Drives, Viper VLB video cards with 17 inch monitors and US Robotics 14.4 modems. These machines turned in impressive performances on memory hungry games. Frame rates on AIR WARRIOR were in the upper thirties with all options on. This is good in anyone's book. All this speed and memory provides smooth flowing graphics and quick response to in-

puts. MicroProse's 1942: THE PACIFIC AIR WAR was tough to handle even for our SuperDells. Frame rate slowed noticeably during multi-plane dog-fights. Interestingly enough, these machines handled U.S. NAVY FIGHTERS very well if we turned the ground textures off. This game has a reputation for bogging down the most capable machines; rumor has it that the 16 megs of RAM may have helped the most.

FALCON 4 BY SPECTRUM HOLOBYTE

Ah, yes, the one we're all waiting for. The Falcon series of sims has always led the pack in realism, multiplayer options, and engrossing gameplay, and now we're all waiting to see how high Spectrum will raise the standard this time around. Spectrum is promising the world in FALCON 4: a complete, AI-driven virtual battlefield that runs in real time, never pausing for the player; a 3-D rendered virtual airspace where players will attend briefings and talk to fellow pilots in their wing; a completely accurate simulation of cockpit instrumentation; and an AI that will tailor the difficulty of the simulation to the player's level of expertise. Is Spectrum writing a check they can't cash? We certainly hope not. But we're certainly not counting on seeing this one for quite a while. Word has it that the Falcon 4 project has been on hold while the company finishes STAR TREK: TNG and TOP GUN, so 1996 may even be too optimistic of a ship date.



TOP GUN BY SPECTRUM HOLOBYTE



Top Gun is Spectrum's answer to Origin's STRIKE COMMANDER. It's a story-based simulation that will use full-motion video clips from the 1986 movie of the same name to move a plot along. The graphics appear to be somewhere near the realm of U.S. NAVY FIGHTERS, and the instrumentation and flight modeling will be suited to the newbie with that "need for speed." Basically, Spectrum views TOP GUN as a fast, fun, and exciting complement to its more serious simulations—something you can hop in and play without reading the fine print of a 400-page manual.

FIGHTER DUEL 2 BY JAEGER SOFTWARE

The developers at Jaeger Software were once revered as demigods in the Amiga flight sim community. Their FIGHTER DUEL and FIGHTER DUEL PRO for the Amiga were ground-breaking simulations in terms of flight modeling, frame rate, and modem play. Now, the Jaeger team has set their sights on the PC community with their FIGHTER DUEL 2. The focus, as always with Jaeger, is on realistic flight modeling and a blazing frame rate, in addition to multiplayer capabilities. Although the terrain and WWII aircraft graphics won't be anything to challenge the Big Boys, the frame rate could possibly be the fastest in the pack. Look for this one this summer.





TM

600 MPH IN ZERO GRAVITY. IN OUR GALAXY FALL '95





Level 3: On-line Combat The Ultimate Challenge

When you get tired of whipping your brother like a

red-headed stepchild in modem play there is the ultimate challenge: on-line play. Unfortunately there are only two

places to go for this pure excitement at this time. Fortunately, one of them is very good indeed, and another is on the way.

RED BARON ON-LINE

The ImagiNation Network provides a place to play Dynamix's RED BARON WWI flight sim on-line. We found the players to be a friendly, helpful group, and eager to welcome newcomers. You will find all levels of talent here, from rookies to truly skilled aces. We had our shorts shot off several times, a totally humbling experience for the world's greatest pilots. Up to four pilots can participate at one time, and realism levels are adjustable pretty much as they are in the off-line game.

When you play, you will get ten minutes or three lives to do all the damage you can to the bad guys. The mission is al-



ACES OVER THE WIRE "Warping" effects can make gunnery tricky in INN's RED BARON.

ways the same, dogfighting with two to four players in any combination. If you kill all the enemy three times, you may have some time left to nail a few observation balloons for extra points. We have to emphasize the "when you play" part of this. You will find yourself wasting huge amounts of time, at \$3.50 an hour, looking for an opponent, setting up a game, and waiting for a free "arena" to play in. Every "game room" has three arenas that can hold up to four players, and that's not enough. On top of the waiting, we had many "warps" where aircraft suddenly and radically change location, making gunnery a little tough. We were also completely dumped out of the INN system several

times. On busy nights these problems drove us crazy.

AIR WARRIOR ON-LINE

Mostly, it drove us to Kesmai's AIR WARRIOR. This is where we found true happiness. If you become addicted, you will start spending most of your spare time and piles of your not so spare cash to participate. Three services currently offer access to AIR WARRIOR: GENie, Delphi and CRIS. On-line AIR WARRIOR is the raison d'être for the stand-alone game—it is why you spend hours sharpening your skills off-line. Here you can fly in an arena with 60 other pilots divided up amongst three generic countries. You can "talk" to and coordinate with your fellow countrymen and your enemies. You may choose to fly the heavies to bomb enemy ground targets and ships, fly fighter-bombers, or just fly a fighter. Eight players can man a B-17 and fly a mission together using the gunner positions.

Groups of players form squadrons and fly together on regularly scheduled squad nights.

There are three arenas: Half Time, Real Time and Scenarios. HT and RT characteristics were described previously but scenarios are worthy of special mention. Scenarios are organized every so often to accurately recreate an actual air battle of W.W.II. They are flown repetitively for a few sessions and then work begins on a new one. As this is being written, play continues in "Stalingrad, Into The Cauldron," a HT scenario portraying the Luftwaffe's attempt to resupply the Sixth Army trapped in the city of Stalingrad. The RT enthusiasts are working on "Kursk: Full Metal Depends," recreating the air battles that went on above one of the biggest tank battles on record. Generally speaking, the scenarios are designed, planned and executed by AIR WARRIOR players. There is a tremendous depth of historical and

JETFIGHTER III BY MISSION STUDIOS

The latest installment in the Jetfighter line looks to be a vast improvement over previous versions. The sim will include the updated models of three jet craft: the F-16 Falcon, the F/A-18 Hornet, and the F-22 Lightning II. Graphically, we'll see expansive, detailed terrain, texture-mapped aircraft and carriers, and haze, fog, and transparency effects. In keeping with current sim trends, JETFIGHTER III will also have a 3-D modeled aircraft carrier interior in which players can walk around and select mission options. The combat scenario will pit Argentina against Chile, with the player taking part in the U.N.'s attempt to settle the differences. Be watching the skies in early July.



tactical knowledge in the player base, and the Kesmai folks allow them plenty of input. These air battles are very interesting and much effort is made to provide as much realism as possible.

The skill level in AIR WARRIOR ranges from beginning rookies to very expert aces and everything in between. The RT pilots tend to look down on the HT pilots as a lesser breed, but the top pilots in either arena usually do well in any flying game. The prevailing sentiment is "play the one you like to play—after all, it's your money." HT is an easier game to kill and get killed in. RT is more demanding and the kills for rookies are fewer and farther between, so savor them. Both games are incredible fun!

CONTROL YOURSELF!

If you want to be good at these games, you're going to need a few good input devices. We tried out Thrustmaster's full set-up; a programmable MARK II WEAPONS CONTROL SYSTEM, a MARK II FLIGHT CONTROL SYSTEM, the new F-16 FLIGHT CONTROL SYSTEM and a set of Rudder Pedals. They definitely improve your game by simplifying the use of controls and making it easier to utilize the views. This ease of viewing is absolutely key to success in computer air combat. Thrustmaster has a reputation for state of the art products and we agree. The F-16 FLCS is especially awesome. The Weapons Control System worked great; there is nothing better than a stick in one hand and a throttle in the other. The WCS also allows you even more buttons to control yet more flight functions. All of these buttons are fully programmable, so you can set up your equipment as you choose or download TM supplied function programs for most games. The Rudder Pedals completed the "home

ONE SMALL STEP FOR MAN, ONE BALD LEAP FOR MANKIND!

100 LEVELS!
NETWORK/MODEM PLAY!
EXPLODING COWS!
NO HAIR!



Build a Baldy Village to House
Your Hairless Hoardes...



Full Motion Clay Animation
Sequences-Live from Baldsville!

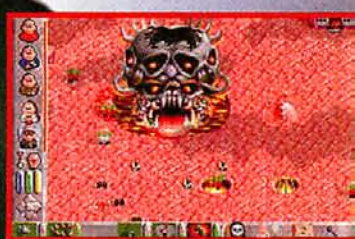


Every Baldy's Home Can Also be His
Castle-If You Have Enough Resources!

Developed by

Creative Edge

BALDIES™



Sinister Structures
and Sadistic Traps.



Arctic Levels Feature Awesome
Ice Cream Architecture!



Give'em Hell Hairy! Even
Beelzebub is Bald in Baldies!

GAMETEK™

Great Software On Any Hardware™

Circle Reader Service #129

Get Bald! Visit your local retailer or call 1-800-GAMETEK (1-800-426-3835)

Baldies ©1995 Creative Edge, Inc. Baldies is a trademark of Creative Edge. © GameTek (FL), Inc. 2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180.



CONFIRMED KILL ON-LINE

AIR WARRIOR will soon have some competition, however. Domark and Integrated Creations are combining to bring out CONFIRMED KILL, a flight simulation aimed directly at AIR WARRIOR's World War II on-line market. The creator's feel that they have "upped the ante" for Kesmai with better graphics, a 500



NETWORK WARS CONFIRMED KILL (above) and AIR WARRIOR are battling for the on-line skies.

player limit, better flight models, more weapon types, and over 60 different types of aircraft. We were able to get in a short period of flying on a Beta version of the game. Our initial impression was that the flight model does indeed feel improved compared to the AIR WARRIOR model. The controls are "crisper," and we didn't notice the need to "unload" the stick coming over the top as AW requires for best performance. CK uses a "force model" and AW uses a "table model"; a "force model" is the more advanced type. The damage model specifically degrades the part of the aircraft that you hit, so if you saw off the outboard two feet of the wing, the flight model will take that into account. If you hit the engine, the engine fails; if you hit the radiator, white steam will pour out.

Graphics were hard to judge in the beta version; only the forward cockpit view was available. Other aircraft seemed somewhat more detailed than AW. We'll have to wait till we see the release version to really make a determination.

CK is being developed by veteran AIR WARRIOR players, so you can expect to see all the options AIR WARRIOR offers and much

more. CONFIRMED KILL will provide arena play and scenario play, just as AIR WARRIOR does. All in all, we think CK has great potential, and the stage is set for a battle for the Visa account numbers of on-line flyers.

RETURN TO BASE

After spending some time with this group of flying games we came to some inescapable conclusions. First of all, until the virtual reality helmet comes into common usage, none of these games are really going to be like flying. The limited vision and viewing difficulties inherent in portraying a three dimensional world on a two dimensional screen prevent a truly realistic flight experience. Second, many of the game programmers need to talk to some aerodynamic engineers and pilots to get the flight models to a more realistic state.

If we were going to work on a private pilot's license, Microsoft's FLIGHT SIMULATOR 5.1 would be our first purchase. All you need to get your procedural knowledge started is in the game box. If we wanted a stand-alone game to play versus computer AI it would have to be 1942: THE PACIFIC AIR WAR by MicroProse. It has super graphics with good realism. The modem capability and the ability to play it as a strategy and tactics game make it an attractive package.

If you lean towards the romantic days of wood, wire and canvas the choice is more difficult. DAWN PATROL would be excellent with an easier viewing system, WINGS OF GLORY needs a way to speed up the storyline, and it is past time to update the graphics in RED BARON. We pick WINGS OF GLORY by a whisker because the views are so much easier to use and the graphics are very good.

You Maverick wannabees wanting to recreate *Top Gun* in your living room can't go wrong with U.S. NAVY FIGHTERS. The graphics are awesome if your machine is up to the task. FLEET DEFENDER GOLD would be the second choice. Head-to-head modem play awards go to the FALCON games due to the diversity and depth of missions that you can perform. Multi-player on-line is absolutely dominated by Kesmai's AIR WARRIOR; this is the one game we would have above all others just for the on-line play. We admit it—we're AIR WARRIOR addicts. Still, we are eager to check out CONFIRMED KILL when it debuts.

The time for talk is over, friends. Stroll on out to the flight line and strap that 486 to your "cheeks." Hit the starter, throttle up, and ease the stick back. Keep your head on a swivel and your finger on the trigger. It's a merciless environment up there in the virtual skies and the prize for second place is a smoking hole in the ground. If you're lucky, maybe some nice guy will rake your scorched dog tags out of the glowing embers and mail them to your folks. Good luck! 🍀



ThrustMaster F-16 FCS

cockpit." We found having rudders added a lot to all the games with respect to making the illusion more complete. We wouldn't take off without them.

Unfortunately, reading a few Thrustmaster support bulletin boards led us to believe they need to upgrade some of their components. Tales of bad pots, broken springs and broken hat view switches are legion. The plastic ring that holds the rubber boot around the bottom of our Mark II FCS stick broke the first time we did a max rate turn. It did not impair the working of the stick but it was disappointing. Good products deserve great support and Thrustmaster certainly gives great support. With stronger components maybe they wouldn't need to do so.


CH Products also provides good controllers; we tried a CH FLIGHTSTICK PRO and PRO PEDALS. Not quite as "leading edge" as the Thrustmaster stick, the FLIGHTSTICK PRO worked well for us and was trouble free. It includes a thumbwheel throttle on the stick base, saving you the expense of buying a separate throttle system. The major difference is that it does not operate as many flight functions from the stick as the TM Mark II FCS and not nearly as many as the TM F-16 FLCS. It is still a very good product for flight sims, it just does not have quite as "natural" a feel. The PRO PEDALS are excellent. They don't take up quite as much room as the TM pedals and they operate very smoothly. Additionally, the pedals pivot forward and can be used as toe brakes. They are switchable between plane and car function, allowing them to be used with the auto racing games. The pivot feature then becomes accelerator and brake pedal. A very versatile piece of equipment!



CH Flight Stick Pro

CH is hard at work on an F-16-type stick with programmable buttons and throttle controllers. Expect these new items in the not-too-distant future. If they are as trouble free as the rest of their products, they will be worth a close look.

Do not underestimate the value of a stick with viewing controls. The old adage "lose sight, lose the fight" is just as true in these simulations as it is in a fighter. We predict that the first game programmers to develop a really intuitive, easy-to-use view system will be very rich indeed. This may have to wait until the virtual reality goggles come into common usage.



WAR
IS HELL. BUT ONLY IF IT'S DONE
RIGHT.




TEEN

Animated Violence

COMMAND & CONQUER is a trademark of Westwood Entertainment. © 1998 Westwood Studios, Inc. All rights reserved. Warcraft is a registered trademark of Blizzard Entertainment, Inc.

The **NEAR FUTURE** looms ahead on the horizon like a toxic cloud. Knowledge is power. Technology is deadly. And the information highway is littered with **ROADKILL**. It's the world of *Command & Conquer™*, the frighteningly realistic new strategy game from the creators of *Dune™ II*. Here, your quick thinking is **REWARDED** with victory; your **INDECISION**, death. You will choose your side. Build your bases. Gather resources. Attack enemy strongholds. And react as if your life depended on it. Because it does. Your **WEAPONRY?** Unlike any you've experienced before. Hoards of futuristic fighter craft. **THUNDERING** 50-gigawatt ion cannons. And the terrifying



Devil's Tongue flame-thrower. Your only ally? A constant barrage of satellite news reports from the front. But **BE WARNED:** One ill-planned **ATTACK** and you're a statistic. *Command & Conquer*. Two compact discs packed with real-time, right-now action, over 60 minutes of intense full-motion video, and a ton of **JAW-DROPPING**, 3-D rendered gameplay that'll take you headfirst into the thick of **BATTLE**. Something even amateur **WARMONGERS** will appreciate. Call 800-874-4607 to order direct or visit your nearest retail outlet. If you would like more information, please contact  Westwood Studios on the Internet: www.westwood.com.



Microsoft Comes Out To Play

WINDOWS 95 Could Mean Good Things For Users Of "High Performance Multimedia Applications," aka Games

by Loyd Case

HAVE YOU EVER INSERTED A CD-ROM GAME INTO A DRIVE AND HAD THE GAME INSTALL ITSELF TO your hard drive?

You will.

Have you ever installed a sound card without having to worry about IRQ, DMA or I/O port conflicts?

You will.

Have you ever bought a hot new piece of hardware without worrying about your games supporting it?

You will.

That is, you will if you're playing the next generation of games on WINDOWS 95, the new operating system from that two-ton gorilla everyone loves to hate, **Microsoft**. Bill Gates and Co. have been working hard on the Bellevue, WA campus to develop an environment that will make the lives of computer users easier—and yes, that includes gamers, or as Microsoft like to put it, "users of high performance multimedia applications." WINDOWS 95 has the potential to give gamers a less hostile environment in which to install games and hardware, in addition to adding more to the gaming experience: more reality, more colors, better resolution and better performance. Will WINDOWS 95 live up to this potential? And even if WINDOWS 95 ships in 1995, will it offer game developers the tools and the performance they need to craft the really superb titles we know are possible? We'll try to cut through some of the hype, as well as some of the negativism

surrounding WINDOWS 95 and analyze what it will mean for the gamer and the game developer.

THE PC PROBLEM

As we all know, PC gaming today is fraught with technical peril. Trying to figure out which SuperVGA driver to use for your graphics adapter, whether or not your sound card is General MIDI-compliant and a seemingly endless array of jumper settings, I/O port address parameters and CONFIG.SYS entries can drive a gamer to drink. The creeping incompatibilities introduced over the dozen-odd year evolution of the PC has game designers and game players throwing up their hands in despair.

All of this weeping and lamentation may turn into so much joy if Microsoft can fulfill the three objectives in their WINDOWS 95 battleplan: Plug and Play, Autoplay, and Device Independence. These three concepts, if implemented well by Microsoft and supported by the game publishing community, will drive a sword through the heart of the Configuration Beast. Let's take a look at each.

PLUG AND PLAY

The idea behind Plug and Play is to eliminate the nightmarish hassle of hardware installation and configuration. If you've ever had to play with the dip switches on a new CD-ROM or wrestled with IRQ settings to install a new sound



THE MOST CELEBRATED STRATEGY GAME IN HISTORY GOES ON-LINE.

INTRODUCING SID MEIER'S CIVNET™



CIVILIZATION HAS COME TO THE INTERNET.

Experience the best-selling *Sid Meier's Civilization*® as a multiplayer Windows game!

With Sid Meier's CIVNET™ play on-line via the Internet, over a local network or go head-to-head by modem. Build the Pyramids and the Great Wall. Conquer Earth or an undiscovered planet. Play history's greatest leaders and your friends – in any combination, up to seven players at once! Broadcast messages simultaneously to your opponents. Become allies with some. Taunt others. You decide. Because once you get your hands on Sid Meier's CIVNET™, Civilization will never be the same.

MICRO PROSE

For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. <http://www.microprose.com>

Circle Reader Service #298

©1995 MicroProse Software, Inc. All rights reserved.



MICROSOFT GAMES WARRIORS These are the unsung heroes of Windows 95. Alexander St. John, chief guru, and his henchmen Craig Eisler and Eric Engstrom (left to right) were instrumental in bringing games to Windows 95.

card, you know the nightmare of which we speak. WINDOWS 95 has been designed so that it will automatically configure itself according to the hardware devices you've got installed in your machine.

To test some of the Plug and Play capabilities, we installed a beta version of WINDOWS 95 on a couple of different systems, with several different hardware configurations. Most of the time the WINDOWS 95 setup program ran without a hitch. The setup program finds and configures all the devices in your system. So, if you have a Sound Blaster 16, SCSI card, and a Diamond Stealth video card, the installation procedure will recognize each of these items and configure your system appropriately. If you have a hardware conflict (such as two cards set to the same IRQ), WINDOWS 95 will inform you of the conflict, and often tell you which card is the offender.

The setup program did lock-up on occasion, but when we rebooted and restarted it again, it told us that the previous setup didn't work due to a problem while detecting hardware and it offered to skip that step. After a trouble-free installation, we found our system more or less configured correctly. Configuring specific devices is a snap, too, because it's all point-and-click—no need to add obscure entries to the Windows SYSTEM.INI file. The reason most of the hardware you

may have will be automatically configured is because Microsoft has catalogued hundreds of pieces of hardware. But soon, there will be actual plug-and-play hardware in the market. When you install a plug-and-play card, it will essentially inform the system of its requirements. Also, note that a number of PC systems are shipping with plug-and-play functions built into the BIOS. These systems will automatically allocate free IRQs, DMA channels, etc., to plug-and-play enabled hardware when those are installed. In other words, when it comes to installing a new plug-and-play device, you won't have to do much more than insert the device into a bus slot, restart Windows, and click "yes" to automatically configure the new hardware.

"The PC game market has been suppressed for two major reasons: difficulty with installation and configuration, and lack of significant new hardware innovation for games, because developers have had to code so intimately to the metal that it has become a nightmare to introduce new hardware and get it widely adopted. We're going to bring all of the benefits of device independence to games, and none of the penalties that have discouraged them from using APIs."

—Alexander St. John, *Games Technology Evangelist, Microsoft*

AUTOPLAY

Just as plug-and-play features simplify the hardware installation process, so a feature called Autoplay simplifies software installation. When fully implemented by a CD-ROM title, Autoplay makes game installation as easy as popping a cassette into your VCR. When you insert an Autoplay-enabled disk into the CD player, the game will automatically start to run. A great example of an Autoplay-enabled application is a cute little children's adventure, FREDDY FISH AND THE CASE OF THE MISSING KELP SEEDS. FREDDY FISH runs under WINDOWS 3.1, but also works very well under WINDOWS 95. When you slip the CD into the drive, a window pops up and asks you if you want to play or quit.

It's a little more complicated than that, actually. Autoplay is a tool that developers can use to enable their programs to automatically install and run when the CD is inserted. There is no requirement

for WINDOWS developers to implement Autoplay, but it's such a time and headache saver that most developers are likely to use it. Autoplay can be set up in a variety of ways, all up to the developer. The application can simply run from the CD, as FREDDY FISH does under WINDOWS 95. Or, it can install some files on your disk, run the program and then *remove the files automatically when you quit*. These first two methods are examples of "zero footprint programs," meaning that the software leaves no trace of itself behind when it's finished. Another Autoplay option is for a program to launch an install program that installs any needed software and operates in the traditional manner. Note that good programming practice means that the user will have the option of keeping the installation, to

avoid a long install every time you sit down to play.

By the way, Autoplay is *not* specific to WINDOWS 95 applications. Most games that will ship in the year or so after WINDOWS 95 appears will still be DOS programs. But it's relatively straightforward to add Autoplay capability to DOS CDs. Both developers and users can still get



SO EASY EVEN A KID COULD DO IT Allright, it's just FREDDY FISH, but you'll be hooked when you can insert an Autoplay-enabled CD-ROM and simply click "PLAY." Gaming has never been so easy on the PC.



An F/A-18E Hornet reports.

Hostile troops are on the move.

Your palms sweat.

By morning, they'll stake their claim.

Your heart beats faster.

The enemy is small and crude.

But they fight dirty.

You hold your breath.

Yes. They'll fight to the death.

Will it be theirs or yours?



NAVY STRIKE™

TASK FORCE COMMAND

Today's ultimate military strategy thriller.

MICROPROSE

For IBM®-PC & Compatibles on 3.5" HD. 1-800-879-PLAY. <http://www.microprose.com>

©1995 MicroProse Software, Inc. All rights reserved.

Circle Reader Service #349

most of the benefits of easy running and installing without the typical configuration step.

DEVICE INDEPENDENCE

"Device Independence" is a concept that is most important to game developers, but it will have an indirect impact on gamers, too. Currently, one of the biggest headaches for game developers is writing their games to support all of the various hardware brands on the market. For instance, if a game developer wants

the cool soundtrack of his game to be heard by the majority of gamers, he must write "drivers" for every popular type of sound card—AdLib, Sound Blaster, Gravis Ultrasound, Pro Audio Spectrum, etc. The same goes for video cards. This is why you must configure your sound card and video card every time you install a game—you're telling the game which hardware peripherals to use.

Under WINDOWS 95, this driver issue will be all but eliminated on the game developer end. Rather than worrying

about the specific demands of a piece of hardware, game developers would ideally program their games to a common set of software API's (Applications Programming Interfaces), such as the recently announced Game SDK (Software Developers Kit). So, no matter what kind of sound card, video card, modem or virtual reality headset you are using, the game developer can write to the WINDOWS 95 SDK and be sure that the device will work properly. That, coupled with a far better memory model than DOS ever

The "Legacy" of DOS

Running DOS Games Under WINDOWS 95

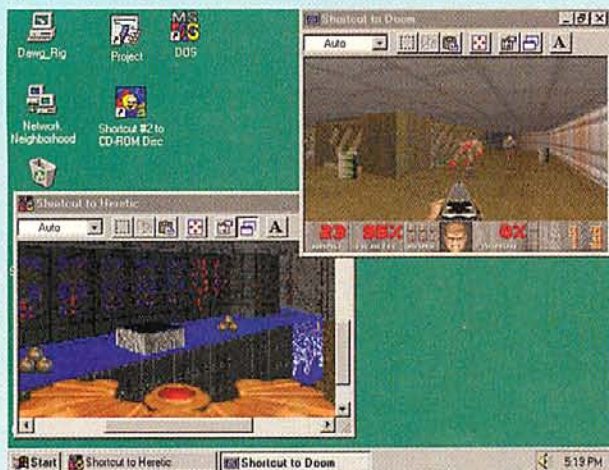
One of the most frequently asked questions about Windows 95 is "What will happen to my \$4000 library of DOS games when I make the switch?" The answer is "nothing"—you'll be able to play DOS games in Windows, and in fact, you'll have several ways of doing so.

There are three DOS solutions for WINDOWS 95. First, simply create an icon for the game and run it. Second, use the Single Applications Mode or SAM. Third, revert back to a previous version of MS-DOS and deal with the game as if WINDOWS 95 was never installed.

When an icon is created for a game, gamers will have a choice of running in full screen mode or in a window. We've successfully run a number of games in a window, including HERETIC and DOOM, but most game players will want to run DOS games in full screen mode, primarily for performance reasons, and full screen mode will still allow you to switch to a WINDOWS 95 task when necessary.

Many DOS games *won't* run under Windows 95, unless you use the *single applications mode* or SAM. SAM gives the game the full resources of the system—essentially, like running the game from the DOS prompt. The advantage of this operating

mode is that you can give each application its own CONFIG.SYS and AUTOEXEC.BAT files, creating, in essence, "virtual boot disks." The downside is that when you exit the game, the system essentially reboots. Also, SAM doesn't let you switch to another application while you play.



INDUSTRIAL STRENGTH Windows 95 can handle your dirtiest gaming chores. Switch between either game, and when you're done, fire off a business report without rebooting.

In the worst case, your old version of DOS is just a single keystroke away, and your old CONFIG.SYS and AUTOEXEC.BAT files will be readily available. Like OS/2 and WINDOWS NT, WINDOWS 95 gives you the capability to boot to an operating system of your choice. All you need to do is press the function key F4 to get back to good old DOS (we found that a trusty MS-DOS boot disk will work just fine as well).

WHAT ABOUT PERFORMANCE?

The one burning question that we all have relates to performance. How much of a hit will we take when running all of our older DOS games under WINDOWS 95? Like everything else with computers, it depends upon your individual setup. If you have a slow 486 machine with an ISA bus, 4MB of RAM, a slow hard drive, an old video card, and a 2X CD-ROM or less, at the very least, you're going to find yourself running your games in SAM—perhaps even dual-booting back to your old version of MS-DOS. On the other hand, if you have a screaming, full dress 90Mhz plus Pentium with a PCI bus, fast hard drive, a 4X CD-ROM, 16MB of RAM, and a hot-rod video card, you might be running your MS-DOS games in a window on the desktop next to your spreadsheet.

For those in the middle, it will be a compromise. The more resource-intensive games like WING COMMANDER III may run better by reverting back to DOS. We were able to run games like DOOM, HERETIC, DESCENT, and MAGIC CARPET at a speed indistinguishable from running in DOS on a 486/66, just by making a few icons with a few mouse-clicks.

New 32-bit WINDOWS 95 games are around the corner and promise to deliver us from this kludgy state. When they get here, not only will they reward us with their gameplay, but we may see an end to MS-DOS configuration files forever.

had, will make game programming much more streamlined.

The device independence concept will impact several different aspects of games. Let's look at a few.

2D Graphics: Microsoft's move toward device independence started with graphics. Around the middle of 1994, Microsoft began quietly shipping its WinG graphics library. WinG is software that allows developers to move bitmaps around very quickly in WINDOWS 3.1—much faster than the normal WINDOWS graphics functions. There have been a number of applications that use WinG, including WINDOOM, FREDDI FISH, KING'S QUEST VII and JUMP RAVEN.

computer to its knees. Most game developers create their own programming methods for creating a 3D world. This lack of standardization has resulted in a lag time in the acceptance of hardware techniques for accelerating graphics. There are only a bare handful of games that take advantage of 2D hardware accelerators, and there are new 3D accelerators just around the corner.

Microsoft is addressing the acceleration hardware issue in two ways. First, there's 3D-DDI (3D Device Driver Interface), which establishes a standard way for



WALL-TO-WALL GAME Mindscape's WINDOWS 95 version of WARHAMMER is indistinguishable from an MS-DOS game. And as a WINDOWS 95 game, it can take advantage of hot-rod hardware features currently unavailable to its DOS counterparts.

"Microsoft's WINDOWS 95 Game SDK puts the PC platform in a position to thwart the forthcoming game systems from companies like Sony and Sega."

—Ken Nicholson, Director of Interactive Multimedia, ATI Technologies, Inc.

As it turned out, Microsoft pulled the wool over our eyes, but in a very pleasant way. WinG turned out to be a subset of the graphics system built into WINDOWS 95. The multimedia gurus at Microsoft pulled out some of the key elements of the WINDOWS 95 DIB engine, the operating system software that handles all the graphics in WINDOWS 95 (DIB stands for "device independent bitmap"). They then back-ported these features to WINDOWS 3.1, giving programmers a head start in implementing the fast graphics required by computer games. And it's impressive.

In addition to those games developed on the PC using WinG, Microsoft has demonstrated a game ported from a Sega Genesis console. It's one of those classic, sideways-scrolling shooters, but has multiple actions occurring in the background, in different layers of animation. Using the Game SDK's DirectDraw (the next-generation descendant of WinG), the game plays very nicely at 800x600 resolution with 256 colors on a 486/66.

3D Graphics: Anyone who has ever played a true 3D game on even a moderately fast computer knows how a computer-generated 3D world can bring a

WINDOWS 95 applications to interface with 3D hardware.

graphics library called REALITY LAB. REALITY LAB is a true 3D API oriented towards

The other method is more significant in the long term. Recently, Microsoft has announced the acquisition of Rendermorphics, the developer of a real-time 3D graph-



Circle Reader Service #163

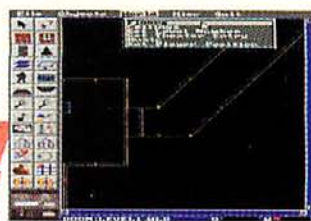
JUNE 1995 • COMPUTER GAMING WORLD

63



When you get the GCS, check out the cool sample levels that come with it! See for yourself how our smooth scrolling 3D action compares to your favorite action games!

MAKE No Programming! 3D GAMES! Sell'em for \$\$\$!



Stop dreaming about making games, and start doing it. Interview with the GCS Creator

Q: What is the Pie 3D GCS?

A: The Pie 3D GCS is an integrated software package for non-programmers. With this system, the user can create his or her own 3D games which are comparable to today's top-selling 3D action games.

Q: Is this DOOM?

A: No, DOOM is an excellent game from Id Software (not us). However, with the GCS you can make levels that look very similar to DOOM levels if you want. The Pie 3D engine is similar to Id's in that you can have tall walls, non-90 degree walls, walls with cutouts and ledges, doors, and animated objects. It is different from Id's in that with the Pie 3D engine there are limitations on the floor and ceiling tile floor textures and steps. Also there are features in the Pie 3D engine like inventory items that can be put down, and two-way passages between any levels, that weren't needed in DOOM. There's lots more, too, but those are the highlights.

Q: Is the gameplay smooth scrolling animation, not jerky or slow?

A: I think the animation is as smooth as our competitor's. In our most complex levels we average 10 to 20 animation frames per second on a lowly 486-33. In a more simple 'maze' type level you would do better.

Q: Are you limited to indoor levels?

A: Why no, outdoor scenarios are easy. You can make buildings and of course trees, tall telephone poles, or almost any simple outdoor object.

Q: What about lighting effects?

A: The GCS can do the standard fade to darkness with distance, or you can have it fade to grey for a very effective fog/rainy day effect. You can also make walls that pulsate or blink with light.

Blast

SOUNDS & MUSIC

Digitally mixed away sounds for your custom enemies or weapons



Midi

Midi can be added to your game levels. Just put your favorite midi file in your game directory, and click on the midi menu icon!



Click a button to have instant access to GCS PAINT. This is a full-featured image workshop which, as all the tools you need to create your own original artwork or modify the images that come with the GCS. With a few simple mouse clicks, you'll be churning out high quality images by using features like line, circle, ellipse, polygon, interpolation, text, fill, color replacement, pattern, color phase, sun, b, rot, outline, anti-aliasing, merge, lend, brighten, darken, smooth, contrast, copy, move, overlay, erase, flip, rotate, resize, zoom, and more! Import .GIF images from the NET. Scan



ORDER YOUR "PIE 3D GCS"

This product is ideal for avid 3D game players. Now you don't have to wait for big software publishing companies to come out with games that may or may not impress you. Now, as a full-fledged game designer, you can set the scene, craft the scenario, hide the secrets, and mastermind the combat action. You'll have hours of pure pleasure testing and refining your killer levels. Make a game your game-playing friends will rave about.

And, if you turn your hobby into a business, you don't have to pay any fees or royalties to anyone. You keep 100% of the profits. Take advantage of the opportunities emerging on the net. Distribute your game as shareware. Strike a retail deal. Imagine the thrill of seeing your game on the shelves of computer superstores! This purchase could be a real investment!!!!



pie in the sky software

Developers of 3D entertainment software

For more information, call our computer BBS at 716-425-2962. Download a demo, or send a check for \$6.00 to us if you would like the demo mailed to you on 3.5" floppies.



Check out the high ceilings, cool weapons, and walls with windows or any colorful areas! Friendly characters, animated objects, even items like keys that the players can pick up and put down.

Q: What are the fees for selling games made with the GCS?

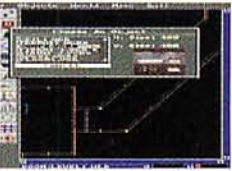
A: Zero, zip, naught, nada, nothing.

Q: Do you have to be a computer guru to use the Pie 3D Game Creation System?

A: No, although you need to know how to get around using DOS, and edit text files and so on. There is NO PROGRAMMING required, but to do advanced things like creating your own weapons takes some careful study and text file editing.

Q: Can I use my own scanned pictures or other artwork in my GCS games?

A: Yes, just use the included paint program to import .GIF, .PCX, or .BMP files.



Now you really go to town building your levels. With simple click and drag operations, you lay out your 3D world from the top view. It is as easy as building with children's blocks. No complicated 'sectors' or 'nodes'. Just choose a wall, drag it out, and set it. Scroll bars and zoom tools let you get just the view you want, and helpful grid and object snap help you keep everything perfectly aligned. A full set of editing tools let you copy, move, rotate, or elevate whole sections of the map in one click.

With the GCS, your time is spent consistently as a designer. It's time to start making some \$\$\$ from your hobby!

GCS FEATURES:

- Top view world editor - position walls & objects with your mouse.
- Full featured paint program - GCS PAINT
- Complete manual. Working demo levels.
- 256 brilliant colors. Customizable game play screen.
- Smooth-scrolling, first person perspective 3D movement.
- Jumping and ducking ability on outdoors levels.
- Textured walls, ceilings, sky, floors, ground.
- Special lighting effects - night, fog, pulsating, flickering light.
- Outdoor horizon strip capability - mountains, city skylines are possible.
- Enemies that patrol, sentry, or hunt to kill!
- Sliding & locking doors. Animated objects. Switches.
- Inventory system - weapons, ammo, health packs, keys, and more!
- Two way warping between levels.



After you have added your favorite .war files, and maybe put in your own midi files, you are all set to make the final game. One click on this menu choice, and a game is created in a target directory on your hard drive. Run your new game yourself, or copy this directory to a floppy disk and send it to your friends, your publisher, or upload to a BBS or network as a shareware program or free demo!

Order the Pie 3D GCS today!

and let your creativity take over!

Don't doom all those

Q: Can you make your own weapons and enemies?
A: Yes. The GCS comes with a standard set of weapons, inventory items, and enemy guys. The average user will probably want to stick with those, since using them entails just some mouse clicks. The advanced users will want to make (or import) all the images for all the views with the included paint program. It is actually pretty involved to do that many artwork frames.

Game Creation System

Virtual reality corridors to be written off as entertainment only!

Use your mouse to build castle mazes, high-tech space stations, or dense forests on a top view grid. Then, add monsters, enemies, keys, & weapons. Click a button and WOW, you are there in your very own 3D world! It's easy!



NEW!

FAX YOUR ORDER (716) 425-8842

1-800-537-3344

pie in the sky software

1596 Ayrault Rd. Fairport, NY 14450

NAME: _____

STREET: _____

CITY: _____ STATE: _____

ZIP: _____ PHONE #: () _____

☐ CHECK/MO (Payable to Pie in the Sky Software)

☐ Charge my credit card: ☐ MC or ☐ VISA

Credit Card #: _____ EXP: _____

Signature: _____

☐ US Priority Mail (Add \$4.00 shipping & handling = \$73.95)

☐ C.O.D. (Add \$9.00 shipping & handling = \$78.95)

☐ Federal Express (Add \$14.00 shipping & handling = \$83.95)

☐ 8% Sales Tax (\$5.60 - New York only)

real-time activities, such as simulation. REALITY LAB would allow game programmers to forego the joy of developing a 3D API, but allows them to get their games written with the knowledge that *every* Windows 95 platform will run their 3D game without problems. There are several third-party 3D APIs, as well.

So, in summary, the upshot of DirectDraw and 3D-DDI: DirectDraw will allow games to take advantage of the 2D accel-

patch (sound) set for a MIDI-enabled sound card, the existing MIDI mapper is arcane, poorly documented and, on occasion, unreliable. Microsoft recognized this and really cleaned up this little-used, but important application. In addition, Microsoft is supporting General MIDI in the MIDI mapper, allowing for a more standard approach to MIDI files.

The Game SDK has a low level API called DirectSound that is compatible

"I think WINDOWS 95 will be the platform on the PC for games and other software, in all respects. This thing will kick OS/2's butt because the game performance will be not just adequate, but considerably better than DOS—in terms of games specifically written for WINDOWS 95."

—Zach Simpson, Director of Technology, Origin Systems

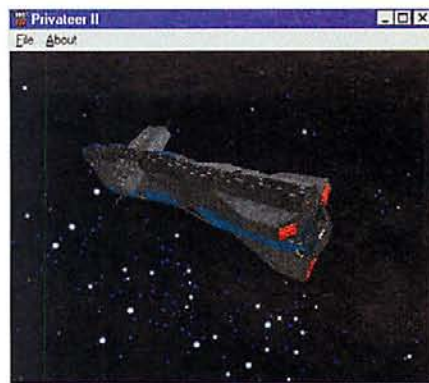
eration hardware on current Windows-accelerated graphics cards. 3D-DDI will allow 3D games to take advantage of the acceleration potential in the next generation of 3D accelerator cards. Those people who invest in the high-end stuff will see their investment actually bear fruit in WINDOWS 95 games. Games that push the limits of technology now, like NASCAR RACING, U.S. NAVY FIGHTERS, and FLIGHT UNLIMITED, could benefit greatly from this hardware kick-in-the-pants.

Digital Video: For good or bad, the use of digital video is becoming increasingly popular. The technology demands enormous bandwidth and CPU processing power, but Microsoft and Intel have jointly developed a device driver interface known as DCI (Display Control Interface). DCI delivers improved video playback, resulting in a larger, smoother image.

Microsoft will also be adding MPEG support to its current stable of video CODECs (COMPRESSOR-DECOMPRESSOR—software that allows digital video files to be compressed into relatively small files, then decompressed on the fly during playback).

Music, Sound and Peripherals: One of the most maligned facets of WINDOWS 3.1 is the MIDI mapper. Indeed, it is maligned for good reason. Although the MIDI mapper is designed to set up the

with the Miles audio drivers used by many game companies. This will make sound easier to program since they are already familiar with the tools. In addition



ON SCREEN, CAPTAIN This top-secret shot of Origin's PRIVATEER II, still under development, proves that a high-end game can be created as a native WINDOWS 95 application.

tion to DirectSound, the Game SDK is tackling the compatibility issues with 3D audio and digital mixing.

NETWORK GAMING & WIN 95

One of the hottest new trends in gaming is the ability to get together with a few of your closest friends and kill them—in a virtual sense, of course. Multiplayer games are beginning to ship on a regular basis.

A large advertisement for Sir-Tech. It features a close-up, high-contrast image of a man's face with a mustache, looking intensely forward. The image is framed by a jagged, torn-edge effect. Overlaid on the left side of the face is the text "It's Ruthless, Ingenious & Downright Dangerous..." in a bold, serif font. At the bottom right, the "SIR-TECH" logo is displayed in a stylized, blocky font.

"The best thing about WINDOWS 95: compatibility; worst thing: uniformity. In DOS, everything is weird and funky and you get this wonderful divergence of styles. WINDOWS has a natural interface. Constraints drive progress and dynamics. Look at all the WINDOWS multimedia apps—they all look the same. DOS, hand-crafted, lovingly made with artistry...Silicon Graphics, all the same, talking to the same APIs... 'Oh look, a Rendermorphics game; hey, there's a Renderware game.'"

—Seamus Blackley, Producer/Physicist, Looking Glass Technologies

As you might expect, they are a royal headache to configure and keep running. WINDOWS 95 expands on the ease of networking that was built into WINDOWS FOR WORKGROUPS and makes it even easier to set up and use. Also, it's easier for programmers to write to the consistent Windows socket interface. Look for more multiplayer experiences in the future.

Another form of multiplayer, of course, is via the modem, allowing two human players to interact in the virtual world. Modems are not as difficult to set up as networks—but not by much. WINDOWS 95 automates modem setup, making life a lot easier for the dial-up crowd. In addition, Microsoft will be adding a technolo-

gy called *VoiceView* to WINDOWS 95, allowing two gamers to *talk to each other*, then switch back to playing a game over a modem, all on a single phone line, without hanging up or redialing.

BOONS AND BANES

Of course there are other benefits to WINDOWS 95: better file management, preemptive multitasking, and the recently announced WINDOWS 95 SDK (Software Developers Toolkit) that will aid game developers in producing true WINDOWS 95 games. But these are matters for another day. In our first look at WINDOWS 95 we wanted to draw out the most important issues for gamers.

What are the problems and dangers? Well, of course there's always the possibility that the first version of the software will be buggy. Actually, you can be certain the first release will have *some* flaws—it's just a matter of how many.

Then there's the matter of learning a new interface. Heavy WINDOWS 3.1 users will have to undergo a fairly extensive re-learning process. File management and window navigation have been significantly altered, so many of your short-cuts and time-saving methods will no longer work.

Another potential problem involves gameplay in the initial releases of WINDOWS 95 games. Time and time again in this industry, we've seen a strange phenomenon occur when game companies begin incorporating new technologies into their games. Usually, the first wave of new games have a high "chrome" content and mediocre playability. We fervently hope that the game developers have learned from past experience and use this new technology to enhance the gaming experience, and not simply generate titles with cool features and slapdash playability simply to generate early sales. That hurts the industry more than any new operating system could.

As you can see, WINDOWS 95 has incredible potential—for good and bad—but three months before the announced August release, it looks as if the chips will fall on the side of the good. Of course, if things do not shape up the way Microsoft hopes they will, we will have the same kind of muddled confusion that prevails in software today. But if things do happen according to plan, gaming could have its next hot new gaming platform, and we could see the death of the evil tyrants CONFIG.SYS and AUTO-EXEC.BAT. And will gamer's rejoice on that clear, sunny day?

Yes, we will. ☺

Virtual Reality Just Came Closer to Reality!

New!

SOUNDSCAPE **ELITE**

Now your computer can have the power of real-time, multiple, simultaneous sound effects processing at a great low price!

- Sound Blaster™ 2.0 Compatible
- 16-Bit, 32-Voice
- Access ENSONIQ's Library of Real-Time Special Effects
- GS Instrument Set, 7 Drum Kits
- 61 Drum Programs
- 128 General MIDI Instruments
- 128 MT-32 Instruments
- 2 MB+ "Purist" ROM Waves and Patch Set

Dual on-board DSPs!

For more information, call
1-800-7-SOUNDS

For FAX-BACK Data Sheet, call
1-800-257-1439

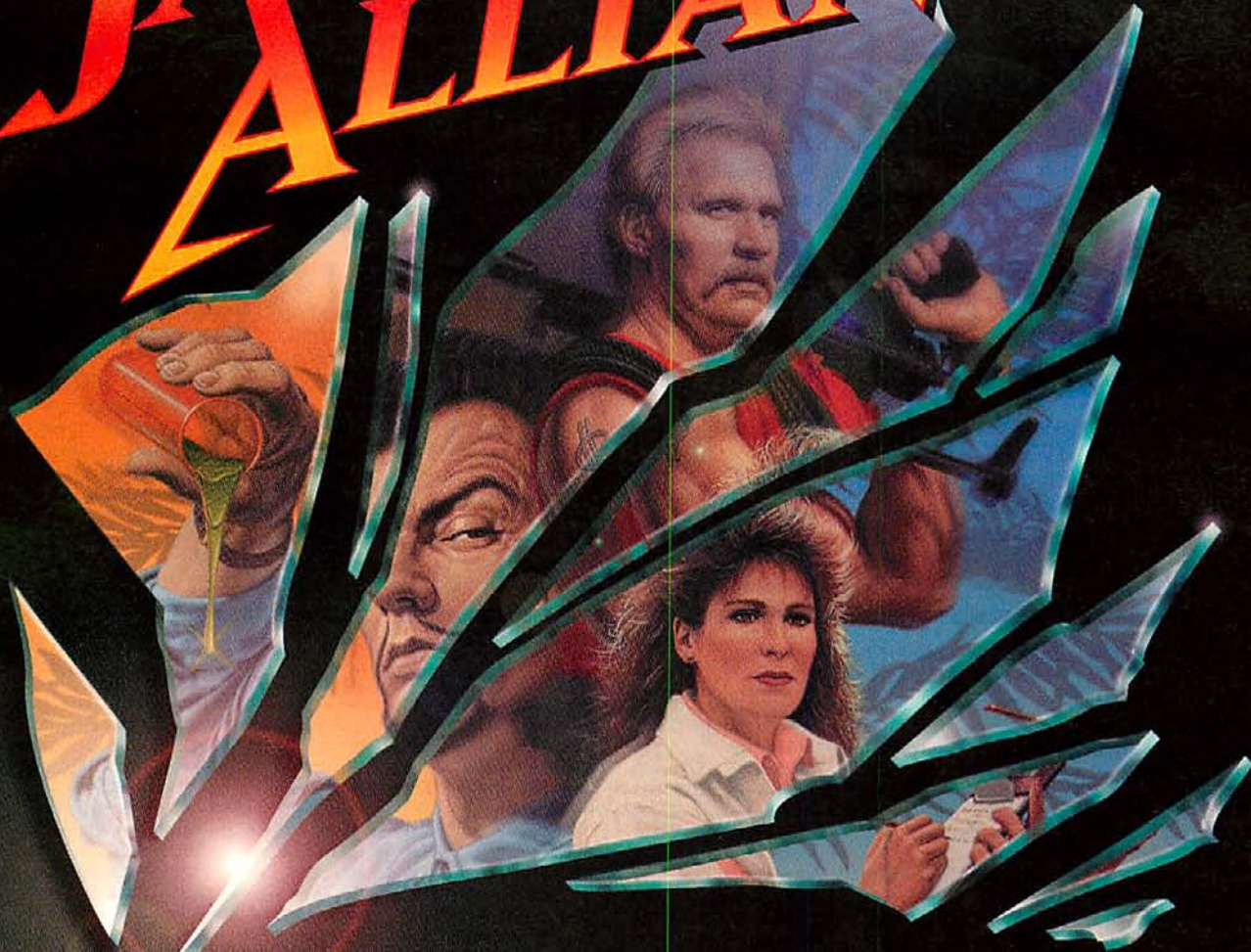


ENSONIQ
LEADING THE WORLD IN SOUND INNOVATION

Circle Reader Service #84

Save A Shattered World...
Or Die Trying.

JAGGED ALLIANCE



It starts with 60 ruthless mercs,
an army of cut-throat enemies, and an
ingenious adversary. By the time you're done, you'll know them all... *real well*.
Strategy and role-playing... so engaging, you'll be up all night.

Hey, this ain't no drill... it's in your store right now.

Circle Reader Service #163

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

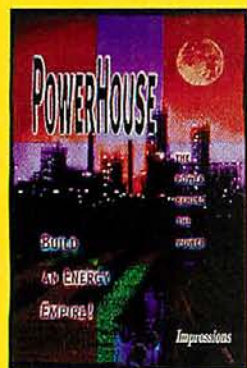


SIR-TECH

Strategy Guide
Available

P.O. Box 245, Ogdensburg, NY 13669 Tel: (315) 393-6633 Fax: (315) 393-1525 E-Mail: 76711.33@COMPUSERVE.COM

Jagged Alliance® is a registered trademark of Sir-tech Software, Inc.



'POWERHOUSE'

In the next energy starved millenium, you will command one of four empire building, power grabbing mega-corporations. These cut-throat behemoths will stop at nothing to control mankind's vital energy supplies. Superb SVGA graphics, and 9 energy sources. CD \$39



'PHANTAS-MAGORIA'

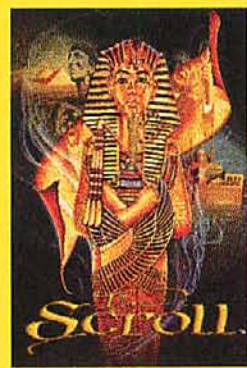
The story of a woman fighting for her life against the forces of evil in the most adventurous multimedia suspense thriller ever. Sophisticated Hollywood film techniques and digital effects create a frighteningly believable nightmare. CD \$49



'FULL THROTTLE' This is an adventure about one man against the world, it encompasses a murderous plot motivated by greed; the fall of a leader and his fight for justice. Extensive compositing of 2D and 3D graphics. CD \$46

FREE SHIPPING!

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



'THE SCROLL' It's spell petrified a city's populace, in a temple under the unsuspecting city of Alexandria. But in 1920, one Yussuf Al Rashid begins to dig a hiding place for his ill-gotten money and unearths the 2000 year old scroll that could end the world. CD \$38



'LAS VEGAS SCENERY' The startlingly realistic Las Vegas Scenery for Microsoft's Flight Simulator 5.0 from BAO gives you an entirely new dimension of 3D level detail. Our scenery uses actual satellite photos enhanced with special aerial and ground based photography. CD \$32

IBM HARDWARE

AUDIO HARDWARE

Ad Gravis Ultrasound Max	\$169
Sound Blaster 16MCD	\$177
SB 16 ASP w/SCSI-2	\$196
Sound Blaster 16 Value Ed.	\$105
Sound Blaster 32 AWE	\$263
SB 32 AWE Value Ed.	\$169
Sound Blaster Value	\$57
SGalaxy NXPro 16	\$299
Snd Scope 16 WaveTbl	\$159
Vivid 3D Plus Sound	\$72
Vivid 3D Pro	\$105
Vivid 3D Sound	\$55

CD-ROM HARDWARE

4 Plex Quad W Ctrlr	\$169
4 Plex Quad Speed	\$429
Diamond 4000 (4x)	\$379
Digital Edge 3x Int	\$69
Mitsumi Quad Speed	\$215
NEC 4X1 M-spun	\$405
NEC 4x1 M-spun w/Intfc	\$489
Sanyo Concord 3 Ext	\$325
Sanyo Concord 3 (4x)	\$215
SB Omni (2x) Ext	\$369
SB Omni (4x)	\$412
SB Omni (2x)	\$207
SB Omni (3x)	\$329
Teac Super Quad (4x)	\$342

VIDEO HARDWARE

Impression Lite VLB	\$299
Reel Magic CD Upgrd	\$599
Reel Magic Lite	\$275
Reel Magic Upgrade	\$299
SpeedStar ProSE VLB	\$179
SpeedStar GKt PCI Acc	\$169
Stealth 64 2MB DRAM	\$201
Stealth 64 2MB VRAM	\$201
Stealth 64 4MB VRAM	\$469

IBM HARDWARE

CONTROLLERS

Auto Cockpit	\$159
CH Flight Stick Pro	\$57
CH Pro Pedals	\$75
CH Pro Throttle	\$89
CH Trackball Pro	\$85
CH Virtual Pilot Pro	\$75
Cyberman	\$54
Flight Cockpit	\$219
Flight Stick	\$35
Flight Stick Pro&X-Wing	\$72
Game Zapper	\$47
Gravis PC Game Pad	\$19
Gravis Phoenix Jstck	\$83
JoySwitch	\$38
L-tech WngMn Extreme	\$45
Notebook Gameport	\$42
Spaceball Avenger	\$169
T-master DCS	\$110
T-master F16 TQS	\$110
T-master FLC (F16)	\$110
T-master Game Card	\$25
T-master Weapons (Mrk2)	\$90
Thrustmaster XL Action	\$24
Universal Cockpit	\$219

SPEAKERS

Altec ACS 100.1	\$103
Audiohile Ref 10 A	\$122
Jazz J-306	\$32
Jazz J-351	\$43
Jazz J-590	\$62
Jazz J-702	\$96
Jazz J-818	\$129
Koss HD 100	\$63
Labtec CS-1400	\$99
Labtec CS-150	\$14
Labtec CS-800	\$32
Labtec CS-900	\$59
Sony SRS-PC20	\$29

IBM ADVENTURE

1001 Nights of Doom	\$19
7th Guest 2:11th Hr CD	\$51
7th Guest CD	\$44
AMAZON	\$35
Adrenaline Factor CD	\$35
Adv of W. Beamish CD	\$24
Alien Virus CD	\$38
Alone in the Dark 2	\$34
Alone in the Dark 3 CD	\$42
Alone in the Dark CD	\$46
Atmosfear CD	\$34
Awful Green Things	\$36
Beneath a Steel Sky	\$33
Big Red Adventure CD	\$40
Blorgoe CD	\$44
Blackthorne or CD ea	\$29
Blake Stone or CD ea	\$29
Blind Date CD	\$38
Blood Society CD	\$34
Bloodnet	\$39
Blown Away WIN CD	\$39
Body Count or CDeach	\$29
BrainDead 13 CD	\$38
Buccaneers CD	\$48
Bureau 13 or CD each	\$33
Burn Cycle CD	\$39
Cadillacs & Din's CD	\$49
Castle Wolfenstein CD	\$42
Central Intelligence CD	\$25
Chaos Continuum CD	\$29
Commander Blood CD	\$39
Companions of Xanth	\$32
Conspiracy CD	\$30
Corridor 7 or CD each	\$29
Creature Shock CD	\$48
Curse of Enchantia CD	\$23
Cyberia CD	\$45
Cyberwar CD	\$48
Daedalus Encount CD	\$47
Damnesia CD	\$36

IBM ADVENTURE

Dark Forces CD	\$47
Dark Seed 2	\$42
Dark Seed CD	\$39
Day of the Tentacle CD	\$29
Death Gate CD	\$32
Defcon 0 CD	\$39
Depth Dwellers CD	\$29
Dinonauts WIN	\$24
Discworld or CD each	\$35
Doom 2 Collectors Ed CD	\$52
Doom 2: Ext Levels CD	\$22
Doom 2: Hell on Earth	\$39
Doom Ware: Ocr 1 CD	\$25
Dracula	\$32
Dracula Unleashed CD	\$39
Dragonsphere or CDea	\$25
Dreadnoughts Bismark	\$29
Dreamweb	\$34
Dune CD	\$29
Dust CD	\$42
Ecstasia or CD each	\$36
Entombed CD	\$37
Evolution or CD each	\$29
Extractors CD	\$34
Flash Traffic CD	\$39
Flashback CD	\$38
Fort of Dr. Radiaki CD	\$32
Frankenstein CD	\$46
F. Pharkas Frontier 2	\$44
Freelancer 2120	\$35
Full Throttle CD	\$46
G-Nome or CD each	\$43
Gabriel Knight	\$29
Gadget CD	\$45
Gateway 2 or CD	\$29
Gateway Coll 1 & 2 CD	\$36
Gender Wars CD	\$49
Guy Spy CD	\$29
Hand of Fate CD	\$39
HardJack CD	\$48

IBM ADVENTURE

Harvester CD	\$44
Heaven and Earth	\$32
Hell Cab CD	\$38
Heretic 2 CD	\$46
Hired Guns	\$36
Hook	\$32
I Have No Mouth CD	\$44
In Extremis	\$42
Inca 3 CD	\$39
Indy Jones :Atlantis CD	\$32
Inherit the Earth CD	\$25
Iron Helix CD	\$56
Jagged Alliance	\$46
Johnny Mnemonic CD	\$44
Jonny Quest	\$26
Journeymen Projct 2	\$48
Jurassic Park	\$29
King's Quest 5 VGA	\$32
King's Quest 6 OEM	\$29
King's Quest 7 CD WN	\$49
King's Ransom CD	\$33
Kingdom O' Magic CD	\$54
L-Zone PCMC CD	\$40
Labyrinth of Time CD	\$24
Lands of Lore 2	\$42
Last Dynasty CD	\$33
Lawn Mower Man 2 CD	\$49
Legend of Kyandia	\$24
Lgnd of Kyandia 3 CD	\$39
Leisure Suit Larry 6	\$39
Leisure Suit Larry 7 CD	\$44
Leisure S.Larry Anth	\$47
Little Devil CD	\$39
Loadstar CD	\$49
Lost Eden CD	\$39
Lost Files S.Holmes	\$32
Lunatic CD	\$42
MTV Club Dead CD	\$39
Maabus CD	\$29
MacBeth CD	\$35

IBM ADVENTURE

Madness of Roland CD	\$29
Man Enough CD	\$34
Mission Critical CD	\$34
Morph Man CD	\$29
Myst CD	\$47
Nibelung Ring Cycle	\$39
Night Trap CD	\$48
Noctropolis CD	\$47
Out of this World 2 CD	\$45
Pagemaster CD	\$44
Pepper's Advnt in Tme	\$29
Phantasmagoria CD	\$49
Pitfall or CD	\$38
Police Quest 4 & WIN	\$38
Police Quest 5 CD	\$48
Prince of Persia 2	\$29
Psimaster CD	\$44
Psychotron CD	\$36
Quarantine	\$34
Quest for Glory 4	\$29
Quest for Glory 5 CD	\$44
Relentless CD	\$44
Return to Zork or CD	\$44
Return to Zork w Anth	\$44
Return to Zork CD	\$45
Riddle of Master LuCD	\$48
Rise of the Triad	\$35
Robocop 3	\$32
Robot City CD	\$46
Scroll CD	\$38
Sea Legends CD	\$44
Secrets of Stargate CD	\$28
Shadow of the Comet	\$37
Shadows of Cairn WIN	\$39
Silverload CD	\$38
Simon the Sorcerer 2	\$37
Simon the Sorcerer CD	\$33
Skull Cracker CD	\$41
Slaughterhouse 5 CD	\$46
Space Quest 6 CD	\$45

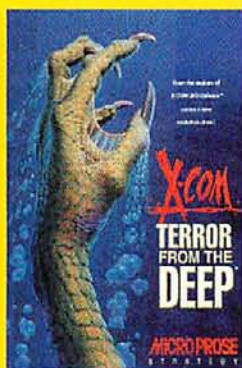
OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$8 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. All sales final. Call for details.
Visa, MC and Discover accepted. Checks held 4 weeks. Money 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.

FREE GAME OFFER*

See details below



'PC VIRTUAL GOLF CLUB' A realistic flight path of the ball on your monitor results as a measure of club-head speed, club-face angle and club path. The 26" PC Golf Club is designed to have the feel of a full sized club, yet allow you to swing in a room of normal ceiling height. **\$119**



'X-COM TERROR FROM THE DEEP' The war continues... X-COM brings the alien terror into a totally new dimension. Your combat now extends to the strange new worlds of the deep where superior alien technologies threaten the very survival of this planet. Your planet: Earth. **CD \$40**



'SPACEBALL AVENGER' Say "Later" to the clunky, herky jerky action of keyboard, mouse and joystick play! Enter the next generation of super cyber-dynamics. Get a grip and hang on, 'cause you're gonna move like you've never moved before. Natural, intuitive, smooth continuous 3D motion control. Just like reaching into the screen and movin' things directly! Unbelievable breakthrough, control like you have never experienced before! **\$169**



'LINKS PRO 386 CD' The most award winning golf game in software history has now been enhanced for the CD platform. From tee to green LINKS 386 CD is unrivaled in recreating a true golfing experience. Play at Hilton Head Island or Banff Springs Resort, Canada. **CD \$25**



'MIDWAY' Cinc-Pac, is played by the computer. Choose to play either Admiral Spruance, Commander of Enterprise and Homet or Admiral Nagumo, in charge of four Japanese fleet carriers. Gather the information you need from the Tactical Map. **CD \$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 May 1st - June 30th or while supplies last. Request must be made at time of order.

SPEND \$60

Airborne Ranger 5.25, All IE up to Episode 9, Cohort 2 3.5, Conquered Kingdoms Scen 3.5, GNB Scen Disk 3.5, Gunship 5.25, Mercenaries 5.25, Pirates 5.25, SDI 5.25

SPEND \$100

Bridge 7.0 3.5, DRAGON Force 3.5/5.25, Falcon 3.0 MIG 29 3.5, MacArthur's War 3.5, Megatraveller Zhodani 5.25, Return of the Phantom 3.5, Terminator 2029 3.5

SPEND \$160

Alone in the Dark 3.5, Battles of Destiny 3.5, Links Pro 386 3.5, F15 Strike Eagle II 3.5, Railroad Tycoon 3.5, Rules of Engagement 5.25, Silent Service 2 3.5, Simon the Sorcerer 3.5, Star Trek Judgement Rites 3.5, Ultima Underworld 2 3.5, Worlds at War 3.5/5.25

SPEND \$200

Harpoon Collection CD, Falcon 3.0 3.5, Julland CD, Links Pro 386 CD, V Victory: Market Garden 3.5, Warlords 5.25

IBM ADVENTURE

Space Ship Brainiac CD \$49
 Spaceship Warlock CD \$29
 Spawen or CD \$42
 Star Reach \$36
 Star Trek TNG CD \$79
 Star Trek: Judge Rites \$42
 Star Trek: Star Fleet \$48
 StarGate \$38
 StereoWorld CD \$39
 System Shock \$44
 Tek War CD \$46
 Terminator Rampage CD \$34
 Terra Nova \$48
 Terror of Deep or CDea \$36
 The Dig \$40
 The Journeyman Project \$32
 The Trial \$44
 Thief of Dreams \$42
 Touche \$39
 Trouble is my Biz CD \$46
 Tuneland CD \$48
 U.S. President CD \$32
 Under a Killing Moon \$49
 Virtuoso CD \$39
 Vortex CD \$45
 Voyeur CD \$46
 Walker \$32
 Wetlands CD \$29
 Who Killed Sam Rupert \$24
 Wing Commander Ultima 6 \$29
 Wilhaven CD \$46
 Wolf \$39
 Wolf CD \$39
 Wolves of Moordeth CD \$39
 Woodruff & Schnibble \$32
 Wrath of Gods CD WIN \$44
 Yserbius \$26
 Zombie Dino CD \$30
 Zorro \$39
 Zorro CD \$39

IBM ARCADE

500 CC Race Bike \$29
 Alien 3 \$29
 Animation Classics 2 \$42
 Breakthru WIN \$35
 Corpse Killer CD \$48
 Crime Patrol CD \$35
 Crystal Caliburn WIN \$29
 Crystal Skulls CD \$40
 Dragon's Lair MPEG \$42
 Dragon's Lair 3 \$34
 Eight Ball Deluxe \$31
 FX Fighter CD \$44
 Fast Attack \$46
 Hammer Slammers CD \$46
 Ishar 3 \$33
 Jump Raven CD \$42
 Lode Runner WIN CD \$39
 Mad Dog McCree II CD \$35
 Mickey Mania CD \$39
 Microcosm CD \$36
 Mirage Thunder \$39
 Monty Python's Waste \$48
 Mortal Kombat 2 CD \$44
 Oxyd Magnum \$36
 Pinball Worlds or CDea \$35
 Rebel Assault CD \$44
 Revolution X CD \$45
 Rise of the Robots \$45
 Rocket Boy CD \$49
 Royal Flush Pinball CD \$30
 Slam City CD \$48
 Space Ace 2 \$34
 Space Pirates CD \$39
 Striker or CD \$46
 Supreme Warrior CD \$48
 Tetris Gold CD \$32
 Time Pockets CD \$46
 Total Domination CD \$39
 Tubular Worlds \$36
 Ultimate Pinball or CDea \$34

IBM ROLE PLAYING

AD&D Collector Pk CD \$35
 ADD Collector Edit V 3 \$19
 Al-Qadim \$42
 Al-Qadim CD \$39
 Alien Legacy \$36
 Alien Legacy CD \$39
 Arborea Journey \$34
 Arena \$39
 Brandish or CD each \$34
 Cobra Mission \$29
 CyClones or CD each \$39
 Cyber Space CD \$38
 CyberJudas CD \$48
 Daemonsgate or CDea \$19
 Dark Queen Krynn Edit \$16
 Dark Sun 1 or 2 CD ea \$49
 Darksun Character Ed \$16
 Demon Hunter \$42
 Devil's Gate CD \$40
 Disciples of Steel \$34
 Dragon Lore CD \$47
 Dungeon Master 2 \$37
 Dungeon Master 2 CD \$37
 Elder Scrolls 2 CD \$48
 Eye of Beholder 1-3 ea \$19
 Hell CD \$45
 Hero's of Might & Magic \$34
 Hexx: Heresy of Wizard \$29
 Hunters of Raik CD \$54
 Ishar 3 CD \$33
 Kingdoms: Far Reache \$40
 Knights of Xentar CD \$38
 Knight of Xentar \$44
 Lands of Lore CD \$41
 Lands of Lore Chr Edit \$16
 Legacyr \$39
 Legend of Valor \$36
 Lord of the Rings 2 CD \$38
 Lord of the Rings CD \$33
 Lord of Rings 1 & 2 \$19

IBM ROLE PLAYING

Lord of Rings 1 Chr Ed \$16
 Lords of Midnight CD \$48
 Menzoberranzan \$42
 Might & Magic 4 \$19
 Might & Magic 4 Chr Ed \$16
 Might & Magic 5 \$19
 Might & Magic 5 Chr Ed \$16
 Pirates Gold \$19
 Planet's Edge Chr Ed \$15
 Pools of Darkness \$38
 Ravenloft 2 CD \$46
 Ravenloft or CD each \$49
 Realms of Arkania \$25
 Red Crystal \$19
 Return to Ringworld CDS \$4
 Riftwar Legacy CD \$23
 Rings Medusa Gld CD \$23
 Robinson Requiem CD \$33
 Rome: Pathway Power \$29
 Shadow Caster CD \$19
 Skyrealms of Jorune \$39
 Space 1889 Chr Edit \$16
 Star Reach CD \$36
 Star Trail \$41
 Star Trail CD \$45
 Star Trail Speech Pack \$18
 Star Trek Deep Space \$41
 Star Trek TNG CD \$48
 Stonekeep CD \$44
 Superhero Hoboken CD \$34
 Sword of China \$42
 Syndicate \$37
 Syndicate Plus CD \$40
 Thunderscape CD \$46
 Ultima 8 w/Speech CD \$32
 Ultima 8: Pagan \$26
 Ultima 9 or CD \$52
 Ultima 10 CD \$54
 Ultima Uworld 1 & 2 CD \$29
 World of Xeen CD \$40

IBM SIMULATIONS

1st Encounters or CD \$29
 A320 Airbus \$29
 AH-64 B Longbow \$54
 Absolute Zero CD \$40
 Aces Over Europe \$32
 Aces of the Deep \$44
 Aces of Deep M-Disk \$29
 Aces of Pacific or CD \$39
 Aces over Europe CD \$38
 Across the Desert 1941 \$48
 Across the Rhine CD \$47
 Across Rhine Exp Set \$130
 Air Combat Series: N F \$47
 Air Havoc Controller WNS \$39
 Air Warrior 2 or CD \$34
 Air Warrior SVGA or CDS \$35
 Apache-Gunship CD \$45
 Armored Fist \$43
 Army Air Corps: 1942 \$48
 Art of the Kill \$24
 Battle of Britain 2 WIN \$34
 Battlecruiser 3000 \$43
 Chaos Control CD \$39
 Chopper Pack CD \$38
 Chopper Strike \$48
 Combat Air Patrol CD \$29
 Confirmed Kill CD \$44
 Cyclemania CD \$34
 D-Day: Op Overlord CDS \$39
 Dark Ride CD \$49
 Dawn Patrol or CD \$41
 Delta V CD \$32
 Descent 2.0 CD \$46
 Descent or CD \$38
 Dream Web CD \$34
 European Racers CD \$29
 Evasive Action \$28
 Evolver \$38
 F117A Stealth Fighter \$23
 F15 Strike Eagle 3 \$34

IBM SIMULATIONS

FA 18 Hornet or CD \$54
 Falcon 3 Scen 3 FA 18 \$25
 'Falcon 3.0' \$29
 Falcon 4.0 CD \$49
 Falcon Gold CD \$52
 Fast Attack CD \$48
 Fighter Duel Pro 2 \$33
 Fighter Wing or CD \$39
 Fleet Defender F14 \$42
 Fleet Defender Gld CD \$48
 Fleet Defender Scen 1 \$32
 Flight Sim T-kit Exp #4 \$19
 'Flight Sim Toolkit' \$19
 Flight Sim T-kit Scen 2 \$19
 Flight Sim T-kit WW 2 \$19
 Flight Unlimited CD \$48
 Flying Aces CD \$49
 Flying Circus \$39
 Formation Attack CD \$48
 Formula 1 \$24
 Great Naval Bat 2 CD \$39
 'Great Naval Bat Scen' \$16
 Gunship 2000 VGA \$32
 H.A.W.C. \$32
 Harrier Assault SVGA \$47
 Harrier Assault CD \$35
 Indianapolis Track Pk \$23
 Indy Car Racing \$30
 Indy Car Racing AO #1 \$22
 Indy Car Racing AO #2 \$22
 Inferno or CD \$44
 Iron Angel CD \$44
 Iron Assault CD \$39
 Jet Fighter 3 \$41
 Jet Pack CD \$39
 Kawasaki Super Bikes \$24
 Lawn Mower Man CD \$35
 Life and Death 2 \$24
 Lode Runner \$36



'RISE OF THE TRIAD: DARK WAR' The world is doomed... unless you can change its fate. You're a commando who usually eats terrorists for lunch. But this bunch ain't going down easy! Offers 30 levels, eye-poppin' graphics & head-to-head modem matches. CD \$42



'UNDER A KILLING MOON' Transports you to the virtual world of the feisty detective Tex Murphy. New features allow you to save and splice scenes together. An amazing level of detail & freedom of movement make this game visually and aurally stunning. CD \$49



'PERFECT GENERAL 2' is an unbeatable strategic and tactical experience with stunning graphics, intuitive interface, and the sharpest artificial intelligence ever. Feel the power as you command missions in the most exciting eras of world conflict. 5 levels of difficulty. CD \$38

Purchase ClockWerx and BreakThru and Receive a \$10 Rebate

Purchase ClockWerx and BreakThru between 4/1/95 and 6/30/95 and receive coupon good for \$10 rebate direct from Spectrum HoloByte. Offer subject to change or cancellation without notice. Offer expires June 30, 1995. Offer void where prohibited, taxed or otherwise restricted. Call for details.



