

The #1 Computer Game Magazine

Computer Gaming World



AUGUST 1996
NO. 145

\$7.99 USA, \$7.99 Canada

Star Trek
Deep Space 9
page 130

The Best New
Games
Coming
For
Fall

100+
New
Games

► **Plus:**
In-depth
Reviews

- Strife
- TacOps
- Assault Rigs
- Zork Nemesis
- Total Mayhem
- Gateway Destination
- Battleground: Waterloo



**Have you cleared the
streets of Los Angeles yet?**

**Did you tip the exotic dancers
or did you blow a few away?**

WHAT?!

You haven't played it yet??

WHY IS DUKE NUKEM 3D THE BEST?

Even running in super crisp 800x600 SVGA it blasts along faster than every other comparable 3D PC title. It's not pure speed at the expense of versatility either - it is possible to look up, down, or sideways at any time, with the bitmapped scenery undergoing minimal deformation and no speed loss whatsoever. The engine also caters for full interaction, so bullets leave pock marks on walls, enemy's blood drips down crates and earthquakes cause

huge sections to shift altogether, thereby granting access to new locations. It all contributes to the feeling of being encased within a grim world as opposed to wandering through impregnable, static corridors. The effect is hugely rewarding and is surely the direction in which such games should be heading.

This potential has luckily been exploited too. So often games fail to capitalize on excellent technologies but each of **Duke Nukem's** levels are noticeably different, being packed with huge ramps, drops, lifts, jumps and cunningly hidden secret areas. None look the same (indeed there is often a significant variation within a single building) and there is always a feeling that there is a new trick round the next corner. — *Edge Magazine*



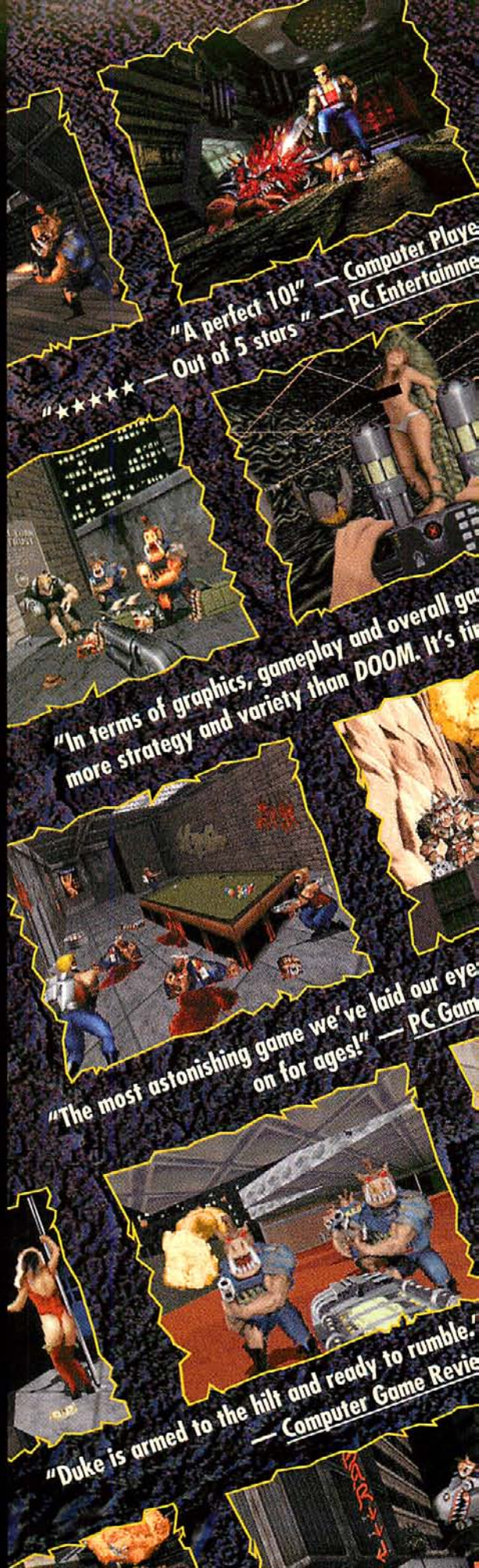
DUKE NUKEMTM 3D



CIS (GO REALMS) • WorldWideWeb (<http://www.3drealms.com>) • AOL (Keyword 3D REALMS)

Mature Players: Violence and Adult themes

Developed by 3D Realms Entertainment. All Rights Reserved. Exclusively distributed by FormGen, Inc. All other trademarks are the property of their respective owners.



Well, what are you waiting for?

...e design, Duke is better than DOOM. The modem/network play is far better and allows
...e to make way for the Duke." — Computer Player

WINNER OF
"GAME OF SHOW"



"Duke Nukem 3D truly looks like a 3D supermodel of a game: sleek, sexy,
and gory with lead-thrashing action." — Strategy Plus

"The BFG was a pop-gun, (it's) got nothing on the sophisticated hi-tech weaponry
at Duke Nukem's disposal." — Computer Gaming World

"DOOM is DEAD — long live Duke Nukem 3D,
could this be the greatest PC shoot'em-up ever?" — X-GEN



ALSO SUPPORTS TEN



DUKE NUKEMTM

3D



Screen Saver & Entertainment Pack

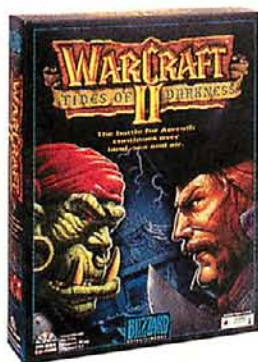
"COME GET SOME!"

For more details, make tracks to your local software retailer!



Complete Version

Game of the Year.