'AIR WARRIOR' Experience the thrill of air combat in 11 of the most feared warplanes of the WWII and Korean eras. This is the training school for on line air combat duty against GENie Air Warrior veterans. The theatre of operations could have over 50 planes airborne at any time. CD \$35



'JUTLAND' Fight for control of the No. & So. Atlantic for the German Imperial Fleet or the British Royal Navy. Stunning SVGA graphics, digitized video and sound effects. Historically accurate combat including night combat, torpedo attacks & salvos of exploding shells. CD \$29

IBM SIMULATIONS

M1 Tank Platoon 2	\$44
M4: Sherman Tank Sim	\$34
Magic Carpet CD	\$42
Maxi Overkill Bnble CD	\$42
Maximum Overkill MD2	\$29
Mech Commander CD	\$42
Mechwarrior 2 Add-on	\$18
Mechwarrior 2 or CD	\$46
Megaforcess M-Disk	\$26
Megarace CD	\$39
MetalTech: Battledrome	\$32
Metaltech 2: E-sg Spch	\$20
Metaltech 2: E-siege MD	\$29
Metaltech: Earth Siege	\$45
MIG 29 (Stand Alone)	\$39
M-soft FS 5 Europe 1	\$26
M-soft FS 5 Las Vegas	\$33
M-soft FS 5 Portland CD	\$33
M-soft Flight Sim 5.0	\$44
M-soft Flight Sim 6	\$45
M-soft FSF Shop	\$36
M-soft Space Sim 1.0	\$44
Mig 29 Fulcrum	\$29
Mig 29 Gold CD	\$49
Mule 2	\$44
Nascar Racing	\$39
Nascar Racing Truck Pk	\$24
Pacific Strike	\$25
Phoenix Fighter CD	\$49
Power Boat Sim 3	\$46
Privateer	\$48
Rally	\$29
Rapid Assault CD	\$28
Red Baron Tank Killer	\$39
Red Baron W M-Buildr	\$39
Red Ghost	\$39
Renegade CD	\$45
Retribution CD	\$32
Sailing Sim 3 East Cst	\$39
Sailing Sim 3 West Cst	\$39

IBM SIMULATIONS

Sailing Simulator 3	\$52
Sea Wolf CD	\$44
Shuttle CD	\$24
Silent Hunter CD	\$48
Silent Steel	\$46
Slipstream 5000 CD	\$40
Space Clipper	\$42
Spectre Virtual Reality	\$35
Star Base	\$42
Star Crusader	\$33
Starlord	\$39
Slam Slum	\$42
Sub Battle Simulator 2	\$39
Sub Bile Sim 2 Wn CD	\$39
Sub War 2050	\$33
Sub War 2050 Plus CD	\$40
SuperKarts or CD	\$39
TFX or CD	\$36
Tank Com. Network CD	\$48
Tank Girl CD	\$48
Task Force Admiral Pk	\$39
Terminal Velocity or CD	\$44
The Big One CD	\$26
Tie Fighter	\$46
Top Gun CD	\$40
Tornado CD	\$39
Tower	\$42
Train Engineer	\$29
U-Boat 2	\$36
U-Boat WIN	\$34
Werewolf CD	\$48
Wing Com. 2 Bundle	\$29
Wing Com. 3 CD	\$53
Wing Com. Armada CD	\$47
Wing Com. Armada WN	\$40
Wings of Glory CD	\$40
World Circuit 2	\$42
World Circuit CD	\$39
X-Wing	\$39
X-Wing Collector's CD	\$46

IBM SPORTS

APBA Baseball	\$24
APBA Bball Innovator	\$19
All American Clge FB	\$438
Barkley: Shut Up & Jam	\$42
Baseball for Windows	\$46
Blood Bowl	\$34
Blood Bowl CD	\$34
Brett Hull Hockey '95	\$42
ESPN Baseball	\$36
ESPN Baseball Tonight	\$38
ESPN Bball Tonight	\$44
ESPN Football	\$39
ESPN Hockey	\$39
ESPN Total Bball CD	\$39
Empire Soccer '94	\$29
FIFA International Scrr	\$36
Fairways to Heaven	\$29
Fairways to Heaven CD	\$29
Front Page Football Pro	\$29
Front Page Ftbl Pro '95	\$44
Front Page Sports Bsb	\$47
Front Page Sports Bsb CD	\$44
F-Page Sports FBUpd	\$29
Gone Fishin' CD	\$39
Hard Ball 4 CD	\$34
Hardball 3	\$34
Hardball 3 Collection	\$39
Hardball 4	\$32
Hardball 4 MLBPA A O	\$19
Ice Hockey CD	\$28
J. Nicklaus Gld Bear Ed	\$34
Jack Nicklaus Golf CD	\$39
Jack Nicklaus Sign Ed	\$27
Jordan In Flight CD	\$19
Links Pro 386 CD	\$22
Links Pro 386 Golf	\$19
Links Pro 486 CD	\$49
Links Pro Courses ea	\$19
Live Action Ftbl CD	\$34
Microsoft Baseball CD	\$51

IBM SPORTS

M-soft Golf 2.0 WIN CD	\$45
Microsoft Golf CD	\$48
Microsoft Golf for Win	\$48
Mike Ditka Power FB	\$34
ML Profesional Gro Golf	\$19
NBA Jam	\$44
NBA Jam Live 95 CD	\$47
NFL '95 WIN	\$24
NFL Challenge Prem Ed	\$59
NFL Coaches Club	\$29
NFL Coaches Clb FB 2	\$44
NFL Super Bowl CD	\$39
NHL Hockey	\$43
NHL Hockey '95 CD	\$40
PGA Tour Golf 486 CD	\$47
PGA Tour Golf WIN	\$26
PGA Tour Golf Lim Ed	\$19
Picture Perfect Golf CD	\$42
Planet Soccer	\$29
Pro Tennis Cup	\$38
Proleague Football '94	\$29
Proleague Ftbl Com	\$38
Proleague Football	\$38
'Power Hits: Sports	\$19
QuarterPole	\$24
Road to the Final 4 2	\$38
Road to Final 4 2 CD	\$43
Skins Game at Bighorn	\$40
Time Out Sports Bsktbl	\$39
Tom Landry Football	\$24
T.La Russa BB 2 CD	\$46
T.La Russa Baseball 2	\$24
T.La Russa Bsbll 2 2 94	\$37
T.La Russa Bsbll 3 CD	\$48
Troy Aikman Ftbl CD	\$49
Ultimate Football CD	\$45
Unnecessary Roughns	\$29
Unecess Roughns '95	\$34
Winter Sports or CD ea	\$28
World Golf Golf CD	\$44

IBM STRATEGY

1830: RR & Robbr Brns	\$34
18th Air Squadron	\$36
A Train	\$34
A-Train WConstruct St	\$29
Advanced Civilization	\$34
Advanced Civln CD	\$34
Airbuck 1.2	\$26
Ancient Art of War Sky	\$26
Archon Ultra	\$32
Arctic Baron or CD	\$29
Baldies	\$32
Battle Bugs	\$37
Battle Isle 2200 CD	\$34
Battle of Chickamagua	\$38
Bitlle Chickamagua CD	\$42
Battles in Time or CD	\$35
Black Beard or CD	\$34
Breach 3 or CD	\$34
Buzz Aldrin Race	\$26
Caesar	\$24
Campaign 2	\$36
Castles 2 CD	\$48
Celtic Tales or CD	\$39
Chessmaster 4000 Trb	\$36
Civilization	\$34
Civilization N-work WIN	\$48
Civilization WIN	\$46
Colonization	\$44
Colonization Gold WIN	\$48
Colonization WN or CD	\$48
Conquered Kingdoms	\$236
Conqueror	\$46
Conquest	\$36
Crisis in the Kremlin	\$29
Crusader CD	\$44
Darklegions	\$36
Dead Zone CD	\$52
Deadline CD	\$38
Detroit	\$39
Discrvy Stp Columbus	\$34

IBM STRATEGY

Dominus	\$25
Dune 2	\$28
Empire 2 or CD	\$42
Empire Builder	\$36
Exploration or CD	\$42
Fantasy Empires CD	\$42
Fantasy Fieldom CD	\$48
Feudal	\$39
Flight Commandr 2 CD	\$38
Front Lines or CD	\$39
Gazillionaire WIN CD	\$29
Genesis	\$39
Genghis Khan 2	\$34
Global Domination	\$34
Gold of the Americas	\$24
Grandest Fleet	\$29
Great Naval Bat 3 CD	\$46
Hammer of Gods CD	\$39
Hannibal	\$26
Harpoon Chlnge Pck	\$24
High Seas Trader CD	\$39
Hollywood Mogul	\$38
Humans CD	\$22
Jagged Alliance CD	\$46
Jutland CD	\$29
Kingdoms of France	\$34
Kingdoms of Germany	\$34
Kingmaker	\$32
Koshan Conspiracy	\$29
L'Empereur	\$29
Legions WIN or CD	\$34
Lemming Chronicle CD	\$36
Lemmings ODCP	\$19
Lemmings WIN	\$29
Liberty or Death	\$29
Lords of Realm or CD	\$39
Lost Admiral 2 or CD	\$39
Machiavelli Prince CD	\$40
Maelstrom	\$23
Marco Polo or CD	\$42

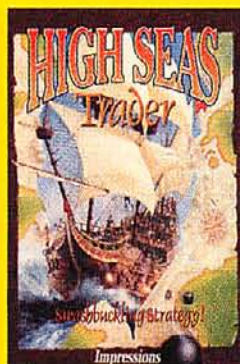
OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. All sales final. Call for details.
 Visa, MC and Discover accepted. Checks held 4 weeks. Money 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.

FREE GAME OFFER*

See details below



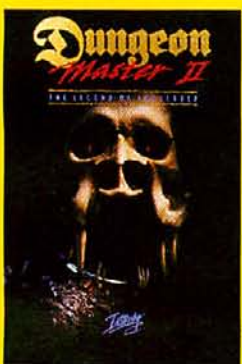
'FLIGHT UNLIMITED' This new simulator captures the pure joy of flight. From soaring over beautiful and majestic scenery to the heart pumping thrills of flying inverted loops, Flight Unlimited offers it all. Five high performance aerobatic aircraft and five scenic locations. CD \$48



'HIGH SEAS TRADER' Take the helm of your own ship as a 17th century horizon slides into view. This completely new look in strategy gaming puts you right up on deck while you outrun pirates and create trade routes to riches. Strong replayability. CD \$39



'STAR TREK: NEXT GENERATION' 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 of the seven main characters and command of the ship. CD \$49



'DUNGEON MASTER II' There's more to fear than ever before in 'The Legend of Skullkeep'. This new world is alive with creatures and actions that will occur with or without you. Stunning sound effects, real time combat. CD \$37



'THRUSTMASTER XL ACTION CONTROLLER' This joystick offers advanced functionality enjoyed by flight sim enthusiasts. Features three instant response buttons, action trigger, 4-way thumb switch, pistol grip & glow-in-the-dark buttons. \$24

*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 May 1st - June 30th or while supplies last. Request must be made at time of order.

SPEND \$60

Airborne Ranger 5.25, All IE up to Episode 9, Cohort 2 3.5, Conquered Kingdoms Scen 3.5, GNB Scen Disk 3.5, Gunship 5.25, Mercenaries 5.25, Pirates 5.25, SDI 5.25

SPEND \$100

Bridge 7.0 3.5, DRAGON Force 3.5/5.25, Falcon 3.0 M/G 29 3.5, MacArthur's War 3.5, Megatraveller Zhodani 5.25, Return of the Phantom 3.5, Terminator 2029 3.5

SPEND \$160

Alone in the Dark 3.5, Battles of Destiny 3.5, Links Pro 386 3.5, F15 Strike Eagle II 3.5, Railroad Tycoon 3.5, Rules of Engagement 5.25, Silent Service 2 3.5, Simon the Sorcerer 3.5, Star Trek Judgement Rites 3.5, Ultima Underworld 2 3.5, Worlds at War 3.5/5.25

SPEND \$200

Harpoon Collection CD, Falcon 3.0 3.5, Jutland CD, Links Pro 386 CD, V Victory: Market Garden 3.5, Warlords 5.25

IBM STRATEGY

Master of Magic or CD \$39
 Master of Orion or CD \$40
 MechLords CD \$35
 Mega Lo Mania \$29
 Merchant Prince \$37
 Metal Marines WIN \$27
 Millennium Auction CD \$46
 Navy Strike \$40
 Networks CD \$39
 New Horizons or CD \$34
 Nobunaga's Ambition 2 \$34
 Onslaught WIN \$39
 Operation Crusader CD\$39
 Outpost Planet Pck CD \$33
 Outpost WIN \$38
 Patricia or CD \$36
 Pax Imperia \$39
 Perfect General 2 CD \$38
 Perfect General Scen 2\$23
 Pirates Gold M-media \$48
 Pirates Gold WIN CD \$24
 Pizza Tycoon \$40
 Populous 2 \$25
 Power House WIN CD \$39
 Project USA or CD \$29
 Rags to Riches \$36
 Railroad Tycoon 2 (DI) \$24
 Reach for the Stars \$24
 Reunion or CD \$33
 Robo Sport WIN \$34
 Romance 3 Kingdoms 4 \$39
 Rules of Engagement 2\$29
 Sabre Team \$25
 Second Conflict WIN \$34
 Serf City: Life is Feudal \$37
 Sid Meir's Civil War \$58
 Sim Ant CD \$41
 Sim City 2000 \$34
 Sim City 2000 UrbanKt \$20
 Sim City 2000 Win \$42

IBM STRATEGY

Sim City CD \$47
 Sim City Classic or Wn \$26
 Sim City WIN 525 \$29
 Sim Farm \$29
 Sim Farm WIN \$23
 Sim Health \$25
 Sim Life or WIN \$29
 Sim Town or CD \$34
 SimClassic Collection \$44
 SimClassic Coll WIN \$44
 SimTower or CD \$33
 Space Hulk CD \$24
 Space Miner \$36
 Space Raiders CD \$42
 Spaceward Ho! \$36
 Spaceward Ho! 4 WIN \$24
 Spaceward Ho! WIN \$36
 Star Control 3 CD \$39
 Starship CD \$39
 Starship Troopers \$39
 Terminator 2 Chesswar \$27
 The Complete UMS \$49
 The Orion Conspiracy \$48
 The Rogarian Agenda \$39
 Theme Park or CD \$39
 Transport Tycoon CD \$48
 Ultimate Domain or CD \$36
 Unnatural Selection CD\$29
 Victory or Defeat WIN \$42
 Vikings 2 \$36
 Walls of Rome \$39
 Warcraft or CD \$39
 Warlords 2 \$29
 When Two Worlds War \$24
 Worlds of War CD \$48
 X-Com: Terror of Deep \$40
 X-Com: UFO Def CD \$38
 Zeppelin CD \$25
 Zig-Zag WIN CD \$29

IBM TRADITIONAL

3D Game Creation Syst\$45
 Assault Poker CD \$29
 Btlle Chess 4000 SVG \$26
 Battle Chess CD \$45
 Beat the House \$29
 Bobby Fischer's Chess \$34
 Bridge 8.0 \$32
 Bridge Baron Windows \$34
 Bridge Deluxe 2 \$29
 Bridge Deluxe CD \$43
 Bridge Olympiad \$29
 Caesar's World Gambly \$37
 Casino Master CD \$28
 Casino Master Gld WN \$29
 Casino WIN \$25
 Celebrity Poker CD \$28
 Chessmaster 3000 CD \$46
 Classic 5 WIN \$24
 ClockWerk WIN \$34
 Clockwerk CD \$34
 Cowboy Casino 2 CD \$34
 Create your own Game \$24
 Deck Daemon \$20
 Easy Street \$26
 Family Feud CD \$24
 Gambit \$24
 Gambit V 1.5 CD \$39
 Game Maker 3.0 or CD \$48
 Game Wizard Pro \$32
 Grandmaster Chess CD \$32
 Hard Day's Night CD \$23
 Hoyle's Book of Game \$29
 Incredible Machine 2 \$38
 Incredible Mchne 2 CD \$39
 Incredible Toons \$29
 Jeopardy CD \$29
 Jeopardy w/A. Trebek \$34
 Klik & Play WIN CD \$42
 Knight Moves CD \$34
 Knight Moves WIN \$34

IBM TRADITIONAL

Lexicross \$24
 Lucky's Casino Advntr \$34
 Magic the Gathering CD\$40
 Mario Game Gallery \$25
 Mega Maze CD \$28
 Monopoly Deluxe \$27
 Monopoly Deluxe WIN \$29
 Ms. Metaverse CD \$29
 Pinball Arcade CD \$34
 Pinball Dreams \$29
 Pool Master WIN CD \$22
 Positronic Bridge \$30
 Power Poker for Winds \$29
 Shanghai CD \$39
 Shanghai 2 Windows \$24
 Solitaire Deluxe WIN \$25
 Solitaire's Journey WINS\$35
 Solitaires Journey 2 \$36
 Star Wars Chess \$29
 Star Wars Chess CD \$29
 Tke Your Best Shot CD\$20
 Tetris Classic \$26
 The Mask CD \$23
 Trivia Madness CD \$28
 Trivial Pursuit CD \$34
 Trump Castle 3 or CD \$29
 USCF Chess CD \$37
 Ultima Trivia CD \$26
 Universal Neverlock \$29
 Vegas Games Pak WN \$21
 Video Cube CD \$39
 Virtual Pool CD \$40
 Virtual Vegas 2 CD \$24
 Wayne's World \$26
 Wheel of Fortune Dlx \$34
 Wheel of Fortune DlxWN\$34
 Wheel of Fortune WIN \$32
 Xplora Deluxe CD \$62
 Xplora CD \$47

IBM BUDGET

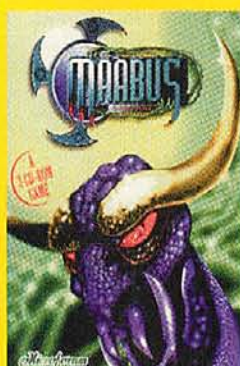
7th Guest 2 Demo(11hr) \$6
 A T P Flight Sim 1.00 \$12
 Acquire \$9
 Air Force Commander \$9
 Allied Forces \$9
 *Alone in the Dark \$12
 Assignment Miami \$9
 Austrulitz \$10
 Banzai \$9
 Baseball Facts \$6
 Battle Chess WIN \$9
 Battle Command \$6
 Blake Stone Episode 1 \$9
 Budo: Art of Ninja Cmbt \$9
 Captain Blood \$9
 Cstl Wolfenstein S-ware \$9
 Challenge of 5 Realms \$12
 Champions of Kryn \$12
 Charge of Light Brigade \$9
 *Cohort 2 \$12
 Conquests Robin Hood\$12
 Crime City \$12
 CyberStrike \$12
 Dark Queen of Kryn \$12
 Darklands \$12
 Dinofest Mult & Divide \$12
 Doom Episode 1 \$9
 Dragon Lord \$9
 Dreadnoughts Bismark \$12
 Dreadnought Ironclads \$12
 Erotic Virtual Smplr CD \$12
 Fighting for Rome \$12
 Flames of Freedom \$12
 Greens \$12
 Harrier Assault \$12
 Heart of China EGA \$12
 Hearts \$12
 Heretic S-ware orCD ea\$12
 Horde \$12
 Hoyle's Book Gmes V3 \$12

IBM BUDGET

Interactive Adult Smplr \$12
 Land Sea Air Trilogy \$12
 Lightspeed \$9
 Line in the Sand \$12
 Lost Vikings \$9
 Magic Candle 3 \$9
 Marianas Turkey Shoot\$12
 Matrix Cubed \$9
 MegaFortress \$12
 *MegaTraveller:Zhodani \$9
 NFL Video Football \$12
 Never Mind \$9
 New Facilities Locator \$9
 Operation Combat \$12
 PT Boat Simulator \$12
 Pacific Strike Spch Pk \$12
 Puzzle Gallery 1 \$9
 *Return of Phantom \$12
 Rex Nebular \$12
 Rotox \$9
 Rules of Engagement \$9
 Sentinel Worlds 1 \$9
 Sex Planet CD \$12
 Star Legions \$12
 Stellar 7 CD \$12
 Storm Across Europe \$12
 Sub Battle Simulator \$12
 Tales Magic CD \$12
 Task Force 1942 HD \$12
 Taste of Erotica Sampler \$8
 Taste of Erotica Smplr 2 \$8
 Tegal's Mercenaries \$9
 Terminator 2029 \$12
 Terran Envoy \$9
 Tie Break Tennis \$9
 Tom Landry Football \$12
 Tom Landry FB Dlx \$12
 Tony LaRussa Baseball \$9
 Top 100 Games 2 CD \$12
 Under Fire \$12



'CRYSTAL CALIBURN' 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, it's one that keeps you coming back for more. \$29



'MAABUS' The year is 1999 a mysterious new form of radiation is threatening life as we know it on Earth. On a small tropical island 1500 miles southwest of Hawaii, something sinister is going on...Many research teams have gone in, not a living soul has ever come out! CD \$29



'ACES THE GREAT WAR PLANES COLLECTORS EDITION' Experience the intensity of aerial combat, four theaters and seven decades. A special feature of this edition is Aviation Pioneers: a complete review of aviation history from 1903 to 1939. CD \$48

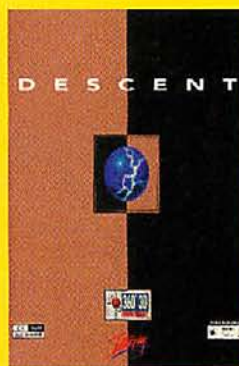
FREE INTERACTIVE ENTERTAINMENT

WALLS OF ROME INCLUDED!

Request your FREE Interactive Entertainment Episode 11 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 5/1/95 to 6/30/95 or while supplies last. Quantities limited.



'7TH GUEST: 11TH HOUR' Sequel to 7th Guest except the stakes are higher, the puzzles more clever & the return visit even more unsettling. Solve puzzles and investigate clues that take you through Stauf's haunted house with movie-like plot twists and special effects. CD \$54



'DESCENT' You begin deep below the surface of Lunar Base 1 where an unknown alien race has taken over the chasm of the post terran mining corporation. Lunge straight down mine shafts, twist around never ending tunnels and fight your way past robotic menaces. CD \$38

IBM HINT BOOKS

7th Guest 2: 11th Hour \$16
Aces Over Europe \$16
Across the Rhine Gde \$16
Aircombat Pacific Gde \$16
Alone in the Dark 3 \$16
Arena \$16
Armored Fist Guide \$16
Bioforge \$12
Blackthorne Guide \$16
Civilization \$16
Colonization Guide \$16
Conquests of Camelot \$10
Curse of Azure Bonds \$12
Cyberia Strategy Guide \$16
Cyclones \$12
Dark Queen of Kryn \$12
Dark Sun 1 or 2 each \$12
Day of the Tentacle \$12
Doom 2 Survival Guide \$12
Dragon Lore Guide \$16
Dungeon Master 2 \$16
Fleet Defender Guide \$16
Flights of 13 Mike \$16
Fred Pharkas Frontier \$10
Goblins 1 or 2 each \$10
Hand of Fate \$12
Harpoon 2 Guide \$19
Hell Official Guide \$16
Heretic Official Guide \$16
Inca 2 \$10
Indi Jones 4 \$12
Jagged Alliance \$16
Jet Fighter 3 Guide \$16
King's Quest 7 \$17
Laura Bow 2 HintBook \$10
Legend of Kyrandia 3 \$12
Leisure Suit Larry each \$10
Lemmings /disk \$18
Lode Runner Players \$16
Lode Runner Guide \$16

IBM HINT BOOKS

Loom \$12
Lord of the Rings V2 \$12
Lst Fls Sherlock Holmes \$14
Master of Magic Guide \$16
Master of Orion Guide \$16
Matrix Cubed \$12
Mechwarrior 2 Guide \$16
Menzoberranzan \$12
Microsoft Golf 2.0 \$16
Microsoft Space Sim \$16
Might & Magic 3, 4, 5ea \$16
Noctropolis \$12
Outpost Strategy Guide \$16
Pacific Strike Playtest \$14
Panzer General Guide \$16
Perfect General 2 \$16
Pitfall Players Guide \$12
Police Quest 3 \$10
Pool of Radiance \$12
Pools of Darkness \$12
Populous 1 & 2 Book \$16
Power Monger \$10
Privateer Playtester's \$14
Protostar \$12
Quest for Glory Guide \$19
Questbusters 1 or 2 ea \$18
Realms of Arkania \$16
Rebel Assault Guide \$16
Return to Zork \$10
Sam and Max \$12
Secret Silver Blades \$12
Shadow Caster \$14
Shadow of the Comet \$16
Sherlock Holmes \$16
Sim City 2000 Guide \$16
SimTower Guide \$16
Skyrealms of Jorune \$12
Space Quest 4 \$10
Star Crusader Guide \$16
Star Trail \$16

IBM HINT BOOKS

Star Trek: Judge Riles \$12
Stonekeep Guide \$16
Strike Commander \$16
System Shock \$12
The Dig Official Guide \$16
Tie Fighter Guide \$16
Ultima 8 Official Guide \$16
Under A Killing Moon \$16
Wing Commander 3 \$19
Wing Com. Armada \$12
Wizardry 7 \$16
X-COM Official Guide \$16
X-Wing Official Guide \$16

IBM BUNDLES

ADD Clitor Edit 1or2ea \$46
Aces Collection CD \$48
Air Combat Classics \$19
Thier Finest Hour, Battle Hawks, Secret Weap of Luftwaff
All Star Sports Collectn \$23
Allied Forces \$9
M1 Tank Platoon, Gunship Award Bundle \$44
Kings Quest 5, Red Barron, Rise of Dragon Award Winning Wargme \$38
Electronic Arts Top 10 \$32
Eye of Beholder Collect \$49
Eye of the Beholder, Legend of Darkmoon, Assollion Myth Prannor, E. of Beholder Clue Book Falcon 3.0/Tmaster FC \$99
5 Foot 10 Pck 1 or 2 CDs \$29
Fleet Defender/Tmaster \$72
Gateway Collectn 1 & 2 \$36
Heimdall Bun (1&2) CD \$19

IBM BUNDLES

Interplay's 10th Yr Anth \$24
Mind Shadow, Tass Time, Bards Tale, Wasland, Dragon Wrs, Battke Chss, Lord of the Rings, Castles, Star Trek 25 Anniversary, Out of this World
King's Quest Anth CD \$54
Lemming's 1 & 2 CD \$28
Maximum Overkill W/D \$39
Lost Treasure Infocm 2 \$25
Border Zone, Plundered, Hearts, Bureacracy, Cutthroats, Hollywood Hi, Jinz, Seastalker, Sherlock Holmes: Riddle of Crown Jewels, Wishbringer, Nord and Bert, Trinity
Lucas Classic Adventure \$19
Indiana Jones, Secret of Monlkey Island, Manic Mansion
Mindscape 10 Pack CDs \$34
Perfect General Trilogy \$34
Battletech 1, Battletech 2, Mech Warrior
Populous 2/ P-monger \$19
Power Games 3 CD \$31
SSI's Fantasy Fest CD \$39
Space Quest Bun 1-4 \$42
Star Control Collect CDs \$19
Strike Commander and Privateer Bundle CD \$43
Task Force 1942 W/Red Storm Rising CD \$35
The Victory Pack \$39
Top 50 Games CD \$26
Ultima Bundle 1-6 CD \$29
Ultimate Game Collect \$29
Wing Com. 1 & 2 Dlx CDs \$32

IBM WAR GAMES

Action off River Platte \$26
Aegis CD \$46
Aide de Camp \$45
American Civil War 1-3ea \$24
Battle Tank Kursk \$29
Battle of Austerlitz \$24
Battle of Leyte Gulf \$24
Battle of the Atlantic \$29
Battle of the Bulge \$39
BattleShip Blsmark \$26
Beyond Squad Leader \$45
Big 3 CD \$24
Blitzkrieg \$39
Blitzkrieg CD \$39
Blue & the Grey or CD \$39
Borodino Napoleon Inv. \$24
Campaign \$32
Campaign CD \$35
Carrier Strike \$29
Carriers at War 1 or 2ea \$39
CincPac CD \$39
CincPac: Midway \$39
Civil War: 1861-65 CD \$40
Command & Conquer \$48
D-Day \$39
Dreadnoughts \$32
Dreadnoughts Deluxe \$59
Fall Gelb \$20
Fields of Glory \$37
Fifth Eskadra \$29
Fifth Fleet or CD each \$39
Flight Commander 2 \$38
Gettysburg CD \$42
Golan Front \$29
Grey Seas, Grey Skies \$29
Harpoon 2 \$42
Harpoon 3 CD \$39
Kriegsmarine \$29
Kursk Campaign \$29
Last Blitzkrieg \$40

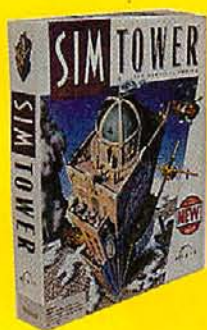
IBM WAR GAMES

Long Lance \$29
Main Bat Tank C Germ \$29
Main Bat Tank MidEast \$29
Main Bat Tank N Germ \$29
Malta Storm \$29
Man of War \$36
Moscow Campaign \$36
Napoleonic \$34
Northern Fleet \$36
Operation Crusader \$36
Operation Europe or CD \$34
Operation Overlord \$36
Pac Strm Midway Cpgn \$29
Panzer General or CD \$39
Point of Attack \$32
Prelude to Jutland \$24
Red Sky Morning \$36
Return to Falklands \$28
Rising Sun \$24
Rommel at El Alamein \$36
Rommel at Gazala \$36
Seventh Fleet \$36
Stalingrad \$39
Stalingrad Campaign \$36
Stalingrad PCMC CD \$39
Tac Ops WIN \$40
The Great War \$39
The Pure Wargame CD \$29
Third Reich or CD each \$34
Tigers on the Prowl \$42
To The Rhine \$29
USS Ticonderoga CD \$34
V Vict: Market Garden \$29
V Vict: Gld, Juno, Swrd \$34
V Vict: Utah Beach \$29
V Vict: Velikey Luki \$29
Victory at Sea \$41
War in the Falklands \$24
Wargme Cnst St 2: Tnk \$39
Warpoint \$36

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. Call for details.
 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.

FREE GAME OFFER*

See details below



'SIM TOWER'

Gives you the power to build a high rise skyscraper, and manage it into a profitable commercial empire. As owner and landlord of the building your objective is to construct and develop a balanced and profitable piece of commercial real estate. CD \$33



'HARPOON II'

Critically acclaimed by simulation enthusiasts and military professionals, the original Harpoon soon became the best selling modern naval warfare simulation of all time. Now more powerful, detailed and accurate, Harpoon II will blow you out of the water. CD \$42



'JETFIGHTER 3'

Heart pounding, you see thick smoke billowing out of your right engine. The stick bites into your white knuckle grip. nothing could be more real than Jetfighter Three. Gripping alarms, digitized voices, engine noise, and incredible scenery. CD \$47



'DUNGEON MASTER'

Step into the world of Dungeon Master and see fantasy come to life. Set in the depths of the mysterious underground, Dungeon Master puts you inside the most detailed dungeon ever. Every nook and every corner looks real. \$19



'THRUSTMASTER F-16 TQS'

You've got one of the best flight simulators on the market and the software is more sophisticated than the best the military had just a few years ago, but you're still using your keyboard to fly it? With the "TQS" you'll be flying that bird from an F-16 Cockpit! User configurable, thumb trackball, fore and aft throttle movement, dogfight switch and throttle tension adjustment wheel, as realistic as the real thing. \$111

*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 May 1st - June 30th or while supplies last. Request must be made at time of order.

SPEND \$60

Airborne Ranger 5.25, All IE up to Episode 9, Cohort 2 3.5, Conquered Kingdoms Scen 3.5, GNB Scen Disk 3.5, Gunship 5.25, Mercenaries 5.25, Pirates 5.25, SDI 5.25

SPEND \$100

Bridge 7.0 3.5, DRAGON Force 3.5/5.25, Falcon 3.0 MIG 29 3.5, MacArthur's War 3.5, Megalaveller Zhodani 5.25, Return of the Phantom 3.5, Terminator 2029 3.5

SPEND \$160

Alone in the Dark 3.5, Battles of Destiny 3.5, Links Pro 386 3.5, F15 Strike Eagle II 3.5, Railroad Tycoon 3.5, Rules of Engagement 5.25, Silent Service 2 3.5, Simon the Sorcerer 3.5, Star Trek Judgement Rites 3.5, Ultima Underworld 2 3.5, Worlds at War 3.5/5.25

SPEND \$200

Harpoon Collection CD, Falcon 3.0 3.5, Jutland CD, Links Pro 386 CD, V Victory: Market Garden 3.5, Warlords 5.25

3DO

3DO Mouse	\$42
3DO Sys Goldstar	\$399
3DO Sys Panasonic	\$399
11th Hour	\$54
Alone in the Dark	\$46
Clayfighter 2	\$46
Corpse Killer	\$52
Creature Shock	\$54
Crime Patrol	\$46
Demolition Man	\$58
Dinopark Tycoon	\$52
Doom	\$56
Family Feud	\$34
FIFA Internat'l Scorer	\$52
Flashback	\$46
Flight Stick Pro	\$89
Flying Nightmares	\$52
Fun 'n Games	\$36
GEX	\$52
Grandest Fleet	\$56
Jammit!	\$46
Killing Time	\$52
Lawnmower Man 2	\$54
Mad Dog McCree 2	\$54
Madden Football	\$49
Myst	\$54
Need for Speed	\$52
NovaStorm	\$52
Off Wld Interceptor	\$52
Panzer General	\$59
Perfect General	\$56
Quarantine	\$34
Rebel Assault	\$52
Return Fire	\$52
Rise of the Robots	\$52
Road Rash	\$56
Robinsons Requiem	\$52
Rock & Roll Racing	\$48
Samurai Showdown	\$52
Seal of the Pharaoh	\$52

3DO

Shanghaiit	\$52
Slam & Jam Bsktbl	\$52
Slam City	\$52
Slayer	\$29
Slope Style	\$39
Soccer Kid	\$32
Space Ace	\$52
Star Control 2	\$52
Station Invasion	\$40
Super S-Fighter 2	\$56
Supreme Warrior	\$52
Syndicate	\$54
Theme Park	\$52
Trance Mission	\$56
Way of the Warrior	\$52
Wicked 18 Golf	\$52
Wing Commander 3	\$54
Winning Post	\$54
World Cup Golf DB	\$49

CDI

CD-I 550 Magnavx	\$479
CD-I TouchPad	\$26
7th Guest	\$52
Apocalypse Now	\$22
Axis & Allies	\$44
Beverly Hills Cop 3	\$24
Burn Cycle	\$46
Chaos Control	\$44
Dragon's Lair 2	\$44
Inca	\$44
Jeopardy	\$36
Kingdom	\$44
Mad Dog McCree & Gn	\$72
Microcosm	\$44
Silver	\$22
Star Trek 6	\$22
Voyeur	\$44
Zelda's Adventure	\$44

NEO GEO

Neo Geo CD System	\$399
NG Gld Sys Fatal Fry	\$569
Aero Fighters 2	\$169
Agressors Drk Kombat	\$169
Double Dragon	\$199
Fatal Fury 2	\$169
Fatal Fury 3	\$199
Galaxy Fight	\$199
Karnov's Revenge	\$169
King of Fighters 94	\$199
Samurai Showdown 2	\$229
Street Hoop	\$199
Super Sidekick Scer 2	\$199
Super Sidekick Scer 3	\$199
Top Hunter	\$169
Top Players Golf	\$69
WindJammers	\$169
World Heroes 2 Jet	\$199
World Heroes 2	\$169

PLAYSTATION

Sony Playstation Syst	\$399
Alien Virus	\$56
Blood Storm	\$56
Cyber Sled	\$58
CyberWar	\$56
Dark Legend	\$56
Death Crusader	\$56
DefCon 5	\$56
Galaxy Fight	\$58
Hard Corps	\$56
Horde	\$56
Kingdom O' Magic	\$56
Last Bounty Hunter	\$56
Lawnmower Man 2	\$58
Parodius	\$58
Quarantine	\$56
RayMan	\$56
Ridge Racer	\$58

SEGA MARS 32X

Genesis 32X System	\$149
After Burner	\$42
Alien Trilogy	\$62
Alone in the Dark	\$52
Bump & Run Driving	\$54
Chaotix	\$58
Clayfighter 2	\$52
College Basketball	\$62
Cosmic Carnage	\$49
Doom	\$59
Glf Magazine 36 Great	\$62
Metal Head	\$59
Motocross Champnshp	\$46
Mortal Kombat 2	\$62
Mother Base	\$49
NBA Jam Tourn Ed	\$59
NFL Quarterback Club	\$59
RayMan	\$54
Shadow Squadron	\$56
Star Wars Arcade	\$39
Super Space Harrier	\$36
Supreme Warrior	\$56
Totally Brutal	\$52
Virtua Racing Deluxe	\$59

JAGUAR

Jaguar CD System	\$149
Jaguar Power Kit	\$139
Jaguar System	\$209
Air Car Wars	\$52
Alien Vs Predator	\$54
Arena Football	\$54
BIOS Fear	\$56
Battle Wheels	\$54
Brett Hull Hockey	\$59
Brutal Sports Football	\$49
Bubsy	\$39
Burnout	\$54
Cannon Fodder	\$54

JAGUAR

Casino Royale	\$54
Castle Wolfenstein 3D	\$39
Checkedered Flag	\$38
Club Drive	\$39
Dactyl Joust	\$52
Doom	\$56
Double Dragon 5	\$52
Dragon: Bruce Lee	\$38
Dune	\$54
Dungeon Depths	\$52
Fight for Life	\$59
Flashback	\$52
Flip Out	\$52
Hardball 3	\$52
HorrorScope	\$54
Hosenose & Booger	\$56
Hover Hunter	\$56
Internat'l Sensible Scorer	\$56
Iron Soldier	\$54
Jag Formula 1 Racing	\$54
James Pond 3	\$54
Kasumi Ninja	\$46
Lester the Unlikely	\$54
NFL Football	\$56
Pinball Dreams	\$54
Pinball Fantasies	\$54
Power Drive Rally	\$57
Rage Rally	\$58
RayMan	\$58
Rise of the Robots	\$59
Ruiner Pinball	\$52
Soccer Kid	\$56
Space Wars	\$52
Syndicate	\$58
Theme Park	\$58
Tiny Toon Adventures	\$52
Troy Aikman Football	\$59
Ultimate Brain Games	\$54
Ultra Vortex	\$64
Val D'Isere Skiing	\$52

JAGUAR CD'S

Barkley Basketball CD	\$52
Battle Morph CD	\$52
Blue Lightning CD	\$52
Chaos Agenda CD	\$52
Commando CD	\$56
Creature Shock CD	\$52
Demolition Man CD	\$52
Dragon's Lair CD	\$52
Freelancer 2120 CD	\$52
Highlander CD	\$52
Jack Nicklaus Golf CD	\$52
Primal Rage CD	\$59
Redemption CD	\$52
Robinson Requiem CD	\$52

SEGA SATURN

Saturn System	\$499
Clockwork Knight	\$56
CyberWar	\$56
DefCon 5	\$56
Dragon's Lair	\$52
Dragons Lair 2	\$52
Kingdom O' Magic	\$58
Lawnmower Man 2	\$58
Myst	\$59
RayMan	\$56
Space Ace	\$52
Brutal 2210	\$56
Dark Legend	\$54
Panzer Dragoon	\$56
Primal Rage	\$64
Virtua Fighters	\$66
Daedus	\$56
Hard Corps	\$56
Daytona USA	\$74
Gotha	\$58
Minnesota Fats Pool	\$56
Upper Deck Basketball	\$56
Mazin Mah Jong Statn	\$56

Get the Game
or the short,
Fat, Green Guy
buys it!

BRAIN DEAD 13



MEETING OF THE MINOS!



SHOCKING!



SUSPENSE, DRAMA,
INTRIGUE!



AWESOME ANIMATION!



THE LADY IS A VAMP!

DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED **FRITZ**, AND HUNT DOWN THE EVIL DR. NERO NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!

WARNING:

Extreme Cartoon Violence!

No cartoon characters were maimed or mutilated during the making of this game.



ReadySoft Incorporated
3375 14th Ave., Units 7 & 8
Markham, Ontario, Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4802

Circle Reader Service #360

PC CD-ROM • Sega CD • 3DO • Mac CD-ROM • MPEG

BrainDead 13 is a trademark of ReadySoft Incorporated. ©1995 ReadySoft Incorporated. ALL RIGHTS RESERVED.

Scorpia In The Sand



RAVENLOFT: THE STONE PROPHET from SSI and DreamForge follows in the wake of the original **RAVENLOFT: WAKE OF THE**

RAVAGER and spiritual

brother **MENZOBERRANZAN**. While it shares the same title and the same game system with the first game, it isn't exactly a sequel. You can transfer your characters from **WAKE OF THE RAVAGER** into **STONE PROPHET**, but there isn't much connection between the games otherwise.

As in the previous games, you create a party of two and fill it out to four by inviting in various characters you meet along the way. I never came across a mage character, so creating one of your own is a must here, preferably a fighter/mage. A cleric is also important to have in the group; fighter/mage and fighter/cleric will get you off to a good start.

Happily, the tedious and overlong character creation of **MENZO** has been replaced by a quicker system that is structured like a gypsy card-reading session. Cards are dealt on a table, representing gender, race, alignment, class, character stats, face, and name, and you specify your choices by clicking on the appropriate cards. As before, you can re-roll the stats or modify them as you please. There is a wide selection of both male and female faces, so coming up with character appearances you like is not hard.

The game employs the familiar first-person, 3-D graphic system. The first-person view takes up about three-quarters of the screen, with the char-

acter bar and game controls along the bottom. Clicking on any character's face brings up the inventory screen for the entire party. Here you equip characters with weapons and armor, look over what you've found so far, switch items among party members, and check on their health and stats, as well as what spells are in effect.

In combat, you can either click on the weapons in hand, or hold the cursor on the target in the 3-D view and click away, which will cause everyone with a ready weapon to strike in turn. Because weapon recovery times vary (a dagger, for instance, will be ready again sooner than a two-handed sword), I preferred to do the cursor sweep most of the time.

While the basic game system is the same as in

RAVAGER, several refinements have been made that make life easier. Function keys have been introduced, corresponding to character position from F1 (leftmost) to F4 (rightmost). When you pick up an item, hitting one of these function keys will put the object in that character's inventory if an inventory slot is open.

Fighting with a bow used to be a drag; after every combat, you had to

pick up each arrow, go to the inventory screen, and place the arrow in the quiver. No more! Now, using the function key, the arrow is automatically placed in the character's quiver if there is room. Using missile weapons is thus much less of a hassle, and post-combat clean up much, much faster.

The biggest change is in spellcasting during fights. Melee and spells just don't work well in real-time, and finally something has been done about it. When you cast any spell, either mage

THE QUEEN OF STING

LEADS A PARCHED

PARTY THROUGH THE

DESERT SANDS OF

THE STONE PROPHET

RAVENLOFT: THE STONE PROPHET

Price: \$69.95

System

Requirements:

IBM compatible 386/33 or better (486/33 recommended), 4 MB RAM, VGA graphics, 25 MB hard drive space, CD-ROM; supports most major sound cards.

Protection: None

Developer: DreamForge

Publisher: Strategic Simulations, Inc.

Sunnyvale, CA

(800) 601-PLAY



by Scorpia



I SEE A HANDSOME ELF IN YOUR FUTURE STONE PROPHECY'S character creation system uses a card-reading metaphor for determining gender, race, class, alignment, etc.

or cleric, the game pauses while the selection screen is displayed. After your choice has been made, the selection screen disappears and the game continues. So you can get your spells off without trying to coordinate magic and melee while monsters beat on you in the meantime.

Auto-mapping is the same as before. The maps show the party's position, location of nearby items, people, monsters, doors, pits, etc. You can write on the maps, scroll them, look at previous areas you've visited, and print them off on your printer.

The CD version allows you to choose the size of the install you want; I went with the medium (17 megs) installation, and the game performed well. The save games grow in size as you go along, reaching about 800K+ each, so allow an extra 10 megs for that, whichever installation you decide on.

WHAT'S FOR DESERT?

So, what's it all about? Your dynamic duo has been pulled by mysterious magic into Har'Akir, a blistering, desiccated, storm-swept chunk of desert. A handful of miserable villagers huddling in their tents, a few outsiders caught like your party, and legions of unpleasant monsters make up the population. It isn't a cheery place, and your job is to get out of there if you can.

Naturally, the job won't be an easy one (is it ever?). Around this garden of joy stands the Wall of Ra. Touch it and you become an instant grease spot, so just walking away is out of the question. Another method will have to be found, and

much of the game is taken up with exploring dungeons in the quest to leave the desert.

Most of the villagers won't be of much assistance. They cower in their tents, looking for convenient scapegoats on whom to blame their misery; outsiders—like your characters—make perfect scapegoats. Expect the majority of the population to be sullen, uncooperative, and ready to heap abuse on you at the first opportunity.

There are a few helpful souls around, and you can pull off some good deeds that will at least bring you thanks, if not the

open arms of friendship. Being kind in the face of such hostility is not easy, but it is necessary. There will come a time in the game when your actions are judged, and if you fail the test, you're in big trouble. Only by being deemed worthy will you learn of the means to return home.

Other than that, there are nine dungeons to poke around in: the Shrine of Neferti, the Obelisk, the Harvest Temple, the Temple of Ra, the Temple of Set, the Royal Burial Hall, The Sphinx, the Burial Catacombs, and Pharaoh's Rest. As you may have guessed, STONE PROPHECY is heavy on Egyptian motif, which is a nice change of pace from the usual quasi-medieval setting of most role-playing games.

Unlike the previous games, this one isn't quite so linear. You can move around as you wish, and visit most places any time. Dungeons aren't stand-alone, however; most contain some item or items you will need elsewhere. These hellholes are also more complicated than before, with numerous secret buttons, switches, floor plates, and illusionary walls. Working through them will take time, thought, and careful exploration.

The characters available as companions are something a little out of the ordinary this time around: aside from the thief and the ranger/cleric, who are fairly mundane, you can also choose from among an undead paladin, a troll, a jack-alwer, and a lion-man (known as a Wemic). A slew of new monsters awaits, as

well, including grave elementals, pyre elementals, death's heads, doom guards, fire toads, manscorpions, serpents of Set, and dark nagas, along with the more familiar zombies, shadows, stone golems, and minotaurs.

BRAVE LADY SCORPIA RAN AWAY

In a break with tradition, there is no "showdown with Foozle" at the end of the game. There is a Foozle, a malevolent mummy by the name of Anhktep, but this isn't something you want to get close to; he is quite capable of trashing the par-



DESERT STORM Your characters will clash with dehydrated baddies, like these emaciated desert zombies. The combat system has been improved in many small but significant ways.

ty with no effort at all.

Instead, you play "Let's you and him fight while we beat a hasty retreat back home." This is ultimately unsatisfying, as your party leaves just when things are becoming really interesting. Then again, from various hints in the game, it would seem that however matters turn out, life in Har'Akir won't be any better, and possibly a good deal worse, so perhaps advancing to the rear is the best thing to do after all. Still, it seemed like the party was leaving unfinished business behind when it stepped through the portal.

STONE PROPHECY ran cleanly, and did not crash once during play. However, I ran into a problem at the Harvest Temple. You make a deal with a cat: she gets you a key, and you unlock a door and fight the vicious monster waiting inside. Sometimes, the room is empty, and if that's the case, it will count against you at judgment time, even though it's no fault

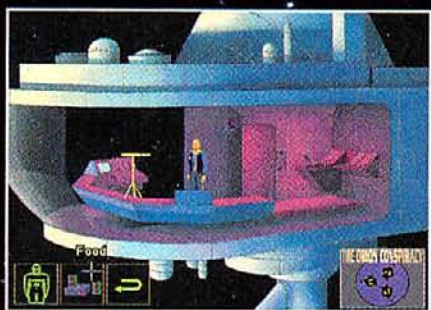
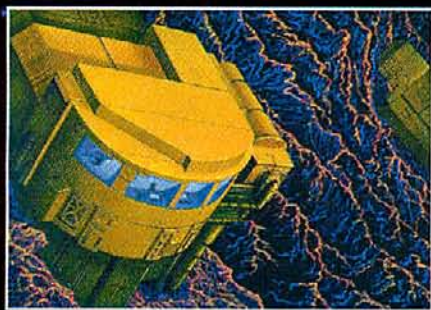
Trust No One.



In a future dominated by vast megacorporations and corrupt governments, a single citizen stands little chance of altering the course of human events. You're about to find out what happens when one tries.

THE ORION CONSPIRACY

Presented with breathtaking graphics and special effects, *The Orion Conspiracy* is a murder mystery that spins an intricate web of intrigue and deceit. In this graphic adventure, blind trust equals death. And friends morph suddenly into foes. Don't lose your head.



100 hand-painted background scenes displayed in stunning SuperVGA. Full speech with subtitles. CD-quality music and spot FX throughout. Rendered, animated cut-scenes. Highly involved storyline.

On CD-ROM for IBM PC & Compatibles.

©1995 Domark Software, Ltd. All rights reserved.



DOMARK

Circle Reader Service #210

DISTRIBUTED BY

**Spectrum
HoloByte**

To order, visit your nearest
software retailer, or call
1-800-695-GAME

of your own.

This problem is serious, as you need five points of "good karma" to pass judgment, and each deed is usually worth only one point. There is no way to make up for the cat, except to be sure that you have done at least six other good deeds, since "bad" acts subtract from the total.

While the karma points are a nice idea, the implementation is not well thought out. The deeds are of varying difficulty, and some (restoring the Harvest Temple, for instance) should have been worth more. With everything about the same, however, a player could reach this point and be denied entry to the Netherworld solely on the basis of one or two little mistakes. Since this is the only way to learn the location of the Scroll of Return, it is too critical a matter to be left to simple arithmetic.

The Stone Prophet itself—a hieroglyphic mural in the Obelisk—was an annoyance. It holds several clues and hints to the game, and you search through the dungeon for parchments

with which to translate the information. Unfortunately, you must do the translation yourself, by hand. Figuring out switch and plate puzzles is an adventurer's job; translations should be the computer's. Once all the parchment pieces are recovered, the contents of the mural ought to be translated automatically.



OH, THE TROUBLES I'VE SEEN The inhabitants of Har'Akir have led rough lives, and even the appearance of your conquering heroes gives them no reason for hope.

There is also a minor bug associated with the troll, who carries less (8 items vs

12) than other characters. At one point, you will be granted a wish; one of the choices is a magical weapon and armor (body armor and helm). If the troll is in the first party position, you will receive only the body armor; the other two items are lost. Should you have the troll with you, and you want the gear, be certain he is in some other position.

Overall, *STONE PROPHET* is a big step up from the disappointments of *MEN-ZOBERRANZAN* and *WAKE OF THE RAVAGER*. The ability to roam freely over the desert and explore is a welcome relief from playing in linear, lockstep fashion. Meaningful interactions with characters are good to see. The change to magic use in combat is a definite plus, as is the addition of those handy function keys. There are still weaknesses, but it does look like DreamForge is getting its act together here, and the series is certainly improving. The next one should really be something to see. In the meantime, *STONE PROPHET* is a worthy quest, especially in these times when role-playing quests are so few and far between. ☼

NEW!

The Official Simulator
America's Cup '95

Simulates the Cup course in a significant manner... very accurate to what's on the water."

— John MacGowan
A's Women's Coach

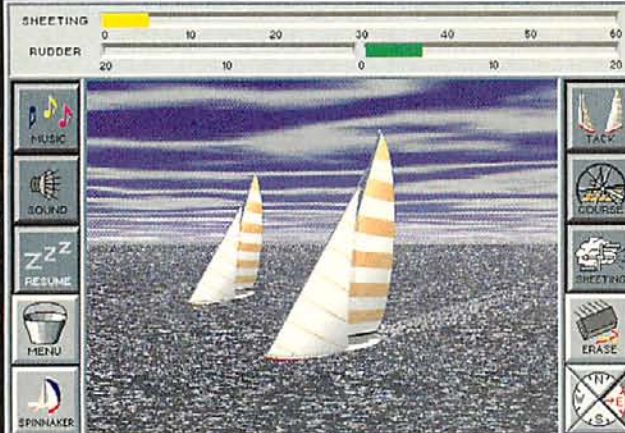
"Great game! Wonderful graphics! Blows existing simulators away! This simulator does for sailing what Microsoft Flight Simulator did for flying."

— Chris Heffle
Customer

"Makes America's Cup racing approachable, and a lot more fun than watching it on ESPN"

— CGW
May, 1995

VIVID SIMULATIONS



SCALE: 0.00, 0.05, 0.10, 0.15, 0.20, 0.25, 0.30, 0.35, 0.40, 0.45, 0.50, 0.55, 0.60, 0.65, 0.70, 0.75, 0.80, 0.85, 0.90, 0.95, 1.00

SAIL 95

Circle Reader Service #245

At Vivid Simulations we believe a picture is worth a thousand words

We could tell you about *SAIL 95's* incredible ease of use, the sophistication of the opponent artificial intelligence, the phenomenal accuracy of the dynamic IACC yacht modeling, the remarkable realism and flexibility of the wind generation engine, the quality of the sound and music, or about the breathtaking 1024 by 768 256 color photorealistic graphics.

We'd rather show you the full *SAIL 95* screen and let you judge for yourself.

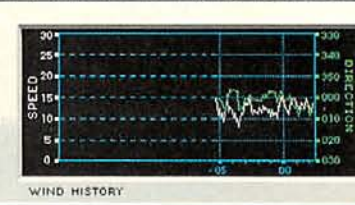
We will tell you that *SAIL 95* is both educational and FUN for all levels of sailor from the absolute beginner to the America's Cup crewmember.

We'll also tell you that you'll need a fairly new PC. *SAIL 95* is a Microsoft Windows application requiring a 486DX or better, 8 Mb of RAM, an SVGA video card with 1 Mb of VRAM, and a mouse. Local bus video is recommended, as is a sound card. Joystick input is supported.

SAIL 95 has a suggested retail price of \$69.95 and is available now at West Marine (800 538-0775) and other stores. Or order it directly from us for the America's Cup Finals special discount price of \$45 + \$5 S&H (CT add tax).

Vivid Simulations, 164 Higganum Rd., Durham, CT 06422. Tel: (203) 664-165

C:\>
Frame Rate: 9.53
Your Bad Air: 0kts/0deg
Enemy Bad Air: 0kts/0deg
You have right of way:
TYRA 37.2 (clear astern).
In the groove.
On favored tack.



**"YOU'RE OUTNUMBERED,
OUTGUNNED AND TAKING
ON WATER BY THE TON.
WHAT'S YOUR ORDER,
HOTSHOT?"**



Like they say, it's not just the Navy, it's an adventure! It's USS Ticonderoga, the incredibly realistic naval simulator *that puts you in command and in the center of battle.*

Everyone is counting on you as the Annapolis-bred hotshot commanding the flagship missile cruiser of the Navy's modern fleet. It's as close as you can get to serving in the Navy without enlisting.

Tico uses *actual US Navy specs* with real time decisions, perilous world security situations and authentic advanced military technology. The first person perspective and awesome 3-D rendered graphics will blow you away.

Are You Fit For Command?

Can you survive more than 20 different missions that get increasingly more difficult as you progress? Can you command sorties that reflect current world hotspots - North Korea, The Middle East and the North Atlantic? Are you command material?



Get to the bridge, inventory your weapons and take command of the naval simulator that will challenge every one of your senses! This is war! This is USS Ticonderoga!

© 1994-95 Mindscape, Inc. All rights reserved. © 1994-95 Intelligent Games, Ltd. Design and implementation by Intelligent Games, Ltd. IBM is a registered trademark of International Business Machines Corporation. All other company and product names are trademarks or registered trademarks of their respective holders.



Get To The Bridge And Take Command Of The Navy's Finest



Awesome Electronics & Weapons Help You Take Action



First person perspective & 3-D graphics will blow you away!!

For IBM® PC & Compatibles
CD-Rom
required.



To hear the great reviews or to order

1-800-234-3088

Circle Reader Service #102



The One-Stop Solution

To Your Adventure Game Needs

SO, HERE WE ARE IN THE MAIL ROOM ONCE MORE, looking over the remains of a rather dismal early Spring. This past six months has been the host of the most severe adventure game drought in years, but it looks like the drought is over. ALONE IN THE DARK III, DISCWORLD, LOST EDEN, and STONE PROPHECY have just arrived as I write this. Perhaps there is some hope for this summer.

I sure hope so, because a day without a game to play is like....well, like a day without a game to play, and the days are getting long enough now as it is. Let's keep our fingers crossed that this is the beginning of a stream of products, and not just a mini-flash flood. In the meantime, let's see what's in the mailbox this month.

Malcolm's Revenge: Those who decided to "walk on the wild side" by choosing Gunther for the end game are having some problems reaching the Isle of Cats. Well, Malcolm decided to be bad, so you can't expect him to go around being nice and freeing people from prison, even if that would make his life easier. No, he's just gonna have to go down the hatch and take a magic carpet ride to find another route to the island.

Wake Of The Ravager: Some gamers are a little lost trying to find the three special artifacts. They can reach the mines easily enough, but where to go after that is another matter. Well, remember those tapestries in the secret room back at Alliance HQ? Those are the gateways you need. Of course, you still have to figure out how to activate them (not to mention, getting one of them repaired), but the means are close at hand.



Death Gate: Having a little trouble at the Brotherhood's vault? Maybe you find the hand lock to be not quite so handy to open? It's easier than it seems. First, though, you should open the window and see what's up

in the sky. Then refer to your little scrap of paper with the code. While it may not appear to make sense, initially you should see the answer. Especially if you keep in mind that each gem or mineral begins with a different letter.

Return to Zork: Some adventurers are being smashed to a pulp by the Troll king's guards. That is both painful and unnecessary. Of course, you'd do much better in the fighting if you had the proper weapon, properly blessed. I wouldn't trust that blacksmith too much, myself. He doesn't look very bright; just the sort to get things mixed up and not say anything about it. Maybe you should check that out.

Lands of Lore: There's a room in Scotia's lair where you're supposed to drop stuff under neat little signs that read "Weapons," "Armor," and the like. Seems straightforward, but actually it's a little misleading. People put all their gear under the signs and nothing happens. That's because you're supposed to leave only *one* of the type of item requested. Dropping more than that won't do you a bit of good.

Ultima 7—Serpent Isle: Some people have been hesitant about releasing the demon from the sword in the Mountains of Freedom, and look around for another exit. Don't worry about that; letting him (it?) go is the only way to get out, and you need the sword (without demon) for

other things later on.

Ultima 7—Forge of Virtue: FORGE OF VIRTUE is what I call a "one-question" game, because almost everyone who writes in about it has the same problem, namely finding the Amulet of Truth. The one and only amulet; fakes are a dime a dozen here. So, remember that hood on the floor? Maybe there's something secret nearby you overlooked the first time you went through this place.

Ultima 8—Pagan: Several gamers are having a hard time finding the Tear of Seas. Devon knows where it is, but you can't ask him about it until after you're done with the Sorcerers. There is a book in Malchir's lair that mentions the Tear, and a similar book also appears in Mythran's home at this point in the game. Reading either of those and then talking to Devon will allow you to obtain the Tear.

Jorune—Alien Logic: There isn't really much in the way of puzzles in this game; it's mostly just a matter of going everywhere and exploring all the ruins thoroughly. However, if nothing seems to be happening, if you've been wandering around and the game isn't progressing, then you haven't been going back to visit your Thriddle buddy often enough. He's the key to moving the plot forward, and you won't get very far along without talking to him now and then.

That's it for now. 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.

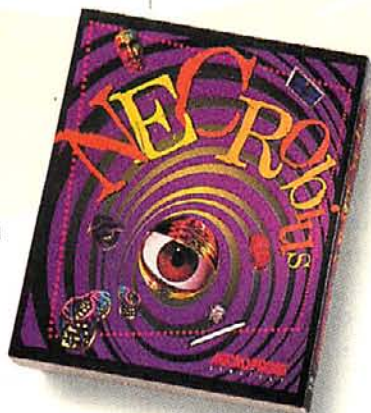
By US Mail (enclose a self-addressed, stamped envelope if you live in the U. S.): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring! 🐞

So I'm traveling through this dead guy's brain.

No, not stompin' on mushy gray matter. That'd be sick. I'm cruising
this  mad scientist's neuro net as a pulse
probe. Poking around for information that
could unlock the secrets of this electrolytic underworld.
And I'm right on the verge of solving a highly intense  puzzle
— when my *wife* asks me to take out the  garbage. **Bummer.**

Necrobius™
Unlock secrets as you
travel inside the brain
of Dr. Necrobius.



For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. <http://www.microprose.com>

Scooby, Scooby Dude

Edward Carnby, Paranormal P.I., Heads To The Wild, Wild West For ALONE IN THE DARK 3

by Jason Kapalka

WHEN AN OBSCURE FRENCH SOFTWARE COMPANY NAMED INFOGRAMES RELEASED THE original ALONE IN THE DARK in 1992, few expected it would become a sleeper hit and minor classic, though in retrospect it seems inevitable. While other adventure games were busy emulating the static rooms and cartoon characters of KING'S QUEST and MANIAC MANSION, ALONE pioneered a sort of interactive movie in which a series of "cameras" offered different perspectives on the player's 1920s-era investigator as he or she uncovered the secrets of a haunted house. Step into a hallway, and suddenly you might be viewing your intrepid ghostbuster from a vertigo-inducing height; descend into a cobwebbed cellar, and the angle might switch to an ant's-eye-view with your surrogate self towering above. Both the investigator and the various beasts walked, pivoted, attacked and perished with smooth, graceful movements. Who cared if the polygon graphics made them look like origami nightmares run amok?

And who cared if the plot was a thin excuse for a mansion stuffed floorboards to rafters with a small army of supernat-

ural terrors, or that the game's claim to be "based on the writing of H.P. Lovecraft" was largely lip service? ALONE was nothing if not a horror film translated to the medium of computer games, and as in horror films, the power of the images took precedence over logic and rationale. So what if no one could figure out what the giant purple tentacled thing in the bathtub actually was? It was *creepy*.

After that, ALONE IN THE DARK 2 came

as a bit of a disappointment, being twice as big as the original and half as interesting. Endless fist fights with angular gangsters replaced the elegant puzzles of the original, and ghostly buccaners took over for tentacled monstrosities. No one could com-

both good and bad news for longtime fans. The good news is that the combat has been toned down, and adjustable difficulty levels make what fighting there is quite manageable. Unfortunately, the bad news is that almost everything else is, well, pretty bad.

In what could be the most underwhelming intro sequence yet seen in a CD-only game (basically a blank screen with a voice-over), we get the gist of paranormal private investigator Edward Carnby's new adventure: a Hollywood crew filming in the ghost town of Slaughter Gulch has disappeared amidst various allegedly spooky occurrences, and it's up to Carnby to get to the bottom of it. Arriving at the dilapidated Western burg, it doesn't take long for him to realize that this ghost town, heh, well, really is a ghost town. That is to say, there really are ghosts: Stetson wearin', six-gun packin', tobacco chawin' gunslinger ghouls, who ain't exactly pleased to see a flesh 'n blood hombre hereabouts...

SCOOPY SMACKS

It's all about as scary as an episode of "Scooby Doo"—in fact, didn't Shaggy and company run through this plot a couple times? Jed Stone, ALONE 3's chief undead cowpoke, doesn't turn out to be Old Man Withers in a rubber mask, out to scare off the tourists ("My plan would have worked, too, if not for you meddling kids!"), but he and his cohorts still provoke more chuckles than chills. To be fair, the storyline does take a few unfamiliar twists later on, but for sheer silli-



ALONE IN THE DARK 3

Price: \$62.95,
CD-ROM

System

Requirements:

IBM compatible
386/33 or better,
4 MB RAM, VGA
graphics, 35 MB
hard drive space,
CD-ROM, mouse;
supports Sound
Blaster-compatible sound cards.

Protection: None

Designer: Infogrames

Publisher: I-Motion, Inc.

Santa Monica, CA

(310) 576-1888



plain that the weird tunneling worm-monster in ALONE didn't really look like a weird tunneling worm-monster, but the more recognizable baddies in ALONE 2 showcased the limits of I-Motion's polygon graphics. At their best, the spectral swashbucklers looked like lurching animatronic models right out of Pirates of the Caribbean; at worst, they just looked like big green clowns.

The latest installment in the series, creatively titled ALONE IN THE DARK 3, holds

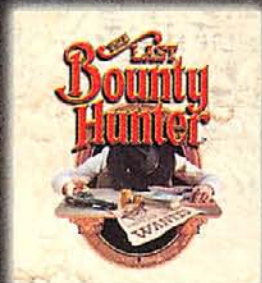
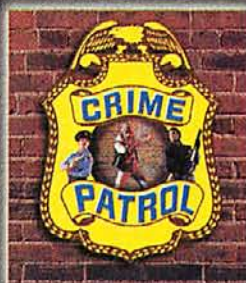
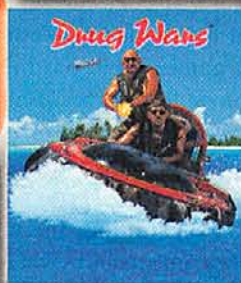
PC GAMEGUN™

GO AHEAD — SHOOT YOUR COMPUTER!

Tired of chasing moving targets on computer shooting games with a mouse? With the PC GAMEGUN™ from American Laser Games, you can be fast, accurate and have a blast.

The PC GAMEGUN is a light-gun peripheral which lets you interface by pointing at the screen and shooting. In addition to American Laser Games' full-motion, live-action shooting games, other game manufacturers are programming titles to be PC GAMEGUN compatible. *Mad Dog McCree™*, *Mad Dog II: The Lost Gold™*, *Who Shot Johnny Rock?™*, *Space Pirates™*, *Crime Patrol™*, *Drug Wars™* and upcoming title *The Last Bounty Hunter™* are all enhanced by using the PC GAMEGUN instead of a mouse.

Speed up response time and boost your enjoyment of computer-based shooting games with the PC GAMEGUN. Suggested retail price ranges from \$54.95 to \$64.95. Look for it in stores this May.



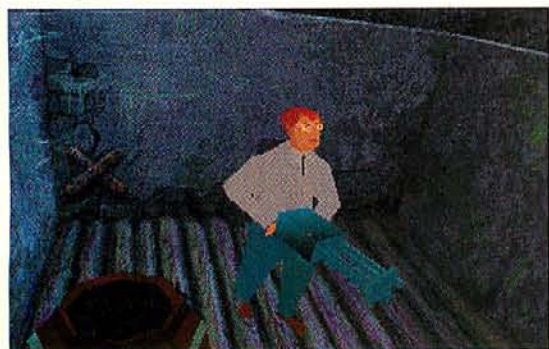
AMERICAN™
LASER GAMES, INC.