#1 Selling PC Game, Jan-April 1996 PC Data Report • **Game of the Year**, PC Gamer •
Multiplayer Game of the Year, PC Gamer • **Golden Triad Award**, Computer Game Review •
Game of the Year, Computer Gaming World Readers' Choice • **Best On-line Game**, C/NET



8 Players Head to Head



Battle over land, sea and air



Custom Map Builder included



Rule as Orc or Human

Bigger. Bolder. Bloodier.



The Expansion Set.



2 New Story Lines!



24 New Scenarios!



Over 50 Custom Maps!



800-953-SNOW

www.blizzard.com

Removable one-gig disks,
unlimited space,
fast as a hard drive.

The car



can rip it up.

For the nearest dealer, call:
888-2-IOMEGA, ext. j15
Or see us at: www.iomega.com



The Jaz™ drive is you, man. It's fast, it holds tons of stuff, and it's personal. You won't find an easier or cooler way to upgrade your hard drive. Just connect it to your PC or Mac and you're jammin': files, pictures, graphics, video, CAD stuff, whatever. And with its dark green color, hey, the cat's got style.

jaz



The Unlimited Personal Hard Drive.

Endless storage space.
Load and edit projects instantly.
Goes anywhere you go.



1GB disks for \$99.95.

Compact one-gigabyte cartridges.
Great for graphics, sound, and video.
Portable files. Fast, easy backup.

BECAUSE IT'S YOUR STUFF.™

Circle Reader Service #279



Computer Gaming World

FEATURES

47 Cover Story: Big Game Hunt

S trap on your pith helmet and hop in the CGW

Jeep as we track down the hottest new games on the plain. In this 24-page feature, we focus in on the best new titles in each category, plus online games, hardware and peripherals. If you've heard the far-off drumbeat, and it stirred the primal hunter in your soul, then polish off that pitcher of G&T's, sahib, and go bag some trophies.

100+ New Games

FEATURE SECTIONS

48 **Action**54 **Adventure**58 **Role-Playing Games**64 **Hardware**68 **Online Games**74 **Puzzles/Classics**76 **Simulations**78 **Space Sims**84 **Sports**90 **Strategy**96 **Wargames**

SECTIONS

TECHNOLOGY

- 99 Loyd Case
Digital video musings
- 104 Gateway Destination by Dave Salvatore



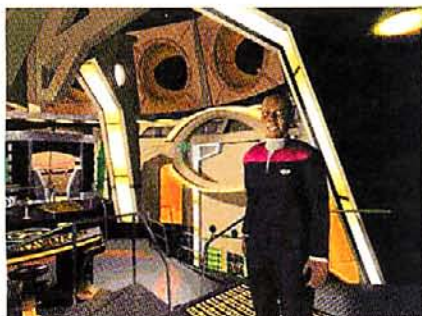
- 106 3D Graphic Accelerators by Loyd Case

ADVENTURE/ROLE-PLAYING

- 111 Scorpia
Chronicles of the Sword
- 116 Scorpia's Mail
Have no fear, hints are here
- 118 Diablo by Elliott Chin



- 124 Zork Nemesis by Charles Ardal
- 128 Indy's Desktop Adventures by Charles Ardal
- 130 Star Trek: Deep Space
Nine—Harbinger by Denny Atkin



ACTION

- 139 Peter Olafson
Virtua Cop Hits the PC
- 142 Total Mayhem by Jack Rodrigues
- 146 Strife by Mark Clarkson
- 150 Assault Rigs by Martin E. Cirulis
- 154 Cyberia 2 by Elliott Chin



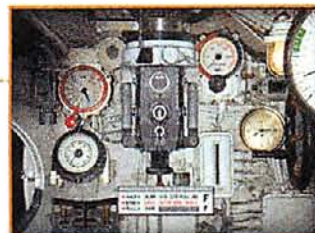
CLASSICS/PUZZLES

- 157 Terry Coleman
The game that says "nee!"



SPORTS

- 163 Dennis McCauley
MicroLeague Baseball 6.0
- 168 VR Soccer '96 by Gordon Goble



SIMULATION

- 173 Denny Atkin
Planetary Raiders
- 176 U-Boat II: Drumbeat by Kevin Turner



STRATEGY/WARGAMES

- 179 Terry Coleman
Avalon Hill's breakthrough
- 182 Battleground: Waterloo by Johnny L. Wilson
- 186 TacOps by Patrick Miller
- 188 Chaos Overlords by Martin E. Cirulis
- 194 Civilization II Strategies by Tim Carter



DEPARTMENTS

- | | | |
|-----|-----------------------|---|
| 12 | Credits | Meet the CGW writers |
| 14 | Just The FAQs | Answers to frequently asked questions |
| 20 | Johnny Wilson | The Future of Gaming |
| 26 | Letters | Our readers speak out |
| 32 | Read.Me | Computer gaming news |
| 42 | Game Track | A look at what's cool and coming your way |
| 214 | Hall of Fame | Great games of all time |
| 215 | Patches | Game files to kill bugs dead |
| 216 | Top 100 | Subscribers rate the top games |
| 218 | Martin Cirulis | What's the deal with Windows 95? |

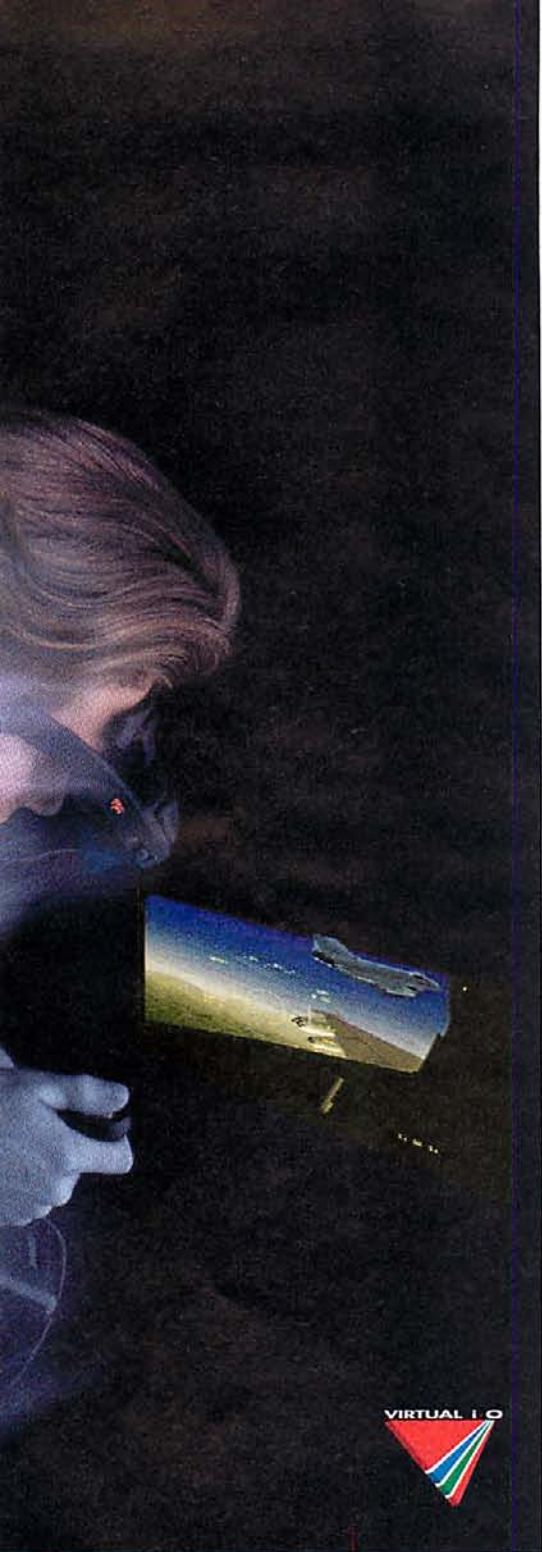


"THE INSTALLATION IS A BREEZE!...FLY IN A DIFFERENT DIRECTION BY MOVING YOUR HEAD...SHOOT BADDIES JUST BY LOOKING AT THEM AND FIRING"

COMPUTER GAMING WORLD

RAPID RESPONSE HEAD TRACKING IMMERSIVE BIG SCREEN
SUPPORTED BY MORE PC GAMES THAN ANY OTHER VR PRODUCT
NO INTERNAL CARD NECESSARY **WINNER OF EVERY**
VIRTUAL REALITY PRODUCT AWARD 3-D STEREO CAPABLE
LIGHTWEIGHT ERGONOMIC DESIGN SPATIALIZED AUDIO
VPC & VR PRO MODELS AVAILABLE STARTING AT \$499

©1996 Virtual i-O. All Rights Reserved. Virtual i-O and Virtual i-glasses! vpc & vr pro are trademarks of Virtual i-O, Inc.
©1995 Ocean of America, Inc. © 1995 Digital Image Design. All trademarks are the property of their registered owners.
Psycho Kitty Advertising created this and Grant Wataru Horiuchi took the cool photo.



JUST BECAUSE IT'S ONLY A GAME DOESN'T MEAN YOUR HEAD HAS TO BELIEVE IT.

INTRODUCING THE FIRST VR GLASSES THAT GO TO YOUR HEAD.

VIRTUAL i-glasses! GIVE YOU MEGA BIG SCREEN ACTION AND THE
FREEDOM TO LOOK IN ANY DIRECTION YOUR HEAD CAN DREAM UP.

SCREEN SHOTS ARE FROM OCEAN'S EF2000, THE HOTTEST NEW

HEAD TRACKED



COMBAT FLIGHT SIM.

SO HURRY UP AND HEAD OUT TO YOUR NEAREST

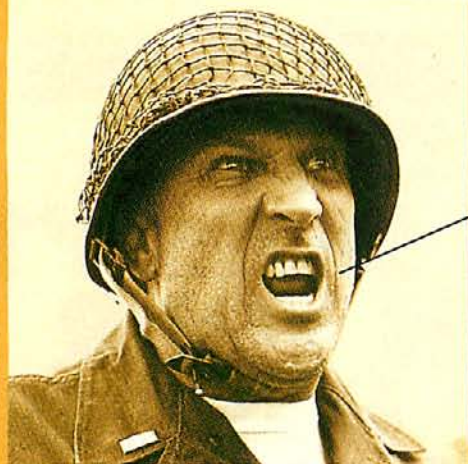


OR CONTACT VIRTUAL i-O AT

1-800-646-3759 OR <http://www.vio.com>.

VIRTUAL **i-glasses!**

YOU HAVEN'T SEEN THIS BEFORE™



**ANDERSON,
I NEED A VOLUNTEER.**



**THAT TANK UP THE
ROAD? SOMEONE'S GOTTA
TAKE IT OUT.**

**I NEED SOMEONE I CAN
COUNT ON. SOMEONE WHO'S
MAN ENOUGH TO RUN
THROUGH MACHINE GUN FIRE
TO GET THE JOB DONE.**

**AND ANDERSON,
THERE COULD BE A MEDAL
IN IT FOR YA.**



Anderson, Chuck. Sergeant. Leads 2nd Platoon's Recon team. Probably gotta wife back home. Damn good soldier. You give him an order and he figures out the best way to get the job done. So what's he doing cowering behind that bombed-out farmhouse?

Saving his own butt.

That's what you should expect if you order him to do something crazy. In

Close Combat everything reacts like it does on the battlefield, from the ripping canvas hiss of the German MG42 machine gun to the screams of the men it hits. It all goes down right in front of you. In real time.