4801 LINCOLN ROAD NE / ALBUQUERQUE, NM 87109

505-837-5447

Circle Reader Service #61

PC GAMEGUN is a trademark of American Laser Games, Inc. All rights reserved.



YOU GOT THE BFG9000! Whoops, wrong game. Actually, Carnby has picked up a rare man-portable Gatling Gun, useful for dispatching battalions of undead F-Troopers.

ness they're right up there with any given Hanna-Barbera plot. If you can buy nuclear weapons in the hands of Old West phantoms in 1925, you probably won't blink when Jed shows up for the final showdown in a suit of Battletech-style powered armor. Ancient Indian burial grounds, lycanthropy, voodoo, and Carnby's death and subsequent reincarnation as a cougar get thrown in there somewhere too, and no, they don't make much sense either, but they are at least a kind of relief from the tedium of yet another zombie with a shotgun.

Despite the years since the first *ALONE*, *numero trois* is essentially identical to the earlier games. A few brief cutscenes pop up, the soundtrack is more elaborate, and voice actors slowly, painfully read aloud any documents you find, but that's about it for enhancements. The polygonal characters are still polygonal, the backgrounds are still pre-rendered pictures, and the "camera" still switches about automatically instead of being controlled by the player. The *ALONE* engine was ahead of its time when it first came out, but that was then and this is now: games like *RELENTLESS*, *ECSTATIC*, and *BIOFORGE* have taken the basic concept to new levels of sophistication, while *I-Motion* has been—what?—alone in the dark these last few years?

Of the CD-ROM additions, the musical score is easily the best: credited to one "F. Mentzen," it's a collection of eerie Western themes, something like a cross be-

tween Ennio Morricone and John Carpenter. Of the voice actors, the less said, the better. They may not put in the worst performances ever in a multimedia game—the competition is pretty stiff—but they are nonetheless excruciating.

SMILE AND SAY "FROMAGE"

ALONE 3 fails to coax any real novelties from its tired engine. The various ghostly gunfighters look like the gangsters from *ALONE 2* with the addition of ten-gallon hats, lurching around and blasting at the player like cut-rate robots from *Westworld*. Further along in the game a couple interesting critters show up—a radioactive mutant in sunglasses, a giant



HERE COMES THE SPIDER MAN The spider creature, a member of the cast of polygonal pests, wields a tongue like Gene Simmons could only dream of.

spider-man, a headless zombie—but it's a case of too little, too late.

So it's not scary. It's not state-of-the-art. Is it at least a decent Western-style adventure game? Well, pardners, I've saved the worst for last, because the puzzles in *ALONE 3* are some of the most wretched I've had the misfortune to stumble across.

By way of illustration, the very first puzzle in the game requires you to plug a token into a saloon's player piano. Not too hard, except for the fact that you can't *see* the token slot. The game simply refuses to display a camera angle where you can get a good look at the piano, and just using the token in the general vicinity elicits no response. You essentially have to infer the existence and location of the thing. I don't know how many

players will assume the piano is a non-functional object and smack into a brick wall right here, but I only ran across it by blind fluke after several frustrating hours.

The puzzles don't get much better, ranging from the obvious (a rusty lever with an oil can sitting nearby...golly, what to do?) to the dubious (replacing a missing gear with a sheriff's badge) to the cryptic (dumping a bag of scorpions down a shaft to unstuck a lever) to completely unfair. At one point, you're required to use a playing card on a gravestone. Why? Because "OEJ" is engraved on it. Gamers who've played *ALONE 2* might recall that the villain there was called One-Eyed Jack, and used playing cards as his trademark, though they'd still have no idea what this Haitian pirate is doing buried in the Mojave desert. Never played *ALONE 2*? Hey, good luck.

In addition to being aggravating and illogical, many puzzles are also compulsively fussy about the player's position. You usually need to be standing on the exact right pixel to get things to work. I could mention the incredibly annoying jumping sequence, where I died at least 40 times, but why bother?

There are also the odd lockups and crashes, plus a host of minor graphics bugs and one giant whopper that, if encountered, lets Carnby walk on air and prevents you from finishing the game. And then there are the weaknesses left over from the first two games, like the combat, where unpredictable camera angles make hitting targets five feet away with a gun an act of stellar marksmanship, but I'm starting to feel like I'm kicking a dead horse here. It's sad to see a classic reduced so, but the only respectable thing to do with *ALONE IN THE DARK 3* is to give it a plot up on Boot Hill. ☹

THE EDITORS SPEAK

ALONE IN THE DARK 3

RATING ★★★★★

PROS Diehard fans of Westerns or the *ALONE* series might be willing to overlook some of the flaws.

CONS Everything else. Dated graphics, silly plot, terrible voice acting, awful puzzles and an assortment of glitches and bugs.

FREE DEMO

Any attempt to show the multimedia entertainment of Shanghai: Great Moments within this flat space would be unfair. Showing snazzy pictures of our four innovative puzzle games for your whole family wouldn't capture the fun. Slick shots of inventors, artists and famous couples from the nine tile sets would just irritate your eyes. Shimmering music notes, multi-colored butterflies and Saturns spinning off CDs would only insult your intelligence. So, here's an approach we know you will appreciate.



SHANGHAI: Great Moments

Four Multimedia Tile-Matching Games

You're welcome.
1 (800) 438-9998

Circle Reader Service #34

For your Shanghai: Great Moments IBM CD-ROM demo and a coupon for \$10 off the complete version, call 1 (800) 438-9998 or send a check or money order for \$4.95 (S&H) payable to Activision, along with your name and address to: SHANGHAI DEMO Dept. CGW, P.O. Box 65605, Salt Lake City, Utah 84165-0605. Offer expires July 31, 1995.

* Ok, it's that shipping and handling thing again. You know the routine. You send us \$4.95, we send you your "FREE" demo.

But once you see this demo, you'll wish you'd paid twice that to overnight it.

Activision is a registered trademark and Shanghai is a trademark of Activision, Inc. © 1995 Activision, Inc. All rights reserved.

ACTIVISION

Chairman Of The Borg

Meat Meets Metal In Origin's "Interactive Movie," BIOFORCE

by Charles Ardai

BIOFORCE WAS ORIGINALLY SUPPOSED TO BE THE FIRST IN ORIGIN'S NEW LINE OF "INTERACTIVE movies," but one thing after another kept pushing back its release. In the end, WING COMMANDER III found its way into stores first. This is just as well, as far as Origin is concerned. WING COMMANDER III is a great game and has widely been heralded as a new benchmark for interactive cinema. Had BIOFORCE been released first, the line would have gotten off to a rockier start.

No one can call BIOFORCE a bad game. It is an accomplished piece of work, as cinematic as you could want, and as interactive too for that matter. With its handsomely rendered 3-D environments and its fully controllable main character, BIOFORCE is a good deal more interactive than WING COMMANDER. It tells a coher-



SAY BYE, 'BORG Staying out of the patrol mechs' line of sight and keeping on the move will help you avoid becoming a crushed can of tomatoes.

ent story, drawing on such examples of gothic science fiction as ALIEN, FRANKENSTEIN and THE ISLAND OF DR. MOREAU for inspiration. The games it most resembles, the ALONE IN THE DARK series, have been popular titles.

But BIOFORCE left me with a sick feeling in my gut when I finished it. I've never played a game that disturbed me as much as this one did. I've been angered, I've been annoyed, but this is the first game I've played that literally turned my stomach.

Is the game's graphic gore to blame? Yes and no. In one scene my character came across another character—the only ally he had found to that point—who was stretched out unanaesthetized on an operating table. His scalp had been peeled back and half his skull cut away,

and he desperately implored me to kill him. This scene wouldn't have been nearly as grim and awful if it weren't for the realistic graphics and crisp CD dialogue that caught all the nuances of his agony.

But I think

my extremely negative reaction has more to do with the designers' attitudes toward violence than it does with the frank depiction of bloodletting. ALONE IN THE DARK had a giant centipede that swallowed the main character whole, and I loved it. PRINCE OF PERSIA had stakes in it, dozens of stakes on which I kept bloodily impaling myself, and I didn't recoil from that in the slightest. The problem with BIOFORCE, I think, is that for all its over-the-top dialogue and mad scientists with Bela Lugosi accents, it appears to be an attempt to find entertainment value in a kind of cruelty and horror that is not fantastic (or science fictional) at all.

A BUNCH OF CUT-UPS

The tone is set right from the opening scene, where the player's character is

BIOFORCE

Price: \$69.95,
CD-ROM
System

Requirements:

IBM compatible
486DX/50 or bet-
ter, 8MB RAM,
256-color VGA
graphics, 5 MB
hard drive space
(29 MB recom-
mended), CD-ROM;

supports AdLib, Sound
Blaster, and General MIDI sound cards.

Protection: None

Designer: Ken Demerest

Publisher: Origin Systems Inc.

Austin, TX

(800) 245-4525





TO CREATE THE ULTIMATE STAR WARS EXPERIENCE WE HAD TO SET OUR SIGHTS A LITTLE HIGHER.

DARK FORCES™

FIRST PERSON FIREPOWER IN THE STAR WARS UNIVERSE. AVAILABLE NOW ON CD-ROM.



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

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

Circle Reader Service #229

dragged, naked and unconscious, into an operating room, bound to the table, and operated on in a comparably vicious fashion. You see the sequence from the character's point of view: the face of sadistic Dr. Mastaba peers down at you, the huge teeth of his spinning circular saw come closer and closer, and your blood spatters his plastic face shield. Mercifully, you black out at this point. When you awaken, you find yourself imprisoned in two senses. You're trapped in a cell with energy bars holding you in and a robot attendant ready to sedate you at the first sign of motion, and you are also trapped in a strange body, part flesh and part metal. One of your hands has been deformed into a three-pronged metal claw. Your face looks something like Arnold Schwarzenegger's did in *T2* after his skin melted off. You have been the victim not only of torture, you realize, but of some horrific experiment in bionics. To what end? For whose benefit? You have no idea. Your memory has been erased, so you don't even know who you are.

At this point a tremor shakes the room and, if you are wise, you take advantage of the moment to bash the attendant droid into the energy bars, deactivating both. Thus, the stage is set for your escape, and for the rest of the game's plot: you are on a moon that is shaking itself to pieces and you need to get off. You want to find out who you are and you want to take revenge on the people who turned you into a monster. To begin with, though, your primary worry is survival. There are other prisoners in the complex, some more human than you, others less so; most are both violent and insane. Your neighbor in the cell next door, for instance, is so maniacal that he has severed his own arm in an attempt to escape. This is good for you, since his severed arm will come in handy down the line. Like a good little adventure gamer, you pick it up. Then, since his cell con-

tains several other useful items, you enter it and beat him to death, though thankfully not with his own arm.

The combat is carried out *STREET FIGHTER*-style: the various keys on the nu-

merical keypad, used in combination with "CTRL" and "ALT," correspond to a wide range of kicks, punches, blocks, and head butts. On a slower machine, the fighting has an underwater quality to it: arms and legs drift toward each other in slow-motion. On a fast machine this problem disappears, but you still have

your opponent so that your punches actually connect. Many is the time I happily threw what I thought would be the victory punch only to find myself punching the air next to my opponent's head. Another problem is that since each scene is viewed from different camera angles depending on where in a room you are standing (just like *ALONE IN THE DARK*), it is possible to move during a fight and fall victim to an unexpected and sudden shift in viewpoint. Apart from the disorientation of the shift, some viewpoints are much worse than others for conducting a fight. Too often, your view is obstructed by a pylon, fence or other object, like your opponent, whom the computer has thoughtlessly placed between you and the "camera." Thankfully the game offers an "Easy" combat mode, which should help get people through the game in spite of such obstacles.

In addition to combat, of which there is plenty, the game offers a certain level of puzzle-solving—nothing comparable to



CYBORGASAUROS REX The cyberraptor is one of the more unfriendly mutants in *BIOFORGE*.

computer has thoughtlessly placed between you and the "camera." Thankfully the game offers an "Easy" combat mode, which should help get people through the game in spite of such obstacles.



CANNED MAN Combat looks good and feels fluid, but the sudden shifts in perspective can be a bit disorienting.

others. Since the two opponents can circle around each other, it is not a trivial matter to line up in the same plane as

what you would find in an adventure game—but rewarding nonetheless. Most of the situations you find yourself in,

Spectrum
HoloByte



STAR TREK THE NEXT GENERATION

"A Final Unity."

With all the
voices of the
TV cast!

With all the
voices of the
TV Cast!

"MAKE IT SO."

Join Captain Picard and the crew in "A Final Unity," an interactive CD-ROM adventure filled with mystery and danger. Control the U.S.S. Enterprise as you encounter treacherous alien ships, visit strange new worlds, and travel from the outposts of Federation space and beyond—into the uncharted dangers of a massive nebula.

The unmatched realism of "A Final Unity" is brought to life by characters who speak to you, rich cinematic sequences, Super VGA graphics, and CD-quality sound and music.

Experience hours of entertaining exploration as you unravel secrets from the ancient past in this STAR TREK: THE NEXT GENERATION® epic.

Take your post and *Engage!*

STAR TREK: THE NEXT GENERATION® "A Final Unity™"

Circle Reader Service #124

© and © 1995 Paramount Pictures. All Rights Reserved. STAR TREK: THE NEXT GENERATION is a Registered Trademark of Paramount Pictures. Spectrum HoloByte is an Authorized User. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc. Other trademarks are the property of their respective holders.



Tension builds on the bridge as another Red Alert appears imminent.



Open hailing frequencies and prepare for the unexpected.



Alert your Away Team and pick the right combination of talent for each critical mission.



Beam down to exotic worlds as the mystery of an ancient and highly advanced civilization slowly unfolds.

Also look for STAR TREK:
THE NEXT GENERATION
"Future's Past" on Super NES.



Available for
IBM CD-ROM

Spectrum
HoloByte

2490 Mariner Square Loop, Alameda, CA 94501

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

whether combat or puzzle based, are deadly, so it is fortunate that there is a good save function available.

ON A KILLING MOON

All the way to the end, the game holds the question "Who are you?" over your

head. When you finally uncover the truth though, it is a disappointment. Who you turn out to be depends on several choices you've made during the game, mostly whether to let other characters live or die. But none of your possible identities are significant in the slightest, so it's hard to

care about the outcome.

In my case, I found out that I was "Popul Marko," a cybernetic limbs expert on Dr. Mastaba's team who had volunteered to be operated on. This revelation could have carried some dramatic weight, but played out way too unemotionally. Even my character said, "Now that I know, I can't say it means all that much." Then he ran down the hall, got into a spaceship, and escaped from the self-destructing moon.

This anti-climactic handling of one of the most important elements of the game's storyline is typical of BIOFORGE, and it ties back in with my initial reaction. I can live with bad dialogue in a computer game; you can have fun with a game that includes lines like, "Eat light, you stupid machine!," "Insolent dog!" and "That was for my men, you grotesque son of a bitch!" We are safely in monster movie territory when Dr. Mastaba purrs, "I need you here to perform...an experiment. Or perhaps 'experiment' is not the right word. I need you for a demonstration." And when your character cries, "You have



DEATH AT GROUND ZERO Getting above ground to breathe the fresh air isn't so hard; you might even be able to admire the gorgeously rendered scenery before you're blasted to smithereens.

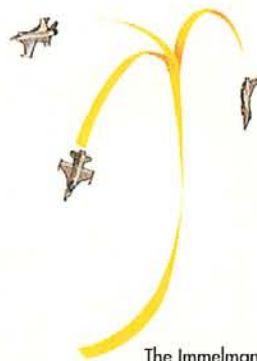
MANEUVERS COMMONLY PERFORMED WITH NEW WINGMAN EXTREME.



Barrel Roll Attack.



Offset Head-on Pass.



The Immelman.



Low Speed Yoyo.



Barrel Roll.



Rollaway.



MUTANT BLUES This maniacal mutant bears a grudge against the world; fail to take care of him immediately and he'll beat you over the head with his story, as well as his only arm.

stolen my body and my mind; I will know why, or I will have your blood!", you might as well be reading Edgar Rice Burroughs or some other light adventure author.

I also have no problem, in principle, with an interactive movie that tackles painful subject matter in a serious way, though the fact that interactive movies

want to deal with prisoners being tortured, fine. But you can't also have your torture victim run up to a big laser cannon, shoot some low-flying spacecraft out of the sky, pull his fist down by his side and shout "Yesss!" like Macauley Culkin. You can have your realistic cruelty and you can have your light adventuring—but not in the same game. Otherwise, it ap-

are still basically games at heart makes me worry about what interactive movies based on *All Quiet On the Western Front* or *Schindler's List* would look like. What I can't deal with is a title that clumsily tries to blend the two. You

pears that you are either suggesting that genuine horrors are legitimately the substance of light entertainment, or else that light entertainment deserves to be treated with the same gravity as genuine horror. Either statement is offensive in the extreme.

BIOFORCE is a gorgeous game, richly detailed and well put together, with some great gameplay and an effectively scary atmosphere. But it is the most offensively gorgeous game I've ever played, and if, in spite of the high rating I have suggested below, no one ever bought a copy, I can't say I'd be at all sorry.

THE EDITORS SPEAK

BIOFORCE

RATING ★★★★★

PROS As scary as *ALONE IN THE DARK*, but better looking and more realistic.

CONS "Realistic" is only good up to a point, and this game crosses the line. Some gamers will find its casual attitude toward cruelty disturbing.

MANEUVERS COMMONLY PERFORMED WITH OTHER JOYSTICKS.



WingMan Extreme conforms to all required joy stick standards.

Warriors of the cyber skies rejoice: project WingMan Extreme is complete, the joystick has been perfected. Never has guidance control been so fluid, trigger action so responsive, view control so easy. WingMan Extreme can be the difference between the thrill of victory and the ejection seat of defeat: a solid professional in a field of puny lightweights. WingMan Extreme is waiting at your dealer, or to get product information by fax, call 1 800 245 0000 and request document #7014.



NEW WINGMAN EXTREME. THE JOYSTICK WITH ATTITUDE!

**PRICE
COSTCO**

EGGHEAD SOFTWARE

WAL-MART

Circle Reader Service #82

SOFTWARE ETC

inmac

BEST
BUY

COMPUTER Express



800-228-7449

NOW ORDER 24 HOURS ext.358

CUSTOMER SERVICE, CALL 508-443-6125 9am - 5pm EST

POWERHOUSE

A business game of power and politics. Control one of four energy companies. Test new power sources. Research new technologies. Build a global empire but watch out for ecological disasters!

IBM CD #36244

\$41

THE SCROLL

In 1920, a 2,000-year-old magical scroll is unearthed, setting in motion an adventure beginning with death and perhaps ending with the total destruction of the world. Some things are better left buried!

IBM CD #39207

\$36

PIRATES! GOLD

Lead a crew of marauders sailing the 17th Century Spanish Main in search of adventure. Will you reach greatness, or be shipwrecked? The swashbuckling sequel to the best-selling Pirates!

IBM CD #37751

\$24

VIRTUAL POOL

All the angles and shots of real pool! Take a lesson from a pro, learn trick shots, or take a historic multimedia tour of the sport. Loaded with challenges! It may even improve your real game!

IBM CD #38672

\$37

SIM TOWER

Build a high-rise skyscraper, rent out space, satisfy your tenants' and customers' needs, and manage your property into a profitable commercial empire. Will you be a "towering" success or a dismal failure?

IBM CD #39031 Windows #37593

\$32

SILVERLOAD

Folks don't come to Silverload much anymore. And folks that do come don't stay long. Look around-nobody will stop you. Course, the last man who came here looking for kin is dead 'n buried now!

IBM CD #39208

\$36

MACINTOSH TITLES

33603 11th Hour CD	51
36011 Absolute Zero CD	38
39398 Alone in the Dark II CD	33
39145 Apache CD	45
36588 Beyond Squad Leader CD	45
38615 Braindead 13 CD	38
36789 Casino Master w/Kit CD	29
36376 Casino Tournament of Champions CD	35
29214 Civilization	42
38569 Club Cyberlesque CD	26
33084 Crystal Calibur	30
39173 Crystal Crazy 1.0	25
38910 Dr. Brain III CD	34
33702 Dragon's Lair CD	30
37227 Dungeon Master 2	45
33534 Empire Deluxe	35
38210 Gadget CD	35
39172 Glider Pro 1.0	25
38522 Go Digital Volume I CD	14
35698 Harpoon Classic CD	29
25497 Harpoon II	41
35351 Incredible Toons	28
38731 Johnny Mnemonic CD	41
36298 Journeyman Project Turbo CD	40
37022 King's Quest VII CD	49
38966 L Zone CD	40
33353 Lawmower Man CD	39
33398 Leisure Suit Larry VI	37
35257 Links Pro w/ Harbortown Course	34
35321 Lode Runner	34
39448 Marathon Gamemat	146
38570 Ms. Melaverse CD	26
32296 Myal CD	49
36756 National Lampoon Blind Date CD	39
39102 Onslaught	41
38594 Operation Crusader	41
33824 PGA Tour Golf II	40
35331 Phantasmagoria CD	53
35135 Prince of Persia II	35
34581 Rebel Assault CD	44
32616 SimCity 2000	39
35754 SimTower	35
35755 SimTower CD	33
22090 Solitaire Antics	18
38596 Stallingard CD	40
36830 Star Trek: 25th Enhanced CD	38
34351 Star Trek: TNG Tech Manual CD	40
38875 Super Wing Commander CD	47
36080 Top Ten Mac Pack CD	29
38174 Virtual Vegas Volume I CD	19
38480 Wanderlust CD	26
39104 WarPatrol CD	35
38234 Warlords II	39
37192 Warsteins 3 D	35

KIDS/FAMILY/HOME

35923 After Dark 3.0 WIN	30
35924 After Dark MPC 3.0 CD	40
38270 BOB CD	89
36987 Beavis & Butt-head Screen Saver CD	23
36627 Cartoon History of Universe CD	25
37767 Cookworks: On the Menu 1.0 CD	39
33036 Creative Writer WIN	43
33549 Design Your Own Landscape WIN	35
17177 Dr. T's Sing A Long Kids CD	26
36174 EasyKeys CD	29
36855 Encarta MPC Encyclopedia '95 CD	89
37775 Internet Membership Kit 1.0 WINDOWS	15
35615 Lion King Print Studio WIN	27
35281 MS DOS Upgrade 6.22	51
37662 Managing Your Money 95 2.0 WIN	33
33528 Mayo Clinic Family Health CD	33
34986 Mayo Clinic Pharmacist CD	33
36519 Mayo Clinic Sports Health CD	33
37123 Metamorph 3 D	26
37156 Moby Phylon's Complete Waste CD	54
38207 NetCruiser Plus	26
36828 Oregon Trail II CD	54
36968 Page Master CD	41
36538 People vs. O.J. Simpson CD	70
34599 Piano Course 1 w/ Midi Cable	49
36030 Print Shop Deluxe WIN	49
31527 Publisher 2.0 WIN	84
36843 Quicken 4.0 CD	42
36840 Quicken 4.0 WIN	42
36838 Quicken 8.0 DOS	42
36841 Quicken Deluxe 4.0 CD	57
36842 Quicken Deluxe 4.0 WIN	57
36017 SAT I Studyware CD	34
32960 SAT NEW Personal Trainer 2.0	34
36803 Sports III Swimsuit CD	26
38678 Stocker Multimedia 4.0 WINDOWS	92
37887 Star Trek: TNG Screen Saver WINDOWS	30
34170 Star Wars Screen Saver WINDOWS	30
36412 Treasure Pack I CD	32
36594 TriplePlayPlus! Spanish CD	56
21493 WinFax Pro 4.0 WINDOWS	80
35647 Windows 95 4.0	145
35648 Windows 95 Upgrade 4.0	78
34081 Windows Upgrade 3.11	53

CD DRIVES & UPGRADES

37007 3DO Blaster	379
35857 4PLEX Quad speed EXT w/Controller	552
35855 4PLEX Quad speed INT w/Controller	469
39265 AMC2000 Portable Multi Media	445
38051 Aztech Stellar Double MM Kit	196
35734 Aztech Voyager INT MultiMedia Kit	256

CD DRIVES & UPGRADES

38141 Diamond 1000 INT 250Ms CD ROM	326
37759 Diamond 5000 INT 250Ms CD Kit	438
37031 Digital Schoolhouse INT CDROM	277
39271 Discovery CD16 4X INT CDROM	386
30216 Discovery CD16 INT CDROM	272
30746 Edutainment CD16 INT CDROM	427
21560 Game Blaster CD 16	391
36267 Legend Executive INT Multimedia Kit	302
36826 Legend INT Kit w/6 Titles	238
38060 MultiSpin 2V Deluxe INT CDROM	300
38062 MultiSpin 2VI INT CDROM	179
38059 MultiSpin 3XP Plus Portable	402
34923 MultiSpin 4XE EXT CDROM	503
38058 MultiSpin 4XI INT CDROM	402
38065 MultiSpin 4XI INT CDROM Kit	479
37028 Multimedia Office INT CD ROM	534
37026 OmniCD 4X	415
31809 OmniCD Upgrade Kit Internal	181
34333 Reellogic CD ROM Kit	646
39272 Sound Blaster Value CD INT	238
38588 TEAC 4X INT CD ROM Kit	196
38586 TEAC 4X INT Multimedia Kit	246
38737 Toshiba EXT QuadSpeed Kit	675
38710 Toshiba INT QuadSpeed Kit	464

STORAGE DEVICES

38178 Jumbo 350MB INT Tape Back Up	162
38179 Jumbo 700MB INT Tape Back Up	237
38554 Lightning 540MB 11MS IDE	226
38555 Lightning 540MB 11MS SCSI MAC	226
38556 Lightning 730MB 11MS IDE	265
38557 Lightning 730MB 11MS SCSI MAC	277
37824 ST 31200A INT 1GB Hard Disk	615
38970 ST 3391A INT 341MB Hard Disk	226
37823 ST 5660A INT 545MB Hard Disk	293
38180 Tracker 350MB EXT Tape Backup	332
38181 Tracker 700MB EXT Tape Backup	398

JOYSTICK/MICE

37035 Aero Mouse	89
37034 Aero Pen	89
37036 AeroDual 3D [Mouse and Pen]	119
38163 CyberMaxx VR Headgear Display	799
32883 Cyberman 3D Controller	43
29442 FX2000 Pistol Grip	26
33226 Flight Stand	17
16439 Flight Stick	35
31417 Flight Stick Pro IBM	55
27914 Flight Stick Pro MAC	70
31148 G Force Flight Yoke	53

JOYSTICK/MICE

37753 Game Zapper	42
24017 GameCard III Automatic	26
24018 GameCard III MCA Automatic	39
38124 GameGun	34
33292 Generation Parallel Game Port	30
29404 Gravis Analog Pro Joystick	25
28366 Gravis Eliminator Card	20
27815 Gravis Gamepad IBM	20
30003 Gravis MouseStick II MAC	41
38108 Gravis NHL Hockey '95 Pack	55
35133 Gravis Phoenix Control System	82
37715 Jetstick	25
36886 Joystick	27
36562 Natural Keyboard	89
35458 PC Golf System	121
36876 Pro Pedals	64
30825 Thrustmaster ACM Game Card	27
35104 Thrustmaster F 16 FLCS	112
36027 Thrustmaster FCS MKII IBM	63
32344 Thrustmaster Formula T1	111
29522 Thrustmaster Pro FCS	112
29663 Thrustmaster Rudder Pedals IBM	104
33804 Thrustmaster Rudder Pedals MAC	101
38156 Thrustmaster TGS for FLCs	112
33760 Thrustmaster WCS MarkII MAC	61
31258 Thrustmaster WCS MarkI IBM	81
38950 Trackball PRO	70
38462 Virtual Pilot Pro	70
29434 Virtual Pilot Yoke	60
36656 Wingman Extreme Joystick	43
36655 Wingman Joystick	26
33052 Y Cable for 2 Joysticks	10

MONITORS

35553 Alphascan 15 15" Monitor	379
35554 Alphascan 17B 17" Monitor	709
35556 Alphascan 17E 17" Monitor	783
35555 Alphascan LC 20" Monitor	1096
35557 Alphascan IE 20" Monitor	1463
35552 Alphascan Plus 14" Monitor	304
38152 Diamond Pro 14" Monitor	297
38151 Diamond Pro 15F5 15" Monitor	450
38153 Diamond Pro 17" Monitor	1066
37863 HL4860 14" SVGA Color Monitor	267
37864 HL5860 15" SVGA Color Monitor	331
37866 HL7682 17" SVGA Color Monitor	746
37861 HL8480 14" SVGA Color Monitor	224
38390 MultiSpin 2V 14" Monitor	331
32896 MultiSpin 3FGE 15" Monitor	604
38388 MultiSpin Lens: 2V	52
38386 MultiSpin Lens: XE15 or XP15	71
38070 MultiSpin XE15 15" Monitor	579

BEYOND SQUAD LEADER

BEYOND Squad Leader \$45

Real-time tactical WWII simulation based on the Squad Leader & Advanced Squad Leader board games. Features realistic battle conditions, combat vehicles, American & German soldiers & terrain.

IBM CD #11575 MAC CD #36588

STAR TREK: A FINAL UNITY

STAR TREK \$46

A Star Trek experience like none before! Assume command of this official inspection tour and investigate the Starship Enterprise NCC-1701-D.

IBM CD #34568

GRANDMASTER CHESS

Grandmaster Chess \$35

A new level of chess-playing experience for modern and network play. Features multiple skill levels, ratings, pull-down menus, help and analysis, 3-D or 2-D views and more.

IBM CD #36374 MAC CD #36373

DARK FORCES

DARK FORCES \$47

As a special agent for covert operations, you must save the galaxy from the Imperial Empire's grip. Infiltrate their Death Star battle station.

IBM CD # 36302

GIRLFRIEND TERI

Girlfriend Teri \$35

The most interactive software available!

Enjoy conversations with a girlfriend living inside an apartment in your PC! Your girlfriend moves around and responds to anything you say.

IBM CD # 38540

HARPOON II: COLD WAR

HARPOON II \$26

15 new scenarios set in the Cold War era involving the U.S., Russia, NATO and Eastern Block militaries prior to the fall of the Iron Curtain. Over 80 new platforms. Requires Harpoon II.

IBM #39453

CELEBRITY POKER

CELEBRITY POKER \$30

Play poker with Jonathan Frakes, Morgan Fairchild and Joe Piscopo! Your sound card and CD-ROM bring Hollywood stars to your screen! Thousands of interactive conversations. No 2 games the same.

IBM CD #35442

APACHE

APACHE \$45

Attack helicopter simulation that pushes air combat to the limit! Hot new 3-D visual technology, high-resolution, low-level terrain graphics and highly variable explosion graphics add to the excitement!

IBM CD # 39144 MAC CD # 39145

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 Pin 4MB Module 60ns	CALL
36177 72 Pin 8MB Module 60ns	CALL
36555 72 Pin 16MB Module 60ns	CALL
31738 Cyrix CX486DX2 33/66 386DX 33	CALL
34409 Cyrix CX486SX2 25/50 386SX 25	CALL
31334 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
38604 Overdrive PENT 63	CALL

SPEAKERS

35543 ACS 52 Shielded Speakers	93
39264 ACS 250 Subwoofer	100
28122 ACS 300.1 Speakers w/Subwoofer	200
36504 Jazz J 511 Speakers	59
36500 Jazz J 590 Speakers	63
36501 Jazz J 702 Speakers	97
36503 Jazz J 818 Speakers	133
30730 Koss HD 6 MPC Speakers	73
38255 Koss HD 100 Speakers	64
36173 Koss HD 50 Speakers	33
32220 Labtec CS 900 Speakers	56
32228 Labtec CS 1000 Speakers	48
30475 Parmer 570 Speakers	246
30474 Parmer 622 Speakers w/ Subwoofer	190
33649 Powered Speaker YSTM10H (Pair)	68
37714 Powered Subwoofer YSTM5W10	137
32101 Roland MA 12CP Powered Speakers	215
38308 Vivid3D	57
37712 Vivid3D Plus	70
38455 Vivid3D Pro	104

MODEMS/FAXES

31921 ACE 14.4 INT S/R Fax W/Voice	166
38276 Cardinal MVP1.44E 14.4EXT F/M	76
38277 Cardinal MVP1.44IF 14.4INT F/M	73
38275 Cardinal MVP1.44WIN 19.2INT F/M	61
38278 Cardinal MVP28BI 28.BINT F/M	139
38280 Cardinal MVP28BF 28.BEXT F/M	161
37712 Connection 14.4 Int. Fax/Modem	77
37974 Connection Pro 19.2INT 14.4Fax	90
37837 Practical PM28BMT V.34 EXT Fax/Modem	215
36266 Scout 28.8 VFCI Vfast Fax/Modem	129
32317 SuprafaxModem 14.4 EXT MACINTOSH	178
26938 SuprafaxModem 14.4 EXT V.32BIS	178
32314 SuprafaxModem 28.8 v.32BIS	110
38529 SuprafaxModem 28.8 v.34EXT	206
38527 SuprafaxModem 28.8 v.34EXT MAC	216
39269 TDK DF1414 PCMCIA 14.4 F/M	158
39267 TDK DF2814 PCMCIA 28.8 F/M	325

SCANNERS

33597 Epson Action Scanning PC	726
39110 HP ScanJet 3P Scanner	504
39111 HP ScanJet 3P Scanner	504
38342 HP ScanJet IICX Scanner	991
39109 HP ScanJet IICX Scanner	991
38758 ScanMaker 35T Slide Scanner	966
38752 ScanMaker II Color Flatbed	463
35052 ScanMaker IIIR Color Flatbed	812
35498 ScanMaker IISF Color Flatbed	522
38755 ScanMaker IISFX Color Flatbed	889
38754 ScanMaker IIXE Color Flatbed	889
28975 ScanMan 256	142
32389 ScanMan 32	85
31238 ScanMan Color	183
33371 ScanMan EasyTouch	171
34812 ScanMan Powerpage 400 DPI	400
36436 Scanmagie Color 24Bit Handheld	176

SOUND CARDS

37755 Aztech SoundGalaxy BXIII	43
35277 Aztech WaveRider 32 Wavetable	138
30823 Daytona PCMCIA SoundCard 16bit	369
28247 Gravis UltraSound	118
39030 Gravis UltraSound Ace	84
26292 Gravis UltraSound Max	166
33725 Gravis UltraSound Midi Adapter	35
33240 Maui Wavetable Synth. Upgrade	143
36498 Monte Carlo Game Card	89
31389 Multisound Monterey 16 bit	131
36771 Multisound Tahiti 16 bit	249
31059 Port Able Sound Plus	142
32312 ReelMagic Multimedia Playback	373
38352 ReelMagic SCSI MPEG w/ Zork	483
35366 Rio Soundcard	131
32031 Roland RAP 16 Audio Producer	235
28019 Roland SCC 18 GS SoundCard	269
35480 Roland SCD 10 DS Sound Canvas	CALL
35628 Roland SCD 15 DS Sound Canvas	CALL
32530 Sound Blaster 16 MCD	138
32531 Sound Blaster 16 SCSI 2	172
32532 Sound Blaster 16 SCSI 2 ASP	197
34807 Sound Blaster 16 Value Edition	93
37027 Sound Blaster AWE32 Value Ed.	226
34661 Sound Blaster Pro Value Ed.	74
34660 Sound Blaster Value Edition	52
36587 SoundMan Wave	117
36587 Tropez 16 bit Sound Card	208
36883 Video Blaster FS2000 16 Bit	304
36580 Video Blaster RT3000 16 Bit	338
30931 WaveBlaster Daughter Board	149

VIDEO CARDS

28570 Boca Super VGA	59
36035 Boca VI Bus SuperX 1MB Accel.	106
36036 Boca VI Bus SuperX 2MB Accel.	161
38290 Diamond Speedstar Game Kit ISA	142
38599 Diamond Speedstar Game Kit PCI	144
38598 Diamond Speedstar Game Kit VLB	168
38288 Diamond Stealth Game Kit PCI	177
38289 Diamond Stealth Game Kit VLB	177
38132 Diamond Stealth44 DRAM 2MB PCI	206
38133 Diamond Stealth44 DRAM 2MB VLB	206
35691 Diamond Stealth44 VRAM 4MB PCI	458
35692 Diamond Stealth44 VRAM 4MB VLB	458
29258 Graphics Ultra Pro EISA 2MB	303
29259 Graphics Ultra Pro ISA 2MB	272
29260 Graphics Ultra Pro PCI 2MB	303
36470 Graphics Ultra Pro VLB 2MB	272
31847 Graphics Xpression 1MB ISA	153
37157 Graphics Xpression 1MB ISA	153
38226 Graphics Xpression 1MB VLB	213
37182 Graphics Xpression 2MB ISA	153
38319 Graphics Xpression 2MB VLB	213
38286 Kelvin MPEG SVGA 1MB VLB	319
38287 Kelvin MPEG SVGA 2MB VLB	367
39280 RealMagic Rave 1MB Win Accel.	406
39281 RealMagic Rave 2MB Win Accel.	489
34615 ReelMagic Lite	267

800-228-7449
 CUSTOMER SERVICE, CALL 508-443-6125 9am - 5pm EST
NOW ORDER 24 HOURS ext.358

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

- ▲ Prodigy - Computer Express
- ▲ Internet - info@cexpress.com
- ▲ www:http://cexpress.com:2700
- ▲ CompuServe - GO Express
- ▲ AOL - Computer Express
- ▲ eWorld - cexpress

*No surcharge is added to credit card orders. *PO's, wire transfers, personal and cashiers checks accepted. *Some items are not returnable. Returns require authorization # and are subject to 15% restocking fee. *All items offered for sale are subject to availability. *We are not responsible for typographical errors. *Shipping and handling charges apply. *Worldwide shipping!
 *All prices are subject to change without notice.

COMPUTER Express Since 1985
 31 Union Ave. Sudbury, MA 01776 Info: 508-443-6125 Fax: 508-443-5645
 Circle Reader Service #56
 COMPUTER GAMING WORLD 1995 WDP 11

COMPUTER Express



800-228-7449

NOW ORDER 24 HOURS ext.358

CUSTOMER SERVICE, CALL 508-443-6125 9am - 5pm EST

SUPERHERO LEAGUE OF HOBOKEN



The U.S. has become a toxic wasteland, filled with mutants, melting ice caps, and out of control mutants. But in New Jersey, a small band of zany superheroes forms to save humanity!

IBM CD #34425

WORLD HOCKEY '95



The ultimate ice hockey experience! Choose from over 25 international teams or select from the 8 "User" teams. Includes 3200 players with individual stats, variable rule sets, 3 playing levels.

IBM CD #39447

JOHNNY MNEMONIC

Johnny Mnemonic.
Soon you won't be able to
get it out of your head.



A new, groundbreaking CD-ROM game for the PC and Macintosh. Based on the short story and screenplay by William Gibson. Soon you won't be able to get it out of your head!

IBM CD #38730 MAC CD #38731

FLIGHTSTICK PRO



Top Gun precision for computer pilots. Realistic professional jet grip puts controls at your fingertips. Trigger and 3 fire buttons, responsive throttle control, 4-way viewing, trim controls, plus much more

HARDWARE #31417

LINKS 386 PRO CD



Play championship golf at the famous Harbour Town Golf Links and Bonif Springs Resort Course. The action includes simulated aerial fly-bys, digital sound, and comic Bobcat Goldthwait as your caddie!

IBM CD #37754

MARATHON W/ GAMENET



Defend a futuristic colony space ship from hostile aliens! 2 GameNet wireless network adapters (also included) let you challenge your friends to the ultimate battle: Marathon on a network of light!

MAC #39448

CD ROM ENTERTAINMENT

33683 10 Year Anthology Classics	42
32903 11th Hour	51
36593 1830: Railroads & Rubber Barons	34
36691 5 Foot 10 Pak Volume II	29
37686 5 Game SuperPak	30
38127 5th Fleet	38
29037 7th Guest	45
35878 AD&D Dark Sun: Wake Ravager	49
34161 AD&D Genie's Curse	38
34165 AD&D Ravenloft: Strahd's Passes	49
38162 Absolute Mayhem	13
36009 Absolute Zero	38
38907 Aces Collection	45
36729 Across the Rhine: 1944	46
38164 Advanced Civilization	35
36757 Air Havoc Controller	39
35157 Air Warrior II	35
38967 Alice	45
35806 Alien Legacy	38
34944 Alien Logic: Jarone	38
39206 Alien Virus	36
38505 All American College Football 1.3	35
37074 Alone in the Dark II	37
39212 Alone in the Dark III	41
34857 Ancient Civilization	54
39144 Apache	45
36911 Arc of Doom	35
37596 Arena Elder Scrolls	45
35869 Armored Fist	47
38582 Atari 2600 Action Pack	26
37039 Award Winning War Games	37
39008 Baldies	32
39409 Baseball for Windows	43
37199 Battle Chess Compilation	26
37205 Battle Cruiser 3000AD	46
36042 Battle Isle 2200	32
34650 Battledrome	34
11575 Beyond Squad	45
38854 Big 3	46
34638 BioForge Interactive Movie	34
38597 Blackboard	34
38209 Blackthorne	30
35593 Blood Bowl	32
36939 Blow Away	31
38614 Brainedead 13	38
39100 Brash	35
39019 Bren Hill Hockey '95	32
39011 Brutal	37
35948 Bureau 13	32
37517 Cadillacs & Dinosaurs	51
34279 Cannon Fodder	21
36781 Casino Master w/Kit	29
36375 Casino Tournament of Champions	35
39147 CaveWorld	40

CD ROM ENTERTAINMENT

35442 Celebrity Poker	30
39096 Celtic Tales: Balar Evil Eye	35
39395 Chaos Engine	19
35420 ChessMaster 4000 Turbo	32
38011 Civilization Network	46
38651 ClockWerk	25
38568 Club Cyberlesque	26
36016 Colonization: Sid Meier's	46
33497 Comanche & Mission Disk #1	40
39180 Comanche Multi Player	47
34010 Complete Baseball '94 MPC 1.0	41
37357 Complete Basketball MPC 1.0	41
38673 Conquest of the New World	35
34659 Cowboy Casino	34
38483 Create Your Own Games	26
36884 Creature Shock	48
35224 Crime Patrol 2: Drug Wars	25
34741 Crusader: No Remorse	40
35768 CyberJudas	43
35736 CyberSpace	40
36913 CyberTart	32
36477 Cyberia	44
37701 Cyberwar	45
36043 Cyclemania	34
38845 DiZone	26
34973 D Day: Operation Overlord	40
39167 Daedalus Encounter	47
33235 DaemonsGate	30
36302 Dark Forces	47
38448 Darkride	49
35738 Dawn Patrol	41
36044 Deathgate	32
38831 Depth Dwellers	30
38675 Descent	35
38296 Desert Strike	30
39220 Diggers	32
36746 Discworld	35
36320 Doom II: Hell on Earth	45
38909 Dr. Brain II	34
31564 Dracula Unleashed	25
31493 Dragon's Lair	25
35231 Dragon's Lair II: Time Warp	35
38217 DreamWeb	33
37702 Dungeon Master 2	35
36945 ESPN Baseball Tonight	41
36749 Estancia	35
25361 Empire Deluxe Masters Edition	26
38161 Entertainment Collection	16
37985 Evasive Action Flight Sim MPC 4.0	27
39146 Exploration	40
39205 Extractors	36
36731 FIFA International Soccer	36
38987 FX Fighter	38
34740 Falcon Gold	52

CD ROM ENTERTAINMENT

35944 Family Feud	25
39169 Fast Attack	45
35769 Fighter Wing	37
36918 Flash Traffic	27
35714 Fleet Defender: F 14	46
36591 Flight Commander II	39
36596 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
36629 Flight Unlimited	49
38446 Flying Aces	49
35323 Freddy Pharkas	30
37328 Front Lines	40
35312 Front Page Sports: Baseball	26
35315 Front Page Sports: Football 95	45
36392 Full Throttle	37
32784 Gabriel Knight	42
38196 Gadget	45
34840 Gettysburg	39
38540 Girlfriend Teri with Speech	35
37917 Go Digital	14
36551 Gobliins IV	CALL
38602 Great Naval Battles III	45
38524 Grey Wolf: North Atlantic	26
34009 Gully	49
36463 Hocker Chronicles II	22
35444 Hammer of the Gods	30
34149 Hand of Fate	42
38077 HardBall III: The Collection	21
36998 HardBall IV	32
35696 Harpoon Classic	29
21557 Harpoon II	43
39005 Harvester	46
35946 Hell: A Cyberpunk Thriller	45
37495 Hercul	CALL
36246 High Seas Trader	41
39166 Hojii N' Pod	15
39065 IQ Test Multimedia	15
37003 Ice Hockey	28
36549 Inca III	CALL
35346 Incredible Machine 2	38
35350 Incredible Toons	30
35721 Inferno	42
34759 Inherit the Earth	34
37982 Inside the NCAA Basketball	32
39041 International Tennis Open	38
38665 Iron Assault	44
39353 Iron Cross	40
31162 Iron Helix	55
37704 Ishtar 3: 7 Gates of Infinity	32
37465 Isle of the Dead	32
38080 Jack Nicklaus: Golden Bear	37

CD ROM ENTERTAINMENT

36047 Jack Nicklaus: Tour Collection	19
36388 Jagged Alliance	46
37895 Jammit	26
34571 Jeopardy	30
37204 Jet Fighter III	46
38600 Jewels of the Oracle	40
38730 Johnny Mnemonic	41
39568 Journeyman Project II: Buried in Time	34
36852 Kasperov's Gambit	40
34702 King's Quest Anthology	53
35326 King's Quest VII	49
37202 Kingdom of the Far Reaches	37
38231 Klik n' Play	36
35209 Knights of Xentar	32
38965 L Zone	40
32526 Lands of Lore	42
38913 Last Dynasty	45
33294 Lawnmower Man	28
36831 Legend of Kryandia III	39
35328 Leisure Suit Larry Anthology	45
36741 Lemmings Chronicles	35
37754 Links 386 Pro	30
36459 Live Action Football	32
37291 Loadstar	51
35322 Lone Runner	38
35711 Lords of Midnight	49
37327 Lords of the Realm	36
38858 Lost Files of Sherlock Holmes	15
31815 Lost in Time	19
36693 Lucas Arts X2	43
35219 Mad Dog McCree II	40
37939 MTV's Club Dead	39
38291 Maabius	33
37713 Machiavelli: The Prince	38
35219 Mad Dog McCree II	33
35773 Maestros	20
36853 Magic Carpet: Hidden Worlds	43
34277 Magic Carpet: Hidden Worlds	23
37926 Magic: The Gathering	38
37567 Master of Magic	36
38677 Mech Commander	40
34155 MechWarrior II	38
33310 Mega Race	37
38305 Metal Marines	27
34865 Metaltech: Earth Siege	45
31659 Microsoft Golf	43
34796 Millennium Auction	32
36049 Mission Critical '95	47
39148 Modern Air Combat	44
34743 More Incredible Machine	38
38906 Mortal Kombat II	44
38094 Ms. Metaverse	26
33204 Myst MPC	49
39040 Mystic Midway: Phantom	23

1830 RAILROADS

1830
Railroads & Robber Barons

Build a 19th Century railroad empire with iron horses and an iron will. Lay track, build stations, purchase trains, manipulate stocks. Defend your empire against some of history's great robber barons.

IBM CD #36593

MECHWARRIOR 2: THE CLANS

MECHWARRIOR 2
The Clans

Join one of six warrior clans and maneuver 31st Century weaponry as you confront opposing clans in every conceivable alien environment-including intimidating ice planets and deceptive desert terrain.

IBM CD # 34155

MILE HIGH CLUB 8 PACK

MILE HIGH CLUB

Eight of the most recognized titles of all time from the top flight sim publishers! Includes ATAC, F-14, Flight Academy, Heroes of the 357, JetFighter II, MIG-29, Megafortress and Wing Commander.

IBM CD #39105

MORTAL KOMBAT II

MORTAL KOMBAT II

Nothing can prepare you for the ultimate arcade translation of Mortal Kombat II. All the true graphics, animation, brutal moves, CD-quality music and awesome sound effects of the arcade blockbuster!

IBM CD #39066

PRO PEDALS

Get added flight simulation and auto racing support with dual operating modes for realistic forward and back pedal motion for flying, plus an independent accelerator and brake control for driving.

HARDWARE #36876

PERFECT GENERAL II

PERFECT GENERAL II

An unbeatable strategic and tactical experience! Command missions in the world's most exciting eras of conflict. Historically accurate. Great weaponry, full-blown campaigns and more.

IBM CD #39322

PHANTASMAGORIA

PHANTASMAGORIA

Evil lives in beautiful estate on a private island. Now, Adrienne Delaney must uncover the clues and objects she needs in time to save her husband from its ever-lightening grip.

IBM CD #34085 **MAC CD #35331**

CRYSTAL CALIBURN

PINBALL
Crystal Caliburn

Pinball with an attitude! Features expert flipper control, spectacular sounds and authentic speech. Play multiball, or aim for the 3-D ramps.

WINDOWS #36303 **MAC #33084**

CD ROM ENTERTAINMENT

35816 NASCAR Racing	48
37068 NFL's Greatest Plays	25
35863 NHL Hockey '95	40
36755 National Lampoon Blind Date	39
39098 New Horizons	35
35722 Noctropolis	47
36482 Novastorm	26
36364 Operation Body Count	30
35893 Operation Crusader	41
38292 Operation Europe	34
38014 Orion Conspiracy	38
34173 Outpost	42
36280 PGA Tour Golf 486	47
38549 Pac In Time	26
37087 Pacific Air War: 1942	46
36481 Panzer General	37
39322 Perfect General II	35
36980 Peter Gabriel: Xplore I	44
34085 Phantasmagoria	53
36941 Phoenix Fighter	45
35005 Pinball Arcade	30
39430 Pinball Fantasies Deluxe	30
37751 Pinball Gold Windows	24
36773 Piffall	CALL
32791 Police Quest IV	42
38113 Poolmaster MPC	23
36244 Power House	41
38299 Pro League Football 75th Anni.	41
38874 PsiMaster	43
39317 Pure Wargame	30
39290 Puzzle Power	30
36829 REINVENTION: Twinsen's Adventure	43
39298 Re-Elect JFK	31
36385 Realms of Arkania: Star Trail	46
32155 Rebel Assault	44
37024 Renegade: Jacob's Star	42
38969 Retribution	39
31705 Return to Zork	45
39569 Riddle of Master Lu	34
36917 Rise of the Robots	45
36937 Rise of the Triad	40
38447 Rocket Boy	49
38420 Rogation Agenda	39
38865 SSN 21: Sea Wolf	15
30708 Scrabble Deluxe	20
39207 Scroll	36
28210 Secret Weapons Luftwaffe	21
28717 Secret of Monkey Island	47
38847 Secret of the Pyramids MPC	24
36924 Shadows of Cain	26
38583 Shanghai Great Moments	38
39208 Silverload	36
31518 SimAnt Enhanced	37
39255 SimCity 2000 Cal.MPC w/Sampler	58

CD ROM ENTERTAINMENT

38160 SimCity 2000 Collection	55
31479 SimCity Enhanced	45
34086 SimEarth Enhanced	37
35753 SimFarm	30
39031 SimTower	32
37593 SimTower	32
36573 SimTown	33
38627 Simon the Sorcerer	30
39396 Skins at Big Horn	35
38732 Skullcracker	39
39362 Sky Warriors	35
38988 Slam City	46
37025 Sorority House	27
35225 Space Ace	38
35220 Space Pirates	25
34693 Space Quest Anthology	45
39449 Space Quest VI	42
38507 Space Sirens	35
37287 Spaceship Warlock	26
34296 Spear of Destiny Super CD Pak	46
34608 Spectre VR	39
38129 Stalingrad	40
38200 Star Control Collection	19
38208 Star Reach	35
29366 Star Trek 25th Enhanced	35
37193 Star Trek: Judgment Rites	40
34278 Star Trek: Star Fleet Academy	44
34350 Star Trek: TNG Tech Manual	41
34568 Star Trek: TNG: A Final Unity	55
36893 Stonekeep	44
36290 Strike Commander / Privateer	43
38609 Strip Poker	19
39090 Super 2050 Plus	38
39006 Super Street Fighter II Turbo	32
34425 Superlaser League of Hoboken	32
35872 System Shock	47
37743 TFX Tactical Fighter	46
38456 Tank Commander	46
38254 Terminator 2029 Deluxe	30
33320 Tetris Gold Compilation	33
34916 Theme Park	40
38595 Third Reich	34
38876 Tony La Russa Baseball 3	47
38656 Top Gun	38
36292 Total Destruction	51
36697 Tower Controller	44
37565 Transport Tycoon	46
36885 Trivial Pursuit	36
37538 U.S.S. Ticonderoga	40
36278 US Navy Fighters	49
30925 Ultima Underworld I & II	29
15416 Ultima VIII: Pagan w/ Speech	32
35712 Ultimate Football	46
37510 Ultimate Robot	53

CD ROM ENTERTAINMENT

32937 Under a Killing Moon	56
36045 Unnecessary Roughness '95	32
25500 Vegas Games Deluxe	25
38592 Virtua Chess	30
38672 Virtual Pool	37
35816 Virtual Vegas Volume 1	19
38661 Virtuoso	36
37708 Vortex: Quantum Gate II	40
36707 Voyeur	44
37916 Wanderlust	26
39103 WarPatrol	35
36701 Warcraft: Orcs and Humans	40
34284 Werewolf	47
32927 Wetlands	29
39042 Wheel of Fortune	30
34573 Wild Blue Yonder I	38
35300 Wing Commander Armada MPC	40

CD ROM ENTERTAINMENT

36291 Wing Commander I / II Deluxe	32
34276 Wing Commander III	54
35405 Wings of Glory 1917 1918	40
36296 Wolf: Wildlife Survival	40
30408 Wolfpack	29
38914 Woodruff & Schnibbe	30
38244 World Cup Golf: Dorado Beach	42
39447 World Hockey '95	24
33917 Wrath of the Gods	35
38344 X COM: Terror From the Deep	38
34292 X COM: UFO Defense	38
36940 X Wing Collectors CD ROM	45
39451 Zig Zag	30
35820 Zombie Dinos: Planet Zeltoid	29
36511 Zork Anthology	15
36366 Zorro	34

800-228-7449

CUSTOMER SERVICE, CALL 508-443-6125 9am - 5pm EST

NOW ORDER 24 HOURS ext.358

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

▲ Prodigy - Computer Express ▲ CompuServe - GO Express
 ▲ Internet - info@cexpress.com ▲ AOL - Computer Express
 ▲ www:http://cexpress.com:2700 ▲ eWorld - cexpress

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

*All prices are subject to change without notice.

COMPUTER Express Since 1985

31 Union Ave. Sudbury, MA 01776 Info: 508-443-6125 Fax: 508-443-5645

Circle Reader Service #56

COMPUTER GAMING WORLD 1995 WDP 1

COMPUTER Express



800-228-7449

NOW ORDER 24 HOURS ext.358

CUSTOMER SERVICE, CALL 508-443-6125 9am - 5pm EST

BRAINDEAD 13



While on a late-night "fix it" call to Dr. Neurosis' mysterious castle, Lance, the world's hippest computer repair guru, learns of the Doctor's master plan: world domination! A wild, frantic adventure!

IBM CD #38614 MAC CD #38615

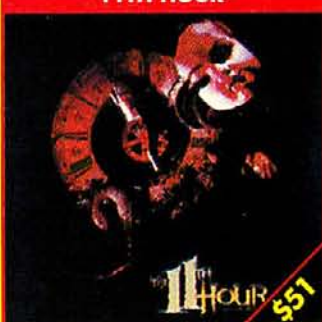
BURIED IN TIME



The past, present and future dissolve into a tapestry of betrayal and deception. Accused of altering history, you travel through time, unraveling clues with only your intellect and cunning to save you.

IBM CD #39568

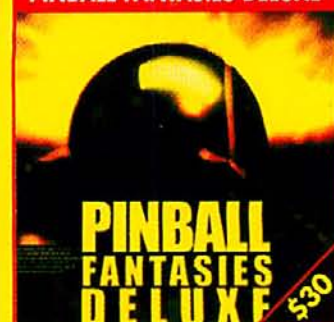
11TH HOUR



70 years ago, Henry Stauff went on a murder spree in his mansion. Now, Reporter Robin Morales has disappeared within its walls. Rely on puzzles, logic games and treasure hunts to save her!

IBM CD #32903 MAC CD #33603

PINBALL FANTASIES DELUXE



Exciting pinball action featuring eight challenging pinball tables, plus multi-ball play! Includes Partyland, Speed Devils, Billion Dollar, Stones 'N' Bones, Tarantula, Jailbreak, Kick Off, and Jackpot.

IBM CD #39450

CARDINAL 14.4 FAX/MODEM



Capable of over 143,000 bps throughput! Uses newest modem technology to eliminate hardware bottlenecks. Exclusively for Microsoft Windows. Includes EZ-Install software.

HARDWARE # 38275

4X MULTIMEDIA UPGRADE KIT



Dynamic multi-session upgrade for your PC. Comes with 4X internal CD-ROM drive, sound card, speakers, 110 multimedia titles and much more!

HARDWARE #38586

3.5" ENTERTAINMENT

37040 1830: Railroads & Robber Barons	34
38957 5 Game SuperPak	30
36454 5th Fleet	38
35877 AD&D Dark Sun: Wake Ravager	46
36068 AD&D Menzoberranzan	42
34164 AD&D Ravenloft: Strahd's Passes	46
31940 APBA Baseball WINDOWS	29
34302 Advanced Civilization	35
37304 Aide De Camp	45
37489 Alien 3	29
34695 Alien Legacy	34
30188 Alone in the Dark	20
33809 Alone in the Dark II	36
32011 Arcade	27
33341 Arena Elder Scrolls	40
33708 Armored Fist	43
38608 Atari 2600 Action Pack	26
36959 Award Winning War Games	37
33637 Axis the Gamecheater	36
39007 Baldies	32
36027 Battle Bugs	38
28769 Battle Chess 4000	26
33857 Battle Cruiser 3000AD	41
38837 Battle of Anietlam	12
34448 Battledrome	34
21151 Battles of Napoleon	12
38662 Beat the House	30
11575 Beyond Squad Leader	45
28358 BlackJack	26
36485 Blackboard	34
36654 Blood Bowl	32
39099 Brandish	35
33738 Breach 3	35
35715 BreakThru! WINDOWS	33
33941 Brett Hull '95	32
35580 Bridge Baron WINDOWS	35
34935 Bridge Olympiad	30
39010 Brutal	37
31466 Caesar's Palace WINDOWS	19
27743 Carrier Strike	20
31523 Carriers at War II	39
33047 Casino Lite: Omaha Hold 'em	12
37676 Casino Lite: Texas Hold 'em	12
34267 Casino Master Gold WINDOWS	29
37163 Casino! WINDOWS	26
34074 Celtic Tales: Balar Evil Eye	35
20471 Centerfold Squares	21
39394 Chaos Engine	19
32522 ChessMaster 4000 Turbo WINDOWS	32
35677 Chessnet 3 Single Edition	15
26806 Civilization	42
36251 Classics Pinball	18
38649 ClockWerk WINDOWS	25
31593 Cobra Mission	37

3.5" ENTERTAINMENT

37445 Collegiate Pennsylvania State WIN	19
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
35717 Colonization	46
32930 Comanche & Mission Disk #1	43
34273 Combat Air Patrol	30
22035 Corridor 7	26
36303 Crystal Colburn WINDOWS	30
32369 CyberRace	40
32966 CyberSpace	40
36087 Cyclones	42
38844 DiZone	15
33602 D Day: Operation Overlord	35
34028 D Day: The Beginning of End	41
33234 Daemongate	30
34162 Dark Legions	34
34765 Dawn Patrol	41
38097 Day of the Tentacle: Maniac II	34
37076 Descent	35
38295 Desert Strike	30
32010 Detroit	42
39219 Diggers	26
34307 Disciples of Steel	35
36747 Discworld	37
33894 Doom II: Knee Deep in the Dead	5
35719 Doom II: Hell on Earth	45
32967 DreamWeb	34
32978 Dungeon Master 2	35
35164 ETO: D Day WINDOWS	46

3.5" ENTERTAINMENT

35288 FIFA International Soccer	36
34272 Falcon 4.0	CALL
33664 Falcon: FA 18 Hornet	30
36832 Fighter Wing	37
32880 Fleet Defender: F 14	46
35744 Fleet Defender: F 14 Scenario	30
36589 Flight Commander II	41
32632 Flight Light	21
37558 Flight Sim: Caribbean Scenery 5.0	28
36695 Flight Sim: Europe #1 5.0	26
37557 Flight Sim: Japan Scenery 5.0	28
32901 Flight Sim: Las Vegas 5.0	31
31728 Flight Sim: New York Scenery	28
31657 Flight Sim: Paris Scenery	28
36693 Flight Sim: Portland 5.0	31
31273 Flight Simulator 5.0	43
30373 Freddy Pharkas	24
36247 Front Lines	39
34894 Front Page Sports: Baseball	22
35314 Front Page Sports: Football 95	42
35313 Front Page Sports: Football Upgrd 95	28
35976 Frontier: 1st Encounter	30
32130 Gabriel Knight	37
38607 Gethysburg: Turning Point	12
34001 Girlfriend Lisa	37
34436 Girlfriend Teri	51
36461 Glider 4.0 WINDOWS	25
37764 Goal '94	20
36550 Goblins IV	CALL
37081 Goldtree Engine	26
28300 Gold! WINDOWS	43

3.5" ENTERTAINMENT

34826 Golf Courses: Bonif Springs WINDOW	23
34827 Golf Courses: Mouna Kea WINDOWS	23
34828 Golf Courses: Pinehurst WINDOWS	23
36790 Good to Firm	31
33704 Great Naval Battles II	42
39086 Greyhound 2	18
34008 Guilty	35
32527 Hand of Fate	25
32594 HardBall III Diamond Collect	37
34006 HardBall IV	32
38076 HardBall IV MLPBA AddOn	16
32122 Harpoon II	40
39453 Harpoon II Battleset #3	26
37696 Heretic	CALL
34761 Heroes of Might & Magic	41
36245 High Seas Trader	39
27109 Hollywood Mogul WINDOWS	32
38601 Hudson City	27
37466 Ice Hockey	28
36548 Inca III	CALL
35349 Incredible Toons WINDOWS	28
31471 IndyCar Racing	30
35105 IndyCar: Circuits Expansion Pack	18
35106 IndyCar: Indianapolis Speedway	25
34449 Inherit the Earth: Orb Quest	35
36393 Iron Cross	40
37703 Ishar 3: 7 Gates of Infinity	32
39090 It's a Fair Bet	12
28696 Jack Nicklaus Signature Tour 1	15
30628 Jack Nicklaus Signature Tour 2	17
38081 Jack Nicklaus: Course Designer	16
38079 Jack Nicklaus: Golden Bear	32
31480 Jagged Alliance	46
36389 Jagged Alliance Addon	21
34166 Jeopardy Deluxe	35
37203 Jet Fighter III	41
33741 Jurassic Park	36
34303 Kingmaker	35
36972 Klik 'n' Play WINDOWS	36
35210 Knights of Xenar Upgrade NR18	2
38189 Last Blitzkrieg	40
37527 Legions WINDOWS	32
32785 Leisure Suit Larry VI	37
30372 Lemmings II	26
27660 Links 360 Pro	29
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
32479 Links: Pebble Beach Course SVGA	25
30798 Links: Pinehurst Country SVGA	21
39068 Links: Prairie Dunes SVGA	21
35319 Lode Runner	34

日本の皆様よりのオーダー大歓迎!

日本語でFAX: 001-1-508-443-5645. 又は,

CompuServe ID: 70007, 1534で見積もをお願い下さい。

迅速に、如何なる御要望にも誠意をもってお応え致します。

CHAOS ENGINE

THE CHAOS ENGINE

Turn your PC into a gruesome battlefield of psychotic monsters and ruthless warriors. Pick from 6 mercenaries and 26 weapons. Explore 4 fiendish worlds with 16 levels-loaded with traps!

IBM CD #39395 **\$19**

CIVILIZATION NETWORK

CIVILIZATION NETWORK

Sid Meier's Civilization is now a multi-player Windows game! Build the Pyramids and the Great Wall. Conquer Earth or another planet. Up to 7 players at once via the Internet, local network, or modem.

IBM CD # 38011 **\$46**

CYBER JUDAS

Cyber Judas

As President of Earth's most powerful nation, you are armed with money, weapons and influence. In this Shadow President sequel, one of your advisors wants to destroy you!

IBM CD #35768 **\$40**

FLIGHT SIMULATOR 5.1

Flight Simulator

Now on CD-ROM! Highly realistic, graphically advanced computer simulation of Civil aviation. Detailed scenery, day/night effects, weather conditions, user-definable visibility levels and more.

IBM CD #36979 **\$53**

THRUSTMASTER TQS FOR FLCs

THRUSTMASTER TQS FOR FLCs

Arc throttle with trim controls, 3 programmable switches and a mini trackball. Fully programmable through the FLCs.

HARDWARE #38156 **\$112**

THRUSTMASTER FORMULA T1

THRUSTMASTER FORMULA T1

The most realistic controls for all of today's driving simulators! A fully functional steering wheel, brake and gas pedals, a sturdy shift lever, and much more.

HARDWARE #33344 **\$111**

FULL THROTTLE

FULL THROTTLE

Cool bikes, cool sound, cool story. You're Ben, a biker being framed for murder. Hop on your bike and set out to clear your name. Cinematic close-ups dramatize your exciting, leather-clad quest.

IBM CD #36392 **\$37**

HARDBALL 4

HARDBALL 4

Batter up! Manage and play baseball with 700 real players in 28 realistic ballparks. Famed SportsCaster Al Michaels delivers the play-by-play.

IBM CD #36998 **\$32**

3.5" ENTERTAINMENT

34029 Lords of the Realm	39
33736 Last Admiral II	CALL
38694 Lucas Arts X3	38
33501 M4 Sherman Tank	WINDOWS
33741 Master of Magic	38
31433 Master of Orion	38
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
33223 Metal & Lace Upgrade Disk NR18	3
37302 Metal Marines	27
34698 Metaltech: Earth Siege	42
37023 Metaltech: Earth Siege Speech Pack	22
37988 Minscape Game Pack	WINDOWS
35347 More Incredible Machines	WINDOWS
34658 Mortal Kombat / GamePad Bundle	46
38905 Mortal Kombat II	42
36997 NASCAR Racing SVGA	40
36996 NBA Jam	41
33215 NCAA: Road to the Final Four	36
35937 NFL '95	WINDOWS
37092 Navy Strike	38
39097 New Horizons	35
37763 One Nil	20
39101 Onslaught	41
34451 Operation Crusader	WINDOWS
37711 Operation Europe	34
33340 Outpost	38
33464 Oxyd Magnum	37
38548 Pac In Time	26
33087 Pacific Air War: 1942	46
35739 Pacific Air War: 1942 Scenario	30
36480 Panzer General	38
31956 Pax Imperia	35
33735 Perfect General II	35
32948 Perfect General Trilogy	34
37096 Pilot's Choice Bundle	96
25088 Pinball Fantasies	38
30098 Pinball Gold	24
37083 Pizza Tycoon	WINDOWS
36057 Planet Soccer	30
37305 Point of Attack	27
32079 Police Quest IV	37
38118 Poolmaster	WINDOWS
30630 Pool of Persia II	28
34655 Pro League Baseball	35
35935 Quarantine	34
32863 Quest for Glory IV	37
34596 Raiden	30
36384 Realms of Arkenia: Star Trail	41
36386 Realms of Arkenia: Star Trail Add-on	23
33555 Red Baron	27

3.5" ENTERTAINMENT

31630 Return to Zork	45
36598 Reunion	35
33938 Rise of the Robots	WINDOWS
36936 Rise of the Triad	35
35236 Robinson's Requiem	35
33330 Romance Three Kingdoms III	41
31343 Rules of Engagement II	40
33204 SSN 21: Sea Wolf	43
35590 Sabre Team	30
32979 Sam & Max: Hit the Road	34
31731 Scenery Collection USA West 5.0	3
24751 Second Front	12
34656 Serf City	34
35316 Serious Soccer	21
34289 Shadow of the Comet 2	CALL
35287 Shanghai II	WINDOWS
24033 Shiloh	12
26824 SimAnt Classic	21
31457 SimCity 2000	39
38245 SimCity 2000 Urban Renewal Kit	22
33915 SimCity 2000: Great Disasters	15
31410 SimCity Classic	16
37042 SimClassic Collection	36
24473 SimEarth Classic	21
31454 SimFarm	25
25115 SimHealth	25
29724 SimLife Classic	21
32882 Simon the Sorcerer	29
36019 Solitaire Antics	18
22085 Solitaire Antics	WINDOWS
37228 Solitaire Deluxe	WINDOWS
31656 Space Simulator	42
29854 Spear of Destiny	30
34294 Spear of Destiny: Mission 2	26
34295 Spear of Destiny: Mission 3	26
33342 Spectre VR	33
36483 Spellinggrad	40
35723 Star Crusader	34
35940 Star Crusader Mission & Speech	21
33245 Star Reach	33
26706 Star Trek 25th Anniversary	26
31772 Star Trek: Judgment Rites	33
37309 StarGate	38
27188 Strike Commander	25
30508 Strike Commander Speech Pack	20
32114 Strike Commander Tactical #1	23
35614 Strip Poker Pro #12 Data Disk	17
31886 Strip Poker Professional	30
33331 Subwar 2050	35
37091 Subwar 2050 Scenario	21
39005 Super Street Fighter II Turbo	32
26041 Super Tennis	29
32605 Super VGA: Harrier	48
34383 Superhero: League of Hoboken	32

3.5" ENTERTAINMENT

33858 System Shock	47
34305 TFX: Tactical Fighter	36
31260 Terminator 2 Chess Wars	35
17179 Terminator 2029	27
32154 The Dig	41
33332 Third Reich	34
32152 Tie Fighter	50
38236 Tie Fighter: Defenders	21
29906 Tigers on the Prowl	34
35308 Tony LaRussa Baseball II 2.0	34
26142 Train Engineer	27
37084 Transport Tycoon	46
38961 Transport Tycoon Scenario	24
37588 True Lies	38
36452 U Boat	WINDOWS
32879 Ultima VIII: Pagan	25
35821 Universal Never Lock for Games	39

3.5" ENTERTAINMENT

36041 Unnecessary Roughness '95	32
32859 Victory at Sea	41
33934 WW2 Air Force Commander	15
36708 Warcraft: Orcs and Humans	39
34653 Wargame Construction Set II: Tanks	37
31521 Warlords II	40
25222 Warlords II Scenario Editor	30
32510 Wheel of Fortune Deluxe	WINDOWS
31643 When Two Worlds War	34
36785 WinVegas Volume I	WINDOWS
36786 WinVegas Volume II	WINDOWS
36787 WinVegas Volume III	WINDOWS
34939 Wing Armada	47
27287 Wing Commander I Deluxe	35
25001 Wizardry 6: Bane of the Cosmic	36
26475 Wizardry Trilogy I (I/II/III)	30
32909 Wizardry Trilogy II (IV/VI/VII)	34

800-228-7449

CUSTOMER SERVICE, CALL 508-443-6125 9am - 5pm EST
NOW ORDER 24 HOURS ext.???

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

▲ Prodigy - Computer Express ▲ CompuServe - GO Express
 ▲ Internet - info@cexpress.com ▲ AOL - Computer Express
 ▲ www:http://cexpress.com:2700 ▲ eWorld - cexpress

*No surcharge is added to credit card orders. *PO's, wire transfers, personal and cashiers checks accepted. *Some items are not returnable. Returns require authorization # and are subject to 15% restocking fee. *All items offered for sale are subject to availability. *We are not responsible for typographical errors. *Shipping and handling charges apply. *Worldwide shipping!
 *All prices are subject to change without notice.

COMPUTER Express Since 1985

31 Union Ave. Sudbury, MA 01776 Info: 508-443-6125 Fax: 508-443-5645
 Circle Reader Service #56

Dying Is Easy, Comedy Is Hard



Psygnosis' Pythonesque Portrayal Of Pratchett's DISCWORLD

by Charles Ardai

HUMOR IS A FUNNY THING. EVERYONE LOVES A COMEDIAN, BUT IT'S THE SIMPLEST THING IN THE world for even a great comedian to overstay his welcome. Read one of Dave Barry's brilliant newspaper columns and you'll find yourself dissolving into gibbering paroxysms of laughter, but try to read a collection of his columns back to back, and by the twentieth you'll be lucky if you can work up a decent chuckle. Try watching a dozen stand-up comedians in a row, and you get the same result.

Now, Terry Pratchett is a genuinely funny writer, author of many a laugh-out-loud passage in his twenty-some-odd novels, most of which are about a fantasy universe called "Discworld." He's almost as funny as his countryman and spiritual kinsman, Douglas Adams, and a good deal funnier than such peers as Piers Anthony, Craig Shaw Gardner, Robert Asprin and Esther Friesner. Still, I

defy anyone above the age of 14 (the last year, by law, that a person is permitted to believe that the highest form of comedy is the pun) to read even one of these books cover to cover, much less the whole series front to back. Yes, it's all very funny, but only taken in small doses. You reach a point, usually around page 93 out of 300, where you finally say, "Enough already."

For those Pratchett fans who have not yet reached that point, *Psygnosis'* new DISCWORLD adventure game will be manna from heaven. Players new to this cock-eyed universe will enjoy the game, too, but only until somewhere around the end of Act Two, at which point, their appetites for silliness sated, they are likely to join me and other *Discworld*



DOES YOUR BOOK BITE? Among the more odd (and humorous) characters that Rincewind meets are an orangutan librarian, guarded by a ferocious tome.

refugees in the "Enough already" brigade.

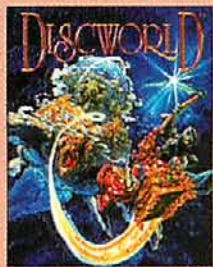
COMPACT DISCWORLD

There are two premises underlying the *Discworld* books: first, that a small, pizza-shaped world balanced on the back of a giant space turtle might somehow spawn life of a distinctly Tolkienesque cast, which is to say life of the witch, wizard, troll, dragon, king, castle, and quest variety; and second, that since phrases like "giant space turtle" and "pizza-shaped world" are worth a chortle in and of themselves, a book filled with the like ought to be a bestseller. I don't mean to say that either premise is erroneous; the only question is how well they transfer to the world of computer games.

DISCWORLD works nicely as a **Sierra-**

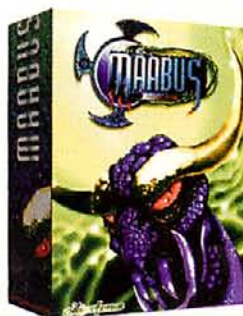
DISCWORLD

Price: \$59.95, floppy and CD-ROM
System Requirements: IBM compatible 386 or better, 4MB RAM, 256-color VGA graphics, 3 MB hard drive space, CD-ROM; supports AdLib, Sound Blaster, and General MIDI sound cards.
Protection: None
Developer: Perfect 10 Productions
Publisher: Psygnosis, Ltd. Cambridge, MA (617) 497-5457





6,120 hours of 3D animation rendering
 4,320 hours of complex programming
 1,000 hours of sound effects recording
 400 hours of video/audio recording
 720 hours of music selection
 3,000 hours of drawings
 2,000 hours of testing
 to create the
Ultimate PC VideoGame...



Congratulations to the first 100 people to solve the game! They will receive a selection of assorted titles from the Microforum collection.

Scott Wollman-USA	Heather McLeod-CANADA
Kelly Weiss-CANADA	Steve Wilder-CANADA
Clyford Hazell-USA	Jack Martel-USA
Bryant Turnage-USA	Chuck Bradley-USA
David Beattie-CANADA	Adam May-AUSTRALIA
Stephen Shwartz-USA	Chuck Carpenter-USA
Robert Westbrook-USA	Sylvain Courso-CANADA
Eugenio Moccia-ITALY	John Lega-USA
Rocco Nestola-USA	Dennis Widner-USA
Serge Daenen-BELGIUM	Dan Hayes-USA
MJ Hoogervorst-HOLLAND	David Provençal-USA
Gary Pinke-USA	Zunaid Cassim-CANADA
Alain Lumbreyer-USA ...	(Partial list only)

The Ultimate Adventure On 3 CD-ROMS

Super Introductory Price \$59.95
Regular Price \$69.95 Dealers may sell for less

Now Available At:



Microforum®

For more information about Microforum and our products, call us direct at (416)656-6406 or write:
 1 Woodborough Ave., Toronto, Ontario CANADA M6M 5A1 ©1995 Microforum Inc. All Rights Reserved. MADE IN CANADA

Circle Reader Service #65

style adventure game, which is to say one in which your job is to maneuver a little character around one screen after another, dealing with a wide range of other characters and puzzles as they cross your path. This is not entirely unlike what happens in the books: characters pop up and say funny things, obstacles arise and are overcome, and a ramshackle plot somehow assembles itself out of all the zaniness.

The pleasures the game offers can be divided into two varieties. From a gaming perspective, half the fun is the fun of discovery: new areas on the map of DISCWORLD open up as you proceed, giving you a chance to visit everywhere from the back alleys of pestilent Ankh-Morpork to the Palace of the Patrician. The other half of the fun comes from the chance to demonstrate your cleverness by teasing out the solutions to some tough little puzzles: how to get

a pancake-flipping cook to leave his kitchen, how to get a monk to take his robe off so you can wear it, how to unsummon a dragon by summoning astral custard instead, and so on. These pleasures are typical of adventure games more than novels, and the designers make sure to load DISCWORLD up with plenty of game-worthy events and challenges.

The remaining half of the fun, however, is very much derived from the novels. It rests in author Gregg Barnett's convincingly Pratchett-like wordplay and banter, as performed on CD-ROM by well-chosen voice actors that include Monty Python's Eric Idle and *Doctor Who's* Jon Pertwee. (By the way, if you think three halves is one-third more fun than anyone can logically have, you obviously haven't spent enough time summoning astral custard on the back of a giant space turtle.) Lines both witty and groan-inducing zing back and forth like

ricocheting bullets; it's a little like watching a *Discworld* cartoon, and not a bad one at all.

However, this cartoon-like effect is part of what finally does *Discworld* in: the game sinks under the weight of its abundant non-interactive gags. There's just too much there, and too little of it is under your control. In most encounters, you get to choose from a menu of icons that determine the tone your character, the bumbling-but-lovable wizard Rincewind,

want to say, you live to thump people on the head. Can I go in now?

Later, a buxom barbarian maiden has a long spiel to spill as I pass her in the street. A bunch of old coots in the town square do a vaudeville routine about how Rincewind doesn't look like the adventure heroes they knew in the good old days. Everyone makes fun of Rincewind because his wizard's robes look like a dress. Running gags abound, and boy, do they keep running. Enough already!



DRAGON-HUNTING WE WILL GO Backed by his trusty magic luggage, Rincewind braves a barrage of puns to get the dirt on a dragon.

will take in conversation. Unfortunately, this leaves you in the unenviable position of being the passive straight-man to all of DISCWORLD's loonies.

"Is this fish fresh?" Rincewind asks a portly fishmonger, and you can almost hear the burlesque-house orchestra tuning up in the background. "Fresh? Fresh? It just made a pass at my wife, sir!" (Pause for rim shot.) And you'll be pleased to know that the old fishmonger is only warming up. Try being sarcastic, angry, querulous—each mouse click launches a flood of one-liners and rejoinders, the majority of which are quite funny, but over which you exert no influence. After a while, you stop laughing and start tapping your fingers instead.

For example, early in the game I want to walk into a bar. Instead, the bouncer corners me, Ancient Mariner-like, and launches into his life story. A minute passes, two minutes, and he's still talking. Okay, okay, I

the coven to steal six golden talismans from its members. The dragon returns in Act Three, and it is determined that the hero who slays it will have million-to-one odds against him. Thus, Rincewind's task is to manipulate matters so that his odds of success are *exactly* a million-to-one. The final showdown with the dragon makes up Act Four.

To spice things up, there is time travel involved (Rincewind gets to test the hypothesis that the fluttering of a butterfly's wings in the past can cause climatological changes in the future), plus a bogeyman who is afraid to come out of hiding, a lusty witch who's after Rincewind for a kiss, a prune-eating wizard and another wizard who is deaf (oh, the fun to be had with those two!), a Sword That Goes Ting, and a climactic pie fight.

By and large these puzzles are stronger than is typical for adventure games these days, and as long as the designers stick to

SLIPPED DISCS

This is not to say that you have nothing to do other than listen to jokes. You must also solve the game's puzzles, the bulk of which have to do with a dragon that is terrorizing the people of *Discworld* and with the black-hooded coven responsible for summoning it. First, Rincewind has to gather the pieces of a dragon-locating machine—that's Act One. Act Two finds Rincewind infiltrating

A Great Tale has Just Begun...

Available on
CD-ROM!
For IBM PC

CELTIC TALES BALOR of the Evil Eye

Long ago, in the days when Ireland was far removed from the mainland civilizations of Europe, the early Celtic tribes were locked in a bitter war with the Other World. The tribes of Eire were joined as one people, the Tuatha de Dannan. Their Other World enemies, who lurked off the islands shores were known as the Fomors, their powerful leader, Balor of the Evil Eye.

When you enter Celtic Tales, you enter the turbulent struggle to save the tribes of Eire from Balor's evil. Tired and broken, your people have little left to give to the struggle. Regarded as an intruder, your task is to rebuild the land, strengthen the tribes and become High Ruler of Eire. Then with your trusting champions, you must seek out the magical Runes, some of which are locked in Balor's grasp. Once in your possession, the Runes will empower your Bards and Druids with the magic needed to force the Fomor's back to the Other World!













BATTLE ENEMIES OF THE
OTHER WORLD TO BECOME
HIGH RULER



CONSULT THE TRIBAL
COUNCIL ON WAR STRATEGY

Circle Reader Service #81

-  Play 1 of 8 mythical characters from the tales, including the war goddess Medb and Lugh the god of Light
-  Experiment with Rune magic, procure new Runes & expand your magical powers
-  Recruit Bards, Druids and Warriors to assist you in your quest
-  Direct your champions to develop the provinces you control
-  Align the tribes to your direction in a quest to become High Ruler
-  Take part in Tribal Council to learn of Balor's movements as well as the status of your champions and tribes
-  Carry out cattle raids on neighboring provinces and use them as barter for valuable items
-  With its RPG style game play, you must collect the Runes before battling Balor
-  All commands are animated throughout your turn
-  1-4 players with two exciting scenarios



MYSTICAL ARMOR
PROTECTS YOU FROM
BALOR'S EVIL



Available for IBM PC.
KOEI games are available
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 VIDPLB, Sect. 4

KOEI

KOEI Corporation, 1350 Bayshore Hwy, Ste. 540, Burlingame, CA 94010

Celtic Tales: Balor of the Evil Eye is a trademark of KOEI Corporation. IBM is a trademark of International Business Machines Corporation.
Celtic Tales: Balor of the Evil Eye has not yet been rated by the E.S.R.B.



puzzles, they do fine (though a few puzzles allow the player to back himself into a dead end or have similar design flaws). When the designers switch modes, they do well with the joke-telling, too.

However, the joint between the two modes is weak. The game's pacing is awkward and the balance is off. Since your mind is on the puzzles, you don't appreciate the comedy nearly as much as you would if it weren't standing in the way of your reaching your objective—for instance, if this really were a cartoon. At the same time, the puzzles also get in the way of the jokes. So, despite the fact that DISCWORLD contains some of the better puzzles and some of the better jokes I've seen in a long time, the overall impression the

game conveys is not one of richness but one of clutter and surfeit. Of course, too much is better than too little: if you start



I'LL WALK, THANK YOU Rincewind would rather walk than hitch a ride with a tempestuous enchanted broom.

playing DISCWORLD and stop enjoying it halfway through, it's easy enough to Save and Quit. A few weeks later it might seem fresh again.

DISCWORLD has some moments of unique and inspired whimsy in it—it's easily the funniest game I've played since

LucasArts' DAY OF THE TENTACLE and Sierra's FREDDY PHARKAS, FRONTIER PHARMACIST—but too often it feels familiar and overdone. The novels share this weakness: you get to a point where you say, "I've read all this before," and basically, you're right.

In the end, DISCWORLD is a double helping of a meal we've all eaten too many times, a juicy Roast of Middle Earth with a helping of corn on the side. It's cooked up well and the first few mouthfuls are tasty, but after a while it's hard to work up enough of an appetite to finish what's on your plate. ☹

THE EDITORS SPEAK

DISCWORLD

RATING ★★★★★

PROS Very funny writing that catches Pratchett's tone perfectly and blends in plenty of first-rate puzzles.

CONS It's hard to find new jokes to tell about a fledgling wizard hunting a terrible dragon, and the ones they tell, though not terrible, do drag on.

RISKY

THE NEW EXCITING QUIZ GAME

FROM SOFDEC, INC.

Four games in one
with questions
about the whole world

\$39.95

SGH \$5.00
in FL add 6% tax

Programmed for ages 16 and up with multiple choices, different play levels, various skill levels. Select from a wide range of topics such as history, literature, art, music, sports, theater, movies, travel and more. Delve into the world of science and nature. Beautiful pictures and great sound accompany you as you match wits with your opponent whether it is computer or human.

Enter the world of education.

For school and family.

Have fun !!

to order call toll free
1-800-631-5141



Circle Reader Service #310

Mind Bending!

Discis Entertainment presents
an ELOI Production

Jewels of the Oracle

Blow your mind on the challenges
of the Oracle's puzzles.



Indulge yourself in a 3-D animated world, with seductive music, captivating sounds and mysterious voices.



Discover hidden chambers and test your skills of logic and reason with interactive and intricate puzzles.



Unlock the fascinating secrets of an ancient and long forgotten civilization.

Actual screen images.

Circle Reader Service #58

CD-ROM Game for Windows and Macintosh
Available Now at Your Favorite Retailer or Call 1-800-567-4321

Vertigo To The Third Degree

DESCENT's Dizzying 360 Degrees Of Freedom Takes 3D Action Games To The Next Level

by Vox Day

*I see the edge, I look I fall
The further I see, the further I fall
Deeper and deeper*

—The Fixx

IN THE PAST SIX MONTHS WE HAVE WITNESSED A DELUGE OF 3D ACTION TITLES, EACH COMPARING ITSELF IN ONE way or another to the quintessential 3D action game, DOOM. But none has really made a serious attempt to surpass DOOM and take the sub-genre to its next evolution—any step. None, that is, except for **Interplay's DESCENT**.

One of the best indications that a game is going to be a big hit is the buzz that invariably begins to spread across the networks and into office conversations whenever something truly exciting appears. Last January at the Winter Consumer Electronics Show I

was surprised to hear that the vast majority of gamers with access to networks were not playing HERETIC or DOOM II, but the newly-released shareware version of **DESCENT**.

But once I tried it out myself, the reason for all the hyper-positive word-of-mouth seemed pretty clear. **DESCENT** cannot be dismissed as just another DOOM clone. Instead, it offers the first look at what

the next generation of 3D action titles will be like—which, if **DESCENT** is any indication, is going to be a bunch of very good, very exciting games.

THE THREE DIMENSIONS OF DESCENT

Most games that are described as "3D," like **WOLFENSTEIN 3D** and **DOOM**, are in fact "two-and-a-half D." While the virtual game universe appears to have three

dimensions, the objects in the universe have only two dimensions, fooling the eye into thinking they have depth by a series of rapid image switches. A typical limita-



MIND YOUR 3'S & D'S Unlike **DOOM**, **DESCENT's** environment is truly three-dimensional, so objects like this multiplayer opponent have a true appearance of depth.

tion of the two-and-half D game is that the movement of the player within the universe is usually limited to six basic angles: forward, backward, right, left, up, and down.

However, **DESCENT** allows a full 360 degrees of movement. Instead of only moving straight forward, back, right, left, and up-and-down, you can move any direction that you happen to be pointing. This is very important in **DESCENT**, because the game's virtual universe also allows for completely arbitrary texture-mapping, which means that the maze can handle gradual slopes and curves. This is also

DESCENT

Price: \$39.95 (estimated), CD-ROM

System

Requirements:

IBM compatible 386/33 or better (486/33 with 8MB RAM or better recommended), 4MB RAM, 16.5MB HD space, CD-ROM drive. Modem play requires Hayes-compatible 9600 baud or faster modem. Novell network compatible. Supports Forte Technologies and Cybermaxx VR helmets, most major sound cards and joysticks.

of Players: 2 via modem, 8 on network

Protection: None

RSAC Rating: 1 (Violence to realistic objects)

Designer: Parallax Studios

Publisher: Interplay Productions
Irvine, CA
(800) 969-GAME



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.



Circle Reader Service #363

why a joystick is key to playing DESCENT; you can't get away with just using the keyboard anymore. Along with all this freedom of movement comes complexity, though, so you'll quickly learn that it is much easier to get hopelessly lost in a DESCENT mine than in any other PC game maze. Many times, you really won't know which way is up!

POT SHOTS AT HOT 'BOTS

DESCENT takes place in a future where the Post Terran Mining Corporation has established mining operations across the Solar System. But a hostile force, presumably alien, has taken over the mines and now controls the mining operations, as well as the robots that were originally intended for defending the mines from attack.

In order to keep the mines out of enemy hands, you, the PTMC's hired gun, are directed to infiltrate the mines in an armed, one-man flyer, with orders to destroy each mine by blowing up its central fusion reactor. The catch is that once the reactor is blown, you've got less than a minute to find the only exit before the whole place evaporates in a subterranean mushroom cloud.

Destruction of the mines is your primary objective. But you also have a secondary objective of rescuing any humans you happen to encounter stranded within the mines. Fortunately, if unrealistically, you can carry as many "hostages" as you need without losing any performance from your flyer.

WHAT, NO SHOTGUN?

Your flyer's armaments pack a serious punch, with five different weapons, four different missile types, and a rear-mounted bomb dropper. Although each weapon has its different strength, you're just as well off sticking with your initial weapon—the laser cannons. Once you've found a quad-laser rack to add on and charged it up to its maximum rating of four, you'll have a great weapon that fires quickly and does heavy damage. The Spreadfire cannon is pretty useless, but

the Vulcan fires a machine-gun burst that makes it a solid standby as long as you have the ammo for it. The Plasma and Fusion guns are very powerful, but suck up way too much energy and fire too slowly to use as your primary weapon.

The missiles are pretty self-explanatory, but you should make sure to save your



LET'S BLOW THIS JOINT! The object of your descent is to find the reactor core and set off a nuclear explosion. You then have one minute to get out or get fried.

homing missiles for when you really need them. The Proximity Bombs, which are ejected from behind your flyer, are primarily useful for playing in one of the competitive multiplayer modes. They make it very dangerous to pursue an enemy, particularly one that seems to be fleeing blindly. Of course, they also make a good surprise for more aggressive robots who just won't give up the chase.



UH, RUN? This lumbering lummax wants to force feed you a projectile sandwich. We recommend you try the quiche instead.

The robot enemies, while nowhere near as gut-wrenchingly intimidating as the warped and twisted creatures of the DOOM universe, make effective and deadly opponents. They are true 3D objects, and like you, have 360 degrees of move-

ment. This means that they can and will come at you from all angles! Since they have varying degrees of intelligence, aggressiveness, and firepower, you'll be forced to vary your tactics. While the more lightly armed droids of the earlier levels move fairly slowly and fire slow-moving projectiles, the enemy robots of later levels are armored better, move faster, and use far more deadly weapons.

Like many good games before it, DESCENT has that one "impossible" level. It is possible to defeat the giant, teleporting, homing-missile armed, plasma-gun firing Hulk at the end of level 7 without cheating—it's just really, really hard. Fortunately, the levels that follow level 7 aren't as bad. I remember thinking, "My God, there's 20 more levels! Didn't they playtest this thing?"

MULTIPLAYER MAYHEM

DARK FORCES notwithstanding, it's unthinkable for a 3D action game to come out now without supporting some sort of multiplayer mode, either via modem or network. And it's in multiplayer mode where DESCENT really shines. Up to eight players can play in a network game, and no dedicated server is required. There are options for all-against-all, teams, and cooperative play, and Interplay has even designed a couple of levels specifically for multiplayer mode. The best feature of

the net play, though, is the ability to join the game at any time. This way people can hop into a game in progress without making everyone else quit and start over. It's also worth noting that there can be up to three games going on a network at once.

While modem play only supports two players, it is a very solid interface that is much easier to connect with than the modem setup for DOOM and HERETIC. Not once have I had a problem getting DESCENT going over the modem, even playing long-distance with gamers from around the country.

NOTHING, NOTHING CAN PREPARE YOUR PC.



FINISH HIM!



SMOKE AWAITS



FRIENDSHIP?



ALL 12 KOMBAT
WARRIORS?

**INCLUDES
GRAVIS PC GAMEPAD™**
LOOK FOR SPECIALLY MARKED CD-ROM PACKAGES

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 awesome 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!!!



MIDWAY

PC CD-ROM

3.5" DISK



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

DESCENT also stands apart from other 3D multiplayer action games in that it is the only one that can be more fun to play cooperatively than

competitively. Not that it isn't a blast when you've got six to eight players going in an Anarchy showdown; in fact, when you've got that many people involved, it's virtually impossible to play totally cooperatively. But when you've only got two or three players, it's often more fun to go in and try to blow the reactor together than just going for one another's throats. The mines are so big that you simply don't run into the other players very often, and with the complexity of the 3D structures, it's much harder to always know where you are and where that quad laser is hidden. But also, the sense of mission that pervades DESCENT creates



DAY GOES NITE-NITE The author goes looking for trouble in multiplayer combat and finds more than he can handle.

a team spirit that is lacking from most other 3D multiplayer affairs. You'll often see people splitting up responsibility for carrying the hostages, so that some of them will be saved in case one flyer doesn't escape.

The highest point of DESCENT is always the 30 seconds of sheer panic that occurs once a reactor is destroyed. The sirens begin to wail, the lights start flashing, and your vision goes dark as your pulse speeds up to 160 bpm. Even though you've memorized the path to the exit, the stress of the moment often causes you to forget which way to go. "Where's that red door?!" "I thought YOU knew where it was!" And once you do get out successfully, there's a hugely palpable sense of relief. After a particularly harrowing last-second escape one night, someone shouted, "Group hug, everybody!" The

laughter had an edge of hysteria to it, I thought. Sign of a good game.

DESCENT isn't perfect. The sequence of events can get monotonous after a while: get the blue key, get the yellow key, get the red key, blow the core, get out. But it is a game that you'll find yourself booting up time and time again. I suspect DESCENT will get old as a solo game long before network players tire of it. But besides providing pulse-pounding entertainment for an amazingly low retail price, DESCENT points the way to the future of true 3D gaming, and for that reason alone it's one game that shouldn't be missed.

THE EDITORS SPEAK

DESCENT

RATING



PROS An amazing 3-D environment with 360 degrees of motion. The multiplayer options are some of the best in action gaming.

CONS The level goals are rigid, so the single-player game becomes monotonous after a while.

VERTRONIX INC. presents the Best Values in ENTERTAINMENT!

230 Plaza Professional Bldg., El Cerrito CA 94530, 9-6 M-Sat. (PST) (510) 527-4699 (Info) (510) 527-4690 (fax orders)
1-800-478-0217 (orders only) Visa, MC, Checks, MOs, CODs

HARDWARE

Pentium/PCIMM Systems
w/ 8mb Ram, 540mb HD,
14" SVGA, 1.44FDD,
Mouse, 2X CD-Drive,
& SB 16 Snd. Crd.
60 Mhz/256kb Cache \$1758
75 Mhz/256kb Cache \$1826
90 Mhz/256kb Cache \$2086

CDR DRIV'S BLOWOUT!
LCS-7260 2X \$110
Mitsumi Quad \$194
textor Quad \$410
Sony 2X IDE \$120
SB Discovery Kit \$260
SB Game Blaster \$390

SOUND CARDS
Gravis Ultra \$100
Gravis Ultra Max \$165
SB 16 MCD \$86
SB 16 MCD/ASP \$170
SB 16 SCSI \$170
SB 16 VALUE E \$100
SB AWE 32 \$272
SB AWE 32 VALUE E \$230
TB Tropez \$206

MISC.
Gravis Phoenix \$97
Logitech Wingman \$30
Dia. Stealth VRAM \$288
Dia. Stealth DRAM \$184
Realmagic Lite \$290
USR Sport 14.4 INT. \$90
USR Sport 14.4 EXT. \$101
USR Sport 28.8 INT. \$229
USR Sport 28.8 EXT. \$246
BEST 28.8 V34 INT. \$160

NEW TITLES!

11th Hour \$51
1944 Across Rhine \$47
Adv. Civilization \$34
Adv. Civilization \$36
Apache Gun Ship \$46
Cyberjudas \$37
Deadline \$38
Dungeon Master II \$37
Full Throttle \$47
Harvester \$42
Johnny Mnemonic \$40
Last Bounty Hunt \$28
Perfect General 2 \$35
Phantasmagoria \$49
Riddles of Master Lu \$45
Star Trek TNG \$60
The Scroll \$44
Tony L. Russa Base \$46
X-Com: Terr. Fr. Deep \$40

BEST VALUES!

1830 Ralf & Rob \$33
Acies of the Deep \$48
Acies of the Pacific \$21
Acies Over Europe \$40
Across the Rhine \$51
AD&D Gold 1 \$24
AD&D Gold 2 \$24
Air Havoc \$39
Alice \$45
Allen Logic \$25
Alone in the Dark3 \$47
Armored Fist \$45
Atari 2600 Act. Pak \$25
Battle Isle 2200 \$33
Battlezone \$40
Betrayal at Krond \$24
BioForge \$44
Blackthorne \$34

Blood Bowl

Bloodnet \$49
Blown Away \$39
Body Count \$40
Bureau 13 \$33
Caesars Palace \$25
Campaign \$38
Capitol Punish \$39
Casino \$36
Civilization \$44
Cobra Mission \$32
Colonization \$48
Corridor 7 \$28
Creature Shock \$50
Crystal Caliburn \$35
Cyberia \$24
Cyberwar \$48
Cyclones \$45
Dark Forces \$46
Dark Legions \$25
Darksun Wake \$22
Descent 2.0 \$45
Doom 2 \$42
Dragon Lore \$25
Dragonshere \$35
Ecstasia \$27
Empire Deluxe \$34
Extractors \$34
F-14 Fleet \$50
FPS Football \$44
Falcon Gold \$57
Fifth Fleet \$41
Flash Traffic \$36
Flight Command 2 \$41
Fortress Radaki \$35
Front Lines \$57
Frontier Elite 2 \$41
Gamemaker \$30
Gateway 2 \$34
Gazillionaire \$30

IBM GAMES

Goblins 3 \$16
Goldtree Engine \$27
Grandest Fleet \$27
Great Naval Bat 2 \$44
Hammer of Gods \$40
Hand of Fate \$41
Hardball 4 \$38
Harpoon II \$44
Harrier JJ \$38
Hell \$46
Heretic \$16
Heroes of M&M \$39
High Seas Trader \$39
Iron Assault \$40
Ishar 3 \$34
Jewels of Oracle \$41
Journeyman Turbo \$38
Jump Raven \$42
King's Q 7 \$48
King Maker 3.5 \$31
Knights Xentar \$39
Kyandia 3 \$42
Laby. of Time \$46
Leg. Kyandia \$39
Legions \$34
Little Devil \$31
Lode Runner \$37
Lords of Midnight \$47
Lords of the Realm \$42
Maabus \$32
Magic Carpet \$41
Master of Magic \$40
Master of Orion \$40
Menzoberranzan \$46
Metal & Lace \$33
Metal Marines \$32
Miltatech: Earthsiege \$46
Millennium Auction \$45
Monty Python \$59
Mortal Kombat II \$45

Myst \$46
N. Lamp. Blind D. \$44
Nascar Racing \$24
Nerves of Steel \$28
Noctropolis \$45
Operation Europe \$36
Operation Crusade \$39
Outpost \$19
Pacific Air War \$49
Pagemaster \$47
Panzer General \$22
Phychotron \$40
Quarantine \$44
Ravenloft \$21
Realm Arch Blade \$26
Relentless \$43
Renegade \$43
Rise of Robots \$23
Rise of Triad \$35
Road to Final 4 \$38
Sabre Team \$35
Serf City \$37
Shadow Comet \$37
Shadow Cairn \$39
Shanghai Great Morn \$44
Sim City 2K \$31
Space Hulk \$26
Spectre VR \$38
Speed Racer \$26
SpQuest An \$48
SSNSeaWolf \$19
Star Circus \$38
Star Trek Tech \$41
Stonekeep \$47
Str. Fighter 2 \$20
Strike Commander \$19
Super Her. Hoboken \$34
Syndicate Plus \$19
System Shock \$49

TFX \$35
The Big 3 \$29
Theme Park \$39
Third Reich \$34
Transport Tycoon \$49
Ultima 8 \$42
Ultima I-VI \$33
Ultima VII Comp. \$33
Under Killing Mn. \$49
US Navy Fighters \$46
USS Ticondara \$34
Virtuoso \$39
Voyeur \$46
WC Armada \$42
Wing Comm. III \$51
Wings of Glory \$43
Wolf \$38
Wrath of Gods \$43
WWII Pack \$45
Xcom UFO Def. \$39
Xwing Collec. \$47
Zorro \$38

HOT ADULT TITLES!!!
Asian Palace \$24
Depraved Fantasies 2 \$29
FAO Gold 1or2or3 \$27
Nasty Nurses \$18
Neurodancer \$42
New Wave Hookers 2 \$19
Orient XXXpress \$25
Red Hot \$15
Samurai Pervert \$49
Virtual Vixens \$42
and many more...

We have thousands in stock! Call for other titles!
We build systems to your configuration!

FREE SHIPPING! AND CD-ROM on all orders over \$100 (contin. US)

Please call for catalog and adult titles (510) 527-4699



After hearing his
favorite games on
a Sound Blaster,
Vincent regretted
the ear thing.



Inferior sound cards can drive you to some crazy ends. Sound effects built into this year's hottest new games might seem muffled and flat. Like you're only getting half the experience.

But a Sound Blaster™ sound card can spare you that insanity. You get real 16-bit, CD-quality sound that brings games to life. You hear ships explode, swords clash, tires squeal. That's why Sound Blaster is the PC sound standard.



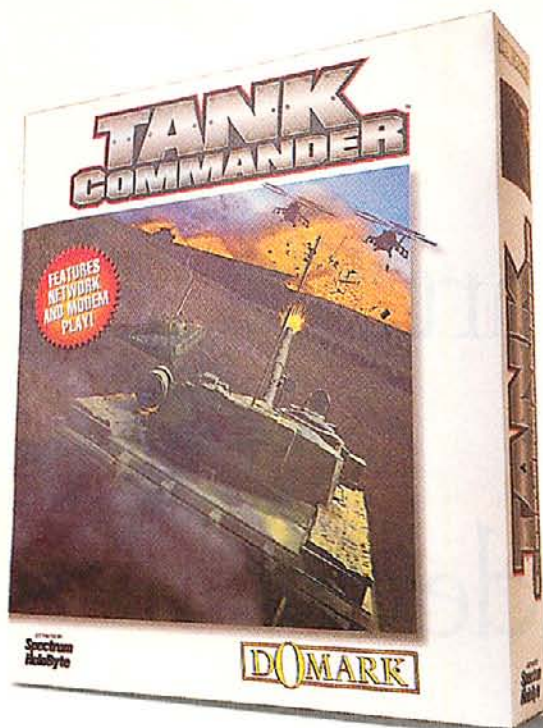
So only buy genuine Sound Blaster cards. And look for the Sound Blaster Compatibility Logo on software and multimedia kits as well. That way, your software will sound exactly like it should. And you won't feel a tinge of regret. There are six different Sound Blaster sound cards to satisfy the most discerning ear.

To find the one that's best for you, call 1-800-998-5227 Ext. 114.

CREATIVE
CREATIVE LABS, INC.
multimedia IS Creative



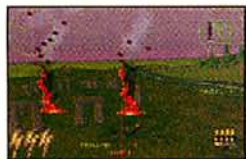
HARD TO PLAY.



HARD NOT TO PLAY.



For multi-player action, use a modem to play against a buddy. Or, get on a network and challenge up to three other players!



Stunning texture-mapped graphics enhance the realism and intensity of battle, as does the inclusion of several landmarks such as Stonehenge.

If you enjoy instruction manuals and learning curves from hell, then you're looking at the wrong page. But if you're looking for fast-paced, multi-player tank warfare in which hair-trigger reflexes and nerves of steel are the only things that keep you breathing, you're on the right track.

Tank Commander from Domark slams you into the heat of the battle. With some of the world's most lethal, technically advanced weaponry at your fingertips, you'll be directing artillery strikes, analyzing satellite intelligence and orchestrating aerial assaults not long after it's out of the box. You'll quickly discover whether your survival instincts measure up as you command your tank unit in increasingly difficult missions against ferocious, heavily armed forces sworn to your speedy destruction.

For the ultimate battlefield adventure, challenge a friend by modem or compete with up to three other players over a network. Either way, it's trial by fire and you're in the hot seat. Everyone is counting on you to bring them home alive. Can you deliver?

TANK COMMANDER

Ask for Tank Commander at your local software retailer or call us direct at **1-800-695-GAME**.

DOMARK

Circle Reader Service #215



The game includes over forty challenging missions and will test your skill and courage against airborne enemies like this Apache gunship.



As commander, call in your own squadron of tank-busting A-10 Warthogs to thwart enemy advances in desert missions.



Take A Walk-Thru On The Dark Side



Top Secret Mission Strategies For LucasArts' DARK FORCES

by Jason Kapalka

::begin transmission::

::begin report::

SEND: Deep Cover Agent "Dybbak"

RECV: Rebel Alliance High Command

SUBJ: "DARK FORCES"

IN MY POSITION HERE AT THE IMPERIAL INFORMATION BUREAU ON CORUSCANT, I'VE RECENTLY COME ACROSS MAPS AND intelligence with direct bearing on the covert operation code-named "Dark Forces." I'm aware that High Command is using "independent contractors" (i.e. mercenaries) on this op for security reasons, and that if they're captured with the following data my cover may be endangered, but after seeing General Mohc's new "Dark Troopers" up close I'm willing to take the risk. It's unclear whether the Dark Troopers are men in powered armor, droids in human shape, or some unholy "cybrid" of the two, but their capacity for destruction is unquestionably immense. The carnage on Talay will look like a minor docking accident if this nightmare army ever becomes operational.

I have taken the liberty of compiling my information into a brief guide. I request that a datalink be opened so I can transmit this intelligence to our agents

with all dispatch.

::DATA LINK APPROVED- AUTH. MON
MOTHMA, REBEL ALLIANCE HIGH
COMMAND::

+++open datalink+++

A detailed guide to the trickier missions in the "Dark Forces" operation is presented later, but time is too short for me to give you a full briefing. Hence a series of general strategic rules are presented first. I only hope that these, along with your natural abilities, will be sufficient to see you through safely.

RULE ONE: Explore everywhere you can before turning to the maps and spoilers. Often a vital switch or key will be in plain sight around a neglected corner.

RULE TWO: When in doubt, push everything (SPACE bar). There are more than a half-dozen different types of switches in Imperial facilities, along with some specialized computer consoles. Until you're familiar with the varieties of instrumentation, try to activate anything that looks even vaguely like a control or button.

RULE THREE: Think in three dimensions. There are many crawlspaces that can only be entered while crouching, along with windows that can be jumped

up or down to. Look up and down to see if you're missing anything. Often a previously inaccessible area can be reached by a strategic jump from a higher platform.


MISSION BY MISSION STRATEGIES

The following section contains detailed discussions of the most difficult missions. Maps and illustrations have been included for the more complex puzzles. Also included are the x,y,z coordinates for many locations. Your current coordinates can be brought up by typing the cheat code LADATA (for more cheats, see the sidebar "Cheat Sheet"). The x axis runs east-west, the y axis up-down, and the z axis north-south; each unit is approximately one foot. Truly baffled agents may be able to find what they're looking for with this information.

Each mission description begins with a brief overview, followed by detailed directions on how to crack it. Again, I suggest referring to this only as a last resort.

MISSION 1: SECRET BASE

If you can't handle this one, it's time to go back to herding banthas on Tatooine, farmboy.



You destroyed
their base on Mars.
You thought that was
the end of them.
But deep beneath the
Earth's raging seas,
their fury boils
with a vengeance.
Your worst nightmare
is just beginning!

From the makers of
X-COM UFO Defense™
comes a new
evolution of evil.

~~X-COM~~ TERROR FROM THE DEEP™

MICROPROSE

1-800-879-PLAY. For IBM®-PC
& Compatibles on 3.5" HD
and on CD-ROM.

Circle Reader Service #351

©1995 MicroProse. All rights reserved.

MISSION 3: ANOAT CITY

Down in the sewers, you'll have to conserve your resources. If you run out of battery or laser power you're probably di-anoga-chow. Be careful not to waste ammo on the elusive remotes; aim carefully and use the Bryar pistol. There are a lot of sewer beasts around, and you're better off avoiding them by staying on the move than by trying to kill them all.

The dial in the central sewer opens one of the four gates every time you push it. You'll have to go down the first three tun-



MOFF HUNT When you've jumped your way up to Moff Rebus, Imperial Weapons Engineer, you've successfully completed Mission 3.

nels (#4 is optional) looking for four switches, returning to the central chamber after each passage. The four switches are indicated on the map, and have the following LADATA coordinates:

- 1) x251, y-4, z347 (past Gate 1)
- 2) x260, y-5, z317 (past Gate 2)
- 3) x381, y0, z303 (past Gate 3)
- 4) x320, y-4, z340 (also past Gate 3)

Once you've done that, open the second gate and you'll be able to proceed north. Do some pillar-jumping to get to a high ledge, where a running leap will take you to Moff Rebus' inner sanctum. Moff himself is up a flight of stairs at x103, y6, z302.

MISSION 5: GROMAS MINES

Vertiginous agents might want to get out their VCU's (Vomit Containment Units) for this one. When fighting stormtroopers across the big mine shafts, use your thermal detonators. They work better than lasers, which have a nasty tendency to bounce around.

The tough part in the mines is finding the corridor that leads to the reactor. First make sure you get the blue key; it's

located on a ledge to your right in the first empty mine-shaft you encounter. Backtrack and go through the "blue" door (it's actually red), and you'll eventually come to what looks like a precipice at x-97, y-40, z340. A leap, or rather, drop of faith is required: slowly step off the edge and you'll land on a small grating just below. From here you can jump to the tunnel that leads to the reactor.

Set the charges and jet back to the upper levels, where you'll find a large door outlined in red with a switch set into it.

This is a blast door, and you'll have to hit the switch and *hold it for a good half-minute* to open up all the doors down the corridor. Run (with SHIFT) down the passage before the doors close again to escape.

MISSION 6: IMPERIAL DETENTION CENTER

This one's tricky. Be careful with your lasers, since most of the walls here are reflective. There are several force-field barriers; if they're pulsing they're turned on, but you can sometimes force your way past one by repeatedly moving forward. Let stormtroopers on the opposite sides of these kill themselves by shooting at you: their bolts will bounce back and hit them. Also watch for the cracked walls, which can be blown open with a mine, mortar, or grenade.

There are two elevators: the western one stops at floors 6, 4, 2, and 1, the eastern at 1, 3, and 5. You can only get to the eastern elevator from the first floor. There are a lot of enemies and supplies all over the place (like the mortar gun on level 4—use code key 3 to get to it), but your primary objective is to reach Madine, who's on level 5. Unfortunately, the door here is locked from the inside, so you need to take a more circuitous route. Here are the things you absolutely need to do:

- 1) Get the red card from level 1 (it's in the eastern corridor filled with gas). This opens the door by the elevator on

level 6. Alternately, you can blast open some walls to gain access to this area.

- 2) Go to the elevator controls on level 6 and send the car down to level 4 without getting in.

- 3) Past the red key door is a cramped access space. Crouching, you'll see a small grey door. This leads into the elevator shaft. With a bit of jumping around, you should be able to reach a grimy trash-compactor area.

- 4) Watch the timing of the pistons, and criss-cross jump between them until you make it to the door. This lets you into the interior of level 5. The code keys from the officers in the outer foyer will open the two cells, one of which holds Madine.

MISSION 8: ROBOTICS FACILITY

The main thing to be aware of here is the ice, which is, as you may have surmised, slippery. Be very careful when approaching chasms and other drop-offs. When swimming against the current, jumping and running (SHIFT key) will help you make quicker progress.

Your first priority is to get the snow boots, located on a shelf just over the edge of a crevasse at map location 1. Once you have these, you'll be able to jump the crevasse and continue around the facility, until you find a doorway into the cliff beside a waterfall (location 2). Go in and float down the river until you come to a plateau at location 3, where a couple of stormtroopers guard the blue key. Grab the key and head for the facility's back door at 4.

Before entering, you might want to check out the secret chambers scattered around outside the facility, such as the strangely familiar looking area at 5.



WORLD OF ADEN™

THUNDERSCAPE

SSI's all-new WORLD OF ADEN™ is a big, brawny, boisterous realm! Driven by *mechamagic* – the marriage of steam-age technology and ancient sorcery – Aden is a huge world of unbridled imagination and limitless possibilities. THUNDERSCAPE™ is your maiden voyage into the WORLD OF ADEN. It is the time of *Darkfall*, a mysterious blight that stains the land with its spawn – mindless horrors known simply as *nocturnals*. Aden will fall unless a true hero rises to lead the way out of the darkness. This masterpiece features raucous combat. Deadly traps. Brain-draining puzzles. Killer graphics and sound. It's everything you'd expect in an SSI fantasy role-playing adventure... and more! Come, a whole new world beckons!

THE DAWN
OF A WHOLE
NEW GAME
WORLD FROM
SSI!

On CD-ROM for IBM
and Compatibles

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

Screens shown: 256-color SVGA.



A MINDSCAPE COMPANY

WORLD OF ADEN and THUNDERSCAPE
are trademarks of Strategic Simulations,
Inc. ©1995 Strategic Simulations, Inc.

Once in, you'll trundle down a series of conveyor belts. Gun turrets are mounted throughout; one useful tactic is to send a proximity mine down the belt ahead of yourself. When you reach a door that won't open, back up, look to your right, and shoot through the window to hit the round red switch, which will open the door. In the main compound, be careful not to fall into the toxic waste, and hit switches as necessary to proceed. Directly across from the big spinning turbine is a room (accessible by a difficult perpendicular jump from a treadmill) with a switch that turns on a fan, which will clear the fumes from the lower level. If you don't have a gasmask yet, you might want to seek this out, otherwise you'll shortly be sucking poison. The last switch you come across will open a panel high in a nearby wall for a few seconds; crouch and jump in, turn off the spinning turbine, then leap down into the shaft, which will take you to the three charge sites.

MISSION 10: JABBA'S SHIP

The tough part of this mission is the beginning, when you're stripped of gear and tossed into a pit with a Kell dragon. You might think you have to outwit the beast somehow by dropping a door on



SHOCK THE DRAGON On Jabba's barge, you'll have to defeat his fearsome Kell dragons in hand-to-hand combat if you want to escape; sure would be nice if you had a gun at this point...

its head or something. Think again: this is a test of primal machismo. Good thing you mercenary-types all have mean left hooks. Again, there are few stormtroopers on Jabba's ship, so watch your laser ammo. The fusion cutter works well against Gamorrean guards and dragons. Beware the large number of mines strewn about—run backwards when you hear their arming beep or set

them off with grenades. One does wonder how Jabba's henchmen get to work in the morning.

The switch in the arena lowers a ledge so you can jump up, but be sure you've killed all the dragons first, or they'll step on pressure plates that raise it again. Go to the opposite side of the platform and step out onto the ledge on that side...follow it to the central area, where you can jump across to the blue key. The blue key lets you out of the arena, and into an area full of Gamorrean guards.

Kill the Gran across the pit with grenades, then jump over, turn around, and jump again to the platform on your right. Hitting the switch here will open up the way to your gear, hanging from the roof in a nearby room. Once you've got your guns back, the rest of the mission is a relatively straightforward blast-fest.

MISSION 11: IMPERIAL CITY

About the only good thing you can say about this mission is that there's no shortage of blaster ammo due to the fact that there are several dozen Imperials gunning for you here. There's never been a better time or place to use the concussion rifle. After blasting through several waves of stormtroopers, you should be able to make your way to a large, sinister-looking building, in which you'll eventually encounter a Dark Trooper Type II. Keep calm and you can beat him; the environment has a lot of room for you to dodge around in.

After you dispose of the Dark Trooper, you should be able to find your way to the ISO building: it's a hexagon with three concentric walls inside. Check the walls by the entrance for a map showing the vari-

ous doors and corridors.

Each door switch in the outer ring controls not only the door next to it, but the two parallel doors in the middle and center ring as well. Only one of these doors can be open at any given time, so your task here is to set the panels so that you can make your way to the center.

This is tricky, but it can be done with a little thought and frequent reference to the map.

If you're still stuck, go to the northern central "slice" of the complex, and work your way counterclockwise to the north-east

chamber. Set the first panel to 3, i.e. press it until the bottom light on the panel goes dark. Do the same for the next three, then set the last two panels so that the middle light is dark. You should now be able to get into the computer core.

MISSION 12: FUEL STATION

There are an awful lot of stormtroopers here... so many, in fact, that you won't be able to kill them all. Be prepared for troopers popping up in areas you thought you had cleared. In the central area, watch out for Trandoshans sniping from the four towers.

The blue key is in the cafeteria in the north-eastern wing of the station. Next, find your way into the large central chamber with the elevated bridge and the four towers. Hit the second level



TOTALLY TUBULAR Here's the control panel for the station's docking tube. Use it to swing the station's docking tube over to the smuggler's ship so you can escape.



BOBA ABOVE ME Everyone's favorite bounty hunter is lurking in level 11.

WE DARE YOU TO PLAY



Pinball Fantasies won the PC Gamer Best Arcade Game of the Year and was runner up in Strategy Plus magazine. Now 21st Century has added four entirely new tables, a multi-ball feature and CD sound to bring you the best pinball simulator ever. Find out for yourself why Pinball Fantasies was so highly acclaimed. Shoot those ramps, feel the silky smoothness of the table scrolling, switch resolution, beat the high score, become addicted all over again to classic pinball on your PC.

PINBALL FANTASIES DELUXE

PC CD-ROM

21ST CENTURY ENTERTAINMENT, INC. • P.O. BOX 415 • WEBSTER, NY 14580 • (716) 872-1200

Circle Reader Service #35



DRESSED TO IMPRESS General Mohc in his personal Dark Trooper battlesuit.

switch in the entrance tower. This will swing the bridge one station counterclockwise, revealing the ground-floor button on the southwest tower. Hit this switch, then quickly run back to the first tower, taking the elevator back to the top level. From here you can jump to the moving bridge, which will carry you to the upper level of the southwest tower. Hit the switch here, and the bridge will swing around to the northeastern tower. Flipping the switch here will turn the bridge one final station counterclockwise,

to the northwestern tower. Note: you *can* leap to the northwestern tower from the top of the central ring, avoiding all this work, but it is *very* difficult.

Follow the hallway to the control room, where you'll see a large illuminated screen depicting the station. Push the screen until the southwestern arm is highlighted: this will swing the station's docking tube over to the smuggler's ship. Return to the main ring of the station and make your way back to the ship.

MISSION 14: THE ARC HAMMER

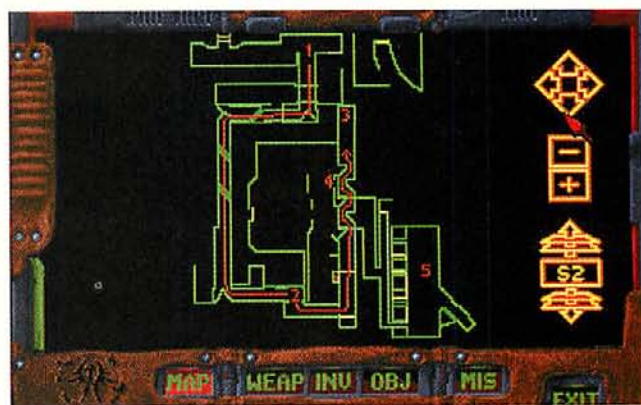
This is almost certainly the hardest mission in the operation, due to both the combat and the puzzles. There are a lot of Dark Troopers of both types here. Be cautious, use hiding places, and destroy Type I's from above when you have the chance.

You have to set three sequencer charges before you can escape the ship:

Charge 1: Head for location 1 on the first map, past the robot arm in the shaft. Flipping the switch here raises the platform at location 2 up to the red door, enabling you to cross. At 3, you'll have to kill a couple of Type I Dark Troopers before you can continue south. The panel at location 4 opens the door to 5 for a few seconds, but be careful when you jump across: a Type II Dark Trooper waits within. The hand panel at 6 raises the stairs behind you, enabling you to loop around and jump across the avenue to the narrow ledge at 7. To hit the switch at 8, you'll have to run, jump, and press it while falling. Climb back up again and jump to the corridor at 9, proceeding

north until you find some low tunnels that lead to a machinery room. Take out the two turrets and jump down. There's a button hidden behind a piston at 10; shoot it, and you can access the first sequencer charge site at 11. Exit via the elevator at 12 that will have just opened up.

Charge 2: Clamber over the pistons and you should be able to find a raised area with red and grey striped walls. The second charge site is north of this area, at x-465, y64, z636, guarded by a Type I Dark Trooper. After setting the charge, take the treadmill to the red door that will have opened up at x-500, y64, z422.



Charge 3: You'll come to an area with several conveyor belts running above a lower chamber. This is one of the hardest spots in the whole operation; if you fall into the lower area, you'll have to invest a lot of time and energy getting back up to try again. The first few treadmills will take you where you want to go with few problems, so long as you duck when you see an overhang coming up, and shoot the circular red button when you spot it to open the door ahead. Eventually you'll come to 1 on the second map. Now you

The Rebel's Cheat Sheet

When you're down and troubled, and you need a helping hand, just call on these cheat codes, and you know where you are, they'll be there. Ain't it good to know you've got friends?

LAPOSTAL: As in "going postal," as in wreaking havoc with high-powered weapons, as in full weapon and health power-ups.

LARANDY: Supercharges your weapons.

LASKIP: Skips a level.

LACDS: Toggles full automap display, with hidden areas, enemies, and items.

LAIMLAME: Full invulnerability, really only recommended to those who can't figure out what it means.

LADATA: Shows coordinate information...when you really need to know where you are, down to the inch.

LAREDLITE: Freezes all enemies. Repeat to unfreeze.

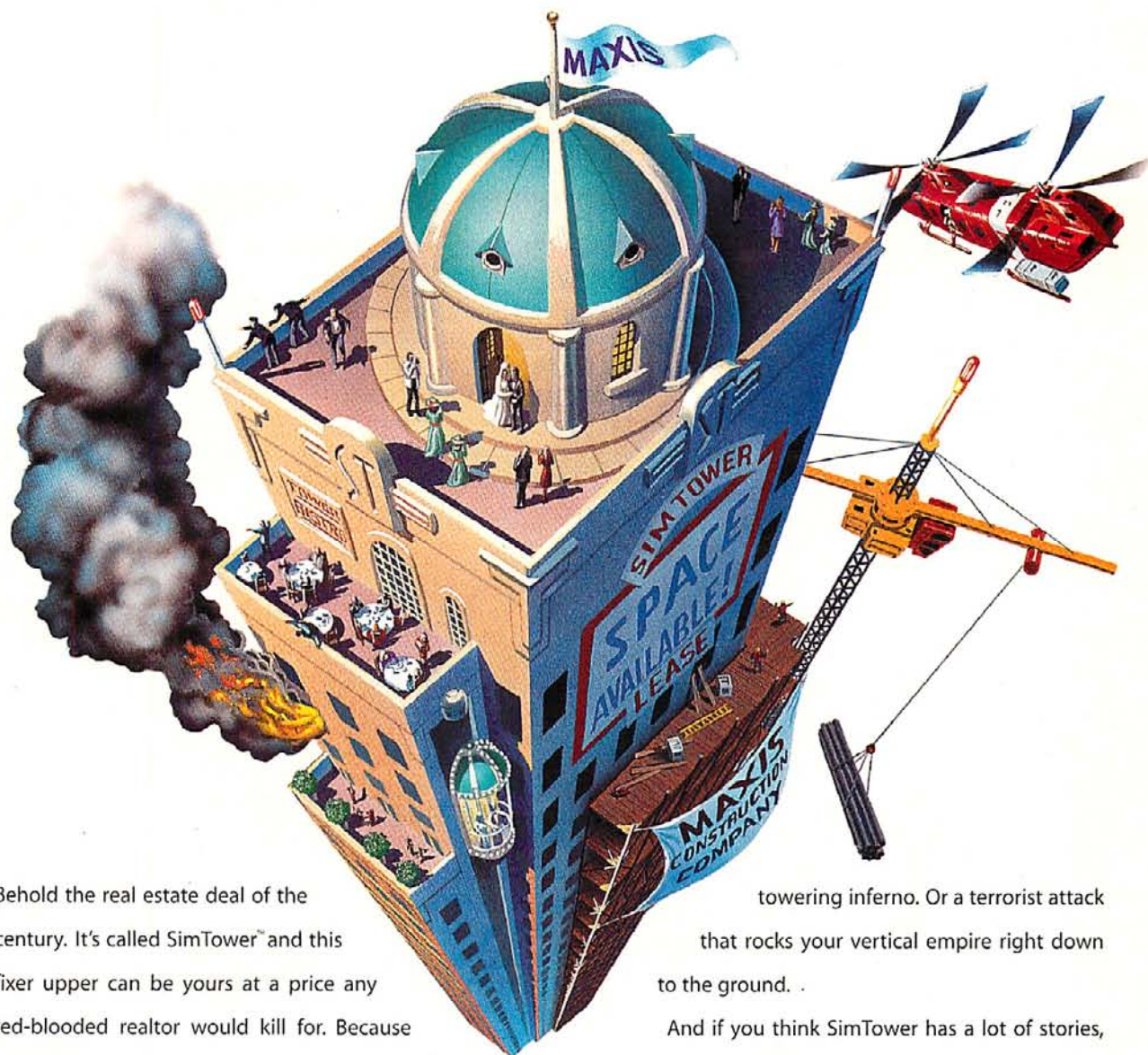
LAPOGO: Turns height checking off. In other words, you can just walk straight up walls.

LABUG: Bug mode. Crouch to see the effects (but WHY?).

The Exploding Express Elevator:

This isn't a cheat, really, but it is a useful way to get to platforms too high for you to normally reach. Stand next to the platform, then lay a mine at your feet. When it blows, you'll be tossed two stories straight up. As you might have guessed, this isn't a good trick to use if you have no shields and 1% health.

Introducing SimTower. The World's Largest Fixer Upper.



Behold the real estate deal of the century. It's called SimTower™ and this fixer upper can be yours at a price any red-blooded realtor would kill for. Because SimTower lets you build your own marvel of modern architecture. Hotel rooms, restaurants, a state-of-the-art cineplex—with room for 100 floors, the sky is virtually the limit.

But beware: just when you're feeling smug, along comes a five-alarm

towering inferno. Or a terrorist attack that rocks your vertical empire right down to the ground. .

And if you think SimTower has a lot of stories, check out the personal lives of your SimTenants. Because not only do you control the building, you also control its inhabitants.

So if you're in the market for the hottest new property in software games, here's your chance to get in on the ground floor.



The Vertical Empire.



have to follow the path shown on the map to get to location 2. Jump when you see a low diagonal wall ahead of you, and be prepared to move to take the correct turn-off at the dividers. The pattern is right, left, left. At 2, jump over the low wall and you should be carried to 3, where a switch will deactivate the treadmills. Leave the room, and step off the treadmill to your right at 4. You'll be able to proceed to 5, where there are five red switches and a strange-looking wall.

The switches raise and lower the five middle segments of the wall; you need to form an unbroken circuit. Go back to the elevator, and you should be able to proceed to the final sequencer charge site, where another switch hidden behind a piston will open up the panel for the charge at x-464, y64, z-224. From here it's just a short jaunt to the final showdown with General Mohc and his contingent of Type II Dark Troopers.

I have further intelligence to transmit,

but I think my datalink is being traced even now. One last piece of advice: remember, whatever you do, never, ever try to get a Wookiee to—

Wait. Someone is at the door... I suspect my cover has been blown. Good luck, and may the Force be with ya! tKSD.gSh*(S24(* &@HJ K \$(S) FL&!

+++datalink break+++

::end report::

::end transmission::

Strong-Arming the Dark Side

Imperial Small Arms Catalog, 73rd edition. ISO Military Research Division. Printed in Coruscant City.

Do Not Discard! Eyes Only: Some Data Not Yet Declassified

MODIFIED BRYAR PISTOL

Colloquially known as a "blaster," this compact weapon is actually more powerful and accurate than the Stormtrooper Rifle. The slow rate of fire makes it a liability in major fire-fights, but the pistol can be very effective in picking off enemies from long range, while crouching or using cover.

STORMTROOPER RIFLE

Massive rate of fire makes this the ideal close-range weapon, but the power drain can be excessive. Many troopers have complained about the weapon's accuracy, stating that it "can't hit the broad side of a Rebel freighter." We here at Military Research dispute this rumor: in test firings, the rifle hit the flank of a freighter from 10 meters out fully 50 percent of the time.

THERMAL DETONATOR

As a weapon, the thermal detonator is flexible, but dangerous and difficult to use properly. Tacticians suggest rolling a timed bomb down a staircase to surprise anyone waiting at the bottom, or bouncing one off a wall. Personnel-intensive testing has indicated that detonators should not be used at close quarters, in areas with low ceilings, or near large explosives caches.

IMPERIAL REPEATER RIFLE

This weapon was slated to go into production as the new standard trooper sidearm,

but budget cuts, ballooning price estimates, and contractual difficulties have sadly delayed this. The autogun is perhaps the best all-around personal weapon available, if ammo can be found. Accurate to long range, with good damage and a quick reload time.



FUSION CUTTER

This was never intended as a weapon, but is offered here for budget-conscious Imperial commanders. The fusion cutter doesn't really do that much damage, is cumbersome in point-blank encounters and inaccurate at long range. Testing shows it has potential in riot-control situations involving targets without ranged weapons. With practice, it can be effective in medium-short range firefights, and if you have ammo to burn, the secondary fire option, triggering all four tubes at once, is useful for clearing Rebels from small areas or corridors.

I.M. MINES

Another weapon that requires some skill to use properly. Mines are probably most effective versus opponents who try to close for melee combat, but some forethought is necessary. Some troopers have

reported that mines can be placed on elevators, then sent up or down to clear a room of Rebels or other scum.

MORTAR GUN

Problems of use are similar to thermal detonators. Though the mortar gun is less flexible, it has a longer range, quicker rate of fire, and a greater blast radius. Note that the trajectory of a mortar gun's shell is ideal for attacking enemies in high places.

CONCUSSION RIFLE

This weapon was rejected by the Imperial Army after tests resulted in hideously high "friendly fire" casualties, but it is often used by bounty hunters, Rebels, and lone-wolf mercenaries indifferent to personal safety.

Extremely hazardous at close range, where the shooter can easily get caught in the chain reaction, it is also hard to aim at a distance, particularly at targets at a higher or lower elevation. Still, against large groups of enemies in close formation, the concussion rifle's destructive effects are unmatched.

ASSAULT CANNON

This top-secret prototype is extremely rare, and ammo is scarce and expensive. The cannon's destructive potential is immense; its plasma bolts can kill almost anything with one or two shots, and the missile launcher provides a blast equivalent to the Mortar Gun, only with better range. While close-in fighting is hindered by the weapon's bulk and lack of speed, we here at Weapons Research feel that having the firepower of a small starfighter perched on your shoulder is worth it.

With the right game,
it's fifty times faster
than any kid's system.





©1995 GTE Vantage Incorporated. All rights reserved. The GTE logo is a trademark of the GTE Corporation. GTE Entertainment, FX Fighter and the FX Fighter logo are trademarks of GTE Vantage Incorporated. Argonaut, the Argonaut logo and BRender are trademarks of Argonaut Software Ltd. (BRender@argonaut.com.) GTE Interactive Media is part of GTE Vantage Incorporated. P.O. Box 4358, Carlsbad, CA 92018-4358



Here's the right game.



Break into a new dimension. Attack, sidestep—even hurl your opponent towards the camera.

FX FIGHTER



Hear that giant sucking sound? Little brothers everywhere are kissing up to play FX Fighter, the most advanced fighting game ever created for the PC. But before you slam the door on the little Desperado, tell him what he's missing:

- Arcade Action & Incredible Speed.** FX Fighter was specifically designed to take advantage of your new Pentium, but it still screams on a 486, too.
- Real-Time 3D.** FX Fighter is first to use BRender™ technology, the most advanced 3D rendering system ever developed.
- Real Motion Capture.** We recorded over 350 actual sequences from martial artists and acrobats for this game. Roundhouse kicks have never been so smooth.

Flying 3D Camera. Not just a highlight film, the point-of-view changes as you attack.



- Flying Camera.** Forget side-only views. We've got every angle covered—in three dimensions.
- More Moves.** Choose among eight characters, with over 40 attack moves each—including incredible combinations.
- I.Q. Points.** For about the cost of a two-bit game cart you'll get a superior game with fifty times the speed, four times the color, and twice the resolution. Very smart.
- Confidence.** To get previews, more information or order, call 1-800-GTE-TODAY. Or access our web page at <http://www.im.gte.com>.

PC Gamer magazine described FX Fighter as "ground-breaking." And we're grateful. But to be honest, with all that power sitting on the desktop, we just felt that the last thing the world needed was another damn word-processor.

GET IT OR DIE TRYING.
For 486/Pentium
PCs with CD-ROMs.



GTE Entertainment

Circle Reader Service #69

Roundball Wishes and Hoop Dreams

Electronic Arts Hits Nothing But Net With NBA LIVE '95

by George Jones

THE ARENA OF COMPUTER BASKETBALL HAS ALWAYS BEEN A PRETTY DEPRESSING PLACE. MOST OF THE time the court is as quiet as a church, and there's always a layer of dust on the parquet. Every now and then a team rolls through town, but never one with much talent; only the diehard come to cheer, and not with much enthusiasm.

What's behind this sad state of affairs? Over the years, some developers have suggested that the computer hardware of the time wasn't up to the basketball task: there was just too much going on—too much motion, finesse and strategy in a 5-on-5 game—for processors to handle. In spite of the obstacles, a few companies (such as Bethesda with its NCAA games) have taken shots at 5-on-5 titles, but they weren't quite able to pull it off.

But now it's 1995, and inadequate hardware excuses sink like so much concrete. Thankfully sports game developers

across the country have put away the excuses in exchange for hoop dreams. Everyone from Acclaim to MicroLeague

to Sony is promising basketball titles later on this year. At last, the basketball scene is heating up, the competition is facing off, and fans like myself couldn't be happier.

The first salvo in the Hoop Wars of '95 has

been fired. EA Sports' NBA LIVE '95 has hit the streets, and it's making quite a stir. Much like EA Sports' other wildly popular title, NHL HOCKEY '95, this game truly captures the spirit of its sport using stunning graphics and unbelievably fluid gameplay.

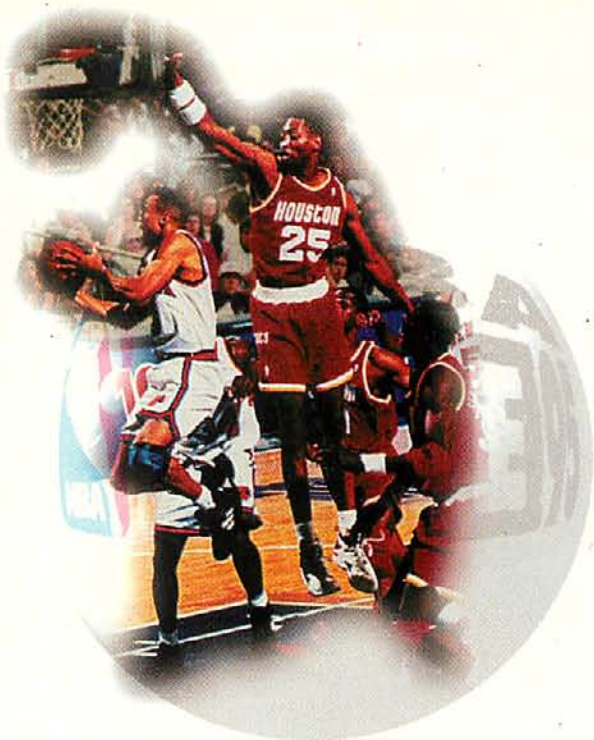
TAKIN' IT TO THE HOOP

Immediately upon booting up NBA LIVE

I was overwhelmed by full screen digitized video footage of jams, slams and rejections accompanied by a cool bass-driven score. An interface with TV broadcast-quality visuals guided me into my first game, where I pitted the two All-Star teams against each other. I haven't been the same gamer since.

Basketball has *never* looked this good. The large, individually rendered players (yes, Rodman has white hair and Cliff Robinson wears his headband) move fluidly and realistically. High flying dunks, around-the-back passes, textbook jumpshots—they're all here. On the very first play of my first game, Shaquille O'Neal beat me to the goal, threw down a ferocious dunk, and then *pointed in my player's face*. I've spent the better part of the last month trying to return the favor.

The court is viewed from a unique, semi-isometric perspective. Although only about a third of the court is displayed at any one time, NBA LIVE's perspective communicates a sense of depth and court awareness that I've never seen before. The only drawback of not being able to see the entire half-court at once is obvious: it's hard to know where the man you're supposed to be guarding is if you can't see him. There is a high resolution



NBA LIVE '95

Price: \$59.95,
CD-ROM
System

Requirements:
IBM compatible
486DX/33 or bet-
ter, 8MB RAM,
SVGA graphics,
3 MB hard drive
space (15MB
recommended),
CD-ROM; supports most major sound
cards.

Protection: None

Developer: Hitmen Productions

Publisher: Electronic Arts
San Mateo, CA
(415) 571-7171



"A contender for the digitized Stanley Cup."

"The way hockey was meant to be seen."

— Computer Gaming World

See for yourself. If you own another hockey game, upgrade to Brett Hull Hockey '95 on PC CD-ROM for only \$29.95. Call 1-800-245-7744 for details.

YOU ARE HERE

**YOUR TEETH
ARE HERE**



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 CD-ROM.



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 1995. The Sport Accolade Logo and name are trademarks of Accolade, Inc. All rights reserved.