So there's no time to thumb through the manual. You work your mouse like a weapon. Point and click and boom, the shooting starts the second your

men step off Omaha Beach and it don't let up 'til they've taken Saint-Lô. Troops, terrain, situations – if you want to get any more accurate, you'll have to shave your head.

Wanna go head to head with other military geniuses? All you need is a TCP/IP connection. And guts.

To experience Close Combat visit your nearest recruiter or head straight for the battlefield at <http://www.microsoft.com/games/kickbutt/>

Microsoft

WHERE DO YOU WANT TO GO TODAY?™

©1996 Microsoft Corporation. All rights reserved. Microsoft and Windows are registered trademarks and Where do you want to go today? is a trademark of Microsoft Corporation. Mac is a trademark of Apple Computer, Inc. ©1996 Atomic Games, Inc. All rights reserved. Atomic, Atomic Games and the Atomic Games Logo are trademarks of Atomic Games, Inc.

Download the trial version and start your basic training today.





Elliott "Gunboy" Chin is the editor responsible for the Action and Strategy sections in *CGW*. A huge fan of *Civ*, *Civ II*, *WARCRAFT II*, and side-scrolling fighting games, his latest obsession is spanking his colleagues in *QUAKE* DeathMatches. Gunboy is also an RPG

fanatic, and has been playing *Advanced Dungeons & Dragons* for over ten years. Never a great CRPG fan, he has recently been lured to desktop role-playing by the sweet alpha of Blizzard's *DIABLO*. Now he's crawling through diabolical dungeons, fragging space soldiers and commanding lovable, destructive Orcs. He definitely loves his job.



Charles Ardai, the biting and incisive Contributing Editor for Interactive Fiction, is affectionately known at *CGW* headquarters as, "a good read." Often controversial and always enjoyable, Charles' ability to entertain while scrutinizing makes him one of our most heavily relied upon, and greatly anticipated authorities in

the computer gaming industry. He is a member of the Horror Writers Association, and has had his short stories published in *Ellery Queen's Mystery Magazine* and other publications. But not all is work for the Master of Quip. For a good time he retreats to the respectable world of business and functions as the President of Juno, a free e-mail service located at <http://www.juno.com>.



Gordon Goble, a confessed sports junkie, is an aficionado of reflex-testing simulations of all kinds. When he's not cruisin' the Net to get scoring updates for his hockey pool, Gordon is busy hot-wiring his Pentium to run the latest racing simulators and sports games. Formerly an agent for a professional auto rac-

ing team, he now runs his own one-man desktop publishing business in Vancouver, B.C. He got hooked on computer racing with *INDIANAPOLIS 500*, and since then has continued a relentless pursuit of authenticity over flash in his pursuit of the ultimate digital sports experience. If it weren't for Papyrus, Electronic Arts and MicroProse, he would probably be spending all of his free time at the tennis courts or gym.



Martin Cirulis is, by his own admission, "a grumpy old gamer," who also hails from the Great White North in Vancouver, B.C., and has recently joined the Pentium Class of computer gaming. For several years he has been a regular contributor of game reviews for *CGW*, and last

year, began writing the popular, "What's the Deal With..." editorial column. In the distant past, he was indoctrinated in the arcane computing arts but has turned his back on them in the name of Science Fiction literature, which he tries to write when he isn't knee-deep in games to review or the daily duties of being a husband and father.



Jack Rodrigues is a stealth weapon in the *CGW* arsenal. A talented graphic artist with a knack for seamlessly grafting heads onto disparate bodies (e.g., Elvira), Jack is a hard-core gamer who traces his roots to text adventures on the Apple II. He got hooked on flight sims with Sid Meier's *HELLCAT ACE*, which led him to *FLIGHT SIMULATOR*, *F-15 STRIKE EAGLE*, *GUNSHIP* and *FALCON*. His interest in fixed-wing and rotary flight sims comes as no surprise, since he served as a crew chief on CH-46 Sea Knight

troop helicopters in the Marine Corps. Accordingly, he's logging lots of hours with *APACHE LONGBOW*, but he's also playing *TERRA NOVA*, *STONEKEEP* and *QUAKE*, while eagerly awaiting *FIGHTING FALCONS: BACK TO BAGHDAD*, *DIABLO* and *RETURN TO KRONOR* (whew!). Both hardware- and software-literate, Jack spends the remainder of his off-hours scouring news-groups and posting messages about technology and gaming. Trouble is, the guy's so knowledgeable he can argue any side of an issue, and often does, which can turn even an off-hand remark into a marathon debate. But that's what makes him a *CGW* kind of guy.

Computer Gaming World

CG 145

AUGUST 1996

PUBLISHER

Dale Strang

EDITORIAL

Editor-in-Chief	Johnny Wilson
Managing Editor	Ken Brown
Features Editor	Denny Atkin
Reviews Editor	Terry Coleman
Technical Editor	Dave Salvatore
Associate Editor, News	Jill M. Anderson
Associate Editor	Jeff Green
On-Line Editor/AOL	Kate Hedstrom
Assistant Editors	Allen Greenberg Elliott Chin
Editorial Assistant	Charlotte Panther
Editorial Intern	Amy Ng
Best Boy	Thierry "Scooter" Nguyen
Contributing Editors	Scorpio (Adventure Games) Charles Ardai (Interactive Fiction) Lloyd Case (Technology) Martin Cirulis (Science Fiction) Peter Olafson (Action Games) Paul Schuytema (Game Design)
Founder	Russell Sipe

DESIGN

Art Director	Edwin C. Malmstrom
Graphic Artist	Jack Rodrigues
Graphic Artist	Dan Fitzpatrick

PRODUCTION

Production Manager	Steve Spingola
Production Coordinator	Martin Walthall

HOW TO CONTACT THE EDITORS

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

Phone: (415) 357-4900
Editorial Fax: (415) 357-4977
CompuServe: (76703,622)
America On-Line: CGW
Prodigy: EXPT40B
GEnie: CGW
Internet: 76703.622@compuserve.com
Web site: <http://www.zd.com/gaming>

ADVERTISING SALES

Advertising Director	Lee Uniake (415) 357-4915
East Coast District Sales Manager	Laura Salerno (212) 503-4851
NorthWest Territory Sales Manager	Cathy Conway (415) 357-4925
SouthWest Territory Sales Manager	Pat Walsh (714) 851-2556
Account Representative	Marci Yamaguchi (415) 357-4920
Advertising Coordinator	Linda Philapil (415) 357-4930
Sales Assistant	Linda Fan (415) 357-5425
Marketing Coordinator	Cathy Lin (415) 357-4935

HOW TO CONTACT ADVERTISING SALES

Address inquiries to *CGW Advertising*, 135 Main St., 14th Floor, San Francisco, CA 94105; or call (415) 357-5425, fax (415) 357-4999.

SUBSCRIPTION INQUIRIES/ADDRESS CHANGES

For subscription service questions, address changes or ordering information, call (303) 665-8930 or fax (303) 604-7455 within the U.S. and Canada. All other countries call (303) 604-7445 or fax (303) 604-0540, or write to Computer Gaming, P.O. Box 57167, Boulder, CO 80322-3131. The subscription rate is \$27.94 for one year (12 issues). Canada and all other countries add \$16 for postage. Airmail subscriptions are \$78 per year. Canadian GST registration number is R140496720. Payment must be in U.S. dollars made by check or money order drawn upon a U.S. bank. Visa, MasterCard, AMEX accepted.

BACK ISSUES

For back issues (subject to availability), send \$7 per issue (\$8 outside the United States) by check or money order to Back Issues Dept., Ziff Davis Publishing Co., P.O. Box 5131, Boulder, CO 80322-3131.

EPIC MEGAGAMES

FIRE FIGHT

AVAILABLE NOW!

High resolution 3D
rendered graphics

Unique network and
modem play options

Supercharged weapons,
explosions and sound FX

Developed by
Chaos Works



Only for Pentium®. Only for Windows® 95.
Only from Epic MegaGames.



Play the latest Epic MegaGames shareware
games: <http://www.epicgames.com>

Epic MegaGames sells Fire Fight as a single game or in a two player network starter pack containing 2 copies of the game - one for you and one for a friend. To order call (800) 972-7434 in the USA/Canada or call (0) 1767 260903 in the UK/Europe. The two-player 2 CD network starter pack is also available in retail stores world wide through Electronic Arts.

Pentium is a trademark of Intel Corporation. Windows® 95 is a registered trademark of Microsoft Corporation. Fire Fight is a trademark of Electronic Arts.

What's on the business end of my laser this month? What kind of a bent system do you rate games with? What do

you think you are, journalists? Why did you say one of your editors was, "She Who Must Be Obeyed"?



What's On The CD?

Follow our safari guides as they take you into the bush to hunt Big Games. In this month's CG-ROM, we feature a behind-the-scenes look at upcoming targets from LucasArts, Westwood Studios, SSI, Electronic Arts, Legend Entertainment, MicroProse, Microsoft and many more. Our artists and editors take the best features of multimedia and bastardize them to tell you what's hot and what's hype.

Then, light a candle and settle back in your tent for this month's game demos. You'll find Spectrum HoloByte's user-friendly *Top Gun*; *Fire at Will*; Kesmai's online, multiplayer air-combat game, *Air Warrior 2*; Domark's *Crusader* knock-off, *Total Mayhem*, and Mindscape's action-packed *Megarace 2*. For a more calculating experience, try Blue Byte's sequel to the strategy game *Serf City*, *The Settlers 2*.

And now, a message from the doctor: if games with SVGA graphics leave you cross-eyed, the prescription might just be *Display Doctor 5.2*. The latest version of SciTech's popular Universal VESA driver is available here in shareware

form (exclusive for our disc). Or maybe your problem is less technical than gameplay-oriented. If so, Jason Strautman has graciously donated a few rounds of his *Universal Hint System* to free you from the snare.

game within any genre by clicking once on the "Next" button, or exit the feature entirely by clicking on the "Back" button twice.

How Do I Play The Demos?

To view the demos, first click on EDITORS' HOT PICKS or PRODUCT DEMOS button. Next, click on your favorite genre: Action, Adventure, Classic, Strategy, Wargames, or Music then click on the title of your interest. Each demo has instructions for its installation.



How Do I Use It?

Our CD is a Windows program. If you have Windows 95, installation is simple: the CD is Autoplay enabled. Just "Lock 'n' load." Otherwise, from Windows 3.x, pop the CD into your drive, select RUN from the Program Manager's menu and type D:\RUN-ME (where D is the letter of your CD-ROM drive) to run it straight from the CD. Then type D:\INSTALL to create a CGW program group on your Windows desktop. If you have installed previous versions of the CG-ROM, this disk will use the program group already on your desktop. Point and click to navigate around the CD, just as you would in any other Windows program. You can access any of the regular items (such as Product Demos or Patches) by simply clicking on its corresponding button. Within the feature, you may skip to the next

How Do I Get The Patch Files?

Click on PATCHES under the CGW FEATURES and then read the text window with instructions on copying the files to your hard drive. You also may access the patches from your DOS prompt by typing D:\PATCHES (where D: is the letter of your CD-ROM drive) and copy them directly from there to your hard drive. We strongly recommend that you back up any previously saved games before installing a patch as this may write over your existing program.

How Do I Get The CG-ROM?