Circle Reader Service #287

view that allows gamers to see more than three-quarters of the court at once, but the size of the players shrinks so much that it's hard to tell what's going on.

A PLAYER'S PLAYER

Happily, NBA LIVE matches quality graphics with quality gameplay. Players are easily controlled through either a joystick, mouse or the keyboard, all of which work fine. Head-to-head play and team play are supported. In fact, up to four players can be involved in a game simultaneously. Two or three buttons, which may be reconfigured, control all the action: passing, shooting and jumping, and "turbo-boost," which gives a player a burst of speed for beating a defender to a loose ball or to the hole.

After dozens and dozens of games, I still can't get over how much this game feels like basketball. Players move around

pump fake and shoot, or kick the ball out to an open man for a trifecta. Monster jams are here in all their glory, but outside shooting is also an integral part of a winning strategy—a refreshing

of season and game statistics. League leaders in over 20 different categories, from points-per-game to rebounds, can be sorted simply by clicking a button. Players around the league put up the

kind of numbers one would expect during the season. Shaq led the league in scoring and John Stockton led the league in assists. My only quibble with the statistics is that when I play a season with 5 minute quarters, the rest of the league's stats are compiled based on 12 minute quarters, so my guys, as hard as they play, never make the league leaders.



TRIFECTA, BABY! Three pointers and jump shots can make the difference in NBA Live '95, particularly when playing against a human opponent.

change from the typical digital slamfest. Rebounding and defensive play are similarly realistic; getting out in front of passing lanes and cutting off opponents' penetration is the key here.

BYE-BYE AI

Unfortunately, NBA LIVE has some AI oddities, particularly when it comes to end-game strategies. One such problem, arising when your team is up by a decent margin, sometimes causes the computer-controlled team to shoot itself out of a game by attempting low percentage three pointers almost every time down the court. Another problem is a failure by the AI to recognize certain game situations in the final minute. In one game, I was up 3 points with 7 seconds left to go. A computer-controlled Kevin Johnson stole the ball from me and, instead of putting up a three to tie the game, chose to lay the ball up. In another situation, I was up by four points, and the computer had the ball with 33 seconds to go. Instead of choosing to get a shot off quickly, the point guard decided to yo-yo the ball up and down at the top of the key for 20 seconds before forcing up a three pointer.

Another potential problem is that the computer player isn't very tough. NBA LIVE is a little too easy to win. Much like the original NHL HOCKEY for the PC, you'll find yourself winning most of your games if you play with a fair to decent team, even on the most difficult setting. Thankfully, taking a team from the dregs

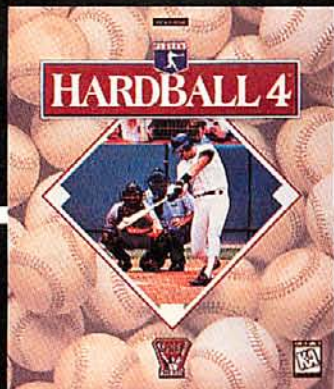
COMPARE	
32 SHAQUILLE O'NEAL CENTER	55 DIKEMBE MUTOMBO CENTER
FT %: 55.4%	FT %: 58.3%
3 POINTERS: 0 / 2	3 POINTERS: 0 / 1
3 POINT %: 0.0%	3 POINT %: 0.0%
POINTS: 2377	POINTS: 986
PPG: 29.3	PPG: 12.0
SLAM LEVEL: 93/94	

THIS OLD SHAQ When NBA star Shaquille O'Neal isn't starring in his own Kung-Fu games, he's putting up points and taking down rebounds in NBA Live.

realistically, setting picks and running realistic offensive patterns. Throw the ball into the post and the center establishes his pivot foot. If he's close enough to the hoop, he could take a hook shot,

player substitution is easily accomplished through a click and drag interface.

NBA LIVE is no slouch statistically. Each player is numerically rated in several categories and has a complete database



With all due respect to Minnesota and Atlanta, HardBall may be the greatest series of all time.

*"HardBall 4 isn't
merely better (than
ESPN Baseball),
it's in another
league entirely."*

— Entertainment
Weekly



*"HardBall 4 is
without a doubt
the most realistic
baseball simulation
you can buy."*

— Electronic
Entertainment



*"Great graphics and
fantastic arcade action
are what have made the
HardBall series the most
popular action-oriented
ball games around."*

— Computer
Gaming World



There is no debate. HardBall is the best-selling PC baseball game series of all time. And now, HardBall 4 has refined playability and realism to an unfair level that has the experts adjective-silly. You get 28 stadiums that are now more detailed, from the nasty winds at The Stick to the ERA-bruising altitude at Mile High. Stat compilation in over 75 categories. And HardBall's greatest graphics ever, with unequalled high-resolution digitized video graphics that'll have you swearing you see all 108 stitches. If you want a PC baseball game, get HardBall 4. And when talk turns to the greatest game ever, you can say you were there.



Want to try HardBall 4? Download the demo from the internet via anonymous ftp or through your WWW Browser at <http://ftp.netcom.com/pub/ac/accolade/hb4demo.zip> or via our BBS at 408-286-8800.

HardBall 4, Sport Accolade, and the Sport Accolade logo are trademarks of Accolade, Inc. ©1994. Accolade is an official licensee of the Major League Baseball Players Association. ©MLBPA MSA. Distributed by WEA (Warner/Elektra/Atlantic Corp.), a Warner Music Group Company. All rights reserved.

of the league can make that upward climb a lot more difficult, as can playing 5 minute quarters with all the realism levels

as I took the Golden State Warriors to their first NBA championship.



ARENA WITH A VIEW Although the high resolution looks really good and allows you to see most of the court at once, serious gamers will probably find it impractical.

turned on. Honestly though, I had such a blast playing the game that I really didn't mind the easily conquered learning curve

rosters that were current as of the Feb. 23 deadline.

I have a hunch that NBA LIVE will go

SLAM DUNK

NBA LIVE is fully configurable. Exhibition play, 26-, 52- or 82-game seasons and the playoffs are all available, as are a host of game options, from the foul sensitivity level to whether or not the ball can go out of bounds. And with the exception of a few players who have their own licensing arrangements (Mr. Robinson and Mr. Barkley), all the pro players are here in

down as one of the best sports simulations of the year for two reasons. First, it is the first fun basketball released for a basketball-hungry sports crowd. Second, it is extremely good, even considering the flaws. Remember when NHL HOCKEY '94 came out, and how many flaws it had? Remember how good it was regardless? It's the same situation here. If you've been dying, like me, for a hoops sim, then you really need to get this game—no ifs, ands or buts.

THE EDITORS SPEAK

NBA LIVE '95

RATING ★★★★★

PROS Far and away the best basketball sim to ever hit the market, combining stunning visuals with fluid game action and a fairly robust statistical model.

CONS Some flaws in the AI make the game a little too easy to beat. The high-resolution view is virtually useless unless you have a huge monitor.

The **UNIVERSAL**
Game Cheater!

Cheat
death with...

**THE infinity
MACHINE**

The Infinity Machine works with virtually ANY game. Our easy to use interface allows you to edit or freeze almost any game feature - such as lives, gold, or energy - in real time. Our slow-motion mode lets you breeze through the tough spots like no tomorrow! What are you waiting for? Start living today!

\$34.95 U.S.

1359 FRANK DRIVE • MONROE, MICHIGAN 48161

TO ORDER, CALL **800-457-1161**

Circle Reader Service #119



**SHAREWARE
SPECTACULAR
\$1.50**

**TOP SHAREWARE GAMES
ONLY \$1.50 PER DISK**

- Doom
- Duke Nukem 2
- Eternam
- Halloween Harry
- Lemmings
- Kung Fu Louie
- Jill of the Jungle
- Redhook's Revenge
- 3D Chess
- Multi-Dimensional Thief
- Gateworld
- Simulations of Risk, Scrabble, Monopoly, Uno
- Spear of Destiny
- Megatron
- Blake Stone
- Monster Bash
- Another Planet and Me with No Beer
- Roadwars 2000
- Major Stryker
- Mystery Manor
- Hockey
- Wolfenstein 3D
- Galactix
- Bio Menace
- Tetris 3D
- Flight Simulators
- Kiloblaster
- Executioners
- Stratsys
- Hugo's Whodunit
- Baseball
- PLUS Many, Many More

FREE CATALOG INCLUDING WINDOWS, BUSINESS, UTILITIES, EDUCATION, GRAPHICS

Now you can Have Your Own GIRLFRIEND...

... a sensuous woman living in your computer! GIRLFRIEND is the first VIRTUAL WOMAN. You can watch her, talk to her, ask her questions and relate to her. Over 100 actual VGA photographs allow you to see your girlfriend as you ask her to wear different outfits, and guide her into different activities. As a true artificial intelligence program GIRLFRIEND starts with a 3000 word vocabulary and actually grows the more you use it. She will remember your name, your birthday, and your likes and dislikes. GIRLFRIEND requires 7-10 MB of free space. We offer the ADULT VERSION containing 2 different girls, LISA and SUZY at a special price of only \$69. (reg. price \$120.) NEW! Voice Kit \$29.

Stimulating Games from Europe! - Imported exclusively by S Software

P:TRIS is the sophisticated version of the popular block game. You reveal stimulating pictures and movies while controlling the falling blocks. ORDER SG4

P:PIPE is the sophisticated version of the Windows hit - Pipe for Windows - but you don't need Windows to run it - you attempt to build a pipeline while exposing pictures and movies - MANY EXCITING LEVELS. ORDER SG5

MOZAIK allows you to reassemble the most exciting women on earth - over 45 celebrities in this super jigsaw game - use mouse or keyboard. ORDER SG6

Price: \$35 each or order our SUPER GAME PACK at \$89 for all 3

On CD-ROM: **NEURODANCERS** - Interactive movie and game - navigate through the NeuroNET in search of the NEURODANCERS. ORDER CD 86

On CD-ROM: **3D DREAMGIRLS** - See 3D images of the top glamour models - 200M and PAN feature - includes model statistics and contact information. ORDER CD 59

On CD-ROM: **SCISSORS AND STONES** - Interactive movie and high stakes game of chance. ORDER CD 89

CD-ROM PRICES: \$59 Each or SUPER BUNDLE: 3 for \$149

Our FREE CATALOG includes many more ADULT games, movies and pictures on both DISKS and CD-ROM

ADD \$4 S/H • 3.5" Or FOREIGN ORDERS ADD \$2/DISK • IN PA ADD TAX • MUST STATE AGE OVER 21 YEARS.

VISA/MC Orders Only: 800-243-1515 Ext. 600UK / 24 HRS / 7 DAYS

FAX (215) 997-2571 • Or CK/MO to: SeXy Software, P.O. Box 220, Dept 600UK, Hatfield, PA 19440

Circle Reader Service #291

.....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.

Hull Freezes Over

Accolade's BRETT HULL HOCKEY Goes Strong To The Net, But Can It Score?

by Gordon Goble

THE MAN WITH ALL THE ANNOYING CHARACTERISTICS—TOOTHY GRIN, BLOND MANE, SCORCHING SLAP shot, and multi-million dollar salary—has finally seen fit to lend his celebrated name to a mere computer game. He is St. Louis Blues right-winger Brett Hull, the hockey icon whom women swoon over and men can only envy. The game is BRETT HULL HOCKEY '95. There is a striking likeness between the two.

In the real world, Brett Hull is capable of bladed feats of wonder and fits of greatness, yet he somehow seems incapable of leading his team to the top of their profession—a daunting task for any one person. On the computer screen BRETT HULL HOCKEY shows the same flashes of brilliance as its namesake, taking simulated hockey to lofty new pinnacles of graphic realism, yet it lacks championship quality as an overall package.

BRETT HULL HOCKEY also shares many similarities with the reigning king of PC hockey, Electronic Arts' NHL HOCKEY '95. Both games were developed in Cana-

da, both were originally conceived on cartridge systems, both have licenses



AT CLOSE RANGE The gorgeous graphics won't stop you from pounding your fists in frustration as time and time again you fail to convert close-range shots.

from the NHL Players Association, and both place their emphasis squarely on the on-ice action. BRETT HULL forsakes some of the front office and statistical functions to which PC hockey fans have become accustomed, but on the ice, it really puts the action, from booming slapshots to brutal bodychecks, right in your face.

THE VIEW FROM HERE

Players of EA's NHL HOCKEY series will feel like they've moved from the

cheap seats to the center of the face-off circle. While the viewing angle is much the same as in NHL HOCKEY '95, BRETT HULL brings the action much closer and displays it with more detail. So magnified is the playing area that the left and right boards are often not simultaneously visible. The players themselves are tall and lanky, and consequently move more fluidly and more realistically. Even the hockey sticks resemble real life hockey sticks as opposed to some odd, overgrown limb.

Furthermore, BRETT HULL offers the best representation to date of the true scale of player vs. rink, giving the gamer a good idea of just how far players must skate to travel from one end to the other. The only drawback to the game's perspective is a small one: the area behind the far net ("Gretzky's Office") is almost imperceptible and very difficult to use on the offense.

Taking all this visual realism into account, I had but a single thought in my mind as I began guiding the powerhouse Detroit Somethings through the opening games of a new season: I really wanted this game to succeed. I wanted players to reflect their real-life characteristics, I wanted them to exhibit strong artificial intelligence, and I wanted scoring chances to be the result of my smart coaching and joystick dexterity. In short, I wanted what all hockey sim fans want—a true-to-life computer hockey game.



BRETT HULL HOCKEY '95

Price: \$59.95

System

Requirements:

IBM compatible 386/33 or better (486 highly recommended), 8 MB RAM, VGA graphics, 10 MB hard drive space, CD-ROM;

supports most major sound cards.

of Players: 1-2 (same computer)

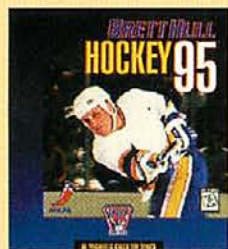
Protection: None

Designers: Radical Entertainment, Ltd.

Publisher: Accolade Inc.

San Jose, CA

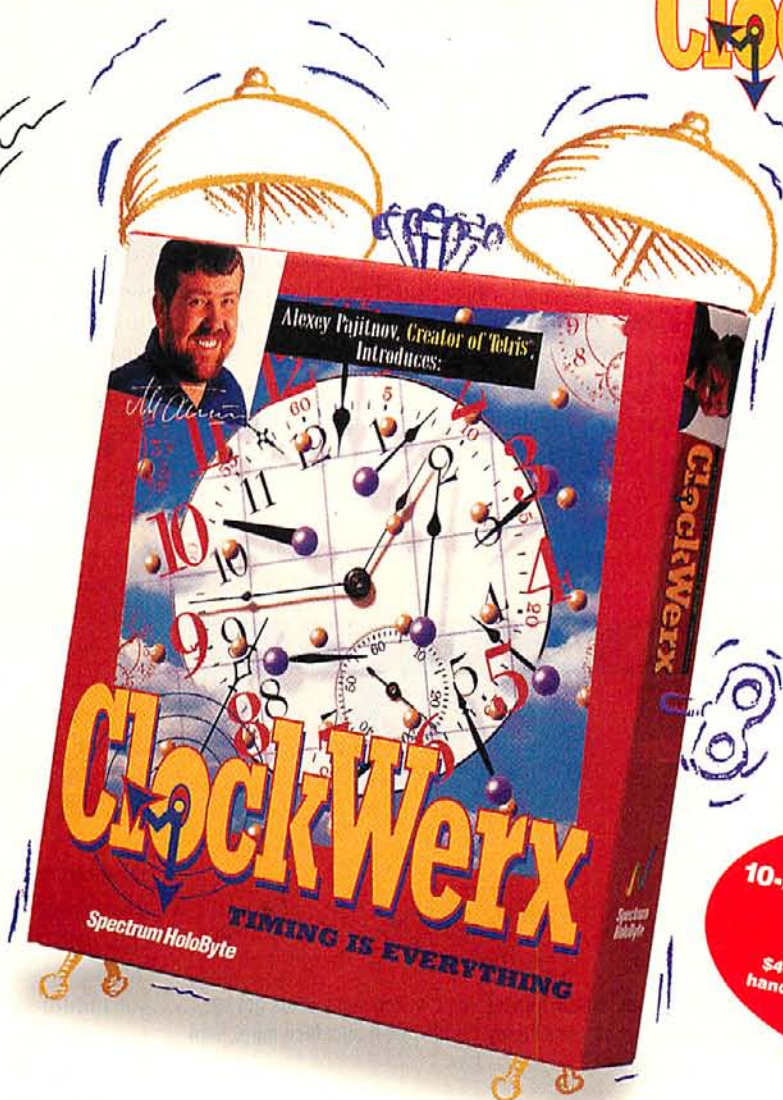
(800) 245-7744





Alexey Pajitnov, **Creator of Tetris®**, Introduces:

ClockWerx™



Call for Free
10-level Playable DEMO
1-800-695-GAME
Anytime USA/Canada
\$4.25 charge for shipping and
handling—refundable with direct
purchase of game

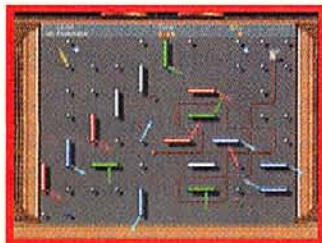
Tick...Tock...Tick...Tock...

It's time to fix the clock.

The Master Clock of the Universe is broken and guess who has to fix it? Maneuver your spinning clock hand on a variety of colorful clocks to make the moves that will save Time—and the Universe. Dodge oil globs, spikes, cannon blasts and wild clock hands through 100 challenging levels in your race to beat the clock.

ClockWerx: a trip through time you won't forget! Available on CD-ROM and floppy disk for both Windows and Macintosh.

- Fast action puts your mind to the test
- 4 skill settings: Child, Easy, Medium, Hard
- 2-player mode for competitive action
- Simple game controls: easy to learn, difficult to master



**Spectrum
HoloByte**

THE PUZZLE PEOPLE
2490 Mariner Square Loop, Alameda, CA 94501

Look for BreakThru, another
great action puzzle game!

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

Circle Reader Service #74

ClockWerx is a trademark of Spectrum HoloByte. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc.

I didn't quite get it. While there were moments where I was completely caught up in the action, this is not a game with which I'd play through an entire season. This is not to say that BRETT HULL doesn't succeed on various levels, just that there are limits on its long-term potential.

DEJA VU ALL OVER AGAIN

The most noticeable problem is a repetitiveness in the flow of play. Halfway through my third game, I felt a strange sense of *deja-vu*. Hadn't Coffey gobbled up the puck at that *exact same spot*, moved it forward to Steve Yzerman in that *exact same spot*, who in turn skated in on Kurvers and Corkum in *those same spots*, moved around them in the *exact same way*, then walked in alone on goal only to be stymied by goalie Ed Belfour time and time again? Certainly the passing and player movement is crisp and authentic, but the placement and actions of the combatants seems "hard wired."

I quickly found that I was able to sneak my puck-carrying winger out from the opposition's corner to the front of the net almost at will. This simple movement soon became one of my most trusty moves, yet after getting into point-blank range repeatedly (a very high percentage opportunity in real life hockey), I found it virtually impossible to pop the biscuit into the basket. This just doesn't jibe with real life, and inevitably becomes annoying. To further complicate matters, computer-controlled goalies tend to hold the puck way too long, even after the opposing team completely clears the offensive zone, which results in many dumb "delay of game" calls. Finally, I seem to get the best offensive results from wild, indiscriminate clicking of joystick buttons, rather than well-considered play.

Putting these criticisms aside, there is enough of a product here to warrant a serious look by computer hockey devotees. BRETT HULL is the first hockey simulation to offer a "play-by-play" description of the action through the distinguished voice of

Al Michaels, who does an admirable job. Hearing him exclaim, "...And 16 just nails him," followed by "That's gotta hurt!" right on cue is good for some laughs and adds character to the game.

BRETT HULL does offer the option of head-to-head play against a friend on the same computer. But most of us, who usually wind up playing Mr. Computer, will find ourselves quickly experiencing something we're not used to—losing! Given the ease with which aficionados of prior hockey releases can march to victory, maybe the very real possibility of an initial string of losses isn't so bad. Checking isn't easy, nor is scoring, although passing the puck both looks great and is a snap to execute. Although proficiency is gained with time, miscues and giveaways



PUCK, NO! The acrobatic goalies don't let too many shots get by them, which is good considering they'll sometimes face more than 100 shots in a game.

will often result in goals against you and one more notch in the loss column by the final whistle.

Even sending the feared Pittsburgh team in against pitiful Ottawa won't bring guaranteed success. The key to this game is in the prevention of scoring opportunities, but even after some familiarization, those blasted Ottawans still pumped 93 shots at my beleaguered goaltender. Amazingly, my computer-controlled puckstoppers were up to the task.

As for front office duties, well, there isn't a lot here that requires explanation. There are no trades and no team/league creation, although players may customize their own squad. Each team is given an overall ranking based on a number of characteristics that can be individually modified. Feel free to manipulate the sluggish San Jose Sharks into a speedy

unit, but be forewarned that boosting one area can only come at the expense of another. Pre-set player combinations may be juggled, but in groups of five only; powerplay and penalty-killing units cannot be modified. During gameplay, line changes may be made manually, or for hockey wimps, automatically.

Statistically, BRETT HULL is wanting. Although individual game summaries are thorough, season long stats are not compiled, apart from team wins, losses, goals for/against and points. One may contest a single game, seasons of 84, 42 or 11 games, or a 3, 5 or 7 game playoff series. For those glorious moments of hockey immortality, BRETT HULL does have a replay feature, although only five plays may be saved at any one time and are hard-drive history once the game is completed. The interface is nowhere near as pretty as either WAYNE GRETZKY or NHL HOCKEY, and without a mouse it is actually quite clumsy. Audio accompaniment is satisfactory with appropriate at-rink sounds and limp music. Printing is not supported.

HITTING THE POST

It would be pretty easy to say that BRETT HULL HOCKEY 95 was a great idea with a sterling graphical approach that somehow got muddled along the way to its release. It would also be easy to say that BRETT HULL HOCKEY 95 sure has the feel of a product that ran smack into a fast approaching release deadline. These would be easy things to say, so...I'll say them.

What's not easy to say is that this game is *not* the next great hockey simulation. I was so hoping that it would be, that the great graphical presentation would be backed up by strong gameplay. Accolade could have had a Great One in BRETT HULL, but not quite this time, not quite this release. ☹

THE EDITORS SPEAK

BRETT HULL HOCKEY 95

RATING ★★★★★

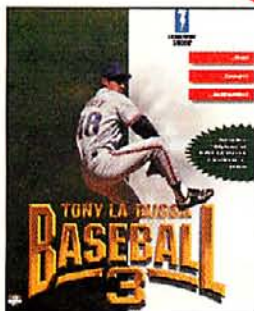
PROS Innovative visuals, lifelike player movement and Al Michaels' play-by-play.

CONS Odd opponent intelligence, repetitive game flow, and too much stuff that doesn't sync with the real thing. Low fuel in the stats tank.



**STORMFRONT
STUDIOS®**

Big League Heat



This is baseball, baby. Just ask Tony. We're talking trades. Teams. The players. The parks. The pitches.

The streaks. The stats. (Want to be the new GM in the year 2012? Be our guest.) Heck, while you fire in a few fast balls, we'll even throw in wind factors. Humidity. Altitudes. Big time physics. You name it. It's all right here. So grab a dog and settle in. And welcome to the big leagues.

- The first true multimedia action baseball game!
- Powerful and dynamic 256-color hi-res graphics!
- Player animations based on real video of pro players!
- Choose one of three announcers including Hall of Famer, Mel Allen!
- Highest quality digitized voices!



The Best Stadiums

**TONY LA RUSSA
BASEBALL
3**



The Best Animations

Circle Reader Service #66



Stormfront Studios, Inc.
P.O. Box 11686 • San Rafael, CA 94912
415 • 479 • 2800

Tony La Russa Baseball 3 is a trademark of Stormfront Studios, Inc. Stormfront Studios is a registered trademark of Stormfront Studios, Inc. Copyright 1995. MLBPA Officially Licensed by the Major League Baseball Players Association ©MLBPA

KNIGHTS *of* XENTAR



HOT ACTION

COLD STEEL



Our morally impaired young knight, thrust into a demonic neverland that was once peaceful Xentar, recruits a loyal friend and one beautiful sorceress in search of the legendary Falcon Sword - the only weapon a demon fears.

Our young hero's courageous deeds don't go unrewarded, as unabashed seductive maidens offer restful interludes for the weary warrior! Based on the Japanese hit movie and Number One PC game, Dragon Knight III, these gorgeous lasses will undoubtedly thank their testosterone-laden hero in their own special ways.



Available at finer software dealers everywhere or call 1 800 258 MEGA. Visa/Mastercard accepted. Download a FREE demo by calling our 24 hour BBS 310 539 7739 (8 bits, no parity, 1 stop bit, filename xkdemo.exe) or for a diskette send \$5 to Megatech Software, PO Box 11333 Torrance CA 90510.

System : IBM compatible, CD-ROM or diskette version available. Requires a 386-SX (486 recommended), VGA graphics, conventional memory only, sound...



Circle Reader Service #86



NR 13

WARNING!!!
NOT RECOMMENDED FOR PLAYERS UNDER 13

NEW

FROM

CH PRODUCTS



Fly higher with VIRTUAL PILOT PRO™! Taking the best features of the award-winning VIRTUAL PILOT™ plus added viewing capabilities and fire buttons, it is ideal for advanced flight simulation and driving games. For those who take their game playing seriously! For IBM PC-compatible computers.



PRO PEDALS™ are the only rudders which feature both forward and back rudder motion for flying and a pivot movement accelerator and brake control for driving games. Compatible with CH Products' entire IBM PC-compatible line.



Jump into the cockpit and experience your most intense flight ever with FLIGHTSTICK PRO for 3DO™, the first 3DO analog joystick. A thrill to use with 3DO software from companies like Crystal Dynamics, Domark, and Dynamix!

Take total control of your aircraft without ever removing your hand from the stick! FLIGHTSTICK PRO for Macintosh™ features a programmable trigger, three fire buttons, and a programmable eight-way switch. It attaches to the ADB port found on Mac SE or later models and requires 6.0.7 software or higher.



TRACKBALL PRO™ is a great alternative to the traditional mouse. It also serves as a professional pointing device for desktop publishing, CAD/CAM, and games. Available for both IBM PC-compatible and Macintosh computers.

Fly the best!



PRODUCTS

Fly the Crowded Skies



AFTER PLAYING THE LATEST CROP OF MULTIPLAYER games, I realized that single-player

gaming was doomed—or “DOOMed,” as the case may be. Even lackluster human players can provide tactical challenges and surprises that you won’t get from the most sophisticated computer opponents. Human players add a level of unpredictability that computer algorithms just can’t duplicate. Although multiple players make run-and-shoot games like DOOM a blast to play, it’s in the area of simulations—where strategy and control finesse play a larger part than brute force and quick reflexes—that adding flesh-and-blood players can truly redefine the experience.

Many game programmers seem to agree. Whenever I visit a development house, I notice that “lunch hour” is usually spent playing multiplayer games on a network—whether the com-

pany’s own games in development or popular net-capable programs like FALCON 3.0 and DOOM. Adam Levesque, a producer at Papyrus, says his company is no exception. “The future of computer games is multiplayer. We have a league in house that we run to do testing,” he says. “It’s unbelievable what a different game it is to play it like that.” Thursday nights often find



FIGHT & FLIGHT An La-7 and a Zero do the “air war watusi” in CONFIRMED KILL’s on-line arena. A single battle area could potentially hold up to 100 hot shot pilots looking for a “dance partner.”

32 people playing NASCAR RACING on the Papyrus local area network. And these folks race with a fervor that’s much more intense than someone playing solo. It’s one thing to try to drive well enough to beat a group of computer players, and quite another to try to lap the guy down the hall.

“The psychology is different, it’s just an unbelievable notch above the single-player version,” Levesque says. Unfortunately, most of us don’t have easy access to a local area network packed with competition-crazed sim fans. Many simulations have offered modem options, but only against a single player. Sure, we could take on groups of opponents on the on-line networks, but except for a few notable ex-

MULTIPLAYER

SIMULATIONS

ARE BRINGING

INTENSE

COMPETITION

TO THE ON-LINE

WORLD

ON THE RADAR

CGW Intelligence has discovered that Bob Carter, founder of Thrustmaster, has started another company, Military Simulations, Inc., because “no one has ever done a flight simulator right.” With a long list of aerospace credentials (Boeing, McDonnell Douglas, Lockheed, etc.) in hand, Carter has set out to create FIGHTING FALCON: BACK TO BAGHDAD. The flight model physics are being developed by a Detroit-based company that does work for the U.S. military (they’re using declassified stuff for this game, of course) and the graphics are being done in the UK using Renderware. FIGHTING FALCON will feature texture-mapped images moving at a very fast frame rate, but will require the fastest Pentium you can get. Look for the roll-out in the third quarter of 95.

by Denny Atkin

ceptions such as Kesmai's AIR WARRIOR, on-line sims haven't been able to hold their own technology-wise against their store-bought counterparts.

Companies like Papyrus are working to solve that problem by offering on-line multiplayer options for their off-the-shelf sims. "We're setting up our own multiplayer BBS here," explains Levesque, "so that people will be able to call in from around the country and play NASCAR." The BBS, which should be on-line around the end of summer, will allow NASCAR players to race in groups with up to 33 human players.

Why don't they use one of the commercial on-line networks? "We need a really low-latency network," says Levesque. "We just can't have lag in a racing game." Lag, or warping, occurs when one player's game information arrives at the main computer long after another's has, thus causing that vehicle to suddenly jump to another spot in the virtual universe. There's nothing more frustrating than cutting off a racing opponent only to have him suddenly reappear 50 feet in front of you.

CONFIRMED COOL

At press time, Papyrus wasn't sure what method it was going to use to combat the lag problem while still making the game available without huge long-distance charges. One possible solution would be to utilize the Internet, taking advantage of its high-speed connections to provide smooth play. That's exactly the approach that Domark and Interactive Creations, Inc. have taken with their new multiplayer World War II flight simulator, CONFIRMED KILL.

Using the Internet allows a fast connection, but more exciting is the worldwide participation it allows. "We're looking at establishing a minimum of 500 players, and being able to provide them 10 updates a second," says Domark's Bryan Walker. "To do that, we're using a Sun SparcStation 1000, which is almost the top end of Sun's file servers."

In fact, the worldwide scope of the Internet means that CONFIRMED KILL players can relive historical match-ups that some might find uncomfortably realistic. Walker says they're hoping to get a Japanese

squadron that's been flying in Kesmai's AIR WARRIOR to give CONFIRMED KILL a try. "We're going to try to get them involved in the Battle of Midway scenario," Walker says. "I'm not sure how politically correct it is to reopen old wounds, but I think they'll get a kick out of it."

Bringing players from around the



"We're going to try to get [a Japanese flight sim squadron] involved in the Battle of Midway scenario," says Bryan Walker, producer of CONFIRMED KILL.

"I'm not sure how politically correct it is to reopen old wounds, but I think they'll get a kick out of it."



world on-line, the game will not only allow competition against enemy fliers, but also competition for rank against friendly pilots. CONFIRMED KILL will reward proficient players by giving them command responsibilities. "Players who advance to certain levels—say they get 100 or 200 kills—will start getting additional benefits," says Walker. "They'll start being able to get a bigger picture, and they'll become commanders. They'll be able to direct the game's strategic strike assets, such as V-1 strikes and armor attacks."

With any multiplayer game, there are bound to be some times when you log on when there won't be many opponents around, thus the aforementioned strategic assets. Walker explains: "Holding territory is very important to the overall point structure of an arena game. One of the big things we're trying to do is always try to give the player something to do."

"In AIR WARRIOR, if you log on at two in the morning, you bomb airfields because there's nothing else to do. We want to create more for the players to do, which is

where computer-controlled aircraft and tanks come in," Walker says. "We're trying to put as many things in as we can to keep players playing and to build a sense of community. Within three or four months after the game starts we're going to allow players to command their fleets." And if a player gets shot down, Walker says, he can jump back into the cockpit, or man an AA gun on the ship that rescues him.

A common problem for gamers involved in multiplayer campaigns is getting ganged up on: If you log on and there are only four guys flying for your country, and there are 31 flying for the enemy, you're in trouble. You'll still be in trouble if that happens in CONFIRMED KILL, but the payoff will keep it from being a frustrating situation. "We'll actually pay additional dividends [point modifiers] to pilots flying for countries that are losing in a campaign. If country A has 200 players flying for it and country B has 100 players flying for it, you're going to get a 2-1 modifier," explains Walker.

Domark and ICI have also addressed the problem of everyone flying only the best planes. "Each aircraft has a certain rating as far as combat ability goes. If you take your P-40 and you shoot down a Ta-152, you're going to get many more points than if that Ta-152 bagged you," Walker says. And AIR WARRIOR veterans will appreciate support for partial kills. "If ever again I fight a guy for ten minutes and he's down to five percent damage left, and some guy in a fresh plane comes and takes my kill from me, I'm going to puke," says Walker. "CONFIRMED KILL will split the credit between the two players who've done the majority of the damage."

THE SHAPE OF SIMS TO COME

NASCAR RACING and CONFIRMED KILL are on the leading edge of a wave of new multiplayer simulations that are going to redefine gaming for a lot of sim players. Once you've logged on and flown against opponents driven by grey matter instead of AI algorithms, you'll probably never get the same satisfaction from single-player simulations. Now if you'll excuse me, there's a Hawker Sea Fury with my name on it, and a few guys from California just waiting to be waxed. ☺



Actual screen shots used

FLY!

This is it.
Real planes.
Real maneuvers.
Real scenery.
Real flight.

FLIGHT UNLIMITED

Circle Reader Service #299

Available in major retail outlets or order direct (800) 360-7455

For IBM-PC and PC
Compatibles with
CD-ROM.



A Looking Glass
Technologies
Production



Distributed by Virgin
Interactive
Entertainment, Inc.

© 1995 Looking Glass Technologies, Inc., Cambridge MA. Flight Unlimited, Looking Glass and the distinctive logo are trademarks of Looking Glass Technologies, Inc. All rights reserved.

A Bruiser Of A Cruiser

Mindscape's USS TICONDEROGA Packs A Powerful Punch, And A Glass Jaw

by Tim Carter

A GREAT SHIP IS DESIGNED TO COMBINE weapons, structure, electronics, engineering and a host of other factors into a complete package capable of performing several tasks effectively. That the Ticonderoga-class of cruisers turned out so well is a tribute to the ship's designers, who had those tasks clearly in mind when they began working for the US Navy.

A great game is no different, really. The designers must have a clear vision of the experience they are trying to create, as well as a rationale for why that experience will be enjoyable for the player. **Mindscape's** USS TICONDEROGA: LIFE AND DEATH ON THE HIGH SEAS seems to lack this central vision, as the designers never reach the lofty goals for which they strive.

WHAT KIND OF SHIP IS THIS?

USS TICONDEROGA is a difficult game to describe. While it is essentially a simulation of modern naval combat, it also has role-playing and strategy elements, and the feel of a graphic adventure. Nominally, you are the commander of a Ticonderoga-class (Aegis) missile cruiser.

USS Ticonderoga: Life and Death on the High Seas

Price: \$69.95

System

Requirements:

IBM compatible
486 or better,
8MB RAM, SVGA
graphics, 15 MB
hard drive space,
double-speed CD-
ROM, mouse;
supports Sound
Blaster-compatible sound cards.

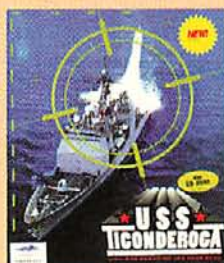
Protection: None

Designers: Intelligent Games

Publisher: Mindscape

Novato, CA

(800) 234-3088



ten, your ship will be the focal point of the task force, coordinating aircraft strikes, combat air patrols, missile defenses, even anti-submarine operations.

The inevitable micro-management necessary in most naval simulations creates an immediate conflict between realism and enjoyable play. The captain of any ship, particularly one as complex as the Ticonderoga, would likely delegate many tasks (such as targeting anti-aircraft missiles) to subordinates. In USS TICONDEROGA, as in most simulations of this type, both macro and micro-management are patently unrealistic.

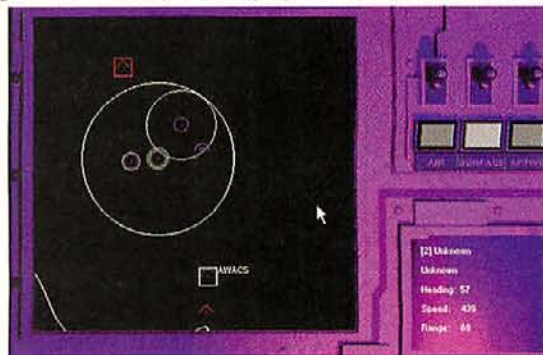
Of course, a fun game requires the willing suspension of

Equipped with the most advanced naval radar tracking system in the world, your ship is a powerful naval combatant by itself. However, because of its ability to provide air defense for several vessels, the Ticonderoga generally operates as part of a task force. Of-

disbelief. It is much more enjoyable, after all, to target and fire your own missiles; and the scenarios are much more interesting when commanding an entire fleet rather than a single (albeit powerful) ship. Besides, anyone fixated on realism will doubtless lose interest the moment they realize that the principle bad guys in the game are a resurgent Soviet Union and a belligerent (and apparently very foolish) North Korea.

A SERIOUS LIST TO STARBOARD

Sadly, however, there is no real need to quibble over such philosophical dilemmas: USS TICONDEROGA has enough concrete flaws for any critic. For starters, the game looks and feels more like a MYST knock-off than a military simulation. The interior of the ship is nicely drawn, and many of the graphics are quite attractive,



HARPOON IN HAND—FINALLY Once past the eye-candy, the combat screens will look familiar to HARPOON and AEGIS veterans—just stick to the hot keys.

BAO Publishing

Presents the Complete PC Aviation Experience.



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.

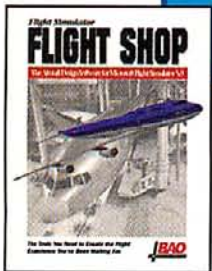
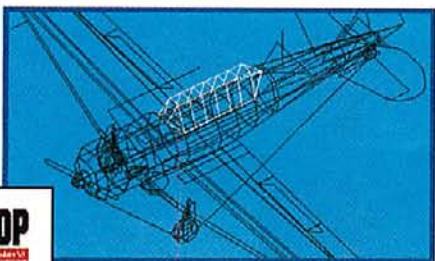
"A sure bet for computer pilots who demand realistic scenery"
—Greg Harris,
Editor of
Full Throttle



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

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.



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.

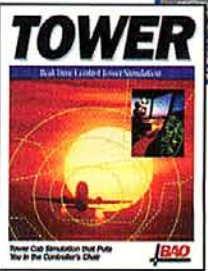


Europe 1 includes over 100 airports with taxiways, moving objects, unique buildings and approach lights.

Europe 1 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.

"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.

Circle Reader Service #293



See your local retailer or call:
(217) 356-0188
for more information

but they have too little to do with the actual play of the game. In fact, I walked around the ship for some time before realizing that the hot keys are the best way to move between the various command screens, all of which are functional but rather plain. The high-resolution images of frozen crew members gives the ship a mystical, night-of-the-living-dead feel. This atmosphere is accentuated by the eerie soundtrack, which would be more at home in a murder mystery than aboard a floating arsenal. The result is a game that is actually better with the sound off and the graphics ignored, since these detract from gameplay more than they enhance it.

WHAT DOES THIS BUTTON DO?

A larger problem with USS TICONDEROGA is the truly appalling state of the game's documentation. Almost nothing is explained adequately. The manual is poorly organized, laden with jargon, and mostly useless. I was able to play the game due to my background knowledge, but gamers less familiar with naval tactics and modern ship platforms will find it extremely frustrating.

Some weapons systems and platforms are explained superficially, and many are missing altogether. Tactics and strategy are discussed at a general level, but there is almost no connection between the information provided (much of it highly technical) and actual gameplay. The information gap is not limited to the manual, as the mission objectives for many scenarios are sketchy and non-specific. The rules of engagement are often incorrect, or at least you aren't punished for flagrantly violating them.

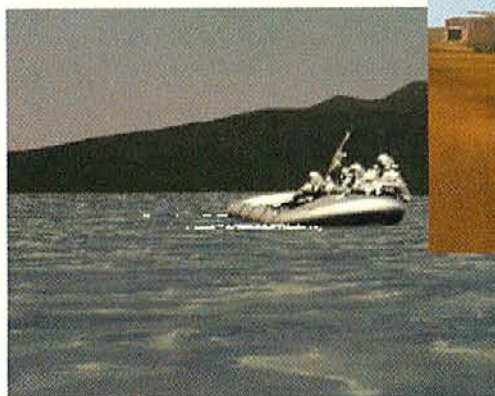
Once the action begins, it is possible to justify the lack of information as part of the fog of war. But this explanation is of little comfort when you aren't even informed that your missiles have intercepted their targets. Once, my own flagship



I AM AT EASE, SIR Although nicely rendered, a typical crew member has the mobility of a wax effigy.

was hit without any warning. I had no clue where the attack had come from, or even if it was a missile or a torpedo hit.

The lack of information extends to the



QUICK FLICKS GALORE Some of the more interesting cinematic cuts involve Scud missile launchers, exploding oil rigs, and terrorist acts.

scenarios as well. In one mission, you investigate an altercation between the Iranians and the Saudis in the Persian Gulf. Absolutely no information is given either in the briefing or during the scenario about who is whom. Both sides show up on radar as hostile, and unless you know that

the Saudis are a lot more likely than the Iranians to be flying F-16s, there is no easy way to tell them apart. In this case the distinction was not all that important, however, as I was congratulated by HQ for cruising in circles near the scene of the action shooting at everything within range.

DON'T ABANDON SHIP JUST YET

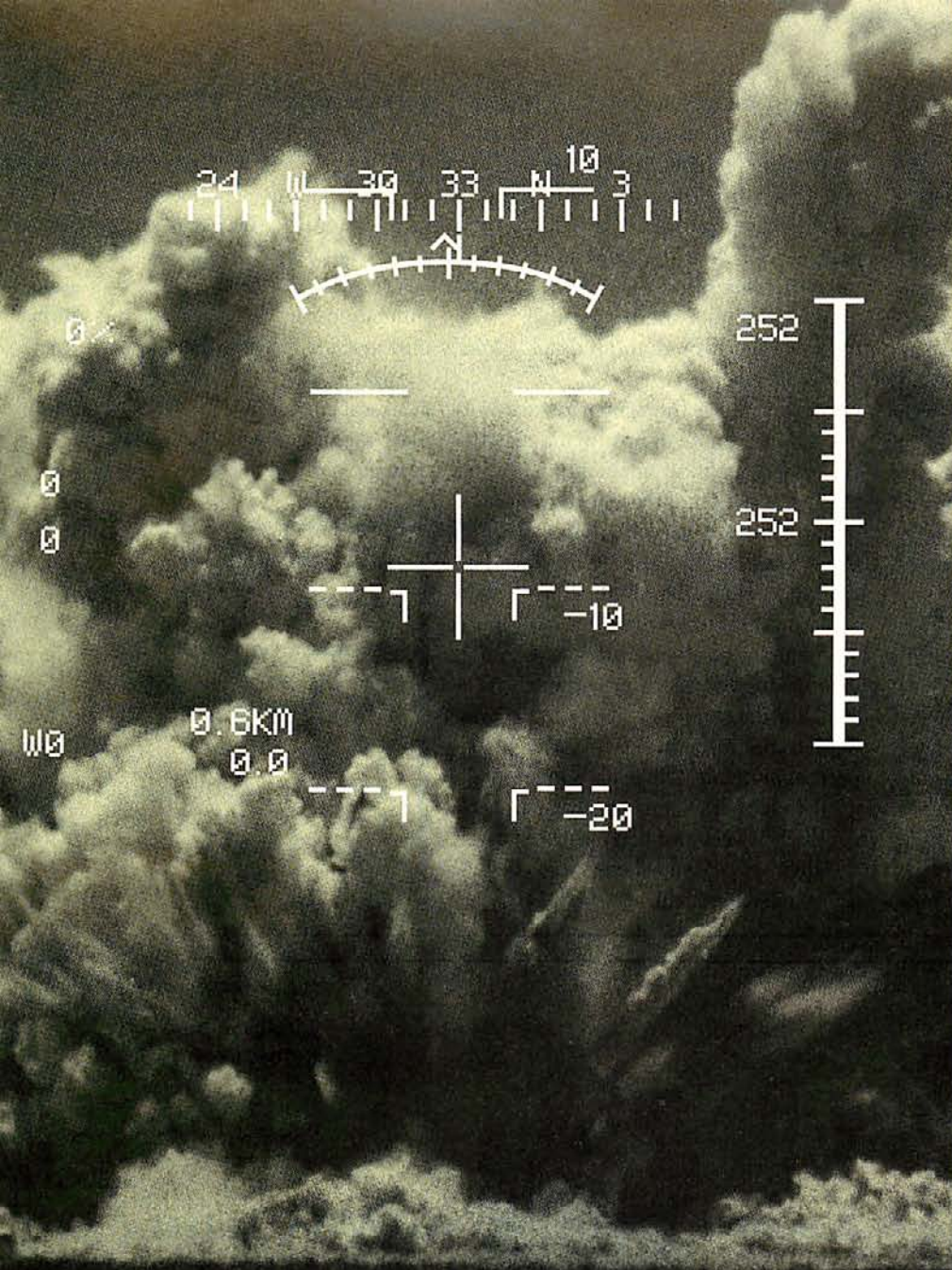
Underneath all of these problems, somewhat surprisingly, lies a creative game. The basic model used by USS TICONDEROGA to replicate modern naval combat, while by no means perfect, is interesting. Task forces must be properly managed and ships placed to take advantage of their respective abilities and weapons systems. Air and submarine operations are important in some scenarios, while others focus more on the unique abilities of the Ticonderoga itself.

The real game, though, lies in the command screens. You may view the situation and issue orders from a series of command screens divided by the type of platform, i.e. air, surface and subsurface. In



addition to issuing orders to your own ship, you may control other ships directly, or simply give orders to the ship's captain, including setting his rules of engagement.

Computer captains tend towards counter-productive or wasteful decisions, however, and true efficiency requires that you exercise a high degree of hand-holding. Friendly aircraft in particular fare badly under computer control. Unless following specific orders, aircraft will meander all over the place, including enemy territory. As there is no "return to base" command, and as aircraft do not return on their own unless they are running low



**FASTEN YOUR SEATBELTS,
THE RIDE MAY GET A LITTLE BUMPY.**

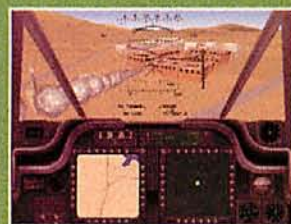
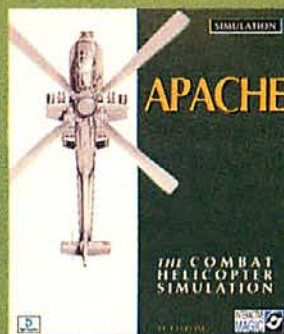
APACHE

The Combat Helicopter Simulation

From Digital Integration

© 1995 Interactive Magic

Circle Reader Service #14



War may be hell. But not from where you're sitting. It's 100% pure adrenaline, white knuckle, non-stop, in-your-face action with Apache. From the company committed to providing the



most gut-wrenching CD-ROM games. Interactive Magic. It will hurl you into the middle of unbelievable 3-D graphics. It's equipped with an incredible arsenal of weapons.



And the explosions are so realistic, you'll be thankful it's just a game. So pick up Apache, the ultimate combat helicopter simulation for your PC. And strap yourself in.



919-461-0948

on fuel, it is possible to lose an entire air force because the pilots went on a sight-seeing tour in enemy airspace after completing their mission. The only way around this problem is to assign each unit new movement orders immediately after they have finished their primary mission—a time-consuming and rather tedious process.

Each scenario begins with a briefing from HQ, which may or may not provide concrete objectives and rules of engagement. While somewhat nebulous objectives are politically realistic, they do not work well in a game where the gamer is judged based on performance. Life isn't fair, but a computer game should be.

There are three theatres of operation open to aspiring admirals: the North Atlantic, the Persian Gulf and Korea. Each theatre has a series of scenarios connected by a storyline, and the scenarios must be played in order. The game has a role-playing element built into it, as command decisions will occasionally be required, often involving political issues. There is more than one moral dilemma

here, and the messages add a surprising amount of tension and depth to an otherwise purely military simulation. This is one area where the creativity of the designers was put to good use. The role-playing aspects of the game introduce a lot more flexibility into the scenarios than would otherwise be possible, making for a much more unpredictable and enjoyable game.

Furthermore, the scenarios are not just simple shoot-em-ups: many include challenging political situations and problems, and they require innovative thinking and creative planning. However, the linear nature of the scenarios means that the game will be highly repetitive, even with the option for different decisions.

There are no levels of difficulty in the game, and no options or variants which can alter the scenarios. The only replayability comes through the role-playing aspects of the game. While this is interesting, it would have been a much stronger package had players also been provided with the ability to pick and choose which battles they wanted to refight.

AFTER ACTION REPORT

USS TICONDEROGA started with a decent design superstructure, but inappropriate graphics, poor documentation, and other odd structural flaws make this game more top-heavy than its celebrated real-life counterpart. While signs of a good simulation can be seen here and there, they are, for the most part, covered with the barnacles I've described. Unless Mindscape commits to a serious upgrade plan, the dry-dock will be TICONDEROGA's ultimate destination. ☹

THE EDITORS SPEAK

USS TICONDEROGA

RATING ★★★★★

PROS Clever scenarios with challenging political and moral dilemmas make for nice bits of role-playing. Task force model is very good.

CONS The pretty graphics don't add anything, and the soundtrack is bizarre. Hard to get data out of the design, and the poor docs don't help.

THUNDERSEAT

**Feedback System Used in
Real F-16 Simulators**
Now Available to the Public

"VIRTUAL UTOPIA!"

Marc Dultz, STRATEGY PLUS

Whether it's 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

SuperKarts™

To make it more realistic, we'd have to kick dust in your face!



On CD-ROM and 3.5" disks for IBM PC & Compatibles.

With its advanced technology and powerful features, SUPERKARTS already makes all other racing games eat its dust:

■ **REVOLUTIONARY RT3D ENGINE** so high-tech, it generates fully-textured 3D graphics in real time — even on a 386 PC!

■ **SMOOTH-AS-SILK ANIMATION** that can go as high as 60 frames a second — rivaling the hottest coin-op hits!

■ **16 HEART-STOPPING TRACKS** in different cities around the world. Each track features hidden shortcuts, power-ups, jumps, pitlanes, oil slicks — and its own awesome music soundtrack*!

■ MULTIPLE CAMERA PERSPECTIVES.

Watch the action from practically any viewpoint by simply changing camera angles.

■ FOR UP TO 8 PLAYERS ON LAN!

You can play solo against intelligent computer-controlled drivers. Or against a friend using the simultaneous 2-player split screen. Best of all, get on an IPX-protocol

LAN for the ultimate race — with up to 8 players at the same time*!

Visit your local software dealer today, or call 1-800-346-2300.



Distributed by
GT Interactive Software

Williams
Williams Entertainment Inc.



Developed and published by Manic Media Productions Ltd. in association with Williams Entertainment Inc. SuperKarts: TM and ©1995 Manic Media Productions Ltd. All rights reserved. Distributed by and ©1995 GT Interactive Software. All rights reserved.

*CD version only.



Pretty Birds And Plane Truth

D-DAY: OPERATION OVERLORD Looks As Good—And Flies Even Better—Than The Real Thing

by Jeff James

ASK MOST HISTORIANS ABOUT THE ORIGINS OF WORLD WAR II AND THEY'LL POINT YOU DOWN THE road that leads to World War I. Many scholars are of the opinion that the bitter close of the first war—which gave birth to the harsh Treaty of Versailles and a badly bruised Germanic ego—was a major factor in the rise of Nazi Germany. Similarly, when you look at the lineage of the weapons used in WWII—tanks, mechanized infantry and combat aircraft—you find that their roots go back to protean ancestors that plodded across the bloody battlefields of France in 1918.

With that in mind, it's fitting that **Rowan Software** and **Virgin Interactive's** new WWII air combat release, **D-DAY: OPERATION OVERLORD** (OVERLORD), found its genesis in Rowan's **DAWN PATROL**, a WWI

simulator released late last year. The **DAWN PATROL** system, which offered beautiful WWI aircraft flying through Super VGA skies, has been enhanced and adapted to the demands of the second World War.

INTRODUCING THE OVERLORD

True to its name, **OVERLORD** focuses exclusively on the allied air forces which flew over the skies of Normandy before, during and after the D-Day invasion of June 6th, 1944. Based in Tangmere airfield in England, your squadron takes to the skies in one of three legendary aircraft—the P-51B Mustang, the Spitfire IX or the Typhoon 1B—to help clear the land, air and sea of German forces. Two mission types are offered: for a quick boot into the cockpit and instant action, a "scramble" option allows you to start shooting right away; for lengthier play, a campaign-like mission mode gives you the opportunity to participate in a series of loosely connected combat missions over the course of several weeks of game time.

The campaign mode will be familiar to gamers who have chased the Kilrathi through space in **Origin's** **WING COMMANDER** series. You begin with an overhead view of Tangmere station. To travel to your barracks, you simply point at your humble abode and click the mouse button. In this fashion you make your way through the mission briefings, plane selection and other game operations. You should expect the unexpected, even here: on a number of occasions several German

bombers appeared over the airfield, and I was offered one of two options: I could be courageous and race towards my plane in an attempt to take to the skies and shoot the *Gerry* bombers down, or I could turn tail and dive into the nearest foxhole.

Once you finally get into the air, you'll gaze in awe at the game's incredible graphics, particularly in SVGA mode. Planes are crisp and detailed, complete with textures sporting insignia, exhaust stains and various other signs of wartime markings and wear. The landscape shows the same attention to detail. Rowan reportedly used actual reconnaissance footage from the Normandy invasion to get the graphics as accurate as possible, and they succeeded admirably. Instead of the blocky, nondescript structures featured in other products in the genre, **OVERLORD** boasts detailed units strongly resembling their real-world counterparts. Coastal batteries bristle with anti-aircraft gun emplacements, and V-1 buzzbomb sites are marked by the sloped ramps which were used to launch them. Most of the terrain is nicely colored and textured.

The most amazing thing about the graphics is the smooth frame rate, even in SVGA. On a 486DX2/66 with 8MB of RAM and a 1MB local bus video card, the game played smoothly in both SVGA and VGA. Indeed, the smooth frame rate, high resolution and crisp graphics put **OVERLORD** a visual generation beyond most of the other flight sims. **OVERLORD** runs more smoothly in 640x480 SVGA resolution



D-DAY: OPERATION OVERLORD

Price: \$39.95 -
\$49.95, CD-ROM
System

Requirements:

IBM compatible
386/40Mhz or
faster, 4 MB
RAM, VGA graph-
ics (SVGA prefer-
able), 7MB hard
drive space;

supports AdLib and Sound Blaster-
compatible sound card.

Protection: None

Developer: Rowan Software

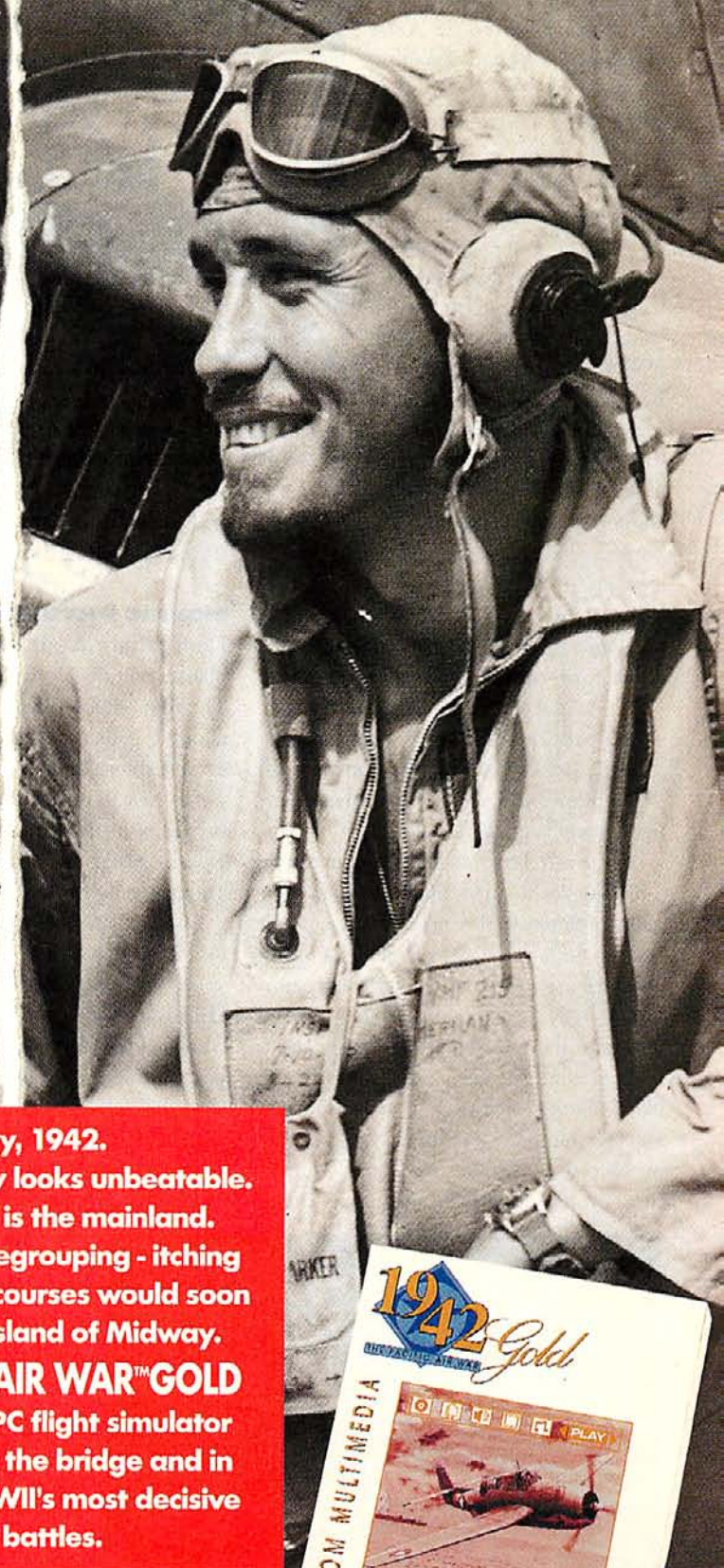
Publisher: Virgin Interactive

Irvine, CA

(800) 874-4607



**"FLIGHT SIM
OF THE YEAR"**
Strategy Plus Magazine



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.



© 1994 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

than many of its competitors, including **Electronic Arts'** beautiful but system hogging **U.S. NAVY FIGHTERS**. Unfortunately, Rowan seems to have lavished all their efforts on the graphics alone.

During my flight time with each of the game's aircraft, I noticed that they featured startlingly robust performance characteristics, in both "normal" and "super" flight modes. Even with a full bomb load, external fuel tanks and a belly full of petrol, the Mustang modeled in **OVERLORD** devours altitude like an unloaded F-16 at full afterburner. All three planes performed feats of acrobatics that the actual pilots who flew these planes could scarcely imagine. In one flight session, I proceeded to hammer the control stick in all directions, trying to induce a fatal spin, an unrecoverable stall, or some other catastrophic condition. Despite my best efforts to the contrary, all three planes defied the laws of aerodynamics and kept happily airborne.

This overly generous flight model can be a blessing or a curse, depending on your game preferences. If you're a novice gamer looking for a fun, easy-to-fly flight sim with an emphasis on arcade action and stunning visuals, **OVERLORD** definitely fits the bill. Even the most ham-listed flight simulator newbie can take to the skies in the blink of an eye, chewing up ground targets and splashing Messerschmitts with regularity. Of course, if you count yourself among those who demand the utmost in Detail



RAPTOR RAPTURE Few aircraft in any flight simulation look as good as those in **OVERLORD**, and the frame rate is faster than comparably detailed sims, even in high resolution.

and Realism in your sims, you'd be better served by another game.

MOVING PICTURES

Faulty flight models aside, **OVERLORD** boasts a number of value-added features. The film editing function is fully featured, allowing gamers to select the best of their aerial exploits and record them. Although not as easy to use as the film editing capabilities employed in **Dynamix' ACES OVER...** series, the video editing functions are surprisingly robust.

Another laudable feature is the combat lock option, which is similar in many respects to the padlock view in **Spectrum HoloByte's FALCON 3.0**. As soon as the combat lock view is activated, your viewpoint will lock onto the nearest target and smoothly follow it, as if you were actually turning your head in the cockpit to follow the path of the enemy plane. I found **OVERLORD's** combat lock to be much easier

to use and more intuitive than the padlock view in **FALCON 3.0**. The usefulness of the combat lock mode can be partially attributed to the visual elements used to help orient the player. Each side of the cockpit is given a unique graphic treatment: the front of the cockpit features a gunsight, while shaded markings to the left and right sides help simulate a cockpit canopy, providing an excellent frame of reference.

ALTITUDE LOSS

American gamers hoping to skim the hedgerows of Normandy in American aircraft are bound to be disappointed with the paucity of plane types available. **OVERLORD** is first and foremost a simulation of the Royal Air Force during the Normandy invasion, so only a select few planes are available. Even such memorable British craft as the DeHavilland Mosquito are conspicuously absent. And while the simplistic flight model and controls suggest that **OVERLORD** is targeted at entry-level sim buffs, the instruction manual lacks much of even the most rudimentary game information.

But the greatest challenge of all may be getting **OVERLORD** to run on your system. To run in SVGA mode you need a whopping 622K of conventional memory. In this age of 32-bit protected-mode programming, **OVERLORD's** massive RAM requirements seem excessive.

ACES AND AMATEURS

When weighing the strengths and weaknesses of **OVERLORD**, it's obvious that **MicroProse's 1942: PACIFIC AIR WAR** and **Dynamix' ACES OVER...** games shouldn't fear losing their supremacy of the WWII sim skies. Like **DAWN PATROL**, **OVERLORD** is an intriguing mixture of stunning positives and embarrassing negatives. Admittedly, **OVERLORD** is a product aimed at the casual flight sim buff; if you're an aeronaut who prefers rapid-fire action over accurate simulation in your gaming products, **OVERLORD** shouldn't disappoint. The others have probably already flown off in search of better target opportunities. ☺



TORCH AND GO A Typhoon—the principal air-to-ground attack aircraft of WWII—earns its stripes by softening up German coastal facilities.

THE EDITORS SPEAK

D-DAY: OPERATION OVERLORD

RATING ★★★★★

PROS Gorgeous SVGA graphics, plentiful viewing angles, and excellent dog-fighting make this a good game for novices.

CONS Unrealistic flight models, extreme RAM requirements in SVGA mode, limited numbers of aircraft, and a poor manual will keep serious sim buffs grounded from the start.

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.