Newsstand issues come in two varieties: some with and some without the CD. Each type is clearly marked. If you can't find the version you want in the store you frequent, encourage your retailer to carry it (or subscribe to ensure you get a CD every month). To subscribe, simply call 303-665-8930, and specify that you want the CD-ROM version.



LAB MONKEYS

choose to stimulate their pleasure centers at the exclusion of food, water, sleep, and sex.

They're monkeys.

WHAT'S YOUR EXCUSE?



BUNGIE introduces *Marathon 2: Durandal*, the highly addictive game for Windows® 95 that will leave you poor, hungry, naked, and cold. Within the ruins of an ancient civilization, you'll uncover long-buried secrets of a lost clan and use sophisticated weapons to battle nasty aliens. Take pleasure in 28 game levels that will churn your brain into foamy gray froth. The SVGA 3-D graphics and active stereo imaging don't suck either. And 13 levels of intense network play may cause you to wet yourself. Not that you'll care, monkey boy. **MARATHON 2: DURANDAL. HOW WILL IT RUIN YOUR LIFE?**

To order or for more information, call Bungie Software at (800) 293-0968 or visit our website at www.bungie.com. *Marathon 2: Durandal* is the 8-player networked, action game with robotix scenarios like *Alien*, *The Run*, *The Box*, *360*, *Kino*, *De-Tex*, *Hill*, *1*, *2*, *3*, *4*, *5*, *6*, *7*, *8*, *9*, *10*, *11*, *12*, *13*, *14*, *15*, *16*, *17*, *18*, *19*, *20*, *21*, *22*, *23*, *24*, *25*, *26*, *27*, *28*, *29*, *30*, *31*, *32*, *33*, *34*, *35*, *36*, *37*, *38*, *39*, *40*, *41*, *42*, *43*, *44*, *45*, *46*, *47*, *48*, *49*, *50*, *51*, *52*, *53*, *54*, *55*, *56*, *57*, *58*, *59*, *60*, *61*, *62*, *63*, *64*, *65*, *66*, *67*, *68*, *69*, *70*, *71*, *72*, *73*, *74*, *75*, *76*, *77*, *78*, *79*, *80*, *81*, *82*, *83*, *84*, *85*, *86*, *87*, *88*, *89*, *90*, *91*, *92*, *93*, *94*, *95*, *96*, *97*, *98*, *99*, *100*. © 1996 Bungie Software Products Corporation. All rights reserved. *Marathon 2: Durandal* is a trademark of Bungie Software Products Corporation.

Circle Reader Service #75

MARATHON 2
D U R A N D A L

How Do We Classify Games?

Action/Arcade (AC): The emphasis is on hand-eye coordination and reflexes, usually emphasizing fast play over story or strategy.

Adventure (AD): Games where in you control an alter ego and move through a storyline or sequence of events, where puzzle-solving takes precedence over conversation and combat.

Classics/Puzzles (CP): Classics are old stand-bys and parlor games that appeal to many different types of gamer. Examples include: backgammon, bridge, chess, MONOPOLY, parchesi, Risk, and SOLITAIRE. Puzzle games are computer games which emphasize spatial relationships, word games and/or problem-solving without requiring gamers to follow a storyline. Examples would be: SHANGHAI, TETRIS and ZIG-ZAG.

Role-Playing (RP): RPGs are a subset of adventure games, but stress character development, often through improving stats or other attributes. Conversations with non-player characters (NPCs) and tactical

combat are generally more important than in Adventure games. Finally, the game world tends to be large, and the plot less linear, often with some quests/treks outside the main storyline.

Simulations (SI): Highly realistic games from a first-person perspective: you may drive a realistically simulated race car, fly a military aircraft with a meticulous physics model, or swoop through a detailed sci-fi environment. Usually polygon-filled technology is used to build the simulated world on the fly.

Sports (SP): The sports game category is a broad genre which includes action (NBA Live) and strategy games (FRONT PAGE SPORTS FOOTBALL Pro) based on sports.

Strategy (ST): Problem-solving, short- and long-range planning are the keys here. These games almost always emphasize resource and risk management. This genre includes conflict-based sci-fi and fantasy games (X-COM, OUTPOST, MOO), as well as "pure" strategy games and "software toys" such as SimCity.

Wargames (WG): A subset of

strategy games, these recreate historical conflicts from a command perspective. They may be tactical, operational, or strategic, and stress anything from logistics and firepower to morale and leadership. They may be simple (PANZER GENERAL, EMPIRE II) to incredibly detailed and complex (PACIFIC WAR).

What Is Your Reviews Policy?

1) We only review from the final copy of the game. Though it has become popular among PC gaming magazines to review from late beta copies, we feel that the reader is best served by having the reviewer look at the same copy of a game that the readers will find on the shelves. While we recognize that this causes some delay in coverage, we believe the reader is better served by such caution.

2) We expect our reviewers to finish the game. We want our readers to be assured that we do not review based on immediate or early impressions of a game. Our reviewers give a game ample opportunity to show its quality. In some cases, bugs make it impossible to finish a game, but we identify situations where that has occurred.

3) We make every effort to match the reviewer to the game. We take into consideration the preferences, background and possible biases of the reviewer and, where possible, we find people with actual life experience or special backgrounds that match a game. We believe this policy enhances both the credibility of the review and the enjoyment of gameplay when the real world and the game world are competently compared.

4) We do not accept free travel from software or hardware companies. We believe such gifts have a tacit assumption of coverage attached to them. We will only cover such events/launches as we believe will benefit our readers. ☺

HOW DO WE RATE?



Outstanding:

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



Very Good:

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



Average:

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



Weak:

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



Abysmal:

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

The Beast Within™ Game of the Year

Computer Gaming World

A W A R D S

1996 Game of the Year

Computer Gaming World

Editor's Choice

PC Gamer

Golden Triad Award

Computer Game Review

Adventure Game of the Year

Strategy Plus

For more information

call 1-800-757-7707, visit

www.sierra.com or see

your local software

dealer. Now available

for PC and Mac.



Gabriel Knight® has done it again. From the over 4,000 games released this year, Computer Gaming World has awarded **The Beast Within™** the coveted **Game of the Year** award for 1996. As with its popular predecessor, **Gabriel Knight: Sins of the Fathers®** (winner of the CGW 1994 Game of the Year award), Jane Jensen has created a terrifying masterpiece of suspense and intrigue.



©1996 Sierra On-Line, Inc. ® and/or TM designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

Circle Reader Service #300

SIERRA®

MATURE
M
AGES 17+

A movie poster for Star Trek: The Motion Picture. The top half features the three spires of the Enterprise-D against a fiery orange and yellow sky. The bottom half shows a top-down view of the ship's deck with several turbolifts. The title is centered across the middle.

IT'S MORE THAN
A BATTLEGROUND.

IT'S A MIND FIELD.



Studio 3DO has surgically fused the human trigger finger to the human brain. The result? *Star Fighter*™—an explosive hard-core shooter that demands strategic thinking for success. Immerse yourself in a vast 3D world. Soar. Explore. Scorch thousands of enemy targets. Fly anywhere. Fly upside down. Leave the airspace



for outer space. You've got new places to see, new places to incinerate. But don't bask in the nuclear afterglow just yet. Because if you don't use your head, the inventive aliens will. Usually as a souvenir ash-tray. Sometimes as a hand puppet. See your favorite retailer or to order direct, dial 1-800-336-3506, or give us a shot on the Web: www.3do.com



"Stellar!"

— Next Generation, March 1996



The Future Of Gaming

Are Computer Games Here To Stay?

It's always dangerous to speculate on the future, especially when you're dealing with intelligent readers who tend to have long memories. Still, I have to address this subject, because lots of people, for whom I have the greatest respect, believe that the computer game industry is creatively dead. They believe that the MOTS (More Of The Same) themes of the latest Electronic Entertainment Exposition in Los Angeles loudly proclaimed the death knell for the industry. Of course, I have little to lose in addressing this subject. If I'm right, I won't be writing this column in the ten years or so when my visions might or might not come true. If I'm wrong, you'll have a hard time figuring out where to send the letter to the editor.

Frankly, I believe that the latest E3 show does sound a warning for the industry. The hottest games at the show seemed to be merely the games of a decade ago with better graphics and sound. New technologies are used to rehash old concepts rather than to explore new ones. That's not always bad, but it sure reduces the opportunities for fresh perspectives. After all, there are only so many tricks you can use to enhance on-screen blood and only so many camera

angles with which to view decapitation.

CONNECTION

Fortunately, I am an optimist. I still feel like computer games will permeate our lives in the future. Like Douglas Adams' supernatural private eye, Dirk Gently, I believe in the connectedness of all things. I particularly believe in the connectedness of all things electronic and I think they will bind us to each other in the future. I still expect to see the time where there will be multiple CPUs (of varying vintages and capabilities) in the home and they will all connect to the stereo, television, satellite dish, home appliances, and home security, as necessary. Essentially, home LANs connected to a cable modem which, in turn, connects them to the Web.

With the cable television connection, casual gamers will watch televised sports events as they watch live updates of their fantasy team records and compare their team side-by-side with their neighbors in a window on the television screen/monitor. Or, they could play a simulation of the game at the same time it is going on. As an added bonus, a smart search agent could go online, automatically find all of the televised highlights relating to their players, and give them their own highlights reel of their fantasy team every night

“ Shortly after 2005, interactive entertainment will reach parity with other entertainment forms in both prestige and revenue. ”

before bedtime or every morning at breakfast.

I also imagine gamers watching televised reviews of computer games or viewing interviews with game designers like Sid Meier, Chris Roberts or Lord British. With a touch of a button, they could: order the game downloaded; join a multiplayer version of a game in progress; or send that smart search agent to find an online

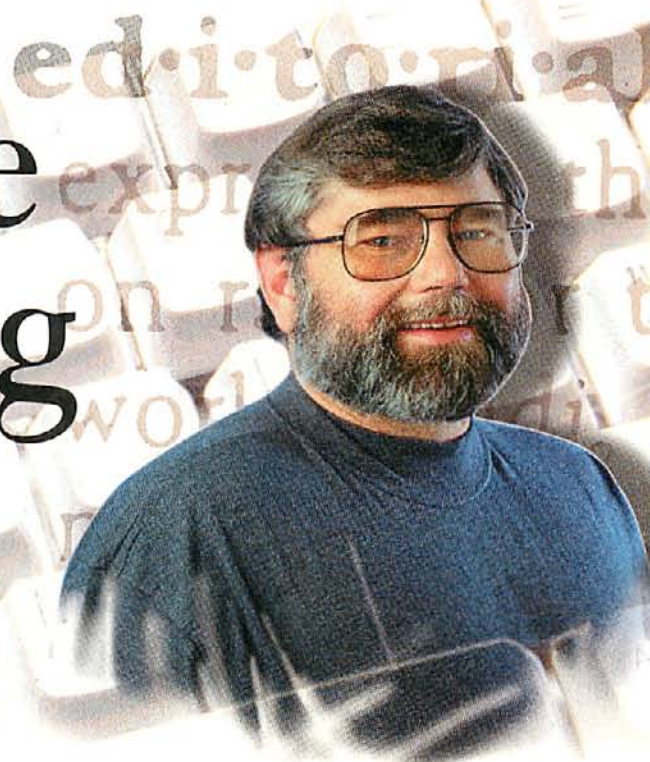
opponent for them at a moment's notice. All would be done without interrupting the television picture because of the cable modem's superior bandwidth on the downlink.