Unlimited Programmability
Unparalleled Performance
Uncompromising Reality



F-16 TQS™

THRUSTMASTER®

THE REALITY SPECIALISTS

10150 SW NIMBUS AVENUE PORTLAND, OR. 97223-4337 PHONE (503)639-3200 FAX (503)620-8094

Circle Reader Service #161

CHIPS & BITS INC. BOARDGAMES & RPGS

STEVE JACKSON'S

GURPS



STEVE JACKSON GAMES

'GURPS BASIC SET' the Generic Universal Roleplaying System, is the most flexible role-playing system ever created. With just this Basic Set, you can adventure in any world you can imagine. Rules are included for all types of weapons from clubs to lasers... for wizards and magic, with more than 100 spells... for psionic powers. \$16

HORROR ON THE

ORIENT EXPRESS



STEVE JACKSON GAMES

'HORROR ON THE ORIENT EXPRESS' contains a massive adventure for the Call of Cthulhu role-playing game. Beginning in 1920s London, the investigators journey to Paris and thence to the ancient city of Constantinople. With luck, they also return home. Four books, handouts, maps, luggage stickers, and more. \$29

FEUDAL



STEVE JACKSON GAMES

'FEUDAL' the exciting medieval war game, combines military strategy with chess-like moves as the armies of two feudal Kings battle to the death. Each army is secretly deployed, making every game different and challenging. The rough and mountainous terrain can aid or hamper attempts to thwart the enemy. \$18

Game of Napoleonic Diplomacy and Warfare

EMPIRES-ARMS



STEVE JACKSON GAMES

'EMPIRES IN ARMS' covers the major elements of diplomacy and warfare during the Napoleonic Wars of 1805-1815. You play the absolute monarch of a major European power and you must guide that nation through the maze of conflicting interests and ambitions that characterized Napoleonic Europe. \$27

CRUSADES II



STEVE JACKSON GAMES

'THE CRUSADES II' Covers a wide variety of battles from the 12th to the 15th centuries, and features such diverse leaders as Saladin the Kurd and King Guy of Acre. \$28

GURPS

MAGIC



STEVE JACKSON GAMES

'GURPS MAGIC' presents a colorful, detailed magic system. But it's much more. It is designed for easy modification...for the GM who wants to create his own background, or set adventures in the world of his favorite fantasy author. Completely compatible with the magic rules in the GURPS Basic Set. More than 300 new spells! \$14

FANTASY RPG

FANTASY RPG

HORROR RPG

HORROR RPG

SCI-FI RPG

SCI-FI RPG

AD&D	
AD&D 2nd Edition Rules	
Dungeon Masters Gde	\$15
Monster Manual	\$19
Players Handbook	\$16
Accessories	
Art of the AD&D Fantasy	\$14
Encyclopedia Magica 1	\$19
Tomb of Magic	\$17
Adventures	
Fighters Challenge 2	\$6
Temple, Tower & Tomb	\$6
Al-Qadim Accessories +	
Assassin Mountain	\$15
Cities of Bone	\$15
Secrets of the Lamp	\$15
Audio Adventure	
Hail the Heroes	\$13
Karamelkos: Kingdom	\$22
Night of the Vampire	\$13
Dark Sun Accessories	
Terrors of the Desert	\$12
Valley of Dust & Fire	\$10
Forgotten Realm Box Set	
Elminster's Ecologies	\$19
Menzoberranzan	\$22
Ruins of Undermountain	\$19
Forgotten Realm Sourcebook	
Dragon Kings Handbook	\$16
Elves of Evermoor	\$13
Guide to Forgotten World	\$13
Monstrous Compendium	
Compend Annual '94	\$15
Fiend Folio Creatures	\$10
Mystara Monsters Comp	\$15
Outer Planes Creatures	\$11
Planescape Monsters Comp	\$15
Ravenloft Appendix 3	\$15
Planescape	
Campaign Setting	\$25
Planes of Chaos Bxd	\$15
Players Accessories	
Complete Class & Race	
Handbooks each	\$15
Players Packs each	\$16
Players Screens each	\$6

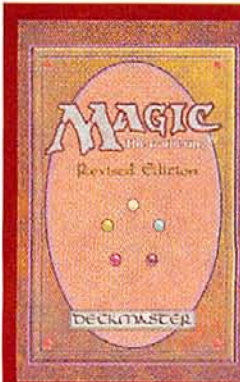
ARS MAGICA	
Ars Magica 3rd Edition	\$19
Deadly Legacy	\$10
Medieval Bestiary	\$13
More Mythic Places	\$9
Mythic Europe	\$15
Trials By Fire	\$7
Wizard's Grimoire	\$15
CASTLE FALKENSTEIN	
Castle Falkenstein H-bnd	\$25
Comme Il Faut	\$12
DICE POLY MEGATUBES	
Opaque Dice Set each	\$3
Pearlescent Dice Set ea	\$6
Transparent Dice Set	\$5
Twinkle Dice Sets each	\$6
GURPS	
Bunnies & Burrows	\$14
Fantasy 2nd Ed.	\$15
GURPS Rulebook (3rd)	\$16
Hig-Tech 2nd Ed.	\$14
Magic Items 2	\$14
Martial Arts	\$13
Robots	\$14
Psionics	\$14
Ultra-Tech 2nd Ed	\$14
FANTASY	
Fantasy GM Pack	\$8
Grimoire (Reprint)	\$14
Magic 2nd Ed.	\$14
PENDRAGON	
Blood & Lust	\$14
Pendragon 4th ed.	\$19
Perilous Forest	\$14
Savage Mountains	\$14
RIFTS	
Conversion Book 1 or 2	\$16
Dimension Book 2	\$15
Rifts	\$19
Sourcebook 1, 2, 3, ea	\$11

CALL OF CTULHU	
Advent in Arkham Cntry	\$14
Blood Brothers 1 or 2	\$15
Call of Cthulhu (5th Ed)	\$16
Fatal Experiment ('20's)	\$14
Great Old Ones ('20's)	\$13
Horror on Orient Express	\$29
Investigator's Cmp1or 2	\$10
Keeper's Screen (5th)	\$12
Mansion Madness ('20's)	\$14
Modern Madness	
At Your Door	\$13
Cthulhu Now (2nd Ed.)	\$13
The Stars are Right	\$15
CHILL	
Accessory Pack	\$12
Chill (Soft Cover)	\$16
Chilled to the Bone	\$9
Companion (Softcover)	\$12
Horrors of N America	\$12
Lycanthropes	\$12
The Beast Within	\$16
Undead & Buried	\$9
Vail of Flesh	\$9
Voodoo Sourcebook	\$12
GURPS HORROR	
Creatures of the Night	\$14
CthulhuPunk	\$16
GURPS Horror	\$14
Vampire: Masquerade	\$16
Werewolf: Apocalypse	\$16
MAGE	
Book of Madness	\$13
Mage Rule Book	\$19
Technocracy: Iteratin X	\$10
VAMPIRE	
Vampire (2nd Ed)	\$19
Vampire Plyr Gd (2nd)	\$18
Vampire Adventure	
Elysium: The Elder War	\$13
Hunters Hunted	\$10
Under Blood Rd Moon	\$10

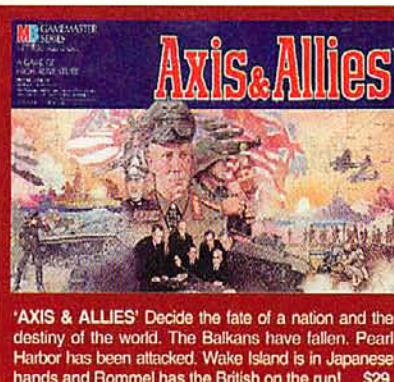
VAMPIRE	
Vampire Sourcebooks	
Book of Nod	\$8
Clan Books each	\$10
Dark Colony	\$13
Eternal Struggle	\$7
Los Angeles by Night	\$15
WEREWOLF	
GM Screen	\$10
Werewolf (2nd Ed)	\$19
Werewolf Sourcebooks	
Black Furies Tribekb	\$10
Book of the Wym	\$13
Caerns: Places of Pwer	\$13
Drums Around Fire	\$8
Player's Gd to Werewolf	\$15
Rage Across New York	\$10
Storyteller's Handbook	\$15
Ways of the Wolf	\$10
WORLD OF DARKNESS	
Gypsies	\$13
Mummy	\$11
World of Darkness	\$13
WRAITH	
Character's Kit	\$10
Storyteller's Screen	\$10
Wraith	\$19
Wraith Adventure	
Hunts	\$13
Midnight Express	\$13
Wraith Sourcebooks	
Face of Death	\$11
Necropolis Atlanta	\$15
Player's Guide	\$10
SCI-FI RPG	
CYBERPUNK 2020	
Cybergeneration	\$15
Cyberpunk 2020	\$16
Cybercheats	\$6
Data Screen	\$10
Reference Guide	\$10

CYBERPUNK 2020	
Sourcebooks	
Chromebook 1, 2, 3 ea	\$12
Deep Space	\$12
EuroSourcebook	\$10
Hardwired	\$12
Necrology	\$9
GURPS SCI-FI	
Aliens	\$14
Atomic Horror	\$14
Callahan's Time Saloon	\$14
Cyberpunk	\$14
Cyberworld (Reprint)	\$14
Lensmen	\$14
Robots	\$14
Time Travel (Reprint)	\$14
Time Trave Adventures	\$14
War Against the Chtoor	\$14
MACROSS 2	
Macross 2	\$11
Spacecraft & Dk Pins ea	\$9
RDF Manual	\$7
PARANOIA	
Paramilitary	\$13
Paranoia Boxed Set	\$15
Paranoia Rulebook	\$13
Paranoia Sourcebook	\$15
Paranoia Adventure	
Alpha Complexities	\$6
Blastin' Out of DmnsnX	\$11
Death, Lies, & Vldtape	\$6
Great Secret Project	\$11
ROBOTECH	
Invid Invasion	\$11
REF Field Guide	\$13
Robotech	\$11
Sentinels	\$14
SHADOWRUN	
2nd Edition GM Screen	\$12
Grimoire 2nd Ed.	\$13
Shadowrun 2nd Ed.	\$19

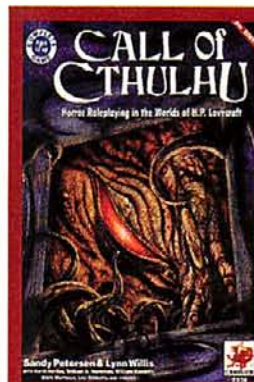
SHATTERZONE	
Brain Burn	\$10
Boxed Set	\$25
Players Guide	\$13
Rulebook	\$13
Through the Cracks	\$13
STAR WARS	
Star Wars (2nd Ed.)	\$19
Star Wars Sourcebooks	\$18
Star Wars Sourcebooks	
Dark Force Rising	\$15
Gamemaster H-book	\$15
Heir to the Empires	\$15
Imperial Sourcebook	\$18
Miniatures Companion	\$13
Miniatures Rules (2nd)	\$15
Movie Trilogy Sourcebook	\$19
Rebel Alliance S-bk	\$18
The Jedi Sourcebook	\$19
Star Wars Supplements	
Creatures of Galaxy	\$13
Deathstar Companion	\$13
Game Masters Screen	\$10
Fantastic Technology	\$13
Tramp Freighters	\$13
TRAVELLER: TNE	
Battle Rider	\$25
Brilliant Lances	\$25
Deluxe Traveller: TNE	\$34
Fire, Fusion & Steel	\$13
Long Ships	\$15
Player Forms	\$8
Referee Screen	\$8
Riform Coalitn Equip Gd	\$16
Striker 2 (Boxed)	\$25
Survival Margin	\$10
Traveller: The New Era	\$22
UNDERGROUND	
Gamemaster's Pack	\$13
Player's Compendium	\$15
Player's Handbook	\$15
Underground Notebook	\$22
Underground	\$19



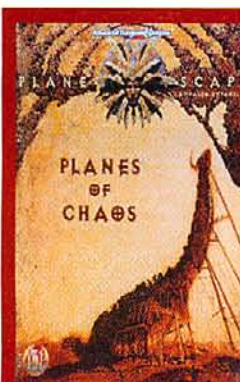
'MAGIC THE GATHERING STARTER DECK' is the first in the DECKMASTER series of collectable trading card games from Wizards of the Coast. Featuring more than 300 different cards, 60 in each deck, this is a fantasy game of epic proportions. Some cards are fairly common, some uncommon, and some rare. \$8



'AXIS & ALLIES' Decide the fate of a nation and the destiny of the world. The Balkans have fallen. Pearl Harbor has been attacked. Wake Island is in Japanese hands and Rommel has the British on the run! \$29



'CALL OF CTHULHU' is a roleplaying game based on the works of H.P. Lovecraft, in which ordinary people are confronted by the terrifying beings and forces of the Cthulhu Mythos. Players portray investigators of things unknown and unspeakable. Except for dice, everything needed for play is included in this book. \$16



'PLANES OF CHAOS' plunge into the infinite depths of the Abyss or the passions of Arborea. Inside you'll find The Book of Chaos, The Travelogue, Chaos Adventures, Monstrous Supplement and five fully detailed, poster-size maps of the realms of Chaos. \$25



'LEE TAKES COMMAND' Covers the full range of features of the campaign. Special rules cover the Federal Supply trains, Stuart's cavalry, the poor command structures on both sides, Union gunboats and Rebel shore batteries, and much more. All this material combines to make this game one of the best studies of the Civil War. \$22



'MERCHANT OF VENUS' is a game of luck and skill. You start with a small spaceship racing to accumulate wealth by transporting, trading and investing. You make money by buying trade goods from one culture and selling them to other cultures. \$25

BOARDGAMES

ANCIENT

4 Battles of Ancient Wld	\$21
4 More Bat of Anc Wld	\$25
Alexander at Tyre	\$18
Alexander's Generals	\$33
Ancient Empires	\$29
Ancients	\$25
Barbarians	\$33
Battles of Alexander	\$33
Caesar: The Civil Wars	\$38
Hannibal	\$35
Imperator	\$21
Imperium Romanum II	\$29
Peloponnesian War	\$29
SPQR: Mod./Africanus	\$13
Siege of Jerusalem	\$27
VI Against Rome	\$27

AMERICAN REVOLUTION	
1776	\$22
Give Me Liberty	\$25
Rebels & Redcoats 1	\$25
Rebels & Redcoats 2	\$25
War of 1812	\$22

CIVIL WAR	
1862: Civil War 4X Gme	\$23
1863: American Civil War	\$28
Across Five Aprils	\$23
Barren Victory	\$26
Campaigns of Civil War	\$21
Chancellorsville	\$34
Civil War	\$19
Embrace Angry Wind	\$24
Gettysburg	\$15
Guns of Cedar Creek	\$32
Here Come the Rebels	\$33
In Their Quiet Fields 2	\$26
Lee Takes Command	\$22
Lee Vs. Grant	\$16
Longstreet's Assault	\$25
Mississippi Fortress	\$22
No Better Place To Die	\$24
Roads to Gettysburg	\$24
The War of the Union	\$32
Thunder at Crossroads	\$27

BOARDGAMES

ECONOMIC

Global Survival	\$34
Stocks & Bonds	\$19
The Stock Market Gme	\$19

FANTASY

Advanced Heroquest	\$42
Battle Masters	\$42
Dragon Lords	\$29
Dragon Quest	\$19
Dragon Strike	\$33
Dungeon	\$16
Elf Quest (2nd Edition)	\$20
Hero Quest	\$29
Iron Dragon	\$25
Magic Realm	\$23
Sindbad	\$33
Talisman (3rd Ed)	\$44
The Hobbit Adventure	\$29
Titan	\$23
Warhammer Fantasy	\$48
Wizard's Quest	\$17
Xanth	\$21

LEISURE / FAMILY

Auction	\$14
Blind Justice	\$19
By Hook or Crook	\$19
Circus Maximus	\$11
Dinosaurs of Lost Wld	\$15
Facts in Five	\$16
Gangsters	\$23
Legends of Robin Hood	\$11
Quest for Ideal Mate	\$15
Restaurant	\$25
Road to Whitehouse	\$25
T.V. Wars	\$12
Trivia Pursuit Genius III	\$34
Word Power	\$15

MEDIEVAL

Age of Chivalry 2	\$27
Black Prince (4x Gme)	\$25
Henry V	\$28
Ironies	\$28
The Crusades II	\$28

BOARDGAMES

MODERN

6th Fleet	\$24
7th Fleet	\$27
Across the Suez	\$13
Aegean Strike	\$19
Attack Sub	\$19
Back to Iraq	\$18
Battlefield Europe	\$22
Central America	\$23
Crisis: Korea 1995	\$29
Firepower	\$23
Flashpoint: Golan	\$29
Flight Leader	\$21
Gulf Strike	\$29
Gulf Strike: Modular Kit	\$8
Harpoon	\$25
Israeli Defense Force	\$29
Light Division	\$24
Main Battle Tank	\$24
Modern Naval Battles 3	\$19
Nato	\$15
Phantom Leader	\$25
Phase Line Smash	\$25
Stand & Die	\$50
Tac Air	\$19
Team Yankee	\$20

NAPOLEONIC

Battles for Empires	\$32
Battles of Waterloo	\$33
Borodino	\$29
Empires at War	\$24
Empires in Arms	\$27
L'Armee du Nord	\$30
La Bataille d'Austerlitz	\$33
La Bataille de Ligny	\$39
La Bataille de Wavre	\$25
Napoleon at Austerlitz	\$20
Napoleon on Danube	\$19
Napoleon's Battles	\$23
Napoleons Later Battles	\$25
The Napoleonic Wars	\$31
War & Peace	\$23
War to the Death	\$21
Wellington's Victory	\$16
Wooden Ship Iron Mn	\$19

BOARDGAMES

RAILROAD

1830: RR & Rbr Baron	\$20
1835	\$49
1856	\$37
1870	\$38
Australian Rails	\$21
British Rails	\$21
Empire Builder	\$25
Euro Rails	\$25
Express (Card Game)	\$11
Nippon Rails	\$21
North American Rails	\$21
Rail Baron	\$19

SCIENCE FICTION

Alpha Omega	\$19
BATTSC Objectiv Raid	\$13
BatTech Compendium	\$13
BattleTech 3rd Ed.	\$19
Blood Berets	\$29
Blood Bowl	\$45
Blood Bowl/Death Zone	\$29
Cosmic Encounter	\$29
Federation & Empire Dx	\$38
Fury of the Clansmen	\$29
Illuminati: New Wld Ord	\$10
Imperium, 2nd Ed.	\$20
Man O' War	\$42
Merchant of Venice	\$25
Rage: Warewolf/Apocol	\$9
Roadkill	\$19
Space Marine	\$49
Stellar Conquest	\$19
Warhammer 40K	\$47

SPORTS

Baseball Strategy	\$17
Bowl Bound	\$15
Football Strategy	\$12
Pay Dirt	\$19
Regatta	\$19
Statis Pro Basketball	\$24
Statis Pro Great Tm BB	\$19
Tittle Bout	\$19
Win, Place & Show	\$17
World Cup FB (Soccer)	\$38

BOARDGAMES

STRATEGY

Advanced Civilization	\$25
Blackbeard	\$27
Britannia	\$19
Civilization	\$29
Civilization Expans Kt	\$8
Colonial Diplomacy	\$42
Deluxe Diplomacy	\$42
Diplomacy	\$19
Enemy in Sight	\$12
Feudal	\$18
Florida	\$25
Guerilla (Card Based)	\$19
History of the World	\$27
Kingmaker	\$19
Kremlin	\$16
Kremlin Mod./Revolution	\$8
Maharaja	\$23
New World	\$19
Pax Britannica	\$18
Republic of Rome	\$29
Supremacy Mga-Mnual	\$25
Supremacy Mega-Map	\$25
Supremacy Resource Dk	\$13
Supremacy Revise Rule	\$4
Supremacy/ Fortuna	\$17
Supremacy, 3rd Ed.	\$42
Viceroy	\$25
We the People	\$29

VIETNAM / KOREA

Frozen Chosin	\$25
Platoon	\$16
Silver Bayonette	\$17
Tet Offensive	\$33
The Korean War	\$18
Vietnam	\$18

WORLD WAR 1

Aces High	\$24
Aces High: America Ace	\$24
Aces of Aces Prhouse	\$19
Knights of the Air	\$19
Landships	\$27
Lawrence of Arabia.	\$20
Richtofen's War	\$19

BOARDGAMES

WORLD WAR 2

1944: Second Front	\$32
A Line in the Sand	\$25
Advanced Third Reich	\$38
Air Force	\$23
Avalanche: Salerno	\$31
Axis & Allies	\$29
Battle Over Britain	\$21
Battle for Italy	\$38
Blood & Thunder	\$30
Britain Stands Alone	\$25
Campaign to Stalingrad	\$29
Carrier War	\$25
Danger Zone	\$25
Days of Decision II	\$42
Desert Victory	\$25
Eastern Front Solitaire	\$21
Eighth Air Force	\$25
Enemy at the Gates	\$49
Fire in the East	\$58
Flat Top	\$29
Hunters from the Sky	\$33
Last Blitzkrieg	\$25
MacArthur's Return	\$31
Operation Crusader	\$29
Over the Reich	\$30
Panzer Leader	\$23
Panzers East	\$29
Rise of the Luftwaffe	\$21
Rommel in the Desert	\$30
Run Silent, Run Deep	\$28
Russian Front	\$21
Sands of War	\$29
Second Front	\$83
Shell Shock	\$27
Sink the Bismarck	\$23
Squad Leader	\$23
Western Front	\$44
World in Flames	\$49

WAR GENERAL

Alamo	\$15
Battle of Alma	\$28
Blood & Iron	\$25
Campgn Fredric'T Great	\$34
Lion of the North	\$29

FIGHTING FALCON BACK TO BAGHDAD

A front-facing view of an F-16 Fighting Falcon fighter jet on a runway. The jet is centered in the frame, with its cockpit canopy and nose cone prominent. The background shows a sunset or sunrise with a warm, orange glow. The jet's landing gear is visible, and the runway surface is dark.

THE ULTIMATE DESERT STORM SIMULATION

MILITARY SIMULATIONS INC.

5910 N.E. 82ND AVENUE VANCOUVER, WA. 98662

360-254-2000 FAX 360-254-1746

WEB PAGE: [HTTP://WWW.MILITARY-SIM.COM](http://www.military-sim.com)

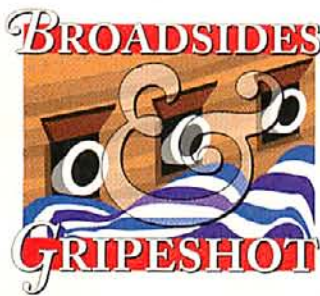
E3 BOOTH#4174 WEST HALL

Circle Reader Service #79

Dealing With The Fog Of War

TACTICAL-SCALE WARGAMES AND I HAVE HAD PROBLEMS. YOU SEE, I HAVE A DIFFICULT TIME ACCEPTING a game scale where each player's turn, representing between six seconds and six minutes, actually takes 15 or 20 minutes to conduct. Much of the tension and excitement of this nitty-gritty, in-your-face game scale is lost when players have a half hour to make a decision that, in reality, would be made in half a minute. The obvious alternative is real-time play, but I fear that option runs the risk of turning a thoughtful military exercise into an arcade game.

My other reservation about tactical-level wargames concerns the maps. The maps provide a representation of the hills, streams, buildings, walls, etc. that make up a



tactical-level battlefield; and that is, after all, a map's job. But I don't like having a God's-eye view of the situation. This is where my disbelief has trouble being suspended.

Let say, for example, that I'm leading a squad of German soldiers against a similar group of Russians in the city of Stalingrad. It is likely

that I, *Feldwebel* (Sergeant) Emrich, would have some information regarding the major routes into and through the city, but I certainly would not know what kind of buildings, parks, fields, or other terrain I might find. The maps used during WWII were often reprinted *Michelin Guides*, for goodness' sake! Even if I were leading the Russians, Comrade Emrich certainly wouldn't know his way around this city when his home town was several hundred miles away at Gorki! Yet, I have only to look at the typical computer game map to

know that my squad of foot soldiers will find exactly the terrain they seek at the extreme limit of their movement this turn, just up the block and around the corner. And I hate that. The intelligence provided by a God's-eye view map is just too good to get me into the right tactical *feel* of such a simulation.

While it's one thing for a wargamer like me to wave his arms and say "Where's the chaos? Where's the fog of war?!", it's another matter entirely to simulate it. But I'm here to tell you that it *can* be done, and *has* been done, but not in any computer game that I've played.

A CARD GAME

SHOWS HOW LESS

INFORMATION

MAKES FOR

BETTER

WARGAMES

G-2

* Wargamers who've explored the world of collectable card games may have picked up a deck or two of Columbia Games' *DIXIE*. Their *Shiloh* sequel is due out in the second quarter of this year, with *EAGLES* (their Napoleonic card game) due in the last quarter of this year. Next year portends a *Gettysburg* entry into their Civil War series (with 600 new cards!) and a "Rommel in the Desert" card game.

* Scott Hamilton is looking for a few good artists. He needs French and North African landscapes and vehicle paint schemes for *PANTHERS IN THE SHADOWS*, his West Front sequel to *TIGERS ON THE PROWL*. For details, call HPS Simulations at (408) 554-8381.

* *FIFTH FLEET* fans will be glad to hear that an expansion scenario disk for Avalon Hill's naval wargame is at the ship yard and scheduled for christening this summer. *SEVENTH FLEET* should set sail for silicon seas in the latter half of '95.

* Australian Design Group, a board game publisher, has announced

(continued on page 154)

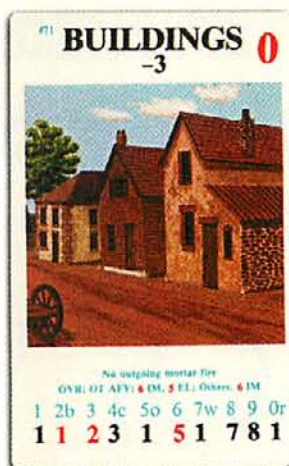
by Alan Emrich

I've had to go to the board game side of things to find what I'm looking for. Avalon Hill's *Up Front*, published in 1982, is a card game that has the kind of tense, feet-on-the-ground, *oh-hell-what-am-I-doing-here?* kind of realism that I would hope to find in a detailed wargame on a tactical scale. Since I haven't had this experience in a computer wargame, I thought I would let our electronic community know what it's like.

In *Up Front*, squads are broken up into two or more groups of two or more soldiers each. Each group maneuvers and fires as a single unit. The cards in your hand come in several varieties: move, fire, rally, concealment, smoke, terrain, etc. The cards in your hand simulate the opportunities that your squad presently has available to it. For ex-

ample, if you have plenty of movement cards, but no terrain in your hand, the lads are ready to go, even if they're not sure where they'll end up. Conversely, having terrain cards (hills, gullies, brush, etc.) in your hand and no movement cards to get there reflects those times when you have a good vantage point and can see several places to maneuver to, but the opportunity to move out hasn't presented itself for any number of reasons (enemy interdiction, lack of troop motivation at the moment, orders moving slowly between the men, etc.).

The art of maneuver in *Up Front* requires that a group has a movement card in hand to play. Having a terrain card ready for the next turn means that your guys know where they're going, a concealment card helps them avoid casualties while moving,



the clump of woods ahead.

Computer wargames do a fine job of handling hidden movement and line-of-sight, so why can't they also let gamers probe and maneuver in unknown landscapes like *Up Front* does? There's no good reason why information on the tactical battlefield can't be limited to the present position's point-of-view. That way, this pulse-pounding, ballsy element of maneuver on a tactical battlefield can become more real than simulated. ☹

G2 (continued from page 153)

that their *WORLD IN FLAMES* game will be brought to the computer by the end of this year. WWII aficionados take heed: *WORLD IN FLAMES* is the definitive simulation of the entire war, covering every area of the world in which it was fought, and it's a natural for translation to the computer.

* The *WARLORDS* saga continues with *WARLORDS II DELUXE*, probably out by the Fall of this year. The scuttlebutt is that we might see 256-color, network (turn-based) game play, and enhanced scenarios (60 of 'em, including the original 30 from *Warlords II* and the scenario builder). This version will be backwards-compatible with other *WARLORDS II* SCENARIO BUILDER scenarios and should be CD-ROM only.

* Speaking of *WARLORDS II* scenarios, our creative gamer of the month award goes to Perry Wood. Perry has designed two interesting ancient Roman scenarios for *WARLORDS II*: "Severus—Britain 196 AD", featuring Severus, Albinus, Legio VI, Mae-

tae, Caledonii, Saxons, Ulaid, and Mamu, and "Who Will Be Caesar?", a 44 BC post-assassination scenario starring Octavian, Antony, M. Brutus, D. Brutus, Cleopatra, Lepidus, Sextus Pompey, and those wild and crazy Germans. You can find these scenarios on the CompuServe Gamer's Forum in the Wargames library.

* Keith Zabaloui at Atomic Games reports that *BEYOND SQUAD LEADER* is in alpha testing. Interestingly, Apple Computer has taken a "special interest" in the project. Atomic and a handful of other software developers were recently invited to a special hands-on workshop during which Apple programmers worked with them to improve the performance of the PowerPC versions of their products. Keith reports that, in Atomic's case, Apple managed to quadruple the speed of their graphics.

* Although Jim Rose has left Avalon Hill, he has not left gaming. Jim's new company, TalonSoft, should be releasing its first game in a new series, *BATTLEGROUND: ARDENNES*, later this year. This series will feature WWII

platoon/company level action at 250 meters per hex (e.g., *PANZERBLITZ* scale). They will be Windows-based, CD-ROM only products with about 15 to 20 scenarios from each campaign. The series is aiming for a *PANZER GENERAL*-like balance between hard-core, historical wargames and more casual strategy games, and will feature plenty of video and sound. A second series at this same scale on the Civil War is slated for next year.

* Speaking of TalonSoft, they're looking for good programming/development teams. For more information call Jim Rose at (410) 821-7282.

* MicroProse's *MACHIAVELLI: THE PRINCE*, released at press time, is a remake of QQP's *MERCHANT PRINCE*. The MicroProse version is supposed to have: improved graphics and sound, warehousing of goods, variable demand levels, "Wait" orders on trade routes so that full cargoes set sail, more emphasis on politics and the Church, and smarter computer opponents.



Sid Meier's
**COLONIZATION™ Gold
Multimedia**

Experience the thrill of Sid Meier's Colonization™ in multimedia! You're the Viceroy, leading a group of colonists into a New World of promise and peril. Watch settlers come alive as they speak to you via striking footage from famous historical sites. There's even more of the art and music that you loved in the original. With Colonization™ Gold Multimedia, you can bring a powerful new nation to life. But choose the wrong plan of action and you're history.

The Landing of the Pilgrims at Plymouth, Mass. Dec. 22nd, 1620, Currier & Ives, 1876;
Museum of the City of New York, The Harry T. Peters Collection.
©1995 MicroProse. All rights reserved.



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

MICRO PROSE

Circle Reader Service #38

Third Time Charmed?

SSI Once Again Sails Into Harm's Way With GREAT NAVAL BATTLES 3

by Bob Proctor

GREAT NAVAL BATTLES, VOLUME 3: FURY IN THE PACIFIC (GNB3) IS THE LATEST GAME IN SSI's *Advanced Simulator Series*. It is labeled a "simulation," and while it does fulfill some of the expectations commonly raised by that label, it isn't purely so. GNB3 offers the first-person perspective one expects from a simulator, but its 16 scenarios recreate the epic struggles of the US and the Imperial Japanese navies during WWII from a more fleet-oriented perspective, which gives it a traditional wargame feel.

Of course, when I see "simulation" on a game box, I have expectations of accurate details and realistic game systems. GNB3 is obviously based on very solid research, since the data on ships, guns, and planes is generally very accurate. One might have quibbles with various sub-systems, but some of these can be fixed with the customizing features built into the game. I also fear that a naval "simulation" may be difficult to play because of the enormous amount of detail, but making detail accessible and manageable is an area in which GNB3 excels.

SOME SALTY PHILOSOPHY

Naval warfare has always presented a challenge for game designers. Wargamers want to see the broad picture of ships and aircraft groping for each other over hundreds of miles of ocean, and then, once battle is joined, follow the action in excruciating detail. These contradictory desires have caused many a potentially good design to collapse from a split personality disorder.

Despite a game's huge scale, time must speed up so that days or weeks of searching are compressed into a few minutes of game time. The design must also accurately track the speedy trajectories of shells and bombs, yet paradoxically

slow time down so that we gamers, who so easily reach sensory overload, can follow the path of the critical shell or torpedo from tube to explosion.

From the beginning, boardgame design adopted two scales, the search map and the battle map, but severe compromises were still needed, especially when aircraft were present. Their higher speeds create several problems: either

they move twice the width of the map every turn, or else you use much shorter turns and the ships seem to crawl around the map. More levels were obviously needed, but integrating them was a major problem until the computer came along, and GNB3 is a perfect example of how to do this. It tracks position, course, speed and damage for all bases, ships and planes, allowing us to simulate more objects with less effort (to have individual torpedoes, say, instead of abstracting them into a combat results table) and allows the user to make each turn a much smaller time slice. GNB3 simulates everything at the most detailed level and presents information at whatever higher level you choose.

Realizing that the simulation aspects are only a part of the complete game, GNB3 presents tremendous amounts of data to the player without becoming overwhelming. The computer's ability to portray the "fog of war" so essential to naval conflict enables us to recreate naval battles with a more authentic feel than boardgames or miniatures. Oddly enough, in GNB3 the exact composition of each task force is known as soon as it is found, which may annoy those used to the erratic reporting tendencies of search planes in SSG's *CARRIERS AT WAR*.

SMOKE ON THE HORIZON

So, the simulation value of GNB3 is good and should only get better after minor bugs are fixed. But what will appeal to



Great Naval Battles, Vol. III: Fury In The Pacific

Price: \$69.95

System

Requirements:

IBM compatible

386/33 (486/33

recommended),

4 MB RAM,

SVGA graphics,

14 MB hard drive space,

CD-ROM; sup-

ports Aria, Soundman Wave, Wave Blaster,

and Sound Blaster-compatible sound

cards.

Protection: None

Developer: Divide By Zero Software

Publisher: Strategic Simulations Inc.

Sunnyvale, CA

(408) 737-6800



War Gaming will never be the same!

BATTLEGROUND: ARDENNES™

VOL 1

Meet Fritz:

His Panther, and 40 more like him just rolled across the Meuse river and he's heading right for you. Can you stop him?

BATTLEGROUND: ARDENNES™

puts you square in the middle of the last major German ground offensive of WWII, known as the Battle of the Bulge.

In this first volume of the BATTLEGROUND series, the ground breaking BATTLEVIEW™ graphics let you fight it out in exciting Platoon / Company level engagements deep in the Ardennes forest.

Make your stand at Bastogne as the 101st Airborne or ride to victory with Piper's infamous SS units.



COMING
SUMMER 95

PC CD ROM

PO BOX 632
Forrest Hill MD 21050-0632

©Copyright 1995 TalonSoft Inc.
Circle Reader Service #289

Actual screens may vary



Ground breaking BATTLEVIEW™ Graphics

even casual wargamers are the outstanding graphics and excellent interface. From the Lookout Station, where the view fills the upper 40% of the screen, you can watch the entire battle—the flash of gunfire, the planes, the flak and smoke. At night, you can even watch the flight of the shells, falling to either explode on a target or raise a white column of water nearby! The water, sky, and land are done well enough to

not distract from the credibility of the scene. The sea, though flat, sparkles when the sun is out and turns gray when it isn't. The land is all a nondescript grayish-green but at least it looks like land.

Ship silhouettes and deck plans are very detailed and look right when seen from any angle or distance. The graphics routines are very well polished and don't seem to leave any ghosts or mysterious objects that so many animations do. The worst thing I can say is that the burning ship animation does not always match the deck height of a particular class. This is praising by faint damnation, indeed. A few of the ship silhouettes are not correct, but use that of a similar class. I suspect this was done to reduce the number of graphics files needed.

There are several subsystems in the game that don't seem quite right. Too many torpedoes are duds, for example, but this can be corrected on the Weapons Customizer screen. If you let the computer handle your gunnery control, there is a good chance it will expend all of the AP ammunition at extreme range and do very little damage. Too many B-17s get shot down by CAP (19 out of 19 on one famous raid) and this can't be changed, but the results of more conventional attacks with dive and torpedo bombers seem pretty good.

SHAKEDOWN CRUISE

To manage all of the action, you must become familiar with eight stations besides



BLUE SKY BLUE GNB3 lets you view your battlewagon from topside or torpedo-level, against either sunny or stormy backgrounds.

that of the Lookout. The Bridge and the Flagbridge are very similar: the Bridge controls a single ship, while the Flagbridge controls an entire task force. The largest part of the screen here is devoted to an overhead map view which zooms from about 2,000 miles across down to where you can see ship deckplans, turrets...why, you can practically see men running around on deck! Other parts of the screen summarize course and speed, orders, gunnery or air operations. You switch between them at the click of a button, and you can stop the clock at any time.

At their most incremental, the turns appear to be one second each. Where else can you play a three month operation in one second turns? Time management is done by using four clock speeds. In addition to this control, there is a "super fast" mode (one minute turns) that kicks in automatically when there is no contact with the enemy. When you go to the lookout station, however, you should use speed one no matter what type of computer you have.

To go faster is to skip frames in the animation and spoil the effect.

In addition to the Bridge and the Flag Bridge, there are six secondary control stations: Main Guns, Secondary Guns, Torpedo, Air Operations, Damage Control, and Submarine Operations. Of these, only Main Guns, Torpedo and Damage are used in most scenarios. Only battleships have secondary guns (anti-aircraft fire is abstract for all vessels), only DD's and some cruisers have torpedo mounts, and only the larger scenarios have submarines. You assign subs to patrol by sectors and they can give you precious information about the movement of enemy task forces. Maybe they can even sink a ship on occasion, but I haven't ever been so lucky.

The 16 scenarios provide lots of variety. There are carrier battles (Coral Sea, Midway, Philippine Sea) and gunnery duels (Komandorski Islands, Surigao Strait). Five are night actions in the Solomons, small affairs with less than a dozen ships per side. Five more are huge battles covering days or weeks and involving well over a hundred ships. The sixteenth scenario can't be categorized. It is the strange battle in Leyte Gulf between CVEs and DDs and the main Japanese battle force—great fun if you like shooting up destroyers with the Yamato. Three of the larger battles are hypothetical and three are historical. These are Philippine Sea, Leyte Gulf and Operation Cartwheel (the US effort to secure the Solomons in



PRETTY SHIPS ALL IN A ROW Zooming in lets you see your task force in tabletop miniatures style, while still keeping track of CAP and Nav data.



Have you ever wondered what it would feel like to be on top of the world? How about beneath it? There are those who have

mutiny and vicious battles with rival ships, you may be lucky enough to reach the New World. However, your journey is far from over. You must now embark on your

Today, you could be on top of the world.

already experienced such exhilaration. Their names? Columbus, De Gama, Le Maire, Cook and Bougainville – the world's most famous explorers. Now you can create your own adventures in Exploration – a remarkably in-depth game of strategy and world conquest, new from Interactive Magic.

Before you set sail from Spain,

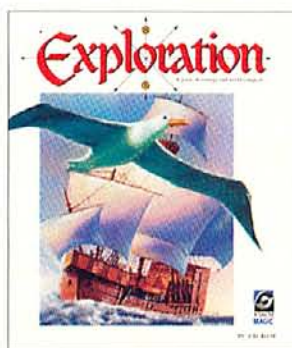


Portugal, England, France or the Netherlands, you

tour your home port. Oversee the construction of your shipyard.

Enlist your crew. Equip your ship. Buy and sell commodities. In fact, you may even want to make a trip to the local banker for information about funding your expedition. After surviving possible

Tomorrow, beneath it.



quest to found a colonial empire. Conquering villages, winning over the natives and tilling the land are but a few of the challenges facing you and your weary crew.



The graphics are nothing short of brilliant.

Complemented by unlimited, realistic animation scenes, every new game brings new territories to conquer. New adversities to overcome. The

adventures and newfound fortunes are virtually limitless.

For more information on Exploration, simply give us a call at 919-461-0948.

The New World awaits your arrival. Do you have what it takes to make it there?



A game of strategy and world conquest for PC CD-ROM. Circle Reader Service #37

late 1943) are mini-campaigns.

Using the scenario editor, you can modify existing scenarios or build your own. There is no way to modify data for ships or planes, which is too bad since there is only one version of each. Most ships are shown "as built," even the battleships sunk at Pearl Harbor. These are correct for the scenarios that depict the fleet engagement that might have happened had the Pearl Harbor attack failed, but nowhere else. Again, maybe an expansion disk will bring modifications. The editor is not as slick as the game itself—it will frustrate you if you try to exert too much control over ship position, for example—but it adds depth to the package.

AFTER-ACTION REPORT

In its current state, GNB3 works best for gunnery duels. In particular, the night battles in the Solomons are interesting for either side. ACTION STATIONS fans should enjoy the great interface and graphics GNB3 provides. Those disappointed by GNB2 will appreciate the im-

provements in carrier operations, but these are still not as smooth as they should be due to some infrequent bugs (remember to save often as you try to conquer New Georgia). The editor also seems to run out of memory with really large scenarios. Other problems include planes that get frozen in time and stop moving, ships with incorrect speeds, and bombers that, once sent on search missions, can't be switched back to attack mode. SSI has promised a patch, so hopefully by the time you read this....

Even with the bugs fixed, GNB3 won't be as interesting as CARRIERS AT WAR, because GNB3 is somewhat predictable. Task forces always start in the same positions and follow the same strategies, which, combined with the always-accurate sighting reports, leave no doubt as to where enemy vessels are or what they're doing. Using the random scenario generator will solve this, but then you aren't playing historical situations any more. A more unpredictable AI would be nice—modem or network play against a human opponent even better.

When it comes to analyzing the seaworthiness of GNB3, one must approach the task with caution. Seen from the port side, GNB3 is a fantastic accomplishment, as it provides the best sensation of being on the bridge of any game yet. Seen from starboard, there are the aforementioned limitations and bugs. Old naval gaming salts will find a fair share of great gaming on these seas, but with an equal share of rough waters. ☪

THE EDITORS SPEAK

GREAT NAVAL BATTLES 3

RATING



PROS GNB3 provides a real sense of being on the bridge, with accurate ship-to-ship gunnery combat. Great graphics, good interface can make even the saltiest sailor want to set sail.

CONS Carrier battles still don't integrate as well as they should for WWII Pacific naval action. Predictable AI, annoying bugs, and no two-player mode leave this game behind the CARRIERS AT WAR series in the race for naval supremacy.

The Serious Wargamer Knows His True Allies

Tigers On The Prowl™

Aide De Camp™

Point Of Attack™



HPS Simulations
P.O. Box 3245
Santa Clara, CA 95055
(408)554-8381

The WARGAMER'S Computer Company™

HARPOON II DELUXE™

The Next Generation is Launched!

The shock wave is just beginning. Announcing the most advanced naval battle simulation ever! ... Empowered to let you re-write history. Used in training by the Naval Academy, HARPOON II DELUXE puts you in the command center action like never before.



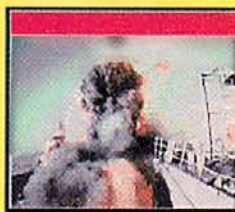
MULTI-MEDIA EDITION
ON CD-ROM

Visit Three-Sixty at E3
booth #4030

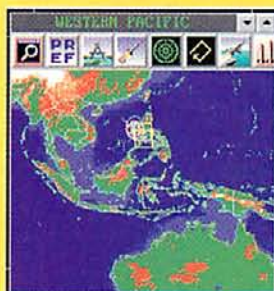
- 2 additional battlesets, for 30 new, startlingly realistic scenarios.
- All-new Scenario Editor. You design the encounter.
- Over 100 full-motion video and sound clips for unbelievable realism.
- Detect, track and engage all forces.
- Realistic weather modeling.
- Military-style vector maps.
- Vast database with tech specs and pictures of hundreds of ships, subs and aircraft.
- Lifelike communications models recreate electronic warfare.



Add an incredible array of features like toolbar control buttons, easy user interface, and you have the most realistic battle game ever.



Actual video clips of weapon launches and explosions.



Altitude, depth, and weather information.



Formation editor defines threat axis and patrol zones.



Hundreds of database specs, photos and drawings of military hardware.



To order call: (305) 373-7700 • (800) 468-7226 • BBS (305) 374-6872
Software Creations BBS (508) 365-2359, 2400 Baud • (508) 368-7139,
US Robotics • (508) 365-9352, 14.4-28.8K

Circle Reader Service #51

Software and Artwork © 1995 IntraCorp, Inc. All rights reserved. Harpoon II and Three-Sixty are trademarks of IntraCorp, Inc. Harpoon is a registered trademark of GDW, Inc. BattleSet and Staff Assistant are registered trademarks of ACS. All other trademarks and copyrights acknowledged.

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.



ACCESS
THROUGH
INTERNET
FOR ONLY
\$200
per hour

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

Here's what else you'll find:

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

MPG-Net News



Electronic Database



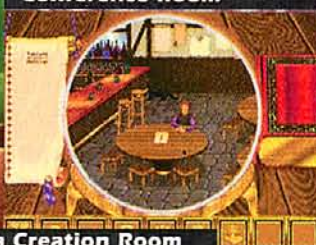
Electronic Mail



Conference Table



Conference Room



Persona Creation Room



Access Room



The
Dreamers
Guild

© 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.



MPG-NET™

Your Multi-Player Games Network™

1-800-GET-GAME

Circle Reader Service #250

The Speedy General

How To Use Combined Arms And Mobility To Overrun Opponents In SSI's PANZER GENERAL

by Tim Carter



DISCUSSIONS OF STRATEGY FREQUENTLY FOCUS ON THE PHYSICAL: THE NATURE OF THE UNITS, THE SCENARIO OBJECTIVES, THE VAGARIES OF THE MAP. Many would-be Rommels in *PANZER GENERAL* focus largely on air power and sweeping tank attacks deep into the enemy rear, while infantry and other support units mop up bypassed enemy defenders. There is, however, an alternative path to victory.

At its roots, *PANZER GENERAL* is a game of combined arms. Essentially, combined arms can be defined as "the use of multiple units to achieve better results than can be obtained by using units separately." The real tension in the game comes from the need to make a variety of units work together under pressure from both time and distance. Forming a mobile, efficient strike force is the key to winning.

To this end, I suggest two fundamental rules of planning: 1) Don't rely on air power for anything; 2) Never send the bulk of your armor ahead of supporting units. The trick here is not to slow down the tanks, but to speed up everything else.

ARTILLERY GENERAL

Before planning your *blitzkrieg*, it is important to have the right forces. Anti-aircraft and anti-tank units are not as versatile or important as the basic infantry-armor-artillery-aircraft mix, and

can safely be either left out or minimized when on the offensive. For defensive scenarios, though, AA and AT weapons are a must.

Artillery is the single most important unit type in the game. It is the only all-weather unit that can reduce cities and fortified positions, and unlock the defensive combinations of your opponent (either AI or human). Don't skimp on artillery, and don't throw your units away. Buy the heaviest possible cannon and mount them on half-tracks. Self-propelled artillery units have better defensive values and are quite mobile, but they are also expensive, especially given their fuel and ammo restrictions.

Despite its title, *PANZER GENERAL* rewards players who know how to use infantry properly. All infantry should be riding in half-tracks, and if possible should be either bridge engineers or Pioneers to prevent rugged defense. Bridging engineers, by the way, are vital to success because of their ability to negate rivers. If you don't use them, you risk moving too slowly.

Tanks should not be ignored or over-emphasized. Armor is well-suited to rapid advances into open space, attacking supporting units behind cities, and generally protecting infantry and artillery from counter-attacks. Of course, any veteran *Panzer General* knows that infantry should be used against anti-

tank guns, tanks against exposed soft targets and so forth. I will also assume that readers know to soften up enemy positions by taking out artillery and anti-aircraft guns first.

Keep in mind that different strategies and player personalities allow for some variety in force composition. Regardless, if some of your forces are regularly left waiting for the rest of your army, you need to alter your mix. In particular, if you are waiting for your heavy guns to catch up, buy more artillery.

AUGMENTING YOUR FORCES

Advanced equipment is obviously important, yet needless upgrading gives up prestige for little concrete benefit. For instance, German tank designs hardly differ until the Pz IIIj, so why waste resources to upgrade to a Pz IIIe? Since prestige carries over in each scenario of the campaign game, don't be afraid to save some for later.

On the other hand, sometimes it pays to augment your auxiliary units. In the Kiev scenario, Kiev itself can fall to auxiliary forces with just a small investment in tank destroyers and infantry. Even disbanding units can sometimes help. For Operation Husky, dump the Italian infantry and replace them with anti-tank guns and artillery; this should keep the allies stuck in Sicily for most of the game.

A word on aircraft: many players be-

You lika this game or we slappa you face.



PIZZA TYCOON™

Survive the Mob and make millions.

Mama mia! There's no toppin' Pizza Tycoon™. Build a pizza empire with your personal recipe for success. Decide on a location. Decide on the menu.

Decide on your relationship with the mob. Borrow money from them. Buy and sell guns for them. Anything goes. So uncork that bottle of Chianti and get ready for the game that really delivers. Capisce?



MICROPROSE

For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. <http://www.microprose.com>

Circle Reader Service #80

©1995 MicroProse Software, Inc. All rights reserved.

come dependent on air support early in the game, then run into serious difficulties once bad weather scenarios such as Moscow come along. Air power can be deadly, but don't over-invest in aircraft at the expense of artillery.

PACKAGE DELIVERY

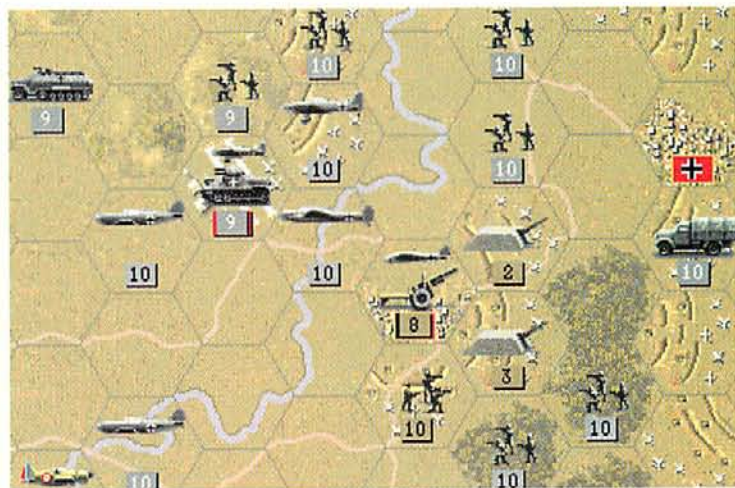
PANZER GENERAL is an objective-oriented game, where you win by taking specific objectives within a clearly defined period of time. When planning a scenario, divide your forces into combined arms packages, each of which should include one or two artillery units, one or two infantry units, and one or more tank units, as resources allow. Once a scenario gets going and your forces become spread out, try to keep a few extra tanks with the forward-most group. The objective is to ensure the fastest possible movement with the least possible casualties.

Packaging organizes your units to allow for efficient bypassing movements as well as the speedy degradation of strong enemy defenses.

Let's assume that a strong force of Germans is approaching an Allied objective city. Beyond the first city is a second and then a third, each defended by a combination of enemy units. As the Germans approach, their packages should center around artillery, as these units are the key to taking fortified cities.

On the first turn, the attackers should move each package so that they may potentially move past the target city on their next turn. The most important element of operational planning is setting up your units so that they may accomplish both this turn's mission and next turn's as well. In each package identify the most important unit, in this case ar-

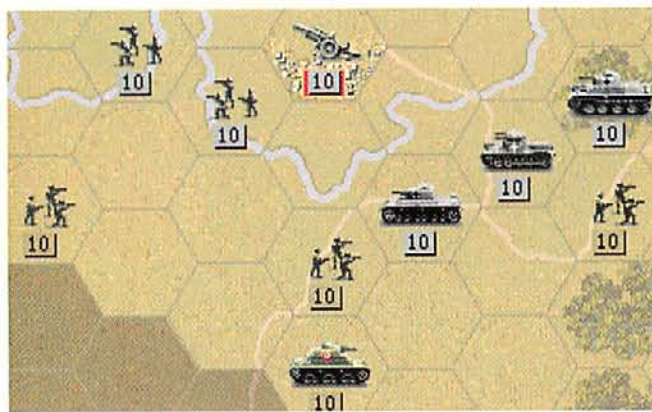
tillery, and move it first. This ensures that the key units make it to their destinations. Once the artillery is in place, move armor up to screen the artillery from the defenders, then move the infantry into their jumping-off positions for next turn.



BUSTED BLITZ? This position looks OK, until you notice that the infantry and artillery lag far behind the leading mechanized elements. A little rainfall will reduce all those powerful aircraft into sight-seers.

Always remember to put at least one unit adjacent to the defending city to prevent the enemy from building reinforcements.

For rapid but efficient movement: 1)



POISED TO STRIKE From the setup for France '40. Note how the artillery can fire on French units and move down whichever road opens up first.

always scout—recon units are a must; 2) move your most important unit(s); 3) move supporting units into place around them; 4) use your tanks to screen lighter units when on the move. A good tool for organizing movement is to try and visualize where all of your units should be at the end of the turn, how they should relate to each other and to the enemy, and

what they will be expected to do the following turn. Keeping all of this straight can be a challenge, but players who can do so will be rewarded. The battlefield is a confusing place, and as things inevitably do not go as planned, moving

your most important unit first is helpful, because it tends to ensure that at least that one key move is executed properly. Where reconnaissance is not available, it may be better to move screening forces first simply for safety's sake, but once the screen is in place, immediately go back to the key units.

Returning to our example, at the end of turn one the Germans are well-placed to begin an assault on

the city the following turn. If this was the beginning of the game, the Germans might have set up their forces in such a way as to make the assault right away. To this end, always place your artillery at the forefront of your army when setting up. This will ensure that they are able to find targets on turn one.

This setup trick highlights another important principle of mobile combat: always seek to begin your turn in an advantageous position. Anyone can end a turn in good position after a complete movement cycle. But a real tactician attempts to anticipate enemy moves and to position his forces so that when his turn comes, he is ready to attack without having to move. The secret to a rapid-attack strategy in PANZER GENERAL is to attack first, then move into position for the next turn, never letting the enemy rest.

At the start of turn two, all the German artillery should shell the defenders. If the city is weakly held, or if the bombardment (combined with any air attack) has seriously reduced the defenders, all of the artillery should move on to positions within range of the next enemy city or defensive position. More strongly defended objectives require that some ar-



Pirates!® Gold Multimedia

You're the ruthless captain, leading a crew of marauders aboard a 17th century Spanish galleon. Pillage Caribbean harbor towns. Bombard enemy ships with hull-crushing cannons. Plunder valuable treasures. But beware of scurvy rogues out for your loot. One wrong move, and you'll be walking the plank!

©1995 MicroProse. All rights reserved.
Image courtesy of THE BETTMANN ARCHIVE.

MICRO PROSE®

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

Circle Reader Service #32



tillery—and therefore their entire package—should stay back to reduce the defenders over a few more turns. Even then, at least one package should fire and move on to the next point of resistance immediately.

This package should have enough armor in it to effectively screen the artillery and infantry from marauding defenders. In games with auxiliary units, cheap mobile anti-tank units are particularly effective at screening your offensive movements. Screens are constructed by stringing units and their zones of control together to form a line which may not be penetrated or bypassed in a single turn.

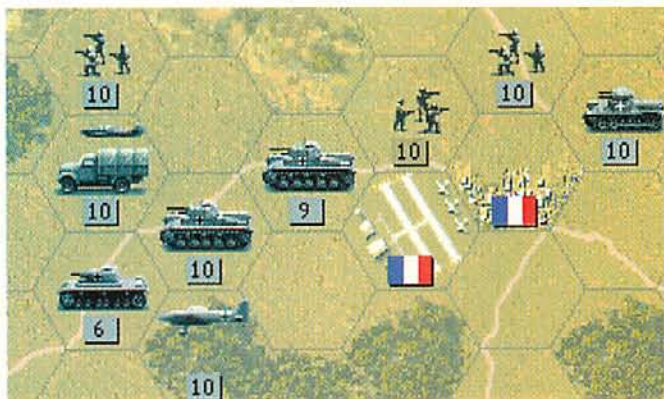
On turn three, the artillery which remained should bombard the first city, then move to within range of the next objective. Strongly-held positions will be bombarded repeatedly over a period of several turns, artillery units can still keep up with the vanguard of the advance, and infantry can mop up the weakened defenders left behind.

The goal of this system is to prevent situations in which the armored elements of your army end up far in front of the supporting infantry and artillery. When this happens, the supporting units can be bogged down while the tanks may end up sitting outside a town defended by entrenched infantry, waiting for the appropriate units to catch up.

By now a number of successful Panzer Generals will no doubt be wondering "what about the air force?" Well, folks, air power is pretty nifty in PANZER GENERAL. Nevertheless, if you depend on it you will eventually end up in serious trouble—either because the weather grounds your planes or because it takes your fighters 3-4 turns to win air superiority—and by then the enemy has an anti-aircraft gun behind every defensive position on the map. If you can attack without depending on aircraft, nothing will be able to withstand your offensive, and when air support is available it will greatly speed an already swift and well-

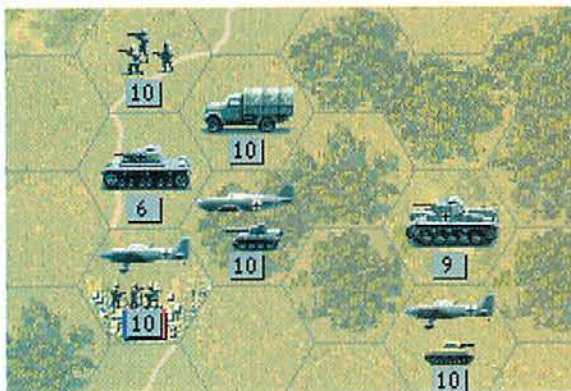
organized advance.

Having said this, a few tips about aircraft are in order. Fighters should be used in the early stages of the game just as tanks are on the ground—as a screen to protect the weaker, less defensible units. Always concentrate on totally eliminating enemy air units, even if this means that others cannot be attacked.



PRIZE PACKAGE Tanks ahead, infantry behind, artillery (truck) at the center, this mobile, hard-hitting formation threatens both Reims and Thierry.

Once you have high-experience, over-strength tactical bombers, don't be afraid to send them against anti-aircraft units if you are in a hurry. A better plan



PUMP IT UP After eliminating resistance at Reims, the package moves to Thierry, which it will overrun next turn, bouncing to Paris. The air units are an added boost, rather than a necessity, because of the artillery-armor-infantry combo.

is to have the artillery shell the AA, then take out the rest of the defenders with aircraft, but if this is not possible, a 13-15 strength Stuka can usually render an AA unit ineffective at minimal risk to itself. Level bombers are highly effective against fortifications, since forts must surrender rather than retreat, and the

disruption from carpet bombing remains with the target unit until the end of the turn. Simply bomb the fort, then launch even a weak attack; the fort will be forced to surrender even if it takes no losses.

BREAKING THE RULES

Most players quickly determine the match-ups they like to get when attacking in PANZER GENERAL. Sometimes, though, it pays to break with tradition when attacking tough positions. For instance, the PzIV is surprisingly effective at attacking entrenched infantry in a city. While the odd rugged defense will blunt the attack, if time is

running short this can be an effective city-buster. The taboo many players seem to have against attacking AA guns with aircraft is also largely without substance. Provided your bombers have 300-400 experience, they will usually get to shoot first, allowing them to reduce the AA gun before it has a chance to do real damage. It is generally a much better idea to attack AA directly, rather than other enemy units which are defended by AA fire.

THE WRAP UP

Winning in PANZER GENERAL requires finesse, firepower and above all, mobility. Victory will come to those who are able to keep their forces moving, and keep momentum over a long distance. By packaging your forces, your artillery and infantry are able to keep up with your armor and put constant pressure on the enemy. Focusing on artillery rather than air power allows you to cover large spaces safely and still deliver a major blow dependably at the other end of the map—whether rainy, sunny, cloudy, or even in the bleakest depths of the harsh Russian winter. Good hunting! ☛

DEADLINE

One Wrong Move And He's Dead Wrong.

He's beyond fear. After weeks of brutal captivity, the only thing he can feel is the numbness in his body. Reality has become just a blur. This is where you come in. You are in command of a crack group of anti-terrorist personnel, armed with the best weapons and technology that the government can buy. Your adversaries, however, are as prepared as you are. The only real edge that you have is your guile and guts, little comfort to the hostages whose lives are on the line. But before you get too cocky, remember, terror has no patience.

Circle Reader Service #377



We didn't invent these games, we just gave them a whole new spin.

The games you grew up with just grew up. With spectacular graphics. True-to-life stereo sound. And a wealth of unique features that will blow you away.

Get the high-roller treatment you deserve! Your helicopter lands you at Pharaoh's Casino... a beautiful bar-maid serves you a drink... and you stroll the casino floor deciding what to play, from 15 unique slot machines to blackjack, craps, roulette, mini-baccarat, seven styles of poker... and even video poker!

- True casino-style play; standard Vegas odds.
- Choose your game, table limits and number of decks.
- Unique "Tournament" mode.

With network
and modem
play!



CASINO

TOURNAMENT OF CHAMPIONS

IBM CD-ROM



GRANDMASTER CHAMPIONSHIP CHESS



You select the level and style of play, from beginner to Grandmaster; this unbelievable program has defeated some of the highest-ranked players in the world!

- Animated lessons and hints in plain English from actual International Grandmasters.
- Thousands of famous games to recreate and replay - you can even download games from the Internet.
- Modem and network play!

Powerful
new chess
engine!

WINDOWS
CD-ROM



To order call:
(800) 468-7226
(305) 373-7700

Download a **FREE** Demo!

Call America Online
(Keyword: Capstone) or call
Software Creations BBS
(508) 365-2359, 2400 Baud
(508) 368-7139,
U.S. Robotics
(508) 365-9352, 14.4-28.8K,
Capstone's BBS
(305) 374-6872

Casino Tournament of Champions
Chess, Ultimate Backgammon, T
All other trademarks and copyri

Win A Free Trip To Las Vegas!

To enter send a 3" x 5" card with your name and address to: Capstone's "Make The Next Move™" Sweepstakes, P.O. Box 4058, Marblehead, MA 01947

Play Gin Rummy, Cribbage, Pinochle, Hearts, Spades, Whist, Euchre, Crazy 8's, 31, 99, George and OhHell. Pick from 18 different opponents with different personalities and skill levels.

- Super VGA graphics and sound.
- Vast assortment of card designs; table-tops.
- Unique practice mode.
- Mac or Windows-based.

Anyone For CARDS?

WINDOWS
& MAC
CD-ROM



ULTIMATE BACKGAMMON

With network
and modem
play!

For fanatics and casual players alike, Ultimate Backgammon will have you rolling the dice for hours on end!

- Selectable levels of play... from conservative to out-for-blood.
- Variety of 2-D and 3-D boards.
- Don't trust the machine? Roll your own dice and key in your throw!

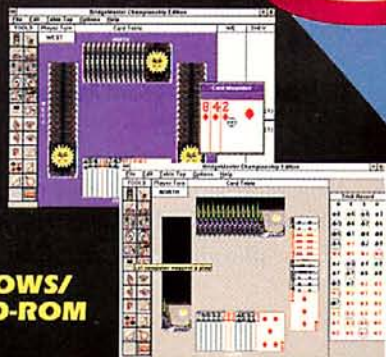


BRIDGEMASTER Championship Edition

The most complete Bridge game anywhere! Skill levels from novice to excellent, plus tips from the computer to help improve your game.

- Create partners; opponents of any skill level, age and experience.
- Mac and Windows-based.
- Seven different bidding conventions. Options for replay, rebid, and more.
- Let the computer suggest your play.

With network
and modem
play!



WINDOWS/
MAC CD-ROM

Capstone™

The Next Move™ Series

Championship Edition, Grandmaster Championship and Capstone are trademarks of IntraCorp, Inc.

Circle Reader Service #204

Breaking A TIE

The Rebels Won't Stand A Chance When You're Armed With Cheat Utilities For LucasArts' TIE FIGHTER

by Jeff James

THE SEQUEL TO LUCASART'S POPULAR X-WING, TIE FIGHTER OFFERS GAMERS THE CHANCE TO don an Imperial flight suit and take the fight to those pesky Rebel scum. TIE FIGHTER improves on X-WING in a number of areas, most notably in terms of mission difficulty. Nevertheless, there are times when even the most hardened TIE pilot needs a little assistance—a little push from the “dark side,” so to speak. In the past few months, several shareware game utilities have arrived on the scene to let you tinker with TIE FIGHTER to your heart's content. In keeping with the Empire's rich tradition of gaining an unfair advantage at all costs, let's take a look at a few of these cheat and hacking utilities.

TIE Fighter Mission Goals Viewer v2.0

Archive title: PRIMARY.ZIP

by Sterling Moses

This is the most simple and straightforward of all the utilities I've found. Unlike more ambitious editors and hacks, this program focuses specifically on printing the mission goals of each TIE FIGHTER mission. If you've ever wandered through space trying to remember which flight groups you need to protect or destroy to complete a mission, this program will provide you with the information you need. Using the utility with the “-B” option will force it to list all the bonus goals of the mission in question.

TIE Fighter Ship Change and Randomizer v1.0

Archive title: TIESCR.ZIP

by Eric Wilkinson

A bit more ambitious than the aforementioned utility, this program can extend the playability of the game once

you've completed all the missions. Its most useful feature is a ship randomizer that scrambles some variables in the TIE FIGHTER missions you select. Easy missions that involved blasting out-dated rebel fighters can suddenly become challenging with the addition

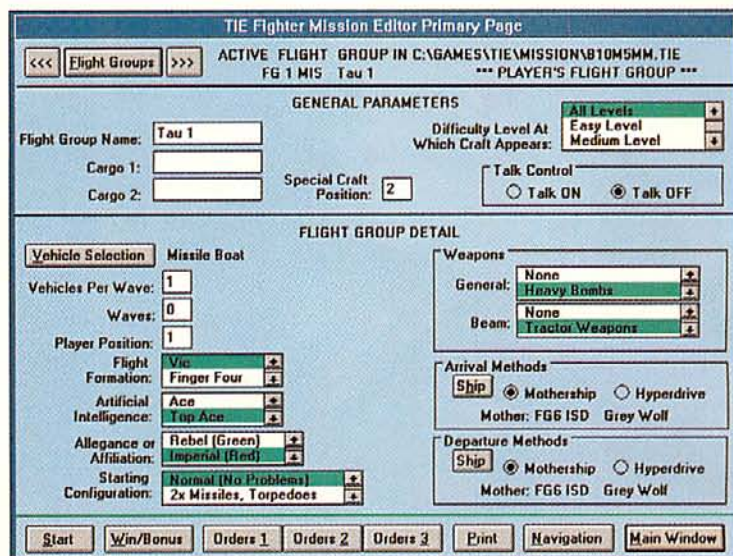
of a few TIE Defenders to the mix. In addition, TIESCR also allows you to add a tractor beam to every vessel in the game, except for the original TIE Fighter. To use this utility, simply copy it to your TIE\MISSION directory and type the program name.

TIE Mission Editor v1.2

Archive title: TME.ZIP

by Sean Baker

If your conscience nagged you constantly while you were blowing away Rebel pilots in your TIE Defender, Sean Baker's TIE Mission Editor may be just what your Super Ego is looking for. Using TME, you can change a wide variety of mission variables. If you'd rather fight against the Empire, you can insert yourself in an “enemy” flight group and fight against your former wingmen. You can also change the types and weapons



TOOL OF THE DARK SIDE Wayne Sikes' TIE Fighter Editor is the mother of all Imperial hacking utilities. With it, you can change just about any TIE FIGHTER mission parameter.

available on each craft, allowing you to load up a favorite ship with enough weapons to make a Star Destroyer look twice before attacking you. The interface is entirely menu driven, but a bit on the clunky side. You may want to spend a while tinkering with smaller missions before moving on to larger engagements; I found that making many edits on a big mission can yield unexpected results.

TIE Fighter Editor v1.1

Archive title: TIEDIT.ZIP

by Wayne Sikes and K&W Computer Works

Wayne Sikes' TIE Fighter Editor (TIEDIT) is undoubtedly the king of the hacking hill. Unlike most game utilities, TIEDIT is entirely windows-based, featuring extensive on-line help. This super-editor allows you to tinker with just about everything in a mission, including



OUR NEW *Intimate Possibilities* CD-ROM
IS SO **HOT** THEY WON'T LET US
SHOW IT TO YOU.

Play *Intimate Possibilities* and participate in our 35 hot, intimate encounters!
There are literally thousands of possible storylines with the exclusive
company of 4 eager female hardbodies exposing 15 erotic tropical
locations in this 2 1/2 hour **VR Cinema™** interactive experience. We
broke all the rules and defied most laws of physics in creating the most
talked about game of 1995.

VENUS
INTERACTIVE CINEMA

1-800-714-7349

Quicktime and the Quicktime Logo are trademarks of
Apple Computer, Inc. used under license.

Circle Reader Service #319

 Macintosh
and Windows
Hybrid CD-ROM

\$59⁹⁵
**2-Disc
SET**

Free!

The making of *Intimate Possibilities*
bloopers video tape is absolutely free
with every order. The hilarious, behind
the scenes activities, foul-ups, bloopers
and blunders have been top secret and
unavailable to the public...until now!

THE EPIC CONQUEST 900 YEARS IN THE MAKING!

SOFTWARE SORCERY PRESENTS
Conqueror™
A.D. 1086



"Stunning graphics,
exciting action sequences...
a visual feast."

— Johnny L. Wilson
Computer Gaming World

THE CONQUEST BEGINS
JULY, 1995

Circle Reader Service #314



TIME WARNER
INTERACTIVE

BBS: 1-818-295-6730
E-mail: TWInfo@aol.com
America Online®: Keyword: TWI
World Wide Web: <http://www.pathfinder.com/twi>

©1995 Time Warner Interactive. Conqueror: A.D. 1086
is a trademark of Software Sorcery.

THE GAMER'S EDGE

CHEAT OF THE MONTH CLUB

RISE OF THE TRIAD

Here's a thick wad of codes that will keep the Triad terrorists on their toes. To turn on the cheat mode type "DIPSTICK" and then any of the following codes.

General Codes

CHOJIN	Invincible + unlimited ammo
GOTO	Warp menu
REEN	Re-enter current level
GOOBERS	Re-start game
GOARCH	Skips to next level
GOGATES	Quits program

Safety Codes

SIXTOYS	All keys and bulletproof armor
PANIC	Resets you to full health
HUNTPACK	All keys + armor
LUNGUNG	Gas mask
BURNME	Asbestos suit
SHOOTME	Bulletproof vest

Powerup Codes

TOOSAD	Hand of God
FLYBOY	Mercury flying Mode
BADTRIP	Mushrooms Mode
BOING	Elasto Mode (bounce, no friction)

Environment Codes

DIMON	Light diminishing on
-------	----------------------

DIMOFF

GOTA486	Light diminishing off
GOTA386	Turns on ceiling and floor textures
LONDON	Turns off ceiling and floor textures
NODNOL	Turns on fog
SHINEON	Turns off fog
SHINEOFF	Turns on lights
	Turns off lights

Weapon Codes

JOHNWOOD	Dual pistols
PLUGEM	MP40 machine gun
VANILLA	Bazooka
HOTTIMES	Heat-Seeking Missile
BOOZE	Drunk Missile
FIREBOMB	FireBomb
BONES	Flamewall
SEEYA	Hand of God
RIDE	MissileCam view

Miscellaneous Codes

HERE	Brings up a HUD of your position
RECORD	Records a demo of a level
STOP	Stops recording
PLAY	Plays a demo
WHACK	Hurt yourself
SPEED	What the name says
86ME	Kill yourself

(but not limited to) increasing the number of ships in a flight group, changing pilot skill levels, adding new weapons to your ships, and altering ship flight paths and locations. You can even add a "decoy beam," a mission-oriented weapon that only Darth Vader was allowed to use, to your vessels. Once you've altered flight groups and their destinations, you can view them via TIEDIT's graphical, overhead map of the mission area. Using the included print utility, you can make hardcopy output of all the relevant data in any mission you edit. On the downside, the non-registered shareware version locks out most of the features, allowing you to perform only a few minor changes. The \$15 registration fee for the full version is a mere pittance when you consider what this program can do.

COLONIZATION TIP

Having trouble making headway in the New World? Here's a powerful cheat for the colonial governor in need. Hold down the <ALT> key while typing "WIN" and a cheat menu will appear

with options allowing you to add new units, eliminate Indians, and build all sorts of useful devices.

This cheat comes courtesy of Mike S. McCurdy, sent to CGW at our World Wide Web site. If you've discovered an interesting cheat, hack, easter egg or sure-fire tactic, let us know!

Jeff James, CGW columnist and associate editor of InterActive Gaming, can be reached through the Internet at 74774.1635@compuserve.com. ☺

ZiffNet

To locate these utilities 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 GAME-WORLD), 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.



**AIR SHIPPING \$4
OR
UPS GRND SHIPPING \$2
(ENTIRE SOFTWARE ORDER)
HANDLING \$2**

OPEN: 6AM-11PM PST EVERYDAY

1-800-983-4321

CALL FOR CURRENT PRICES AND

**PRODUCTS
SOFTWARE ORDERS
OVER \$125 RECEIVE
FREE AIR SHIPPING!**

IBM NEW

FREE AIR SHIPPING!!

NEW	Disciples of Steel(3.5)	19	Leisure Suit Larry 6(CD/3.5)	43/39	Sherlock Holmes Cons. Det. 1-3(CD) 19	Syndicate Plus(CD)	15	Full Throttle	15
	Desworld(CD/3.5)	36/43	Lemmings 1.62(CD)	24	Sid/As Incredible Toons(CD/3.5) 40/57	Urbatons(CD/3.5)	15	Gabriel Knight	10
44	Dominus(CD)	36	Links 360 Pro(CD/3.5)	29	SimAnt(CD/3.5)	Wing Commander 2 Deluxe(CD)	15	Hapoon 2	15
55	Doom 1 #1(4 New Levels)(3.5)	19	Links 360 Course Discs	CALL	SimCity 2000 Bonus CD			Heil	15
56	Doom 1 #2(4 New Levels)(3.5)	19	Loose Runner(CD/3.5)	36/36	SimEarth(CD/3.5)			Heretic	15
46/42	Doom 2(CD/3.5)	15	LOTR & The Towers(3.5)	19	Slam City(CD)			Hillstar	15
29	Doom Companion(CD)	15	Lords of Midnight(CD)	47	Space Ace(CD)			Jagged Alliance	15
36	Doom Mania(CD)	15	Lords of the Realm(CD/3.5)	49	Space Hulk(CD/3.5)		B-24	Kings Quest 7	15
37	Doornay Collection(CD)	16	Lost Eden(CD)	40	Space Quest 1-6(CD)			Lands of Lore	13
46/43	Dracula Unleashed(CD)	24	Lost Vikings(3.5)	16	Spacewar! Ho 4(CD/3.5)	CALL		Legend of Kyrandia 1-3	15
35	Dragon's Lair 1 (CD)	29	Lucas Arts Adv. Pack(3.5)	21	SSI Strategy Collection(CD)			Legends of Valour	13
40/42	Dragon Lore(CD)	49	Lucas Arts Adv. Pack(3.5)	21	SSI Fantasy/Fest(CD)			Magical Candle 3	11
18	Dream Web(CD/3.5)	34	Machibess the Prince(CD)	33	Stalin's Fury(CD)		12ea	Mahon Dreams	11
18	Dune 2(3.5)	32	Machievelli the Prince(CD)	33	Sat. Control 1 & 2(CD)			Master of Magic	15
18	Dungeon Master 2(CD/3.5)	45/38	Magic Carpet(CD)	43	Star Crusader(CD/3.5)	32/28		Master of Orion	15
14	EA Simulation of Kyrandia(3.5)	19	Magic Carpet(CD)	43	Star Reach(CD/3.5)	38		Might & MagicWorld of Xeen	16
50/48	EA Sports Pak(CD)	32	Magic Carpet(CD)	43	S.T. Judgment Rites(CD/3.5)	45/35		MS Space Simulator 1.0	15
16	EA Top 10 Pack(CD)	32	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Myst	15
47/39	Estabrook(CD/3.5)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Necropolis	15
50/47	Empire Deluxe(3.5)	23	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Outpost	15
26	Empire Deluxe Master Ed.(CD)	24	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Pacific Strike Playfester	11
26	ESPR: NBA '95 Airborne(CD/3.5)	42/36	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Panzer General	15
18	ESPR: Sunday Night Football(CD)	42	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Perfect General 2	15
34	Evasive Action(3.5)	23	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Populous 1 & 2	15
46	F-14: Stealth Fighter(3.5)	47/43	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Powermonger	15
39/36	Falcon 3.0(CD/3.5)	19	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Prince of Persia 1 & 2	15
39/36	Falcon 3.0 Turbo(CD/3.5)	19	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Privateer Playfester's	15
47/28	FIFA Soccer(FD/3.5)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		ProQuest for Clues Books	CALL
40/34	Fighter Wing(CD/3.5)	36	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Quest for Glory 1-4(Prima)	15
43	Flash Traffic(CD)	29	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40	10 ea	R. Arkadia Blade Destiny	15
36	Flight Commander 2(CD/3.5)	38	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40	15 ea	R. Arkadia: Star Trail	15
36	Flight Simulator 2000(CD)	38	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Rebel Assault	15
45/39	Flight Unlimited(CD)	48	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Return to Zork	12
45/39	Formula 1(3.5)	15	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Savage Empire	11
46/43	Fortress Dr. Raidaki(CD/3.5)	34/22	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Shadow of the Comet	15
24	Freddy Pharkas(CD/3.5)	46/43	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Shadow Sorcerer	11
39	Front Page Baseball '94(CD/3.5)	19	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		SimCity 2000	15
39/36	Front Page Baseball '95(CD/3.5)	19	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		SSN-21 Seawolf	15
39/36	Frontiers: 1st Encounters(CD/3.5)	29	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Star Crusader	15
29	Frontiers: Elite 2(CD/3.5)	39	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Star Trek Judgment Rites	15
29	Frontiers: Elite 2(CD/3.5)	39	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Star Trek Judgment Rites	11ea
29	Full Throttle(CD)	46	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Star Trek Judgment Rites	11ea
23	Gabriel Knight(CD/3.5)	43/37	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Strike Commander	11
23	Gardner(CD)	15	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Summoning	11
44	Game Master(CD)	33	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		System Shock	11
30	Gateway 2(CD/3.5)	29	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		The Fighter	15
34	Galaxion(CD)	19/15	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Ultima 5 Part 1	12
23	Gemfire(3.5/5.25)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Ultima 7 Part 1 or 2	12
35	Genie's Khan(2/3.5)	18	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Ultima 8	11
35	GGA Games(CD)	15	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Ultima: Avatar Adventures	15
35	Global Domination(3.5)	19/16	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Ultima Underworld 1 or 2	11ea
35	Goblins 3(CD/3.5)	25	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Under a Killing Moon	15
35	Gold of the Americas(3.5)	25	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Veil of Darkness	12
35	Gone Fishin'(CD)	39	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Wing Commander Armada	11
35	Grandest Fleet(CD/3.5)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Wing Commander 1 & 2	15
35	Great Naval Battles 3(CD)	47	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Wing Commander 3	15
35	Great War 1914-1918(3.5)	38	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Wings of Glory	15
35	Gunship 2000(3.5)	23	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Wizardry 6: The Sorcerer's Dilemma	11
35	Hammer of the Gods(CD)	34	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		Wizardry 7: Crusaders Dilemma	15
35	Hardball 3 Collection(CD)	19	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		X-COM	15
35	Hardball 4(CD/3.5)	23	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40		X-WING	15
20	Harpoon 2 & add-ons	CALL	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
35	Harpoon Classic(CD)	44	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
35	Harvester(CD)	44	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
35	Heir to the Throne(3.5)	45	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
46/42	Heil(CD)	45	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
35	Hennes Might & Magic(CD)	45	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
35	Hired Guns(3.5)	19	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
35	Horse(CD/3.5)	20/33	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
46/43	Incredible Machine 2(CD/3.5)	42/37	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
40	Indiana Jones and the Temple of Doom(CD)	32	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
40	Indiana Jones and the Temple of Doom(CD)	32	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
17	Inherit the Earth(CD/3.5)	25	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
35	Iron Assault/Mech Force(CD)	40	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
28	Iron Cross(3.5)	39	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
30/25	Ishar 3(CD/3.5)	19	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
47	Jahar of the Dead(CD/3.5)	32	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
35	Jagged Alliance(CD)	19	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
19	Jammi(CD)	25	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
46	Jehovah 3(CD/3.5)	49	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
42	Jewels of the Oracle(CD)	39	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
44	Jump Raven(CD)	28	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Jurassic(CD)	42	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35	Magic Carpet(CD)	43	Star Trek: The Motion Picture(CD)	40			
33	Knightmare Par. Reaches(CD)	35							

AIR SHIPPING
\$4
(ENTIRE ORDER)
\$2 HANDLING

Prices subject to change, defectives items covered by manufacturer's warranty.

20% Restocking fee on returned or refused items (CALL FOR RMA #). Returns are taken at our discretion. Shipping charges are not refundable.

PAYMENT: Money orders, checks (ORDERS SHIPPED WHEN CHECK CLEARS), Visa, Mastercard, C.O.D.'S

SHIPPING: Air \$4/order, Priority Mail \$4/order, UPS \$4/order

For more information, call 1-800-368-6868.

Most orders placed by 2pm PST ship same day. Shipping times not guaranteed.

Looking for please call us at



ComputerLife

YOU'LL GET BIG BONUSES
WHEN YOU SUBSCRIBE

FREE SOFTWARE

PHENOMENAL SAVINGS

FROM THE MAGAZINE THAT'S
PUSHING THE LIMITS AND
PUSHING BACK THE PRICE

TO LOCK IN THE LOWEST SUBSCRIPTION
RATE POSSIBLE AND RESERVE YOUR

FREE DISK, CALL

1 800 926 1578

VIRTUAL VEGAS PRESENTS

THE MISS METAVVERSE PAGEANT

Double Disc CD-ROM Game
For MAC, Windows & 3DO!
See A Demo & More At <http://VirtualVegas.com>

ONLY
\$39.00

COMPUTER
Express

© 1995 VIRTUAL VEGAS, INC.

Order Now - 1.800.228.7449
Check Out Computer Express Online At <http://cexpress.com:2700/>

Circle Reader Service #59

CALL 1-800-699-4263

Source
10290

Adults Only
PO Box 234,
Dept. 10290
Rochester,
VT 05767
MUST BE AN
ADULT TO ORDER

CGW 895A

IBM INTERACTIVE

Adv of Seymore B CD	\$54
Adv of Seymore B 2 CD	\$58
CD Brothel CD	\$28
Club Cyberlesque CD	\$38
Come Play W/ Me CD	\$36
Cyber-Poop Intract CD	\$19
Dark Tunnels CD	\$29
Desktop Mistress CD	\$49
Desktop Voyeur 1 CD	\$49
Deva X CD	\$49
Digital Dancing CD	\$32
Dream Girl CD	\$28
Dream Machine CD	\$49
Encyclopedia of Sx CD	\$49
Fantasies Interact CD	\$35
Fox Pack CD	\$37
Girlfriend Maria	\$39
Girlfriend Nikki (R+)	\$49
Girlfriend Nikki CD (R+)	\$49
Girlfriend Speech Pack	\$19
Girlfriend Suzie (R)	\$44
Girlfriend Teri (R)	\$49
Girlfriend Teri CD (R)	\$46
Hot Slots CD	\$39
Interact Adult Smplr CD	\$12
Interactive Lovers CD	\$45
Interact Sx-ual Therapy	\$54
Internat'l Stp Poker CD	\$22
Intimate Journey CD	\$24
Ladies Clb Poker Night	\$26
Love Slaves CD	\$39
Lust Connection CD	\$39
Maddams Family CD	\$39
Midnight Stranger CD	\$45
Mind Teazer CD	\$32
Multimedia Strip Poker1	\$42
Mustang Interactive CD	\$49
Neurodancer CD	\$45
Neuropak CD	\$59
Nick Steele P.I. CD	\$59
Nightwatch Interactive	\$39
Nightwatch Interact 2	\$39
Nightwatch Interactive	\$39
Paradise Club CD	\$39
Party Time CD	\$19
P-house Intractive CD	\$59
P-house Intractive 2 CD	\$49
P-house Intractive 3 CD	\$59
P-house Intractive CD	\$59
Pleasure Zones CD	\$33
Poker Party CD	\$49
Porn Mania CD	\$49
Scissors N' Stones CD	\$29
Secrets Interactive CD	\$35
See Some 3 Some CD	\$39
Sx Therapy Interactive	\$59
Sexy Slot Machine CD	\$24
Sorority House CD (R)	\$34
Space Sirens CD	\$49
Spy Club (R) CD	\$49
Strip Poker Pro CD	\$30
Strip Poker Pro D-Dk 1	\$16
Strip Pokr Pro D-Dk 10	\$16
Strp Pokr Pro D-Dk 11	\$16
Strp Pokr Pro D-Dk 12	\$16
Strp Pokr Pro D-Dk 2	\$16
Strp Pokr Pro D-Dk 3	\$16
Strp Pokr Pro D-Dk 4	\$16
Strp Pokr Pro D-Dk 5	\$16
Strp Pokr Pro D-Dk 6	\$16
Strp Pokr Pro D-Dk 7	\$16
Strp Pokr Pro D-Dk 8	\$16
Strp Pokr Pro D-Dk 9	\$16
Strp Pokr Pro (R)	\$29
Strp Pot MPEG CD	\$36
Surfer Girls CD	\$39
Texas Table Dance CD	\$39
Vampire's Kiss CD	\$49
Velvet Dreams CD	\$35
Virtual Director CD	\$49
Virtual Valerie 2 CD	\$42
Virtual Vibrations CD	\$26
Virtual Vixens CD	\$39
Virtually Yours CD	\$49
WanderLust CD	\$44
Winner Takes All CD	\$39



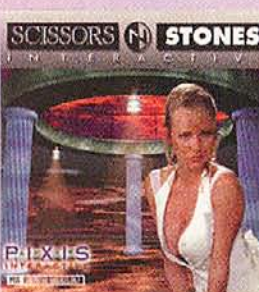
in an incredible photo realistic view of our beautiful nudes. Includes 62 different girls and a total of 250 stunning 24 Bit images. **CD \$33**

'FEMME FATALE' Build your dream girls with Femme Fatale! A hot adult jigsaw supporting 256 up to 16 million colors resulting



drunk and watch pretty girls take their clothes off. If your taste leans toward the latter, you've come to the right place. Sit down, relax and watch these beauties bare it all. **CD \$38**

'CLUB CYBER-LESQUE' Sometimes you want to go where everybody knows your name, and they're all so glad you came. But other times you just want to get



high stakes. Fortunately, the stakes are not for money but rather for articles of clothing. Features include realistic 3D graphics and animation, and full motion video strip sequences. **CD \$29**

'SCISSORS N' STONES' Step inside the depths of an interactive erotic arena inhabited by beautiful women who engage in an all or nothing, head-to-head competition of



sophisticated 3D modeling, tantalizing animation, erotic sound effects, and a sizzling music score combine to create a mind blowing sextravaganza! **CD \$42**

'VIRTUAL VALERIE 2' The queen of cybersex is back! Virtual Valerie 2 is the ultimate in cyberotica and the embodiment of every red-blooded



ous space station. You must fulfill their every desire or remain a sex slave on the station forever. Your prime objective - search and fulfill. **CD \$49**

'SPACE SIRENS' As a space privateer you are lured by the irresistible song of the sensuous Space Sirens emanating from a mysteri-



three women before you can reach Crystal and solve the mystery of her strange erotic existence. A virtual reality science fiction adventure with 3D animation. **CD \$39**

'VIRTUAL VIXENS' Save your friend from Crystal, who has imprisoned him in a virtual reality pleasure world, for his failure to please her. You must satisfy

IBM MOTION

Adlt Movie Almanac CD	\$59
Adv of Mikki Finn CD	\$39
Adv of Snatchman CD	\$39
After Dark Trilogy CD	\$33
All Beauties 2 CD	\$19
Amateur Models 2 CD	\$30
Amateur Video for Win	\$22
American Blond CD	\$24
American Built CD	\$24
Amorous Asian Grls CD	\$32
Animated Fantasies 2	\$34
Animated Fantasies CD	\$34
Animatn Seductress CDs	\$28
Animatn Temptress CD	\$28
Asian Heat CD	\$24
Asian Invasion CD	\$19
Bambi & Frnds Animatn	\$29
Bankok Beauties CD	\$19
Bare Truth CD	\$36
Best of Inferno CD	\$39
Best of Vivid CD	\$36
Best of the Best 2 CD	\$29
Best of the Best 3 CD	\$34

IBM MOTION

Beverly Hills 90269 CD	\$28
Beyond Explicit CD	\$28
Bikini Beach CD	\$44
Blind Spot CD	\$24
Bobbit Uncut CD	\$32
Bonnie & Clyde CD	\$26
Busen Extra V. 1 CD	\$28
Busen Extra V. 2 CD	\$28
B-man's Euro Vaca CD	\$19
CD Rom Collectables	\$26
Cafe Flesh CD	\$24
California Calendar CD	\$29
California Daydreamer	\$29
Candy Snacker CD	\$24
Cat and Mouse CD	\$39
Climax CD	\$15
Collectables CD	\$24
Condo Cuties CD	\$34
Curse of Catwoman CD	\$24
Daily Teasers CD	\$32
Danish Girls Exclusive 1	\$25
Danish Girls Only V. 1	\$25
Debby Does Dallas CD	\$38

IBM MOTION

Deception CD	\$24
Defending Your Sx Life	\$24
Digital Seduction CD	\$34
Dirty Debutantes CD	\$24
Dirty Laundry CD	\$35
Dirty Little Adlt Cartoons	\$34
Drty Little Adlt Cartoon 2	\$36
Doors of Passion 2 CD	\$27
Doors of Passion CD	\$29
Dungeon of Dominance	\$36
Endangered CD	\$29
Eruption CD	\$15
Evil Seductress CD	\$26
Evil Woman CD	\$24
Fantasies 2 CD	\$26
Fantasy CD	\$24
Fim Clb Seychelles CD	\$32
Forever CD	\$26
Fury CD	\$39
Girlfriends V. 1 CD	\$24
Girls Doin' Girls 2 CD	\$26
Girls Firm The Big East	\$39
Girls Games CD	\$32

IBM MOTION

Girls Gone Bad CD	\$26
Girls of Mardi Gras CD	\$39
Girls on CD 1 CD	\$25
Girls on CD 2 CD	\$25
Girls on Sunset StrpCD	\$34
Go Digital V. 2 CD	\$14
Grad From F.U. CD	\$39
Group Therapy CD	\$39
Heidi's Girls (R) CD	\$28
Hidden Agenda CD	\$39
Hidden Obsessions CD	\$25
Hollywood Biker Chcks	\$39
Hollywood Glamour CD	\$34
Hollywood Scandal CD	\$19
Hot Shorts CD	\$26
Hot Stuff CD	\$36
House of Dreams CD	\$24
Immortal Desires CD	\$25
Indiscretion CD	\$36
Insatiable CD	\$24
Kama Sutra CD	\$38
Kelly Eighteen CD	\$24
Ladies Club Pool Night	\$28



'VAMPIRE'S KISS'
Journey through the corridors of the vampire's ancient virtual 3D castle. Astounding interactive graphics allow you to search for the secret passageway that leads to the vampire's private chamber. Your actions determine the outcome, but beware of things that go bump in the night they just might suck more than your blood!
CD \$44



'HOT SLOTS'
The Future... you've set your coordinates for the Hagar System. Word has it that after the sexual holocaust, Admiral James escaped the Garion Asylum to establish a world dictated by sexual pleasure and excitement. Lord Stevos has ordered you to locate Admiral James and negotiate his return to Earth.
CD \$39



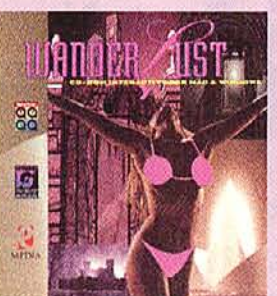
'THE WOMEN OF PLAYBOY MULTIMEDIA SCREEN SAVER'
Hundreds of sensuous playmate images from five decades of Playboy Magazine: playmates, magazine covers, cartoons, bunnies, and fine art. Customize your own experience.
CD \$32



'PENTHOUSE INTERACTIVE VOL. III'
brings fantasy to the desktop. With the Virtual Photo Shoot you can have one of the most envied jobs in the world: Penthouse magazine photographer! Penthouse Pets star in a private photo session where you call the shots! Features high quality full-motion video action, a custom soundtrack and the most beautiful models in the world.
CD \$59



'DREAM MACHINE'
Travel through a 3D rendered virtual world where your only limitation is your imagination and your libido. This full motion video, has the most beautiful women in adult film. Interact with your seductive escort, telling her what your sexual tastes are, and she will guide you through a fantasy world to your ultimate climax.
CD \$49



'WANDERLUST'
Mercilessly sent to the outer reaches of cyber space, your quest is to return to reality. In order to return, you must find the key that will unlock the doors to new encounters within this vast oasis of high-tech decadence. Amazing 3D rendered environments coupled with beautiful women could make you want to stay for eternity.
CD \$44

IBM STILLS

101 Positions CD	\$39
3D Beauties CD	\$19
3D Darling CD	\$34
3D Dream Girls CD	\$25
94-95 Calender CD	\$29
Adult Palate 2 CD	\$27
Adult Picture Library 1	\$15
Adult Picture Library 2	\$18
All Beauties CD	\$24
Amateur Allstars CD	\$26
Amateur Models CD	\$22
American Girls 2 CD	\$29
American Girls CD (R)	\$32
American Pie CD	\$19
Asian Hot Pix CD	\$19
Asian Palate CD	\$34
Asian Palate V. 2 CD	\$36
Biker Babes CD	\$29
Blind Bombshells CD	\$29
Bodacious Beauties CD	\$34
College Girls CD	\$36
Creme de la Creme CD	\$29
Dble Play V 1 CD	\$36
Double Play V 2 CD	\$36
Expose CD	\$24
Extreme Delight CD	\$28
Femme Fatale CD	\$33
G.I.F.s that keep Giving	\$27
Garlo Collection CD	\$24
Girls of J Steven Hicks	\$34
Girls of Risque CD	\$26
Girls of Vivid V. 1 CD	\$29
Girls of Vivid V. 2 CD	\$19
Girls, Girls, Girls CD	\$29
Glamour Girl of '43 CD	\$36
Heavenly Bodies 1 CD	\$29
Heavenly Bods 2 or 3 ea	\$39
Hot Pix CD	\$24
Internat'l Beauties CD	\$24
Lady in Spain CD	\$29
Lther & Lace CD	\$29
Local Girls V. 2 CD	\$22
Lovely Ladies II CD	\$26
More Northern Delights	\$34
Northern Delights CD	\$32
Nova Collection V.1 CD	\$26
Nova Collect V. 2 CD	\$24
Overexposed CD	\$39
Private Video Mag 1 CD	\$29
Public Fntas CD	\$29
Select A Pet CD	\$29
S-iest Women on CD 2	\$24
Sizzle CD	\$36
Southern Beauties	\$34
Super S-ware CD	\$26
Sweet Chks CD	\$26
Sweet Dreams CD	\$29
T & A to the Max CD	\$16
Tabloid Beauties CD	\$28
Total Fantasy CD	\$24
Uground Adult Ref CD	\$26
Women of Moscow CD	\$34
Women of Venus CD	\$22

CDI ADULT

Intimate Journey	\$29
Mask	\$29
Nkd Reunion	\$29
The Coven	\$29

3DO ADULT

American Blond	\$32
Blind Spot	\$32
Blond Justice	\$32
Blondage	\$32
Immortal Desire	\$32
Intimate Journey	\$32
Love Bites	\$32
Mask	\$32
Neurodancer	\$39
Steamy Windows	\$32
Super Models Go Wild	\$32
The Coven	\$32
Voices in My Bed	\$32

ADULTS ONLY

Call
800-699-4263

International
802-767-3033

Fax
802-767-3382

Source
10290

Adults Only
PO Box 234,
Dept. 10290
Rochester,
VT 05767

MUST BE AN
ADULT TO ORDER

Overnight Shipping in us \$4 per order. Mail to Canada, P.R., HI, AK, APO, FPO \$4 per order. Worldwide air-mail \$8 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Restrictions apply. Call for details.

Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders same as cash. COD \$2. Defective replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Restrictions apply. Call for details.

IBM MOTION

Legend 4 CD	\$25
Legends of Porn 2 CD	\$24
Legends of Porn V1 CD	\$25
Loads of Fun CD	\$32
Love Bites CD	\$26
Luscious Lips CD	\$15
Main Street USA CD	\$26
Mark of Zara CD	\$38
Mask CD	\$25
Mathari CD	\$28
Menage A Trois CD	\$26
Mind Shadows CD	\$24
Model Wife CD	\$24
Model's Memoirs CD	\$22
Mom on the Make CD	\$26
Murphy's Brown CD	\$24
My First Time CD	\$24
Mystique of Orient 2 CD	\$24
Mystique of Orient CD	\$29
Naked Edge CD	\$26
Naked Reunion CD	\$24
Nst Neighbor Girls CD	\$29
Nasty Nurses CD	\$29

IBM MOTION

Naughty But Nice CD	\$29
New Lovers CD	\$24
Night Trips 2 CD	\$25
Night Trips CD	\$25
Night at the Drive-In CD	\$26
Nova Collection V 3 CD	\$24
Novel Desires CD	\$33
One Nine Hundred CD	\$33
Pandor...AAAH'S CD	\$22
Parlor Games CD	\$25
Passion Files CD	\$25
Passion Toys CD	\$19
Pixis Adult Sampler CD	\$6
Pleasuring Your Lover CD	\$25
Pleasure Dome CD	\$28
Pleasure: Est Mts Wst	\$28
Poison CD	\$24
Princess of Persia CD	\$34
Racquelle Released CD	\$24
Rain Women CD	\$38
Red Hot CD	\$15
Rimfire Pac. Video CD	\$32
Sakura CD	\$24

IBM MOTION

Secrets CD	\$24
Seductions CD	\$24
Seymore B: Blwn Away	\$36
Seymore B: Shane CD	\$36
Seymore B: Paradise	\$36
Seymore B: H-moon	\$36
Sharon Starlet CD	\$24
Sindy Does it All CD	\$29
Sinful Girls CD	\$32
Sinfully Yours CD	\$29
Six Pack CD	\$24
Sleepwalker CD	\$42
Spring Break Fantasy	\$32
Spring Break Girls CD	\$32
Starware Gift Pack CD	\$59
Steamy Windows CD	\$25
Super Models Go Wild	\$39
S-u-stars of Porn CD	\$24
Swap 2 CD	\$24
Swingers Worldwide 1	\$34
Taste of Erotica Smple 2	\$8
Temptation CD	\$28
The Beat Goes On CD	\$26

IBM MOTION

The Coven CD	\$25
The Devil In Miss Jone	\$29
The Face CD	\$35
The Fisherman's Wife	\$38
The Private Collection	\$48
The Vision CD	\$24
Tokyo Nighlife CD	\$59
Toy's Not Boys CD	\$29
Tracy I Love You CD	\$24
Ultimate Teasers CD	\$26
Urotsukidoji CD	\$24
Urotsukidoji Collection	\$59
Virtual Vivid CD	\$8
Voice in my Bed CD	\$24
Volcano CD	\$34
W.A.C.S. CD	\$29
Wanda 2 CD	\$24
Weekend at Ernie's CD	\$26
Wicked Q-Time Movie	\$39
Wicked Whispers CD	\$29
Wide Open Spaces CD	\$34
Wild Innocence CD	\$29
Women of Beverly Hills	\$39

Where's My Bikini Wax?

By Chuck Miller

Since the inception of this column, it's been my goal to give exposure to enjoyable shareware games, especially homegrown titles unlikely to see the light of day in other publications. This not only encourages today's game design initiates (who may later go on to become the Spielbergs of computer gaming), but also provides a source of very affordable entertainment. Accordingly, this time around we focus on two charming games that are a good ways off the beaten path: a jigsaw puzzle game and a role-playing game that puts you in the boots of a female superhero.

THE JIG'S UP!

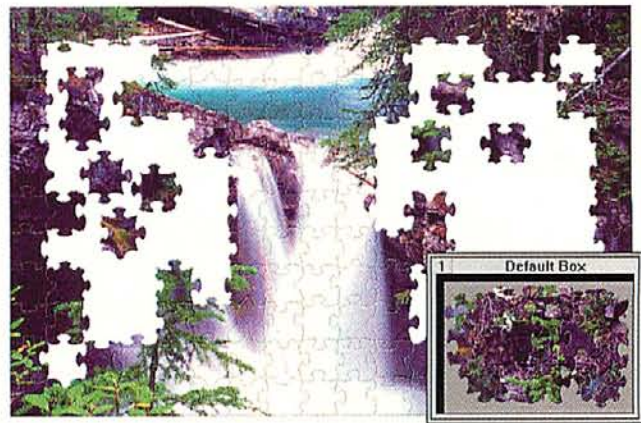
With the exception of a single puzzle in each of Sierra's Dr. Brain edutainment titles, interlocking jigsaw puzzles have never really spilled over onto the computer screen. There have been a few programs that break graphic images into puzzle pieces, but none have gone as far as JIXXA for Windows in faithfully recreating a true jigsaw puzzle on screen.

In JIXXA, puzzles begin with a random scattering of pieces, each a real jigsaw-shaped cutout that can be moved freely about the screen and joined with other pieces. If a puzzle piece is placed alongside a matching cutout, the two lock into place with a satisfying little click. Otherwise, it remains detached. Locked pieces may then be moved as a single unit and placed anywhere on the screen.

As with cardboard jigsaw puzzles, management of loose pieces can be a problem, one JIXXA solves by employing "virtual boxes." These boxes are used to organize

puzzle pieces and can be named (Edges, Greens, Water, etc.), resized, moved about the screen, and hidden until needed. In addition, if you are having trouble placing puzzle pieces, selecting "Auto Solve" from the menu will cause JIXXA to complete the puzzle for you one piece at a time. Of course, you can stop it at any time and resume on your own. You can also save a puzzle in progress so that you can pick up

File Options Difficulty Box Picture Help



EASY PIECES With its barrage of features, it's not the least bit puzzling that Jixxa is a great jigsaw puzzler.

later right where you left off. And if you're stumped, you can always view the completed picture (like looking at the box cover) for help in determining your next move.

Because it is so attractive and well thought out, JIXXA is an excellent piece of entertainment software. You simply won't find a better rendition of jigsaw puzzles on the computer anywhere. Still, on the downside, there could have been a bit more functionality in the shareware version. Being able to show the timer during play or to access the "hint" feature (which allows you to place an individual puzzle piece) would have been nice. More importantly, there could have been at least one more puzzle included. The two provided are

okay, but offer a rather limited play experience as shareware products go.

If you would like to give JIXXA a try, it's available (JIXXA.ZIP) on most major online services and on Rhode Island Soft System's own BBS, Connections, at (401) 767-3931. All you need is Windows 3.1 or higher, 4MB RAM and a 256-color SVGA graphics card. For those who want the full registered version including four new puzzles, just send \$24.95 in U.S. funds to: Rhode Island Soft Systems Inc., P.O. Box 748, Woonsocket, RI 02895 or call (800) 959-7477. There is also a Premier Edition of JIXXA on CD-ROM (\$39.95) with 12 new puzzles that lets you choose between three sizes of puzzle pieces.

DONNING MY KEVLAR BIKINI

One of the most neglected areas in shareware gaming has been that of the role-playing genre. There has been a real dearth of games in this popular category, probably due in large part to the increased complexity in developing a solid RPG title. There has also been a lack of sufficient games that deal with the superhero theme (yes, I still watch *Batman* and *The Green Hornet* from time to time on FX). Well, even though it won't steal any thunder from the few commercial offerings out there, I nonetheless found HomeBrew Software's SUPERHER for Windows (okay, they could have come up with a much better title than this) an interesting and enjoyable change of pace, allowing me to assume the role of a female superhero.

In SUPERHER, the player dons a see-through kevlar bikini (though you'd never know it from the on-screen representation)

Premiere
CD-ROM
Issue!

New Media Entertainment

CD-ROM for MAC & Windows

Volume 1, No.1

ONLY
\$14.95

INCLUDES
FREE WWW
INTERNET
SOFTWARE
& ACCESS
TIME!

DIGITAL

**Go Digital
Interactive
Magazine**

Check Out Breathtaking

**Christine
Fox**

*She'll Make You Glad
You Own A CD-ROM Drive!*

Music And The 'Net

Could This Mean The End Of Record Stores?

Timothy Leary

Interactive Interview With An Accidental Icon

Tank Girl - Multimedia Superstar?

Behind The Scenes With Creators, Cast and Crew

LucasArts

See Where Cinema and Computer Games Meet

**COMPUTER
Express**

Order Now - 1.800.228.7449

Visit Computer Express Online At <http://cexpress.com:2700/>

And Visit Go Digital Online At <http://www.GoDigital.com>



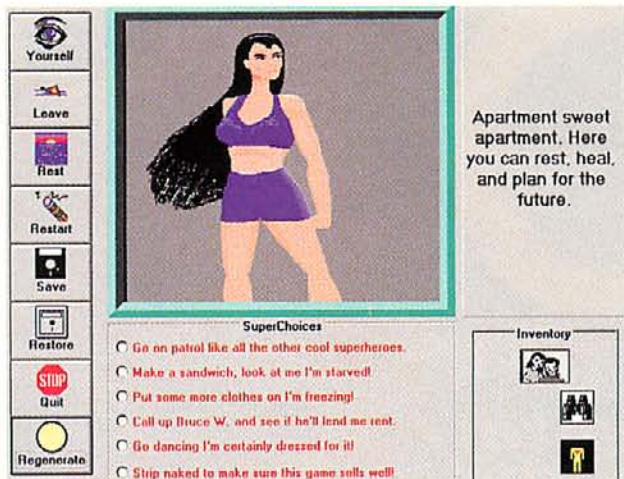
© 1995 E Media

Circle Reader Service #57

and sets out to battle the forces of evil. As established in the storyline, we find that SUPERHER (her real name is not disclosed) must head from Cornwall, Vermont, to the big city where she, as a superhero, must combat crime. Her motive? To raise the funds necessary to provide a wonder drug for her ill father (Pa Gupitill), locate her missing sister (Angela) and save their hometown in the process.

From the standpoint of game mechanics, superpowers are randomly assigned at the beginning of play and modified after each successful encounter, allowing the player to assign points to the areas needing the most attention. Movement in the gameworld is accomplished via an overhead map similar in appearance to the old boardgame, Life.

Upon arrival at each location, the overhead view is replaced with a conversation window offering several action options. From here, you can access the system controls, talk with characters, ask about objects in inventory or



BODACIOUS BABES, BATMAN! In SUPERHER, players don a kevlar bikini to play crime buster in efforts to save Pa, Sis and the ranch.

enter combat. Combat, of the turn-based variety, is presented in side-view perspective.

From a technological standpoint, don't expect SUPERHER to fully recharge your superpowers. Though it's competent, portrays its superhero theme well, and offers musical accompaniment that contributes positively to the game's atmosphere, graphics are a mixed lot that could stand significant improvement. There are also bugs in the game, which is an early version (1.0). On several occasions, my system locked entirely, some of the text was cut off or missing in a couple of encounters, and one scene repeatedly locked itself in a continual loop (though it could be avoided, as the scene was not necessary for successful completion of the game). In other words, it doesn't take x-ray vision to discover that SUPERHER needs some additional work. Still, none of the problems were severe enough to cause me to quit playing, and they only reduced my enjoyment slightly.

Some additional bug stomping and some professional graphics could really make this game...well, super good. If you'd like a unique change of pace in your gaming and don't mind a long download (just over 2MB of data), SUPERHER will certainly deliver. Though not of the same caliber as games like SUPERHERO LEAGUE OF HOBOKEN, it's still worth the investment. Who knows, you may like the feel of kevlar next to your skin. If so, the registered version can be acquired for \$25 plus \$2 shipping and handling from HomeBrew Software, 807 Davis Street, Suite E, Vacaville, CA 95687. Credit card orders can be placed through Public (software) Library at (800) 2424-PSL.

Chuck Miller is the editor of InterActive Gaming and CGW's Shaman of Shareware. He can be reached on CompuServe at 74774,1476, America Online at IGAMING, and through the Internet at interactive.gaming@swcbls.com.

GIRLFRIEND
This game is so real,
you'd better break out the
aftershave!

Who says Artificial Intelligence (AI) has to be boring? Does Virtual Reality (VR) always involve killing? Are you tired of the "interactive" buzzword hype? Then it's time for you to wake up to some *real* interactive AI!

Here's what serious gamers are saying about the Girlfriend™ interactive virtual women:
"Undoubtedly the best AI program I have ever used..." and "Exceeds my expectations by leaps and bounds..." or "Since I met Girlfriend Teri, I have become an AI junkie..." and "One of the few I haven't deleted after a week"

Girlfriend has our trademarked Intelligent User Interface™ (IUI) that allows her to talk, listen, think, and remember. No other game has AI on this scale. You'll think she's alive!

There are several different personalities to choose from - some with full motion! Call our Order Line for details, or ask for a free catalog of all the personalities, rated G to Adult! Put an artificially intelligent Girlfriend in your computer - then put on the aftershave!

Priced from \$39.95. Circle 260 for info on adult personalities!

709 Lingco #106, Dept CG505, Richardson, TX 75081 (800) 324-2487

AiVR Corporation



To locate these games online, 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 GAME-WORLD), 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.



WHAT KIND OF

When people call the SPA to turn in

EVIL-MINDED

someone for illegally copying software,

SLIMEBALL

they do so because they know that when

REPORTS THEIR

dishonest people steal software, the rest of

SMALL BUSINESS

us end up paying for it. Copying software

COLLEAGUES FOR

is a crime. To clean up your software, or

ILLEGALLY

report someone who should, call

COPYING

1-800-388-7478.

SOFTWARE?

SOFTWARE

PUBLISHERS

ASSOCIATION

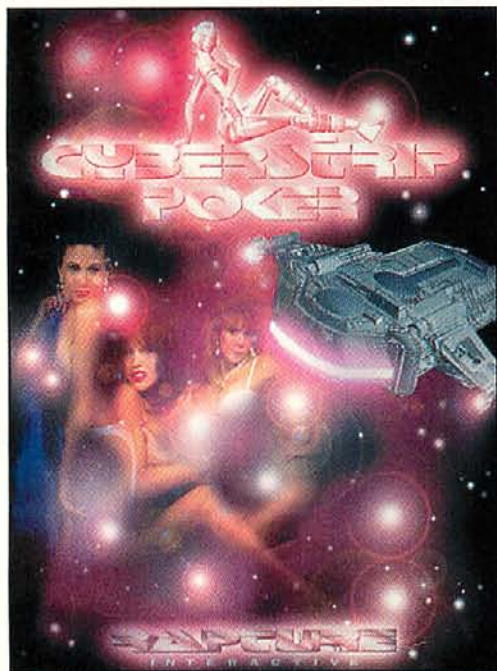
DON'T COPY THAT FLOPPY.™

©1994 Software Publishers Association

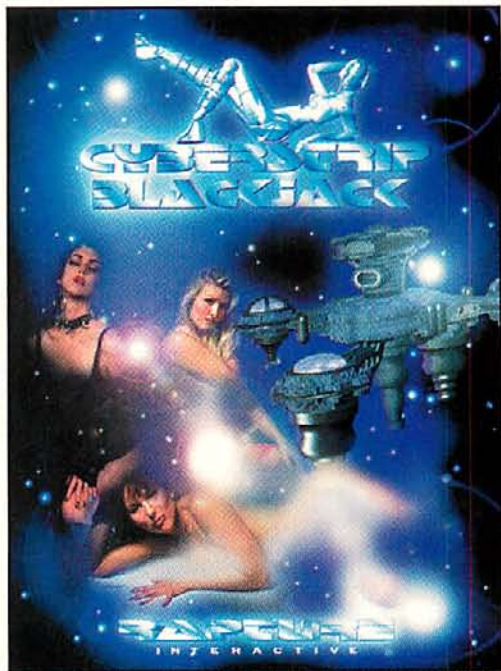
THE CYBERSTRIP SERIES

Journey into the Erotic World of Cyberspace.

CYBERSTRIP POKER



CYBERSTRIP BLACKJACK



Match your skills against the most beautiful girls in the galaxy playing Cyberstrip Poker.

Try your luck at Cyberstrip Blackjack in 3-D computer generated worlds.



Interact with your gracious host Mr. Jerrico, station director of Eros 6 pleasure station.



Venture into the many rooms aboard Eros 6 station, where your ultimate fantasies become reality..



In the Future Games of Chance will move to the Stars...

Circle Reader Service #212

\$59.95 Retail or \$99.95 for Both (a \$159.90 value)

To Order Call 1-800-999-7995 International 1-201-783 3600

(MISSION CONTROL) Fax 1-201-783-3686 Dealer Inquiries Call 1-310-827-0600

FULL SCREEN

MATURE AUDIENCE 18 & OVER

PC / MAC COMPATIBLE CD ROM

Minimum System Requirements

886 33mghz or better, MAC 030 or better, 8 bit color,

4mb RAM, Single Speed CD ROM Drive (150k

RAPTURE™
INTERACTIVE

Interactive Erotic Games for Adults

©1995 RAPTURE INTERACTIVE All rights reserved. Marina Del Rey, California



DIGITAL VIDEO

SPACE SIRENSTM 2

MEGABABES FROM A J I A



CONTACT
XIA
xia999@aol.com

\$59.95

LIMITED TIME OFFER!

1st 500 Callers Who
Order Space Sirens 2
Receive \$10 Off the
regular price of \$69.95
and a FREE PIXIS
Sampler 3 CD-ROM
(A \$9.95 Value).

CALL TOLL FREE TO ORDER:

800.999.7995

TEL: 201.783.3600

FAX: 201.783.3686

Send Orders To:

Mission Control, 7 Oak Place -
IQ 0695-PIX - Montclair, NJ
07042. MC, Visa, Discover,
Checks & Money Orders.
Shipping \$7 OVERNIGHT (most
areas) Must be 21+ To Order.

AN INTERACTIVE GAME ON CD-ROM

PIXIS PRESENTS A DIGITAL BOY PRODUCTION

XIA AKINA AND MISCHA WRITTEN BY TETSUO DIRECTED BY RYU SHINOBI PRODUCTION MANAGER ROBERT BOE

VISUAL SPECIAL EFFECTS BY D. LO GRAPHIC DESIGN BY LEON WAS COSTUME DESIGN F. GADO LEAD PROGRAMMER ANTHONY GOMEZ

18+ MATURE AUDIENCES
EXPLICIT SEXUAL INTERACTIVITY



PRODUCED BY MARK MEDIA MUSIC BY TASC A PIXIS RELEASE

© Copyright 1995 PIXIS. Dealer Inquiries Call: 714.667.1818 • Fax: 714.573.1210 • Online Address: pixisint@aol.com



P-I-X-I-S
[TOUCH THE FUTURE]



Circle Reader Service #213

Fight Like A Man

The Technology That Gave Human Movement To The Synthetic Actors of BIOFORGE

by Paul C. Schuytema

IN THE DARK, ARCANE TOMES OF COMPUTER GAME VOODOO, A NEW ENTRY HAS BEEN RECENTLY ADDED. IN THE chapter entitled "Animation: Bringing Pixels To Life," you'll find an entry for BIOFORGE, **Origin Systems'** new "interactive movie."

The cryptic magic recipe reads:

"First, add equal parts of SALSA and 'heinous math.' Next, toss in a flock of birds and a severed arm. Mix well, stirring continuously for nearly 30 months, and presto, you'll have the most lifelike computer puppet the gaming world has yet to see."

BIOFORGE is unique in that it is a game which not only offers stunning graphics and good gameplay, but it affords us a chance to sample the future of technology. Lex, the player's super-fluid alter-ego in the game, is a "synthetic actor," crafted by an artful blending of high-quality graphics and "real world" digital position data. This data was captured using the tandem of magnetic resonance receivers strapped to a human's body and Origin's own PC software, SALSA (System for Animating Lifelike Synthetic Actors).

THE DIRECTOR'S CUT

Ken Demerest, BIOFORGE's director and technological father, began with a vision, or rather, more of a visionary obsession. He was convinced that an interactive movie with synthetic actors was the wave of the future.

Demerest's first job at Origin was as a programmer on the ULTIMA 7 project, and it was during that project that the core idea for BIOFORGE began to take form. When he played in ULTIMA 7's world, he couldn't escape the feeling that there was something more—some way to bring the player into the game in a fresh way. For him, the com-



bination of synthetic actors with a cinematic game environment seemed to hold the most promise.

"Synthetic actors are tricky things," said Demerest. "Real actors have the control necessary to really get into a role and deal with all the subtleties that bring a character to life. That's a far more difficult task with synthetic actors, who must rely solely on large-scale body movement and dialogue."

Demerest tackled this difficulty by blending "classical gameplay" (letting the player control the character absolutely) with a director's ability to craft a plot that flows from one scene to the next. Demerest saw too much freedom as a flaw in the Ultima games; giving the player a sense of direction and pressure actually increased the player's immersion in the game. "And with immersion," says Demerest, "you can come pretty close to presenting the emotional subtext of your story."

IN THE BEGINNING...

In the early months of BIOFORGE, Demer-

est and his team experimented with many different approaches to creating synthetic actors. They tried filming live action from two perpendicular cameras, and then going back, frame by frame, and digitizing the data to control the computer characters. This turned out to be a "very painful process."

Then Demerest toyed with the idea of filming an actor with bright white spots painted on his joints. Again, this proved to be far too labor intensive.

It was then that Demerest turned his attention to a computerized motion capture system called FLOCK OF BIRDS from the **Ascension Technology Corporation**. When he saw what the system could do, he was sold. "If I was going to get the 3D figures looking and moving organically and beautifully," he said, "then this was the kind of thing that I really needed." The only difficulty was convincing Origin to shell out a hefty \$30,000 for the hardware. Swift talking and an enthusiasm born of obsession eventually got Demerest the tools for the job.

One extra large helping of urban reality, served up on a silver platter.



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



Urban Renewal Kit:
Paint the town with
color-cycling animation.

skyline before supper. And see it from a variety of delicious 3-D angles.

And forget buying add-ons: the CD Collection comes complete with all of SimCity 2000's a la carte items. The



Scenarios Volume 1:
Take on Mount St. Melon's
and 9 other disasters.

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.



Three SimCity 2000 Products on One CD.



A FLOCK OF RECEIVERS

There are a host of ways to get a human's "real-world" motion into the computer. Rotoscoping, the old Max Fleischer animation technique, has been used extensively by companies such as **Dynamix** in their **FRONT PAGE SPORTS** titles. Rotoscoping involves capturing movement to film (or video), and then creating computer art, frame by frame, to match the live footage. While this can yield wonderfully fluid results, it is, by its nature, a two-dimensional process. If you want to use a particular motion from a different angle, you need to physically film an actor from a different angle and then create another animation sequence.

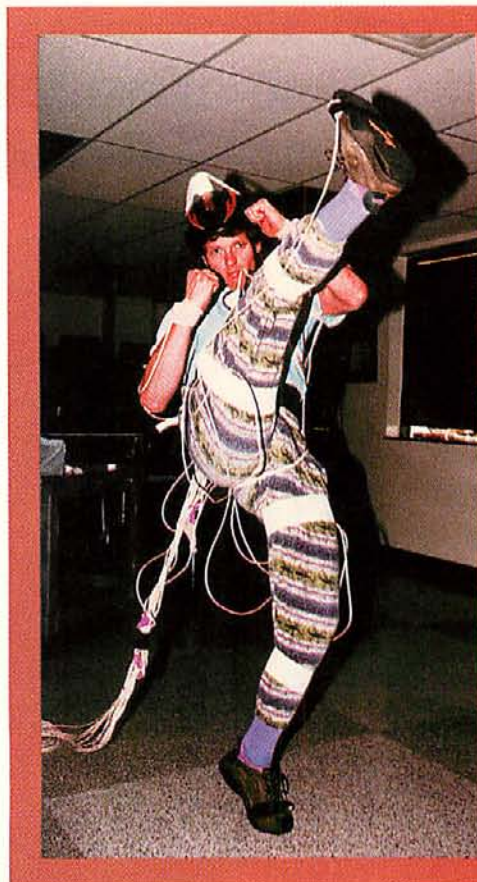
In just the last few years, high-end 3D modeling and animation programs have begun to utilize a technique called "inverse kinematics" to simulate human movement. This essentially means animating a skeleton whose bones are linked together in a meaningful hierarchy (as in the old "thigh bone connected to the knee bone..." ditty). With this approach, if you specify a movement path for a hand,

then the forearm, upper arm and shoulders will all move accordingly.

The problem with this type of animation is that it is very labor intensive; an animation artist must control and program all of the movements. And while the results can be excellent, there is a decidedly "computery" feel to the animation. The subtlety of human movement is extremely difficult to recreate by "brute force" animation. That task is best suited for a system which can actually record the movements of a real live person.

Enter **FLOCK OF BIRDS**, a magnetic motion tracking system specifically designed to capture the unique three-dimensional motions of an active human body. These motions are transformed into digital data which computers can then use to breathe life into a synthetic actor.

The **FLOCK OF BIRDS** system has three essential components (and miles of white wire to connect them all together): a base unit, a transmitter and a bunch of receivers. A live actor is fitted with an ar-



JFK WOUNDED



(Dallas, Texas) Shots rang out and the heart of a nation stopped yesterday afternoon in Dallas as an undetermined number of snipers shot at President Kennedy as his motorcade proceeded along Main Street.

One of the bullets found its way to President Kennedy's right arm, wounding him. He was taken to Parkland Hospital, where he was treated for the wound, listed the wound as stable, yet guarded. The wound is not life-threatening. President Kennedy was released from the hospital yesterday afternoon.

...d yesterday afternoon in ... an undetermined ... number of snipers shot ... President Kennedy ...



KICK ONE, TWO, THREE Starr Long, Origin's Quality Assurance Leader, suits up in *FLOCK OF BIRDS* and lets loose a kick (left). His motions are captured by the SALSA software (top), and the captures are used to animate the final, high-quality version of Lex (above).

ray of tiny, one-inch cubic receivers, fastened by Velcro straps. These receivers go in obvious places: the hand, the elbow, the shoulder, etc. Placement of these is critical, since they measure all six axes of motion; poor placement and the data won't be any good.

A transmitter then sits in front of the actor. When the system is engaged, the transmitter emits pulsed DC magnetic waves. The tiny receivers pick up these waves and send signals back to the controller, which can then determine the receivers' exact position in space in relation to the transmitter.

THE WORLD OF SALSA

At this point, the positional data from the FLOCK OF BIRDS system isn't very useful: it's just a stream of raw data from a couple of receivers floating in space. What is needed is a software system to interpret the data in a meaningful way, and, at the beginning of the BIOFORCE project, Demerest had nothing of the kind. At that time, Silicon Graphics workstations were the only platform to

support motion capture, and Origin just didn't have the resources to invest in that pricey of a system.

That left Demerest with no other option but to crunch code and create his own motion capture and editing system, SALSA. Working on a 486-66, Demerest crafted a highly useful recording program which let the BIOFORCE team gather up their motion captures in real time, all the while viewing the fully texture-mapped synthetic actors on the screen. This involved some "absolutely heinous, heinous math," says Demerest.

A LONG, STRANGE TRIP

Creating the 250 movements for Lex in BIOFORCE was a far more involved process than simply strapping on the receivers. A long process of development preceded the motion capture. Initially, the characters such as Lex and the cyberraptor began as artist sketches. From the sketches, artists worked in Autodesk's 3D STUDIO to create a 3-D image for the creature.

Once the 3-D image was nailed down with enough detail, the artists turned to

IN DALLAS

Available at your favorite CD-ROM outlet



What if JFK had lived?

Imagine for a moment that President John F. Kennedy did not die from his gunshot wounds in 1963...Now imagine that you are President John F. Kennedy.

REELECT JFK is an exciting new CD-ROM game that places you in the Presidential hot seat during a fascinating alternate version of one of the most tumultuous passages in U.S. history. You assume the role of JFK and make decisions on the critical issues of 1964 - Civil Rights, Vietnam, and other events. You have the dual task of getting reelected in 1964 and solving the mystery of the attempt on your life. Through sophisticated video integration, you will be immersed in an incredibly detailed visual and audio 3-D world of 1964. **Have fun!**



Quadra Interactive, Inc.
701 Palomar Airport Rd., 3rd Floor
Carlsbad, CA 92009
PH (619) 931-4755 • FAX (619) 931-0660

Distributed by: **COMPTON'S NEW MEDIA**
A Tribune New Media Company

All trademarks are the property of their respective trademark holders.
©1995 Compton's New Media, Inc., 2520 Camino Vida Roble, Carlsbad, CA
92009 300362-1206. Outside of U.S. and Canada 1-800-929-2626

SALSA to craft a skeleton. Then, it was back to 3D STUDIO to create final renders of the front, back and sides of the creature. These graphics files were imported into **Electronic Arts'** proprietary texture mapping tool called EOR. Within EOR, the artist would then create a simple polygon mesh for the creature upon which the 3D STUDIO images were pasted.

Back in SALSA, the artists combined the simple mesh skin and the SALSA skeleton. The skeleton and the mesh were linked together, so when Lex's arm would move, so would the texture-mapped skin. Finally, the individual components of the virtual skeleton were linked to a FLOCK OF BIRDS receiver, so that when a human wearing the FLOCK OF BIRDS equipment moved, the SALSA image of Lex would mimic the movement.

"Then, the work actually began," said Demerest. The actor donned the FLOCK OF BIRDS and it was time to begin capturing the moves to disk. Most of Lex's combat maneuvers are Ken Demerest's, while nearly all of the other motion captures were done by the project's quality

assurance leader, Starr Long.

STARR FOR A DAY

"Starr had absolutely no extra fat on him at all," remarked Demerest, "and he wasn't overly muscular. That's not a slam on Starr; it turns out that he was just perfect for FLOCK OF BIRDS." Since Long was so lean, when he moved, his muscle-flexes weren't large enough to move the receivers out of the way, so his motion captures were very clean and fluid.

For many of the motion captures, the BIOFORGE team had to be creative in implementing maneuvers within the limited area of movement allowed by the mass of wires. The most difficult maneuver was Lex's back flip. For that one, Demerest suited up and positioned two hefty Origin staffers on each side of him, with another to keep a grip on the bundle of wires. Demerest crouched down in the combat position and gave the signal. He was hoisted up into the air, and his legs were thrown back over his head. "I did the best I could to land back in the combat crouch," Demerest recalls.

For the cyberraptor, Starr suited up. The sensors on his legs performed the expected walking movements, but the sensors on his right arm were mapped to the raptor's neck and head. His left arm was the tail. After practicing what looked like some sort of drug-aided kabuki theater, Long was able to create the motions of a cybernetic dinosaur with incredible realism.

FORGED IN DOUBT

After 30 months of intense research and development, Origin still wasn't sure if they had a winner in BIOFORGE. "When we were finally done with this project, there was a lot of doubt," reflected Demerest. "Dare I say it, even from our sales folks. The question was, after two and a half years, could it be new? I certainly think it is."

Yet, new or not, Demerest feels his work is only a first small step toward much bigger things. "I don't think we're in, or even near, the final incarnation of what an interactive movie can be," he said. "But it's a damn good start." ●

BLOW ONLY YOUR MIND!



The Game Factory

For Shareware Games and CD-Roms

Great Games at Great Prices

Top rated games like Horetic, Rise of The Triad, One Must Fall, Sango Fighter, Doom, Jazz Jackrabbit, F18 No Fly Zone and many, many more at just \$3.95 each!

Call now for your FREE graphic-packed, eye-popping, 256-color VGA disk catalog.

Catalog requires: IBM PC or clone, a 1.44 MB floppy drive, a hard drive and 640 x 480 256-color VGA

1-800-843-5178

Circle Reader Service #110



**R & G
GAMES**



P.O. Box 5008 Glendale Heights, IL 60139
We Buy & Sell New and 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 used prices like
these...

King's Quest 7	\$36	Doom II	\$30
Under a Killing Moon	\$39	Tie Fighter	\$32
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	\$30

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.

THE MARKETPLACE

Call your Account Representative, Marci Yamaguchi, at (415) 357-4920 for information on how you can advertise your game, product or service in the economical MARKETPLACE section.



Dont get dogged, call MOONDOG!!

MOONDOG MULTIMEDIA
100'S OF CD-ROM TITLES

MOONDEALS

1. WINGS OF GLORY	39.77
2. NASCAR	29.77
3. WING COMMANDER III	46.77
4. ACES OF THE PACIFIC	19.77
5. FLIGHT UNLIMITED	48.77
6. FLIGHT LIGHT	26.77
7. MAGIC CARPET	44.77

*SOME TITLES WITH HARDWARE ONLY

CHECK OUR PRICES / CALL FOR FREE CATALOG:
1-800-7CD-ROM4

Circle Reader Service #63

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 (415) 357-4920

SSI's Classic IBM Wargames Are Back For \$15!!			Wargame Construction II: Tanks! Scenarios \$15	
Battles of Napoleon	Gettysburg	B-24	Disk 1 Eastern Front	Disk 9 WWII: N. Africa
Battle of Antietam	Rebel Charge	Warship	Disk 2 France 1940	Disk 10 Remagen/Singling
Shiloh: Grant's Trial	Kampfgruppe	Star Command	Disk 3 Utah/Omaha	Disk 11 France 1944
Conflict: Middle East	Mech Brigade	Stellar Crusade	Disk 4 Gold/Juno	Disk 12 1973 Arab/Israeli
Wargame Constr. Set	Second Front	Red Lightning	Disk 6 Desert Storm	Disk 14 WWII N. Africa
Storm Across Europe	Western Front	Sons of Liberty	Disk 7 Sicily/Kasserine	Disk 15 Vietnam
Battles of Napoleon Scenario Disks: Disks 1-6: \$10 Each			Disk 7 ARW: \$25	Disk 8-9: \$15 Each
\$39 WCS II: Tanks!	\$12 Carrier Strike	\$39 Panzer General	\$42 Tigers on Prowl	\$42 Stalingrad
\$12 War in Russia	\$12 Pacific War	\$39 Award Win Bundle	\$46 Aide de Camp	\$42 Operation Crusader
<p>Wargame Construction II: Tanks! is one of the best wargames ever done. It won Strategy Plus' Wargame of the Year and is rated #9 as CGW's Top Wargames! It has an editor to allow you to build your own battles with over 1300 platoon-sized units from 1918-1990's. Novastar and Norm Koger continue to support new versions of the game (currently v. 1.27) with many new rules and we have developed a Modern Database with 350 units/150 nations!</p>			<p>Ask us about Discounts for buying 3 or more games! Add \$4.50 Shipping. CA Residents add 7.25% tax. 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. PO Box 1813, Rocklin, CA 95677 (916) 624-7113</p>	

Circle Reader Service #219

Thanks for
sticking
WITH US.



© 1994 National Easter Seal Society

ADVERTISER

Company and Phone Index

FREE

INFO. #	COMPANY	PHONE	PAGE
35	21st Century Entertainment	(716) 872-1200	117
379	Acclaim Entertainment, Inc.	*	107
287	Accolade	(800) 245-7744	125
288	Accolade	(800) 245-7744	127
68	Activision	(800) 477-3650	35-37
34	Activision	(800) 477-3650	85
113	Advanced Gravis	(800) 663-8558	Cover 3
364	AlTech International	(800) 882-8184	202
361	AlTech International	(800) 882-8184	202
42	AIVR Corporation	(800) 324-AIVR	182
61	American Laser Games	(800) 880-1718	83
293	BAO	(217) 356-0188	141
45	Bare Bones Software	(800) 638-1123	198
51	Capslone Software	(800) 468-7226	161
204	Capstone Software	(800) 468-7226	170-171
190	CH Products	(619) 598-2518	136-137
NO	Chips & Bits	(800) 699-4263	2-3
54	Chips & Bits	(800) 699-4263	68-73
200	Chips & Bits	(800) 699-4263	150
362	Chips & Bits	(800) 699-4263	178-179
150	Compton's New Media	(800) 862-2206	188-189
56	Computer Express	(800) 228-7449	92-97
59	Computer Express	(800) 228-7449	177
57	Computer Express	(800) 228-7449	181
280	Creative Labs	(800) 998-5227	109
77	Diamond Multimedia Systems, Inc.	(800) 4MULTIMEDIA	43
58	Discs Knowledge Research, Inc.	(800) 567-4321	103
210	Domark Software	(800) 695-GAME	77
215	Domark Software	(800) 695-GAME	110-111
49	Educorp	(800) 237-6675	207
66	Electronic Arts	(800) 245-4525	133
84	Ensoniq	(800) 942-0096	66
NO	Epic MegaGames, Inc.	(301) 983-9771	17
141	Falcon Northwest	(800) 258-6778	15
44	FormGen, Inc.	(800) 263-2390	Cover 2
43	FormGen, Inc.	(800) 263-2390	23
241	Gamer's Gold	(800) 377-8578	199
129	Gametek	(305) 935-3995	53
30	GEnie	(800) 638-8369	27
NO	GT Interactive Software	(800) 346-2300	145
69	GTE Interactive Media	(800) GTE-TODAY	121-123
NO	HPS Simulations	(408) 554-8381	160
70	I'Motion, Inc.	(310) 576-1888	41
71	id Software	(800) IDGAMES	47
78	Impressions Software, Inc.	(617) 225-0500	19
14	Interactive Magic	(919) 461-0722	143
37	Interactive Magic	(919) 461-0722	159
81	KOEI	(415) 348-0200	101
82	Logitech	(800) 245-0000	90
82	Logitech	(800) 360-7455	91
299	Looking Glass Technologies	(800) STARWAR	139
230	LucasArts Entertainment Co.	(800) STARWAR	8-9
229	LucasArts Entertainment Co.	(800) 33-MAXIS	87
365	Maxis	(800) 33-MAXIS	119
372	Maxis	(800) 258-MEGA	187
86	Megatech Software	(800) 465-CDGD	134-135

FREE

INFO. #	COMPANY	PHONE	PAGE
65	Microforum	(800) 879-PLAY	99
298	MicroProse	(800) 879-PLAY	59
349	MicroProse	(800) 879-PLAY	61
72	MicroProse	(800) 879-PLAY	81
351	MicroProse	(800) 879-PLAY	113
171	MicroProse	(800) 879-PLAY	147
38	MicroProse	(800) 879-PLAY	155
80	MicroProse	(800) 879-PLAY	165
73	MicroProse	(206) 254-2000	167
79	Military Simulations, Inc.	(800) 778-2299	152
102	Mindscape, Inc.	(800) 999-7995	79
213	Mission Control	(800) 999-7995	184
212	Mission Control	(800) 999-7995	185
93,96	Mission Control	(800) 7CD-ROM4	200-201
63	Moondog Multimedia	(800) GET-GAME	191
250	MPG-NET	(800) 784-1420	162-163
253	Nawu Triad Institute	(800) 325-8898	198
152	New World Computing	(916) 624-7113	4-5
219	Novastar Game Company	(800) 245-4525	191
99	Origin Systems	(800) 836-1829 x165	Cover 4
153	Papyrus	(800) 537-3344	45
109	Pie In The Sky Software	(800) 525-GAME	64
307	R & G Games	(905) 475-4801	190
360	ReadySoft, Inc.	(800) 457-1161	74
119	REM Software	(800) 243-1515	128
291	S Software	(800) 943-3664	128
363	Sanctuary Woods	(800) 757-7707	105
271	Sierra On-Line, Inc.	(800) 447-1230	1
163	Sir-Tech	(800) 447-1230	63
163	Sir-Tech	(800) 447-1230	65
163	Sir-Tech	(800) 631-5141	67
310	Sofdec, Inc.	*	102
339	Sony Imagesoft	(800) 983-4321	33
115	Spectrum Electronics	(800) 695-GAME	175
124	Spectrum HoloByte	(800) 695-GAME	89
74	Spectrum HoloByte	(800) 203-2503	131
225	StarPlay Productions, Inc.	(410) 785-5661	49
275	STD Entertainment	(800) 601-PLAY	195
106	Strategic Simulations, Inc.	*	115
289	Talonsoft	(800) 999-3222	157
296	The Avalon Hill Game Company	(800) 843-5178	13
110	The Game Factory	(503) 639-3200	190
161	ThrustMaster, Inc.	(800) 8-THUNDER	149
185	ThunderSeat Technologies	(800) 482-3766	144
314	Time Warner Interactive Group	(310) 314-3046	174
40	TRIMARK Interactive	(310) 314-3046	51
41	TRIMARK Interactive	(800) 645-5640	55
248	Turtle Beach Systems	(800) 714-7349	197
319	Venus Interactive Cinema	(800) 478-0217	173
126	Vertronix, Inc.	(310) 326-8880	108
377	Vic Tokai, Inc.	(800) 874-4607	169
25	Virgin Interactive Entertainment	(203) 664-1634	56-57
245	Vivid Simulations	(800) MY-DEALER	78
255	WarnerActive	*	10-11

* Please see advertisement for contact information.

ADVERTISER Game and Product Index

INFO. #	PRODUCT	COMPANY	PAGE
63	Discount CD-ROM Titles	Moondog Multimedia	191
171	1942 Gold	MicroProse	147
109	3D Game Creation System	Pie In The Sky Software	64
30	Air Warrior	GENie	27
70	Alone in the Dark 3	I'Motion, Inc.	41
14	Apache	Interactive Magic	143
129	Baldies	Gametek	53
293	BAO Line of Products	BAO	141
289	Battleground: Ardennes	Talonsoft	157
99	BioForge CD	Origin Systems	Cover 4
200	Board Games	Chips & Bits	150
360	Brain Dead 13	ReadySoft, Inc.	74
287	Brett Hull Hockey '95	Accolade	125
363	Buried in Time	Sanctuary Woods	105
45	Pre-Owned Software	Bare Bones Software	198
81	Celtic Tales	KOEI	101
255	Chaos Engine	WarnerActive	10-11
298	CIVNET	MicroProse	59
74	ClockWerk	Spectrum HoloByte	131
38	Colonization Gold	MicroProse	155
25	Command & Conquer	Virgin Interactive Ent.	56-57
314	Conqueror	Time Warner Interactive	174
225	Crystal Calibur Pinball	StarPlay Productions, Inc.	49
212	Cyberstrip Series	Mission Control	184
229	Dark Forces	LucasArts Entertainment Co.	87
377	Deadline	Vic Tokai, Inc.	169
37	Exploration	Interactive Magic	159
161	F-16 FLCS stick & F-16 TQS	ThrustMaster, Inc.	149
141	Falcon MACH V	Falcon Northwest	15
79	Fighting Falcons	Military Simulations, Inc.	152
113	Firebird and Phoenix	Advanced Gravix	Cover 3
299	Flight Unlimited	Looking Glass Technologies	139
230	Full Throttle	LucasArts Entertainment Co.	8-9
69	FX-FIGHTER	GTE Interactive Media	121-123
110	Games/Shareware	The Game Factory	190
42	Girlfriend	AIVR Corporation	182
57	go DIGITAL	Computer Express	181
288	Hardball 4	Accolade	127
51	Harpoon II Deluxe	Capstone Software	161
71	Heretic	id Software	47
152	Heroes of Might & Magic	New World Computing	4-5
213	Space Sirens II	Mission Control	185
275	INTERACT Accessories	STD Entertainment	195
319	Intimate Possibilities	Venus Interactive Cinema	173
163	Jagged Alliance	Sir-Tech	63
163	Jagged Alliance	Sir-Tech	65
163	Jagged Alliance	Sir-Tech	67
58	Jewels of the Oracle	Discis Knowledge Research	103
339	Johnny Mnemonic	Sony Imagesoft	33
86	Knights of Xentar	Megatech Software	134-135
65	Maabus	Microforum	99
40	Magball	TRIMARK Interactive	51
362	Mail Order Adult Software	Chips & Bits	178-179
126	Mail Order Hardware & Software	Vertronix, Inc.	108
54	Mail Order Products	Chips & Bits	68-73

INFO. #	PRODUCT	COMPANY	PAGE
56	Mail Order Products	Computer Express	92-97
241	Mail Order Products	Gamer's Gold	199
93,96	Mail Order Products	Mission Control	200-201
115	Mail Order Products	Spectrum Electronics	175
291	Mail Order Software	S Software	128
68	Mechwarrior 2	Activision	35-37
49	Midnight Stranger	Educorp	207
379	Mortal Kombat II	Acclaim Entertainment, Inc.	107
59	Ms. Metaverse	Computer Express	177
250	Multi-Player Games Network	MPG-NET	162-163
153	NASCAR Racing and Track Pack	Papyrus	45
349	Navy Strike	MicroProse	61
72	Necrobis	MicroProse	81
190	New from CH Products	CH Products	136-137
NO	One Must Fall 2097	Epic MegaGames, Inc.	17
210	Orion Conspiracy	Domark Software	77
35	Pinball Fantasies Deluxe	21st Century Entertainment	117
73	Pirates! Gold Multimedia	MicroProse	167
80	Pizza Tycoon	MicroProse	165
78	PowerHouse	Impressions Software, Inc.	19
77	Quad Kits	Diamond Multimedia Systems	43
296	Reconnaissance Report	Avalon Hill Game Company	13
150	Reelect JFK	Compton's New Media	188-189
43	Rise of the Triad: Dark War	FormGen, Inc.	23
310	Risky	Soldec, Inc.	102
245	Sail 95	Vivid Simulations	78
34	Shanghai: Great Moments	Activision	85
372	SimCity 2000	Maxis	187
365	SimTower	Maxis	119
84	Soundscape	Ensoniq	66
271	Space Quest 6	Sierra On-Line, Inc.	1
NO	Spaceball Avenger	Chips & Bits	2-3
124	Star Trek: The Next Generation	Spectrum HoloByte	89
NO	SuperKarts	GT Interactive Software	145
215	Tank Commander	Domark Software	110-111
44	Terminal Velocity	FormGen, Inc.	Cover 2
41	The Hive	TRIMARK Interactive	55
119	The Infinity Machine	REM Software	128
204	The Next Move	Capstone Software	170-171
61	The PC Game Gun	American Laser Games	83
106	Thunderscape	Strategic Simulations, Inc.	115
185	ThunderSeat	ThunderSeat Technologies	144
NO	Tigers on the Prowl	HPS Simulations	160
66	Tony LaRussa Baseball	Electronic Arts	133
253	Triad Wargame System	Nawu Triad Institute	198
248	Tropez	Turtle Beach Systems	197
307	Used Game Software	R & G Games	190
102	USS Ticonderoga	Mindscape, Inc.	79
280	Van Gogh	Creative Labs	109
219	Wargames	Novastar Game Company	191
361	WaveWatcher TV	AITech International	202
82	WingMan Extreme	Logitech	90-91
364	Wireless Bandit	AITech International	202
351	X-COM Terror From The Deep	MicroProse	113
*	Please see advertisement for contact information.		

Modem Operandi

Tips For Buying A Modem And Getting The Blinking Thing To Work

by Mike Weksler



ONE THING EVERYONE SEEMS TO FORGET WITH ALL THE "INFO-HIGHWAY" HYPE IN THE GENERAL media is our relatively archaic means of accessing this universe of data and coolness—the modem. When the "Father of Cyberpunk" William Gibson wrote *Neuromancer*, he imagined "jacking in" to "cyberspace" would be something like this:

He closed his eyes.

Found the ridged face of the power stud.

And in the bloodlit dark behind his eyes, silver phosphenes boiling in from the edge of space, hypnagogic images jerking past him like film compiled from random frames. Symbols, figures, faces, a blurred, fragmented mandala of visual information.

Please, he prayed, now—

A gray disk, the color of Chiba sky.

Now—

Disk beginning to rotate, faster, becoming a sphere of paler gray. Expanding—

And flowed, flowered for him, fluid neon origami trick, the unfolding of his distanceless home, his country, transparent 3D

chessboard extending to infinity... And somewhere he was laughing, in a white-painted loft, distant fingers caressing the deck, tears of release streaking his face.

In contrast to Gibson's kaleidoscopic vision, unseasoned cybersurfers often find themselves in something like the following scenario (with apologies to William Gibson):

In the darkened room, he booted the machine and switched on the small black box; the new V.34 modem's shrink-wrap on the floor ablaze in blue light reflected from the monitor.

He invoked the navigation program to open the net's floodgates, selected the number for one of his on-line services and clicked; the modem's display sprang to life in flashing green diodes like tollbooths on the infobahn. "Soon," he thought, "soon the PANZER GENERAL save game will be downloaded from my e-mail and I shall unleash with a vengeance upon my foe!"

Modemsong emitted from the speaker; the familiar squoosching tone—the indicator that he and his computer will become one with the other machine.

"Soon—"

Cursors blinking forever, time standing still, diode lights ceasing, error messages appearing: "Carrier not detected," "IRQ in use," "wincim.exe has caused a General Protection Fault in module..."

And somewhere he was cursing, angry fists hammering down upon the small black box, tears of anguish streaking down his face and falling on the modem documentation below...

Whether you want to cruise the net or go head-to-head in a modem-capable, multiplayer game, you won't get anywhere if you can't saddle up a modem—a peripheral which allows your computer to talk to other computers. While appear-

ing simple, the modem doesn't exactly work like an FM radio—it requires a certain level of expertise in both setting up the hardware and in running the communications software.

STALKING THE PERFECT SQUAWK BOX

Here's a few basic tips on what to look for when purchasing a modem. First, there are two basic types—external and internal. External modems are very easy to install. All you need is an available COM (serial) port and the right cable to go from the COM port to the modem. The best part about an external is that you get blinking lights telling you about the status of your connection. Additionally, you have a separate on-off switch to terminate a "hung" connection without rebooting the machine. However, the external modem does take up a small amount of space and requires an AC adapter.

Installing an internal modem, by contrast, is a little more difficult. Obviously, you have to open up your computer and install the modem card. You also have to configure an internal modem as one of your COM (serial) ports, which can make a sound card installation look easy by comparison. Look for an internal modem that's entirely software configurable and your life will be much easier.

Once you determine the type of modem, the next significant feature to look for is speed—more specifically, the transfer rate of the modem in bits per second (bps). Currently, most on-line services are gearing up for 28,800 (or 28.8) bps transfer rate. Only a few years ago, slower modems like 2400bps were acceptable because we primarily dealt with smaller file transfers and text-only interfaces. With today's larger files and graphic

SHORT CIRCUITS

For those of you who are maxed out on your full-dress Pentium 100 MHz machines, Intel is now shipping a 120MHz Pentium processor. This new chip is manufactured using a .35 micron process, which means that the chip is smaller—half the size of the current .6 micron Pentiums and about one-quarter the size of the early .8 micron Pentium processors. So if you need that extra horsepower, it's definitely worth a look. However, at a distributor cost of \$935 in large quantities, most people upgrading may opt for a Pentium 90MHz or 100MHz-based machine until the price falls. Additionally, sources at Intel say that the 150MHz Pentium processor and the P6 are due later this year. For more information, call (800) 628-8686.

BATTLE READY?

If you're still playing games with a keyboard or clunky joystick, then you're definitely not ready for battle. **INTERACT PC Game Accessories** give you the features and options you need to complete your system and prepare you for victory!

PC OPTIX — This stick's revolutionary optical sensing system provides quicker response and higher resolution than traditional joysticks. Its Four Fire-Buttons, Auto-Fire, Advanced Throttle Control, Analog or Digital Mode Switch, and Mega Zoom Calibration Disk give you the capabilities you need for ultimate performance. And, since optical sensing means no moving parts to wear out, the PC OPTIX boasts a full FIVE YEAR warranty!

PC COMMANDER — Take control with this popular stick. Our patented Mega Zoom Calibration Disk fine tunes the PC Commander and prevents incompatibility problems. Independent Auto-Fire, Trim Controls, Two Fire Buttons, Auto-Centering, and Precision Internal Components give you the power you need to really take off.

PC PROPAD — Fighting Games, Adventure, Sports Games? Get into the new generation of PC Games with the PC ProPad. You'll have an edge with its smooth 8-way directional control, lightning fast fire-buttons, and powerful Turbo Auto-Fire.

Don't Get Caught Unprepared... Get INTERACT Computer Game Accessories.



PC OPTIX
"If you've been looking for a precision flightstick, look no further. The PC Optix dazzled me from the outset."
— COMPUTER GAME REVIEW



For IBM-PC/Compatibles



PC COMMANDER
"The ergonomics are good and the buttons are tight and responsive... This is a keeper."
— COMPUTER GAME REVIEW



PC PROPAD
"STD's PC ProPad is a smooth-playing alternative to joysticks."
— PC GAMER

INTERACT
GAME PRODUCTS

Play with an attitude!

INTERACT Computer Game Accessories are available at:
**Software Etc., Babbage's, Electronics Boutique,
Best Products, and other major retail chains.**

STD Entertainment (USA), Inc. 110 Lakefront Drive • Hunt Valley, MD 21030 • 410-785-5661

© 1994 STD Entertainment (USA), Inc. ALL RIGHTS RESERVED. IBM is a registered trademark of International Business Machines, Inc.

Circle Reader Service #275

By **STD**

front ends, consider a 14.4bps modem to be the slowest speed to purchase. At this speed, one megabyte of data should transfer in approximately ten minutes.

Next, there are a few standards which you should be aware of. First, think of Hayes as the Sound Blaster standard for modems—most of the modem-capable games out there require a Hayes-compatible modem. Additionally, V.34 is the latest standard when looking for a modem. Finally, the latest standard for compression is V.42 bis, and the latest standard for error correction is V.42. Several models of modems also come with built in fax compatibility. A good V.34 28.8bps modem can be found for around \$180-\$250, and the same modem with fax capability upwards of \$350 plus. Some of the common brands of modems are US Robotics, Hayes, Motorola, Practical Peripherals,

Supra, and Intel.

Another thing to consider when purchasing a modem is getting the same one your game buddies have. It makes it much easier to troubleshoot a head-to-head connection in a game if you both have the same modems. Troubleshooting is no simple matter, because modems are the only peripherals that require you to type obscure, assembly language-like values into a setup screen.

HOT CHAT

Once you've found the right modem and set it up properly, you'll need to master two essential skills: sending e-mail messages and transferring files. E-mail will open up a world of possibilities for gamers. You'll be able to get technical support from game companies, chat with fellow gamers about strategies, and, who

knows, maybe even find a spouse! File transferring skills will allow you to download patches, saved games, demo games, and even playable games.

But perhaps the most compelling reason for jumping in and getting acquainted with modems and the on-line world is the new breed of on-line games coming out. **Domark's** **CONFIRMED KILL** will allow you to access their system over the Internet, and **Papyrus** has announced plans for a multi-player, on-line **NASCAR RACING** on their own network. Can you imagine dogfighting in WWII aircraft with pilots from all over the world or blasting down the Info Highway in a 700 hp stock car with the real Robbie Gordon inches from your virtual exhaust pipe? Perhaps I'm not stretching it too much when I say that the meek shall inherit the earth—the rest of us will be on-line! ☺

THE PARTS DEPT.

Futuristic i-glasses Bring VR Closer Than Ever

by Mike Weksler

SOME VIRTUAL REALITY HEAD-MOUNTED DISPLAYS ARE MORE REMINISCENT OF SOMETHING FROM A Flash Gordon movie than a 21st Century technological marvel. Other units fit on your head as if they if they were one of Torquemada's torture devices. Most cost more than the average month's rent. **Virtual i-O's** **i-GLASSES!**, however, represent the first compelling and affordable home virtual reality system I've seen.

The **i-GLASSES! PERSONAL DISPLAY SYSTEM** combines a lightweight display unit with an elastic head strap and stereo earphones. The device is easily adjusted to fit your skull and has a foam pad to support it on your forehead. The PC version includes a small head-tracking device which replaces the elastic strap on the back of the headset. The whole thing weighs about 14 ounces, and without the

head-tracking device is just eight ounces.

Unlike other VR helmets which require some adjustment for your eyes, the **i-GLASSES!** are ready for anyone to use right out of the box. You can even wear them over your prescription eyeglasses.

They're also easy to use, with just two controls for power and volume. The display consists of two 0.7-inch color LCD panels, but because the image is magnified by optics and is so close to the user's eyes, the image appears to be larger than it is.

Virtual i-O claims the display is comparable to an 80-inch screen, but not all users will perceive display size the same.

i-GLASSES! is served in two basic flavors: video and PC. The video version accepts input directly from an NTSC source like your VCR, while the PC version ships with a VGA-NTSC scan converter from which the **i-GLASSES!** receives its signal. Audio is routed from your sound card into the **i-GLASSES!** scan converter as well. The **i-GLASSES!** even support visual stereo 3D. The installation is a breeze—you don't have to open your computer or go through an elaborate setup.

The PC version ships with a CD packed with an assortment of games and demos, and includes drivers for **LucasArts' DARK FORCES** and **Bullfrog's MAGIC CARPET**. There are custom versions of **Raven's HERETIC** and **Interplay's DESCENT** that have impressive enhancements over their stock versions. The **Virtual i-O** version of **HERETIC** and **DESCENT** support head tracking, which allows you to look up, down, and left to right within the game universe. This means you can move or fly in a different direction by moving your head, or shoot baddies just by looking at them and firing.



VOTED THE BEST MULTIMEDIA SOUND CARD. PERIOD.

"Turtle Beach Systems once again earns an Editors' Choice ... the midrange Turtle Beach Tropez, which combines Turtle Beach quality, **SOUND BLASTER** compatibility, a fine software bundle, and a fair price." *PC Magazine* — March 28, 1995

"With this many high-quality features, Tropez is a potent package and an excellent value ... All in all, the Tropez sound board is a remarkable value." *Multimedia World* — April, 1995

"In short, the Tropez board is a winner because it raises the bar for all-around quality, and it does so at an affordable price." *Computer Life* — April, 1995



Turtle Beach has done it again! Tropez™, our first 100% game compatible sound card, has won the coveted *PC Magazine* award for being the best sound card

in its class, plus other great reviews from the industry's leading magazines! That's what happens when you combine sterling, 16-bit, CD quality digital audio with realistic wavetable synthesis.

Tropez also includes:

- The best digital audio with sample rates up to 48kHz.
 - Wavetable synthesizer with 128 realistic General MIDI instruments, 2 megs ROM.
- Circle Reader Service #248

- SampleStore™ ... lets you add an unlimited number of new instruments of your choice, up to 12 megs RAM.
- New, enhanced IDE CD-ROM connector.
- Wave SE™ professional digital sound-editing software.
- Stratos™ MIDI song-writing software.
- Plus loads of excellent gaming software!

See your favorite computer dealer, or call **800-645-5640** today for more information or the Turtle Beach \$5 demo CD!



TURTLE BEACH SYSTEMS

52 Grumbacher Road • York, Pennsylvania 17402
717-767-0200 • 1-800-645-5640 • FAX: 717-767-6033

A Division of Integrated Circuit Systems



March 28, 1995
Turtle Beach Tropez

All trademarks are registered by their respective companies. Specifications may change without notice.

The enhanced version of DESCENT is presented in full stereo 3D, and with head tracking it is amazingly immersive. The only caveat with these games is that using your head to control your direction of movement can be mildly disorienting. The head tracking has a slight lag time, and it is not as natural as turning your head to look at objects in the real world. In discussing the disorientation, game producer Seamus Blackley of **Looking Glass Technologies** (SYSTEM SHOCK, FLIGHT UNLIMITED) said that, "Normally, you move your head, then you look with your eyes. With the consumer headsets, you are forced to keep your eyes fixed and move your head around."

The most impressive implementation of the i-GLASSES! I've seen is with the **LucasArts' DARK FORCES** driver provided with the unit. This driver allows you to move your head independently of your virtual body in the game. The result is amazing and totally immersive—I could run forward and look back over my shoulder to see if I was being chased!

The feeling of looking down over a drop-off was incredibly realistic.

All of this is very cool, but the resolution is not the same as most gamers are used to. Though the i-GLASSES! have a higher res than many other VR headsets, their effective resolution of 256 x 240 pixels is considerably less than a typical VGA game res (320 x 200), and many games now are high-res (640 x 480).

After playing HERETIC for a few hours with the i-GLASSES!, I would look at the game on my monitor and note its markedly sharper, more colorful image. That, combined with a smaller peripheral view and the lag in head tracking detract from what would otherwise be a "must have" product. I have yet to experience motion sickness from wearing the i-GLASSES!, but a few of my testers did walk away looking slightly queasy.

While you wouldn't want to play X-COM OF PANZER GENERAL with the i-GLASSES! because of the poor resolution, sim buffs should note that forthcoming games like **Domark's TANK COMMANDER**

and **Looking Glass' FLIGHT UNLIMITED** will take advantage of the device's more compelling features.

One thing is clear: this is a compelling product that definitely enhances the gaming experience, and it is being supported by leading-edge game companies. Is it worth \$799? If you're into simulation and action games, and you would enjoy privately viewing other entertainment like TV and movies, then I would say yes, if you can afford it. On the other hand, the relatively low resolution compared to even the lamest monitor makes me want to wait for the higher resolution version due next year.

"Future versions of the i-GLASSES! will be smaller, wireless, and support higher resolutions," says Virtual i-O president Linden Rhoads. Those improvements will help make the i-GLASSES! very compelling indeed.

Price: Video version, \$599; PC version with Head Tracking, \$799.

Virtual i-O, Inc., (800) 646-3759

Virtual i-O web site: <http://www.vio.com>

WANT TO PLAY THE LATEST GAMES?

How about make some CASH?

How about **BOTH?**

CALL BARE BONES!

1-800-638-1123

Sell us your used software, then pick up the latest games at great prices!

Call with list of your software for fast quotes. Prompt payment. NO WAITING!



Call for free used software listing. Ask about latest ADULT CD's! (over 21, please)

3060 East Rt 60 Hurricane, WV 25526

Circle Reader Service #45

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

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
942 PACIFIC AIR WAR	29
A-TRAIN	15
A320 AIR BUS - AMERICAN	21
ABC BOXING	12
ACES OF THE DEEP	31
ACES OF THE PACIFIC	12
ACES OVER EUROPE	23
ADAM COLL: HEROES/DRAK	16
AIR BUCKS	19
ALICE BLASTER 3	19
ALIEN LEGACY	25
ALONE IN THE DARK	17
ALONE IN THE DARK 2	12
ALTERED DESTINY	17
AMBUSH AT SORINOR	9
APBA BASEBALL	14
APBA BASEBALL - WIN	14
ARACHNOPHOBIA	9
ARCHON ULTRA	25
ARENA: ELDER SCROLLS	29
ARMADA 2525	15
ASHES OF EMPIRE	19
ATAC	8
ATP FLIGHT SIMULATOR	9
BARD'S TALE 1	10
BATTLE BUGS	25
BETRAYAL AT KRONDOR	20
BIG BUSINESS	7
BLOODSTONE	15
BLUE AND GRAY	22
BLUE FORCE: NEXT OF KIN	16
BUZZ ALDRIN RACE TO SPACE	15
CAESAR	17
CAMPAIGN 2	24
CAR AND DRIVER	19
CARRIER STRIKE	15
CARRIERS AT WAR	15
CARRIERS AT WAR 2	29
CASTLES	9
CASTLES 2	15
CD - 7TH GUEST	32
CD - ACES OF THE DEEP	35
CD - ACES OF THE PACIFIC	29
CD - ACES OVER EUROPE	29
CD - AEGIS GUARDIAN FLEET	30
CD - AL QUAIDIM GENIE'S CURS	27
CD - ALIEN LOGIC	27
CD - ARMOURD FIST	35
CD - B17/SILENT SERVICE 2	25
CD - BENEATH A STEEL SKY	27
CD - BETRAYAL AT KRONDOR	18
CD - CH O A S. CONTINUUM	20
CD - COMPANION OF XANTH	22
CD - CORRIDOR 7	23
CD - CREATURE SHOCK	35
CD - CRITICAL PATH	22
CD - CYBERRACE	21
CD - DAEMONSGATE	19
CD - DAGGER OF AMON RA	21
CD - DARK LEGIONS	27
CD - DARK SUN	33
CD - DARK SUN 2: WAKE HAV.	33
CD - DAY OF THE TENTACLE	25
CD - DEATH GATE	32
CD - DELTA V	32
CD - DOOM 2	32
CD - DRAGON LORE	33
CD - DRAGONSPHERE	32
CD - DUNGEON HACK	27
CD - ERIC THE UNREADY	19
CD - EUROPEAN RACERS	17
CD - FALCON GOLD	39
CD - FANTASY EMPIRES	29
CD - FANTASY PAK	32
CD - FORTRESS OF DR RADIAC	24
CD - FRONT PAGE BB '94	34
CD - GABRIEL KNIGHT	29
CD - GEEKWAD	17
CD - GOBLINS QUEST 3	12
CD - GRANDEST FLEET	25
CD - GREAT NAVAL BATTLES	29
CD - HAMMER OF THE GODS	30
CD - HELL CAB - WIN	29
CD - INCA 2	19
CD - INHERIT THE EARTH	19
CD - IRON HELIX	30
CD - JONES IN THE FAST LANE	12
CD - JOURNEYMAN PROJECT	29
CD - JUMP RAVEN	29
CD - JURASSIC PARK	29
CD - JUTLAND	34
CD - KING'S QUEST 5	19
CD - KING'S QUEST 6	15
CD - KING'S QUEST 7	37
CD - KLIX & PLAY	29
CD - LABYRINTH OF TIME	19
CD - LAWMOWER MAN	29
CD - LOST IN TIME	13
CD - LUNICUS	28
CD - MAD DOG 2	27
CD - MAN ENOUGH	20
CD - MEGA RACE	29
CD - MENZOBERRANZAN	23
CD - METAL & LACE	32

CD - MICROCOSM	27
CD - MILLENNIUM AUCTION	32
CD - MYST	34
CD - NOCTROPOLIS	34
CD - OUTPOST	32
CD - QUANTUM GATE - WIN	23
CD - QUARENTINE	29
CD - QUEST FOR GLORY 4	29
CD - RAVENLOFT	35
CD - REBEL ASSAULT	33
CD - RETURN OF PHANTOM	27
CD - RETURN TO ZORK	23
CD - RISE OF THE ROBOTS	32
CD - SHADOW OF THE COMET	25
CD - SPACE SHUTTLE	17
CD - SPEAR OF DESTINY	29
CD - SPEED	29
CD - STAR CRUSADER	29
CD - STAR TRAIL	35
CD - STAR TREK NEXT GEN	32
CD - STELLAR 7	11
CD - STRIKE COMMANDER	32
CD - TONY LARISSA BB 2	25

**HINT BOOKS
AVAILABLE
\$4 and UP**

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

WE SELL USED GAMES

All games are tested & IBM disks virus checked
games are in original box with original documentation

Call for current title availability



**WE ACCEPT ONLY
VISA/MasterCard/Discover
Money Orders/Cashiers Check**

Call for title availability before sending M.O.

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

CD - U.S. NAVY FIGHTERS	34
CD - ULTIMA 8 PAGAN	29
CD - ULTIMATE FOOTBALL	33
CD - UNDER A KILLING MOON	39
CD - VOYEUR	33
CD - WHO SHOT JOHNNY ROCK	14
CD - WING COM ARMADA	34
CD - WING COMMANDER 2	19
CD - WING COMMANDER 3	37
CD - WOLF	31
CD - WOLFPAK	24
CD - X-COM UFO DEFENSE	30
CD - ZEPHIR	33
CENTURION DEFENDER ROME	6
CHALLENGE OF 5 REALMS	10
CHESS MANIAC 5 BILLION 1	19
CHESSMASTER 4000	28
CIRCUITS EDGE	6
CIVILIZATION	26
COHORT 2	12
COLONIZATION	31
COMMAND HQ	6
COMPANION OF XANTH	25
CONQUEST OF JAPAN	15
CONQUESTS OF LONGBOW	19
CORRIDOR 7	19
COUNTDOWN	10
COVERT ACTION	5
CYBER EMPIRES	8
D-DAY BEGINNING OF END	24
DAEMONSGATE	12
DAGGER OF AMON RA	27
DARK LEGIONS	27
DARK QUEEN OF KRYNN	15
DARK SUN 2	33
DARKLANS	10
DARKSEED	14
DAUGHTER OF SERPENTS	8
DAVID WOLF: SECRET AGENT	8
DAY OF THE TENTACLE	25
DELTA V	26
DETROIT	25
DISCOVERY STEPS COLUMBS	15
DISNEY ANIMATION STUDIO	45
DOOM	28
DOOM 2	29

FRONT PAGE BASEBALL '94	29
FRONT PAGE FB PRO '95	34
FRONT PAGE FOOTBALL PRO	18
FRONTIER ELITE 2	25
FULL METAL PLANET	11
GABRIEL KNIGHT	22
GAMES WINTER CHALLENGE	11
GATEWAY	15
GATEWAY 2: HOMEWORLD	15
GATEWAY SAVAGE FRONTIER	8
GLOBAL CONQUEST	20
GLOBAL DOMINATION	20
GOBLINS 2	12
GRANDEST FLEET	25
GRANDSLAM BRIDGE	7
GREAT NAVAL BATTLES	19
GREAT NAVAL BATTLES 2	29
GREENS	15
HAND OF FATE	15
HAINIBAL	15
HARBORALL 3	14
HARPOON 7	7
HARPOON 2	13
HARPOON BATTLE SETS EA	9
HARRIER SUPER VEGA	17
HEART OF CHINA - VGA	9
HEIRS TO THE THRONE	12
HEX	19
HIGH COMMAND (BY 360)	19
HORDE	21
HOVERFORCE	12
HUMANS	11
INCA	12
INCA 2	17
INDY CAR EXP - CIRCUITS	15
INDY CAR EXP - INDIANAPOLIS	15
INDY CAR RACING	22
INDY JONES LAST CRUSADE	14
IRON CROSS	28
ISLAND OF DR. BRAIN	19
ISLE OF DEAD	14
JACK NICKLAUS COURSE DISK	5
JACK NICKLAUS GREATEST 18	9
JACK NICKLAUS SIGN ED	17
JAMES BOND STEALTH ADV	7
JEOPARDY	12
JETFIGHTER 2.0	14

MANHUNTER 1 NY	5
MANTIS EXP FIGHTER	9
MANTIS EXP SPEECH PACK	6
MARTIAN DREAMS	9
MARTIAN MEMORANDUM	24
MASTER OF MAGIC	31
MASTER OF ORION	29
MAXIMUM OVERKILL	24
MAXIMUM OVERKILL: MISSION	12
METAL TECH: EARTH SEIGE	33
METALTECH: BATTLEDRONE	28
MICROSOFT GOLF - WIN	16
MIG 29 (SPECTRUM-HOL)	25
ML FOOTBALL 2	5
ML FOOTBALL DELUXE	9

FREE GAME OFFER

On orders over \$75

Choose from list below

- Rex Nebular
- Power Manger
- Jordan Vs. Bird
- When Two Worlds War
- Realmis
- Dagger of Amon Ra

MOONBASE	9
MOON KOMBAT	19
NFL COACHES CLUB	17
NFL PRO LEAGUE FB 91	5
NFL VIDEO FOOTBALL	17
NHL HOCKEY 94	22
NO GREATER GLORY	18
NOBUNGA'S AMBITION	10
NOMAD	9
OBVIOUS	7
OPERATION COMBAT 2	12
OUT OF THIS WORLD	17
OUTPOST	24
OVERLORD	6
PACIFIC STRIKE SPEECH PACK	17
PACIFIC ISLANDS	7
PACIFIC STRIKE	18
PACIFIC WAR	24

PATRIOT	6
PERFECT GENERAL	17
PERFECT GENERAL - SCENAR	18
PGA TOUR GOLF	9
PGA TOUR GOLF - WIN	15
PIRATES	8
PIRATES GOLD	22
PLANET'S EDGE	10
PLAYMAKER FOOTBALL	12
POLICE QUEST 3	16
POLICE QUEST 4	24
POOL OF RADIANCE	9
POPULOUS	8
POPULOUS 2	19
POWER HITS: MOVIES	13
POWERMONGER	15
PRIVATEER	25
PRIVATEER SPEECH PACK	5
PRIVATEER: RIGHTHOUS	10
PRO TENNIS TOUR	9
PROPHECY OF THE SHADOW	4
QUEST FOR GLORY 1 - VGA	10
QUEST FOR GLORY 1 - VGA	5
QUEST FOR GLORY 3	25
QUEST FOR GLORY 4: SHADOW	25
QUESTRON 2	18
RAGS TO RICHES	9
RAVENLOFT	29
REALMS	15
RED CRYSTAL	12
RED LIGHTNING	5
RENEGADE LEGION INTERCE	8
RETURN OF THE PHANTOM	14
RETURN TO ZORK	9
REUNION	27

SPEAR OF DESTINY	19
SPEAR OF DESTINY: MISS 2	14
SPECIAL FORCES	11
SPECTRE	17
SPELLCASTING 101	9
SPELLCASTING 201	15
SPELLCASTING 301	24
SPELLJAMMER: PIRATES	11
STAR CRUSADER	28
STAR FLEET	11
STAR LEGIONS	7
STAR TREK 25TH ANNIV	15
STAR TREK: JUDGEMENT	17
STAR TREK: JUDGE MOVIE &	10
STARLIGHT 1	11
STARSHIP: COMMAND ADV	14
STELLAR 7	6
STORM ACROSS EUROPE	6
STREET FIGHTER 2	17
STRIKE COMMANDER	17
STRONGHOLD	15
STUNT ISLAND	14
SUBWAR 2050	16
SUPER SLOTS	9
SUPERHERO: LEAGUE HOBE	21
SYNDICATE	18
SYNDICATE: AMERICAN REVOL	28
SYSTEM SHOCK	28
TAKE-A-BREAK PINBALL	10
TANKS: CONST SET 2	27
TASK FORCE 1942	15
TERMINATOR	9
TERMINATOR 2: CHESSE	9
TERMINATOR 2029	16
TERMINATOR 2029 OPERATION	10
TERMINATOR: RAMPAGE	15
TEST DRIVE 3	21
TFX	8
THE PROPHECY	18
THEATRE OF DEATH	8
THEIR FINEST HOUR	9
THEME PARK	29
THEXDER 1	8
THEXDER 2	8
THUNDER HAWK	32
TIE FIGHTER	6
TIME QUEST	6
TONY LARISSA 2 NL/AL	5
TONY LARISSA BASEBALL	9
TONY LARISSA 2 '92 PLAYERS	21
TORNADO	27
TREASURES SAVAGE FRONT	11
ULTIMA 5 - WARRIORS OF DES	11
ULTIMA 6 - FALSE PROPHET	18
ULTIMA 7 - BLACK GATE	18
ULTIMA 7 - FORGE VIRTUE	15
ULTIMA 7.5 - SERPENT ISLE	21
ULTIMA 8: PAGAN	15
ULTIMA 8: SPEECH PACK	16
ULTIMA UNDERWORLD 1	10
ULTIMA UNDERWORLD 2	25
ULTIMATE DOMAIN	17
UNTRABOTS	16
UNWANTED - WIN	18
UNIVERSAL MILITARY SIM 2	5
UNNATURAL SELECTION	8
UNNECESSARY ROUGHNESS	10
VEIL OF DARKNESS	20
VENGEANCE OF EXCALIBUR	29
VIKINGS 2	25
WARS OF ROME	2
WARLORDS	25
WARLORDS 2	20
WAYNE GRETZKY HOCKEY 2	9
WEAVER BASEBALL 2	5
WELLTRIS	19
WESTERN FRONT	15
WHERE IN SPACE CARMEN SD	27
WING COMM 2 SPEC OP	12
WING COMM 2 SPEECH PACK	5
WING COMM SECRET MISSION	7
WING COMMANDER 1	9
WING COMMANDER 2	15
WIZARDRY 4	10
WIZARDRY 6 - COSMIC FORGE	12
WIZARDRY 7 - CRUSADERS	6
WIZARDRY TRILOGY 1	14
WIZARDRY TRILOGY 2	26
WORLD CIRCUIT	17
WORLD CLASS SOCCER	12
WORLD WAR 2: BATTLES	15
WW2 AIR FORCE COMMAND	12
X-COM	29
X-WING	24
X-WING B-WING	10
X-WING IMPERIAL PURSUIT	10
YEAZER'S AFT	4
ZAK MCKRACKEN	5

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

MISSION CONTROL

IBM DISKS

1830	38
5th Fleet	44
Across the Rhine	44
Advanced Civilization	38
Allen Legacy	41
Arctic Baron	30
Arkania 2 Star Trail	44
Blackbeard	38
Blake Stone: Planet Strike	33
Breach 3	42
BreakThru	38
Cannon Fodder	27
Cyber GO	40
CyClones	45
Dark Forces	49
Deep Space 9 The Hunt	44
Descent	44
Doom II Hell On Earth	46
DreamWeb	37
Dungeon Master 2	39
Fighter Wing Cd-Rom	38
Flight Light	22
Forgotten Castle Awakening	50
Front Lines	44
Heroes Might & Magic	44
Hexx	38
Hired Guns	27
Jorune Alien Logic	42
Lands of Lore 2	42
Lords of the Realm	44
MechWarrior 2	47
MechWarrior 2 Data Disk 1	22
Metal and Lace	34
Nerves of Steel	22

Panzer General	44
Perfect General 2	39
Raiden	33
Rise of the Triad	40
Robinson's Requiem	40
SimTower	30
Stalingrad	44
StarTrek NextGeneration	59
The Dig	43
Theatre of Death	27
Third Reich	37
Tie Fighter Defender of Empire 2	27
Timeout Sports Baseball	24
Victory at Sea	45
X Com Terror from the Deep	44

THRUSTMASTER



F-16 Flight Control	\$109
Weapons Control II	\$89
Rudder Pedals	\$99
Flight Control MK 1	\$59
T-1 Driving Pedals	\$119

CD ROM HEADQUARTERS

5th Fleet	44	Flight Light Plus	32	Quantum Gate 2	44
7th Guest 11th Hour	69	Full Throttle	42	Quest for Glory IV	49
Absolute Zero	41	Gadget	50	Raiden	39
Advanced Civilization	38	Hammer of the Gods	44	Renegade	44
Alone in the Dark 3	50	Harvester	59	Retribution	38
Arkania 2 Star Trail	44	Hell Cyberpunk Thriller	50	Reunion	38
Avalanche	29	Heretic	50	Rise of the Triad	44
Battle Isle 2200	38	High Seas Trader	40	Shadow of Comet	44
Beyond Squad Leader	54	Inferno CD	49	Space Pirates	44
BioForge	50	Inherit The Earth	49	Star Crusader	44
Blood Bowl	37	Ishar 3:7 Gates Infinity	38	Star Reach	44
Blood Net	50	Jagged Alliance	47	Star Trek Tech Manual	44
Bureau 13	44	Jorune Alien Logic	44	StarTrek Next Gen	59
Buried in Time	50	King's Quest VII	49	Stonekeep	44
Celebrity Poker	33	Knights of Xentar	43	System Shock	50
Comanche	40	Lands of Lore 2	46	Tank Commander	54
Command & Conquer	50	Legend of Kyrandia 3	44	The Scroll	44
Conqueror	48	Litil Divil	33	Third Reich	37
Creature Shock	50	Lords of Midnight	50	Transport Tycoon	47
Cyber Judas	52	Maabus	38	Under a Killing Moon	58
Cyberia	50	MadDog 2 Lost Gold	38	US Navy Fighters	47
CyberWar	50	Magic Carpet	47	USS Ticonderoga	46
CyClones	50	Mortal Combat II	50	VRStarter Kit 1	42
Daedalus Encounter	50	Ms. Metaverse	37	Voyeur	50
Dark Forces	54	Myst	52	Wild Blue Yonder	45
Death Gate	37	NHL Hockey '95	39	Wing Commander III	56
Deep Space 9 Hunt	43	Noctropolis	50	Wings of Glory	45
Descent	44	NovaStorm	38	Wolf Hunt or Hunted	39
Discworld	40	Panzer General	44	X Com Terror Deep	44
Dominus	38	PGA Tour Golf 486	50	X-Wing Collector's	50
Doom II Hell On Earth	46	Phantasmagoria	56	Zephyr	52
Dragon Lore	50	Python's Waste Time	56		



HOT WIRE MAGAZINE

The 1st interactive Adult Magazine on CD. Featuring the interactive toychest, fabulous phone, hundreds of steamy photos, dozens of hot videos, Spring break sessions with naughty coeds and the Come With Me Button. Only \$29!



Access time is lowered considerably, and d-Time¹⁰ makes Full Motion Video clips flow more smoothly and more realistically. ONLY \$49



Sample A Bundle



\$34

- A Taste of Erotica 2
- Virtual Vivid
- Pixis Sampler
- Virtual Vibrations

ELECTROMEDIA



Go Digital
\$14



Club
Cyberlesque
\$24



Sorority
House
\$29

Poker Party

THE Interactive Strip Poker Game!



Featuring Kathy Willets, Play against six beautiful opponents! Combines full motion video. We love this game! CD Rom \$49

Phone (201) 783-3600 • Fax (201) 783-3686 • FAXBACK Line (201) 783-3374

800-999-7995

Send Orders To: Mission Control • 7 Oak Place • CGW0695 • Montclair, NJ 07042. MC, Visa, Discover, Checks & Money Orders. Checks held 14 days. Please Include Phone # /Shipping \$7 OVERNIGHT (most areas) Int'l Shipping \$25. E-Mail MissionCD@aol.com

INTERACTIVE

Adult Movie Almanac	49	Samurai Pervert	59
Adventures of S-man	49	See Some, 3 Some	49
CyberStrip Blackjack	49	SS2: Megababes from Ajia	49
CyberStrip Poker	54	Spy Club	44
Dirty Debutantes	49	Streets of New York	49
DD2 Asian Invasion	49	Stripper P.I.	49
Dream Machine	49	Texas Table Dance	39
Electric Swing	49	Tokyo Nightlife	49
Fantasies Interactive	49	Tokyo Nightlife MAC	49
Fantasy Chamber	39	Treasures of Spice	14
Girlfriend Teri	49	Vampire's Kiss	49
Hot Wire	39	Virgins	49
Hot Wired	39	Virgins 2	59
Lingene Interactive	19	Virtual Director	39
Maddam's Family	49	Virtual Photoshoot 1	59
Monte Carlo Intimate	59	Virtual Photoshoot 2	59
New Machine Sampler	14	Virtual Photoshoot 3	59
Nightwatch 2	49	Virtual Sex	49
PeepShow Interactive	49	Virtual Valerie 2	39
Pixis Adult Sampler	14	Virtually Yours 2	59
Private Prison	49	Vivid Sampler	14
		Wanderlust	24
		Wet'n Wild	34



**2 CD
Only
\$49**

6 PACK

The best way to get started with Adult CD Roms. Set includes: Digital Dancing, Legends IV, Biker Babes, Legends of Porn II, Insatiable & CD Sampler!

WHAT A DEAL! \$49

■ New Wave Hookers	\$29
■ Asian Invasion	\$49
■ Dirty Debutantes	\$39
■ Girls On Girls	\$39
■ Adventures Seymore	\$39
■ Private Video Mag	\$34
■ Model Wife	\$24
■ Hidden Obsessions	\$24
■ Traci I Love You	\$24



**Dream Machine
\$49**



**Nightwatch II
\$49**

MOVIES

Adventures of Mikki Finn	39	Touch Me, Feel Me	29
Always	29	Urotsujido Legend Overland	49
Amorous Asian Girls	39	Virtual Vibrations Sampler	14
Babes Illustrated 2	34	Wild Innocence	29
Baby's Got Butt	29	WPINK TV	39

PICTURES

Blondage	29	Amateur Models	29
Blonde Justice	29	Amateur Models 2	34
Candy Snacker	29	American Girls	34
College Girls	39	Asian Ladies 2	39
CyberStuds	39	Bet Your Sweet Booty	24
Darker Side of Shayla	29	Boyfriend 1	49
Daydreams	29	Busty Babes 2	29
Defending Your Sex Life	34	Busty Babes 3	39
Elements of Desire	29	Elite American Models 1	24
Ginger Lynn: The Movie	39	Elite European Models 1	24
Girls Do It Girls 2	49	Elite European Models 2	24
Lady in Spain	39	Endless Beach Babes	24,95
Lethal Passion	29	Garage Picture Disc Collection	24
Mind Teaser II	39	Girls of J. Stephen Hicks	29
Night Creatures	29	Girls of Vivid	24
Oriental Action	29	Girls of Vivid 2	24
Other Side Chelsea	29	Girls on Girls	39
Private Video Magazine #1	39	High Volume Nudes	39
Racquel Released	39	Mellon Man 1	24z
Rise of the Roman Empress	39	Private Photodisc #1	34
Sex	29	Select A Pat	29
Sex Over 40	29	Sizzle Screen Saver	29
SuperStars Japanese Porn	49	Tabloid Beauties	34
The Dinner Party	29	Tokyo Glamour Girls	39

P.I.X.I.S. I N T E R A C T I V E



**Touch The
Future!**

V2: SPACE SIRENS

You venture into the domain of the alluring and beautiful Space Sirens only to realize that you've been entrapped in VR chamber to fulfill their every desire.



State of the Art CD \$49

VIRTUAL VIXENS PART 1 CD \$44



MAX THE NAUGHTY DOG \$59

Ever dream of being invisible? Take full control of a ultra sophisticated remotely mechanical dog equipped with a video transmitter and advanced surveillance system. Get away with the unimaginable through the eyes of a cute and cuddly cybernetic creation.

SCISSORS N STONES

Journey into a realm where beautiful women are available to challenge you in a game of chance. **\$29**



**NEURO
DANCER
CD \$39**

PIXIS CLASSICS!

- PIXIS SAMPLER \$14
- BUTTMAN'S VACATION \$24
- HOUSE OF SLEEPING BEAUTIES \$24
- PASSION FILES \$29
- SEX & MONEY \$29

Send
\$5.00 for
our 32 page
all Adult
CD Rom Color
Catalogue!
Over 21 Only!



FREE! Adult CD Sampler.

With a One Year
Subscription to
Interactive Quarterly
magazine.

**Your Guide To Adult CDs.
The Hottest News, Views,
Reviews**

**Go behind the scenes!
Find out what's really
going on!**

**Incredible Savings at
ONLY \$9.95 for an entire
YEAR!
Say YES now.**

YES! Start my subscription to
Interactive Quarterly for \$9.95 &
send my FREE Adult CD sampler:
Select One Sampler:

- ☐ New Machine ☐ Pixis Interactive
☐ Digital Playground

Name _____

Address _____

City _____

State _____ Zip _____

Birthday _____

☐ MC ☐ Visa ☐ Discover ☐ Check

Card # _____ exp. _____

Signature _____

Mail to: IQ Magazine, 551 Valley Road,
PO Box 995, Montclair, NJ 07043. EMail
IQMag@aol.com Fax to 201.783.3686.
If faxing, please include info from above
on white cover sheet.

Wireless BANDIT™

2 Dual-Player Turbo Infra-Red
Wireless Game Controllers

Wireless Combat at Its Best!



FEATURES

- ▶ **TRIPLE Beam Infrared Transmitter** with 180° horizontal and 90° vertical field means it's next to impossible to break the connection from anywhere inside a room - up to 40ft. away!
- ▶ Dual-player controllers support up to two players for arcade-type games
- ▶ Powerful **PRO mode** supports 2 extra-bonus functions
- ▶ Independent **TURBO & AUTO** fires control for A and B
- ▶ Superior 8 directional control capability
- ▶ Ultra sensitive and durable fire buttons
- ▶ Ergonomic and stylish design
- ▶ Automatic power-off function and low power consumption design for longer battery life
- ▶ Uses 4 AAA batteries (2 per controller, batteries not included)
- ▶ 1 year limited warranty

\$49.95
value
Mortal Kombat
FREE

Circle Reader Service #364

Add more power to your system with these fine scan converter products from AiTech! And Play Your Computer Games on TV

MultiPro CTV

for a top-of-the-line scan converter, capture the advanced features of MultiPro CTV - professional presentation, educational and gaming tool, IBM PC & Mac compatible. Plug & Play portable, flicker-free technology. (external unit)

ProPC/TV Plus

play your computer games on any TV with the complete ProPC/TV Plus scan converter from AiTech - affordable presentation, demonstration and gaming solution. (external unit, IBM PC and compatibles only)

gamePlayer TV

the gamePlayer TV scan converter is the ultimate computer gaming solution. Perfect internal unit to play computer games on a larger screen TV display. Bundled with FREE \$49.95 value Street Fighter II.

Call your local dealer for these exciting products today!



AiTech

Vision for Multimedia

AiTech International, World Headquarters:

47971 Fremont Blvd., Fremont, CA 94538

Tel: 510-226-8960 • 1-800-882-8184

Int'l Calls: 510-226-9169 • Fax: 510-226-8996

Hall Of Fame

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.

HIGHLIGHTS

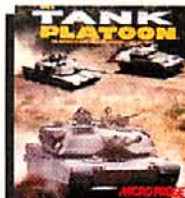


LEMMINGS PSYGNOSIS, 1991

When initially released, **LEMMINGS** certainly seemed cute enough, but few could have predicted the profound impact it would have on the puzzle game genre. To save the migratory species from a self-induced demise, players frantically removed barriers, yanked the lovable Lilliputians from dangerous precipices, and rescued them from all sorts of aquatic, fiery and otherwise potentially calamitous ends, primarily by assigning lemmings to various tasks. **LEMMINGS** appealed to both male and female gamers, and it seemed that gamers of all ages seemed to have time for just one more level of this insidiously addicting game. Since the game has now migrated to every major platform, we'll probably never know how many total hours have been spent watching Lemmings shinny up cliffs, bash through mountains, or float to safety with umbrellas. Judging from the success **LEMMINGS'** sequels have enjoyed, it was "non-productive time" well spent.

M-1 TANK PLATOON MICROPROSE, 1989

One of the best from the "Golden Age" of MicroProse Simulations, this game impressed wargamers and simulation fans alike with its attention to detail and excellent combat model. For the first time, modern armored combat was recreated for the computer on a *platoon* level, rather than the single-tank view of prior sims. With the computer crunching the ballistics numbers, players were free to concentrate on giving orders—a system which worked quite well due to the excellent command control, and platoon cohesion and morale rules. The furious action captured the feel of a chaotic battlefield without feeling like an arcade game, and the enemy tanks sported a good enough AI to make worthy opponents. Despite the advances in graphics technology, the realistic terrain depiction found in **M-1 TANK PLATOON** has yet to be surpassed.



CIVILIZATION (MicroProse, 1991)

FALCON 3.0 (Spectrum HoloByte, 1991)

GUNSHIP (MicroProse, 1989)

HARPOON (Three-Sixty Pacific, 1989)

KING'S QUEST V (Sierra On-Line, 1990)

LEMMINGS (Psygnosis, 1991)

LINKS 386 PRO (Access Software, 1992)

M-1 TANK PLATOON (MicroProse, 1989)

RAILROAD TYCOON (MicroProse, 1990)

RED BARON (Dynamix, 1990)

THEIR FINEST HOUR (LucasArts, 1989)

THE SECRET OF MONKEY ISLAND (LucasArts, 1990)

ULTIMA VI (Origin Systems, 1990)

ULTIMA UNDERWORLD (Origin Systems, 1992)

WING COMMANDER I & II (Origin Systems, 1990-91)

WOLFENSTEIN 3-D (id Software, 1992)

INDUCTEES PRIOR TO 1989

BATTLE CHESS (Interplay Productions, 1988)

CHESSMASTER (The Software Toolworks, 1986)

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)

KAMPFGRUPPE (Strategic Simulations, 1985)

MECH BRIGADE (Strategic Simulations, 1985)

MIGHT & MAGIC (New World Computing, 1986)

M.U.L.E. (Electronic Arts, 1983)

PIRATES (MicroProse, 1987)

SIMCITY (Maxis, 1987)

STARFLIGHT (Electronic Arts, 1986)

THE BARD'S TALE (Electronic Arts, 1985)

ULTIMA III (Origin Systems, 1983)

ULTIMA IV (Origin Systems, 1985)

WAR IN RUSSIA (Strategic Simulations, 1984)

WASTELAND (Interplay Productions, 1986)

WIZARDRY (Sir-Tech Software, 1981)

ZORK (Infocom, 1981)

TOP ADVENTURE GAMES

RANK	GAME	COMPANY	SCORE
1	Day of the Tentacle	LucasArts	9.87
2	Gabriel Knight	Sierra	9.42
3	Star Control II	Accolade	9.33
4	Sam & Max Hit The Road	LucasArts	9.30
5	The Seventh Guest	Virgin	9.25
6	Ecstasica	Psygnosis	9.14
7	Under A Killing Moon	Access	9.13
8	Quest for Glory I (VGA)	Sierra	9.05
9	Eric the Unready	Legend	9.04
10	Freddy Pharkas Frontier Pharmacist	Sierra	8.95



TOP ROLE PLAYING GAMES

RANK	GAME	COMPANY	SCORE
1	Betrayal at Krondor	Dynamix	9.44
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	Might & Magic: Clouds of Xeen	New World Computing	9.11
6	Ultima VII: Part Two Serpent Isle	Origin	9.08
7	Wolf	Sanctuary Woods	8.88
8	Arena: The Elder Scrolls	Bethesda	8.81
9	Veil of Darkness	SSI	8.74
10	Menzoberranzan	SSI	8.25



TOP SIMULATION GAMES

RANK	GAME	COMPANY	SCORE
1	NASCAR Racing	Papyrus	10.04
2	Wings of Glory	Origin	10.00
3	US Navy Fighters	Electronic Arts	9.65
4	Aces of the Deep	Dynamix	9.52
5	Indy Car Racing	Papyrus	9.43
6	World Circuit	MicroProse	9.36
7	Comanche: Maximum Overkill	Novalogic	9.27
8	Fleet Defender	MicroProse	9.25
9	Hornet	Spectrum Holobyte	8.96
10	Aces Over Europe	Dynamix	8.66



TOP STRATEGY GAMES

RANK	GAME	COMPANY	SCORE
1	X-COM	MicroProse	10.37
2	Master of Orion	MicroProse	10.21
3	Warlords II	SSG	9.95
4	Dune II	Virgin	9.82
5	Master of Magic	MicroProse	9.68
6	Warcraft	Blizzard	9.64
7	Sim City 2000	Maxis	9.58
8	Conquered Kingdoms	QQP	9.53
9	Incredible Machine 2	Sierra	9.25
10	Merchant Prince	QQP	9.08



TOP 100 GAMES

RANK	GAME	COMPANY	TYPE	SCORE
1	Panzer General	SSI	WG	10.64
2	Wing Commander 3	Origin	AC	10.48
3	X-COM	MicroProse	ST	10.37
4	TIE Fighter	LucasArts	AC	10.33
5	DODM	id Software	AC	10.24
6	Master of Orion	MicroProse	ST	10.21
7	NASCAR Racing	Papyrus	SI	10.04
8	Wings of Glory	Origin	SI	10.00
9	Warlords II	SSG	ST	9.95
10	Magic Carpet	Electronic Arts	AC	9.89
11	Day of the Tentacle	LucasArts	AD	9.87
12	DODM II	id Software	AC	9.83
13	Dune II	Virgin	ST	9.82
14	Master of Magic	MicroProse	ST	9.68
15	US Navy Fighters	Electronic Arts	SI	9.65
16	Front Page Sports Football Pro	Dynamix	ST	9.64
17	Warcraft	Blizzard	SP	9.64
18	Heretic	id Software	AC	9.61
19	X-Wing	LucasArts	AC	9.60
20	Sim City 2000	Maxis	ST	9.58
21	V for Victory: Market Garden	Three-Sixty Pacific	WG	9.58
22	Conquered Kingdoms	QQP	ST	9.53
23	V for Victory: Velikiya Luki	Three-Sixty Pacific	WG	9.52
24	Aces of the Deep	Dynamix	SI	9.52
25	NHL Hockey	Electronic Arts	SP	9.49
26	Betrayal at Krondor	Dynamix	RP	9.44
27	War in Russia	SSI	WG	9.44
28	Indy Car Racing	Papyrus	SI	9.43
29	Ultima Underworld II	Origin	RP	9.42
30	Gabriel Knight	Sierra	AD	9.42
31	Front Page Sports Football 95	Sierra	SP	9.41
32	Might & Magic: Darkside of Xeen	New World Computing	RP	9.37
33	World Circuit	MicroProse	SI	9.36
34	Carriers at War Construction Kit	SSG	WG	9.35
35	Pacific War	SSI	WG	9.34
36	Star Control II	Accolade	AD AC	9.33
37	Operation Crusader	Avalon Hill	WG	9.31
38	Sam & Max Hit The Road	LucasArts	AD	9.30
39	System Shock	Origin	AC	9.30
40	Comanche: Maximum Overkill	Novalogic	SI	9.27
41	Incredible Machine 2	Sierra	ST	9.25
42	Lands of Lore	Virgin	RP	9.25
43	The Seventh Guest	Virgin	AD	9.25
44	Fleet Defender	MicroProse	SI	9.25
45	Flight Commander 2	Avalon Hill	WG	9.19
46	V for Victory: Gold June Sword	Three-Sixty Pacific	WG	9.18
47	Privateer	Origin	AC	9.16
48	Ecstasica	Psygnosis	AD	9.14
49	Under A Killing Moon	Access	AD	9.13
50	Might & Magic: Clouds of Xeen	New World Computing	RP	9.11

TOP WARGAMES

RANK	GAME	COMPANY	SCORE
1	Panzer General	SSI	10.64
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	Carriers at War Construction Kit	SSG	9.35
6	Pacific War	SSI	9.34
7	Operation Crusader	Avalon Hill	9.31
8	Flight Commander 2	Avalon Hill	9.19
9	V for Victory: Gold Juno Sword	Three-Sixty Pacific	9.18
10	Tanks	SSI	9.00



TOP ACTION GAMES

RANK	GAME	COMPANY	SCORE
1	Wing Commander 3	Origin	10.48
2	TIE Fighter	LucasArts	10.33
3	Doom	id Software	10.24
4	Magic Carpet	Electronic Arts	9.89
5	Doom II	id Software	9.83
6	Heretic	id Software	9.61
7	X-Wing	LucasArts	9.60
8	System Shock	Origin	9.30
9	Privateer	Origin	9.16
10	Descent	Interplay	9.06



TOP SPORTS GAMES

RANK	GAME	COMPANY	SCORE
1	Front Page Sports Football Pro	Dynamix	9.64
2	NHL Hockey	Electronic Arts	9.49
3	Front Page Sports Football 95	Sierra	9.41
4	PGA Tour Golf 486	Electronic Arts	8.95
5	Front Page Sports Baseball	Sierra	8.93
6	Tony La Russa Baseball II	SSI	8.78
7	Hardball IV	Accolade	7.94
8	Jordan In Flight	Electronic Arts	7.85
9	Microsoft Golf 2.0	Microsoft	7.43
10	Ultimate Football	MicroProse	7.26



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. This historical database serves as a terrific reference for what you, the gamers, feel are the best plays in gaming.

51	The Grandest Fleet	QQP	ST	9.08
	Merchant Prince	QQP	ST	9.08
	Ultima VII: Part Two Serpent Isle	Origin	RP	9.08
54	Syndicate	Electronic Arts	ST, AC	
55	Descent	Interplay	AC	9.06
56	Quest for Glory I (VGA)	Sierra	AD, RP	9.05
57	Eric the Unready	Legend	AD	9.04
58	Battles of Destiny	QQP	ST	9.00
	Tanks	SSI	WG	9.00
	VGA Planets	Tim Wiseman	ST	9.00
61	Clash of Steel	SSI	WG	8.98
62	Tigers on the Prowl	HPS Simulations	WG	8.97
63	Hornet	Spectrum Holobyte	SI	8.96
	Freddy Pharkas Frontier Pharmacist	Sierra	AD	8.96
65	Alone in the Dark	I-Motion	AD	8.95
	PEA Tour Golf 486	Electronic Arts	SP	8.95
	Relentless	Electronic Arts	AD	8.95
68	Legend of Kyrandia 3	Virgin	AD	8.94
69	Front Page Sports Baseball	Sierra	SP	8.93
70	The Incredible Machine	Dynamix	ST	8.92
71	Wolf	Sanctuary Woods	RP	8.88
72	Incredible Toons	Dynamix	ST	8.86
73	Transport Tycoon	MicroProse	ST	8.84
74	Rise of the Triad	Apogee	AC	8.83
75	Empire Deluxe	New World Computing	ST	8.82
	Carriers at War II	SSG	WG	8.82
77	Arena: The Elder Scrolls	Bethesda	RP	8.81
78	Serf City	SSI	ST	8.80
79	Harpoon II	Three-Sixty Pacific	WG	8.78
81	Myst	SSI	SP	8.77
82	King's Quest VII	Broderbund	AD	8.75
83	Genghis Khan II	Koei	WG	8.74
	Veil of Darkness	SSI	RP	8.74
	Dracula Unleashed	Viacom	AD	8.74
86	Aces Over Europe	Dynamix	SI	8.66
87	F-15 Strike Eagle III	MicroProse	SI	8.65
88	MIG-29	Spectrum Holobyte	SI	8.64
89	Superheroes of Hoboken	Legend	AD	8.61
90	Space Quest V: Mutation	Sierra	AD	8.60
91	Hand of Fate	Westwood Studios	AD	8.56
92	Kasparov's Gambit	Electronic Arts	ST	8.54
	Lords of the Realm	Impressions	ST	8.54
94	Rules of Engagement 2	Impressions	ST	8.52
95	The Horde	Crystal Dynamics	AC, ST	8.50
96	Star Trek: Judgment Rites	Interplay	AD	8.49
	Prince of Persia 2	Broderbund	AC	8.49
98	The Last Vikings	Interplay	AC	8.46
99	Sid n' Al's Incredible Toons	Dynamix	ST	8.45
	Death Gate	Legend	AD	8.45

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

A MONTHLY SURVEY OF THE READERS OF COMPUTER GAMING WORLD

PATCHES

1942: Pacific Air War Gold CD-ROM Update: Contains a new version of the file 1942CD.COM, which will correct a problem seen if your copy of the game has a volume label of PAW_1942 instead of 1942_PAW, where the game will not run from a minimum installation. 3/16/95

Alien Logic V1.02 Update: Corrects the Cleash General *Null Jig Tokens* Crash, as well as adding command line switches for many sound boards. 3/10/95

Colonization Version 3.0: Corrects reported problems and adds a map editor. Works *only* with the U.S. version of the game. 2/13/95

Descent V1.2 Update: Includes several bug fixes and adds support for multiple sockets during netgames, hooks for Spaceball controller support and alternate joystick reading methods. 3/24/95

Doom V1.9: Official id upgrade works *only* with version 1.666. 2/8/95

5th Fleet Version 1.2 Update: Fixes some reported bugs. 2/2/95

Flash Traffic Installation Update: New INSTALL.EXE expands sound card support, includes drivers for MS Sound System and cards with the Ensoniq chip. 1/27/95

FrontLines V1.01: Fixes reported bugs. 2/10/95

Front Page Sports: Baseball '94 V1.02: Fixes many reported problems, including crash bugs and General Manager AI, as well as roster handling bugs. 2/3/95

Front Page Sports: Football Pro '95 V1.02: Adds fans to the stands and enables the

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.



These patches can 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.**

CD-ROM version of the game to access extra plays from the CD, plus many other enhancements. 1/26/95

Hammer of the Gods Update: Fixes mouse problems, low memory issues and all known related issues. 2/22/95

Harpoon 2 Upgrade: Fixes some reported problems. 3/14/95

Harpoon Classic Macintosh V1.57: Fixes some missile targeting bugs; works with version 1.5 or better. 2/3/95

Harpoon Classic for Windows V1.53b: Corrects several reported GPF errors, and fully implements all version 1.32 missile changes including bearing-only attacks; works with version 1.5 or better. 2/2/95

Hell PG-13 Version Update: To be used *only* for the PG-13 version of Hell: Certain words are "beeped" out. 3/22/95

Links: The Challenge of Golf Update: Fixes lockups with Sound Blaster 16 cards. 3/22/95

Master of Magic V1.31 Update: Latest upgrade to MicroProse strategy/magic game with numerous fixes, new features, and major AI enhancements. Updates all versions. 3/07/95

Out of this World Macintosh V1.0.3: Bypasses code wheel protection, fixes incompatibilities with System 7.5, and takes care of the white screen problem with the PowerPC. 2/17/95

Panzer General V1.1 Update: Separate CD-ROM and floppy patches fix some reported problems. 1/6/95

Return to Zork V1.2: Fixes many bugs and inconsistencies in gameplay, and fixes many audio driver problems. 2/17/95.

SimTower V1.1 Update: Macintosh-only patch fixes problems with metro station, random lock ups and some graphics glitches. 1/20/95

Tanks V1.25: *Unofficial* patch by Norm Koger adds panic fire and retreats, hidden AT guns, variable weather, horse-drawn artillery, reduced effectiveness air and artillery and much more. 1/25/95

Ultima 8 V2.12: Comprehensive patch includes fixes to many problems as well as several game enhancements. 2/17/95

Warcraft: Orcs and Humans Disk/CD-ROM Update: Works with both the disk and CD-ROM versions; contains unit editor and cheat codes. 1/27/95


Warcraft V1.21 Upgrade: Offers improved sound card support, increased 2-player game speed and many more fixes. 3/20/95

Wing Commander III OVision Patch: This patch will fix problems with the Compaq QVision in SVGA mode. 2/17/95

Publisher BBS Numbers

Many of these patches are available directly from the publishers' bulletin board systems. Call with your modem parity settings at N-8-1.

- Accolade** (408) 296-8800
- Activision** (310) 479-1335
- Apogee** (508) 368-7036
- Bethesda** (301) 990-7552
- Broderbund** (415) 883-5889
- Capstone** (305) 374-6872
- Creative Labs** (405) 742-6660
- Id Software** (508) 368-4137
- Impressions** (617) 225-2042
- InterPlay** (714) 252-2822
- LucasArts** (415) 257-3070
- Maxis** (510) 254-3869
- MicroProse** (410) 785-1841
- Microsoft** (206) 936-6735
- NovaLogic** (818) 774-9528
- Origin** (512) 328-8402
- Papyrus** (617) 576-7472
- Sierra Online** (209) 683-4463
- Spectrum HoloByte** (510) 522-8909
- SSI** (408) 739-6137 or (408) 739-6623
- Virgin Interactive** (714) 833-3305



You've just arrived in a bustling city... a strange, wonderful, dangerous place. Full of unpredictable people. People you've never met, strangers. Enter the cityscape. Move through public places. Go to a nightclub, café, restaurant, movie or the theater. Explore the limits of emotion and discover startling things about them and yourself.

YOUR WORLD JUST BECAME STRANGER

MIDNIGHT STRANGER™

An interactive game that never plays the same way twice.

BEST STORY. Rated *****

"The game never plays the same twice." —*Electronic Entertainment*

Rated ***

"Mature audiences will find themselves captivated..." —*Computer Gaming World*

Rated *****

"...a multimedia tour de force...cool, totally cool..." —*Nautilus CD*

Top 50 CD-ROMs & Invision Award Finalist —*New Media*

Top 10 CD-ROMs "A realistic look into other people's lives." —*American Way*



- An interactive social experience
 - Interact with 18 characters
 - Explore 23 different locations
 - 100's of variations for endless interactivity
 - First CD-ROM to employ Virtual Intimacy
- Available on CD-ROM for the Macintosh® and Multimedia IBM® PC & Compatibles.

For more information or to order call toll-free:

1-800-237-6675

CGI Dealer inquiries welcome.

Circle Reader Service #49



Gazelle Technologies, Inc.



ANIMATICS
Multimedia Corporation

STEREO HEADPHONES
FREE

"What's the Deal with...Me?"

by Martin E. Cirulis

Well, folks, it's true.... The Rumor Guy has left the building. And in whatever incarnation he graces these pages, or if he chooses to only haunt suburban shopping malls to be spotted by lonely people with lifetime subscriptions to *The Inquirer*, I'm sure we all wish him well.

And in his place, dear readers, you get me, Martin E. Cirulis. One 30 year-old, slightly grumpy, somewhat sarcastic, mostly harmless, triple-A (on the verge of being called up to the pros) Science Fiction writer and software reviewer who will hold forth once a month on whatever trend, good as well as bad, in the entertainment software industry catches my eye or puts a burr in my pants.

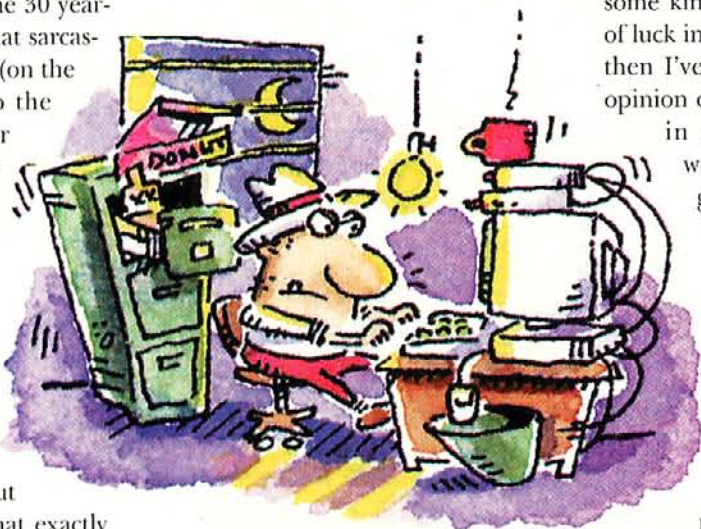
Those of you familiar with my reviews will already have a pretty good idea of my take on things, but others may be wondering what exactly qualifies me to fill up this final page of *CGW* with little black marks. At the risk of padding my ego, let's go over my qualifications, such as they are.

First of all, I'm a Writer, which makes it a little easier for you to understand me and certainly makes the Editor's job a little easier. I've been writing SF for a few years now, and my newest novella, *Stiletto*, will appear in an upcoming *AMAZING Stories* anthology. I am currently collaborating with Lucius Shepard, Hugo, Nebula and World Fantasy award winner, on his new SF novel as well as working on my own near-future novel.

"Fair enough," you say, "but an SF

writer doing a column in a computer magazine is hardly original, and besides, what the heck do you know about things that count, like computer games?"

Well, being an old-timer, my computer experience goes all the way back to the very late 70s—bugging my parents to blow \$1600 (Canadian) on the original Apple, so I could write 50 lines of code that would draw little square horses on the screen. Sadly, they didn't go



for it and my lust for personal computers continues to this day. A more serious close encounter with bits n' bytes occurred in the early 80s, when I spent three years at the University of British Columbia hoping to someday pursue a higher calling in the world of Artificial Intelligence research and applications. Fortunately for my social life, I suffered a financial and philosophical crisis (most students without rich parents, or brains the size of planets, able to pull down every scholarship in the universe, can probably imagine the first half of the crisis; the second revolved around how wise it was to spend a lot of money learning how to model a thing

like the human mind, when nobody really knows how it works), and turned to the world of writing instead. While my coding skills are sadly out of date, I retain my general knowledge and my undying sympathy for those forced to write in Assembly.

And during all these years of twisted development I must confess my most wholesome hobby has been gaming, from board, to pen-n'-paper to computers to actual physical effort. If there is some kind of skill required, some kind of luck involved and it's possible to lose, then I've played it or at least have an opinion on it. My first board game: lost in the mists of time. My first wargame: Losing 50 straight games of *AFRIKA KORP* at the age of eight. My first RPG: *TRAVELER*, with the original three little books. My first computerized games: *PONG*, *SPACE INVADERS*, and some weird *MISSILE COMMAND* clone loaded from tape on a color TRS-80. From then on I've been spending far too much time goofing off on a string of personal computers from the C-64 to the Atari ST and finally the 486/66.

So there you go. That's a bit of who I am and why I get to do this; hopefully it will be enough to keep you reading through the uncharted wilds of the last page. It's been nice meeting you all. Try to be here next month, when the fun really starts.

Meanwhile, if there's something going on in the industry you think Martin should be praising/butchering, let him know by sending a note to: "What's the deal with..." c/o CGW, 135 Main St. 14th Floor, San Francisco, CA 94105. ☺

IF YOU WANT TO WIN... YOU HAVE TO HAVE CONTROL!

\$69



GRAVIS FIREBIRD™

- 17 programmable buttons
- Point and click programmability
- Built-in throttle and trim controls

If you're going to beat today's high-speed, fast action computer games, you need a Phoenix or Firebird programmable flight and game controller. Change weapons, side step and strafe without touching the keyboard to dominate the action in Doom II™. A simple change of button settings, and you're the master in TIE Fighter™. Play to win with a Gravis programmable flight and game controller.

30-day, money-back guarantee.*
See your dealer or CALL NOW,

1-800 244-3949

\$99



GRAVIS PHOENIX™

Includes Descent Destination Saturn™

- 24 programmable buttons
- Built-in throttle and rudder control
- Point and click programmability

GRAVIS™
PLAY TO WIN

Circle Reader Service #113

*Applies only to purchases direct from Gravis. Retail policy and price may vary.
All other brands or product names are trademarks owned by their respective companies.

Advanced Gravis Computer Technology Ltd. 1790 Midway Lane, Bellingham, WA, USA 98226

B I O F O R G E™

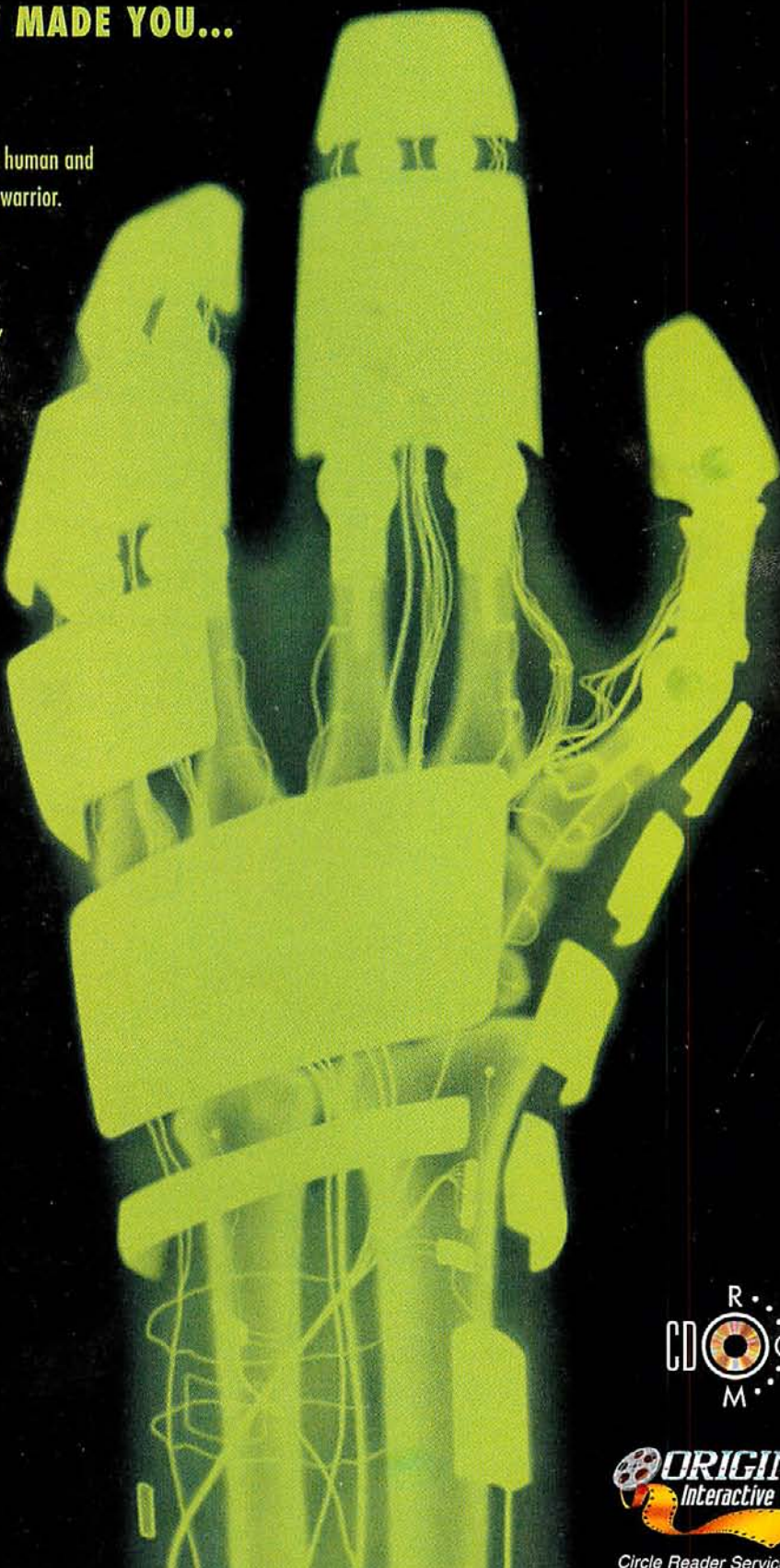
YOU ARE WHAT THEY MADE YOU...

Make them regret it!

Stripped of memory and enhanced with both human and alien technology, you were to be the perfect warrior.

Make your break for freedom as the star of ORIGIN's latest Interactive Movie. Lifelike animation of your character — whose *every* move you control — intriguing puzzles and truly interactive environments create a ground-breaking adventure.

See for yourself.



© 1995 ORIGIN Systems, Inc. BioForge and Origin Interactive Movie are trademarks of ORIGIN Systems, Inc. Origin is a registered trademark of ORIGIN Systems, Inc. All other trademarks may vary.



ORIGIN
Interactive Movie

Circle Reader Service #99