VISION

I also envision 3D glasses as such an inexpensive VR peripheral that every family should be able to own several. Virtual I/O already offers lightweight glasses that are very close to my ideal. The resolution is getting better every year and I hope the price will, too. At current prices, they are a high-end peripheral for flight-sim fanatics and add considerably to the richness of the gaming experience. I loved flying EF2000 with them. Yet, imagine flying the next generation EF2000 while wearing your VR glasses while you fly head-to-head against your son, daughter or friend while they wear their own VR glasses. It should be awesome.

SIMULACRON

I also think that the games of the future will rely upon synthetic actors. It is theoretically possible to



WWII Grand Strategy Game

THIRD REICH

PC



Are you a student of World War II history? Have you ever wondered how WWII would have developed if the Germans had captured Moscow, or invaded Britain? As the Allies, would you like to try to invade France *before* 1944? In this faithful adaptation of our popular board game, you command the armies, air forces and navies of one of the major powers during WWII. The game includes air, ground and sea forces of all the historical belligerents plus the forces of Spain and Turkey. Players are free to pursue many strategies—this is a perfect game to explore the many “what ifs” of WWII.

Third Reich PC can be played by two players or can be played alone against the sophisticated A.I. There are four scenarios provided, simulating the strategic situations in 1939, 1942, 1944 and a game that covers the entire war from 1939 to 1946.

Third Reich PC #45959 runs on IBM PC CD-ROM and compatibles. To order, call 1-800-999-3222 and ask for operator CGW7, or E-mail us on CompuServe: 72662,1207, America-On-Line: AH Games, or the Internet: ahgames@aol.com. You may also want to visit our forum on CompuServe: go GAMECPUB, our industry connection area on AOL: keyword AVALON HILL, or our worldwide web page at <http://members.aol.com/ahgames/avalon.html>.

The Avalon Hill Game Company

A DIVISION OF MONARCH AVALON INC. • 4517 Harford Road, Baltimore, MD 21214

1-800-999-3222 • 410-254-9200



film actors and actresses using all the phonemes and a variety of facial expressions. Next, a body double or stunt man or woman can tape all of the basic moves using motion capture technology. From the latter, animators can build a working 3D body model and use the former as a filmed texture map over the top of the model. In this way, program algorithms can direct synthetic actors to respond to any given situation as the gamer desires. So, every conceivable scene won't have to be filmed in

“Future gamers will wear goggles and thrust peripherals in the air while swashbuckling with villains and monsters.”

advance, but we can have interactive dramas on the low end and move realistic avatars through imaginary worlds on the high end.

Such potential allows for more advanced human interaction than violence and lets gamers establish virtual relationships. As in any art form, these relationships may be based in fictional worlds, based on non-existent situations, and involve imaginary characters, but they are a metaphor for life. They can teach us and sensitize us to new perspectives, cultures and ideals. That's an exciting potential.

PERIPHERALS

I'm also expecting to see more and more peripherals that will add to our gaming experiences. I know that experiments on 3D mice haven't gone very well, but I still think that the fantasy role-player of tomorrow will enjoy wearing goggles and thrusting his or her 3D mouse through the air while swashbuckling with villains and hacking monsters. We'll see more sports input/output devices to simulate bats, clubs, racquets and sticks. Flight sim fanatics won't be left out either. CH Products is already working on a forced-feed-back joystick. Watch for other i/o devices to use forced feedback to simulate everything from racetrack physics to space shuttle controls.

FAST FORWARD

I firmly believe that, shortly after the year 2005, interactive entertainment will be reaching parity with other entertainment industries in terms of both prestige and revenue. Soon after, I believe it will surpass the maturing forms. I also believe that the new technologies upon which I've speculated will offer new opportunities to design computer games that are more than "shooters," more than "hack and slash." And, God willing, I think I'll still be covering it as the grand old man of *Computer Gaming World*.

Yes, there are times when I find myself getting frustrated at the immaturity of our medium and the lack of creativity that seems visible in today's products. But as I said in comparing the software industry with the film industry in a 1990 interview with *The San Francisco Examiner's Image* magazine, "We're in the early silents." As we enter this new era of connectivity, we might just have entered the period of the talkies. ☺

ZIFF-DAVIS PUBLISHING GROUP

CHAIRMAN AND CEO Eric Hippeau

CONSUMER MEDIA GROUP

President J. Scott Briggs
Vice President J. Thomas Collingham
Director of Electronic Publishing Beth Cataldo
Executive Director, Research Randy Cohen
Business Manager Cynthia Mason
Creative Services Manager Terri Rawson
Assistant to the President Francesca Koe

Ziff-Davis Publishing

President, U.S. Publications Ronni Sonnenberg
President, Interactive Media And Development Group Jeffrey Ballowe
President, International Media Group J.B. Holston III
President, Computer Intelligence/Infocorp Bob Brown
President, Training & Support Publishing Group William Rosenthal
Vice President, Chief Financial Officer Timothy O'Brien
Vice President, General Counsel, And Secretary J. Malcolm Morris
Vice President, Human Resources Rayna Brown
Vice President, Planning Daryl R. Otte
Vice President, Production Roger Herrmann
Vice President, Controller Mark Moyer
Treasurer Thomas L. Wright

U.S. Publications Group

President, U.S. Publications Ronni Sonnenberg
President, Business Media Group Claude Sheer
President, Consumer Media Group J. Scott Briggs
Senior Vice President, Circulation Baird Davis
Executive Vice President, Business Media Group Don Byrnes
Assistant to the Chairman Tom McGrade
Vice President, Marketing Services Jim Manning
Vice President, Central Advertising Sales Bob Bader
Vice President, Product Testing Mark Van Name
Vice President, Circulation Services James F. Ramaley
Vice President Al DiGuido
Vice President Daniel Farber
Vice President Michael Miller
Vice President Paul Somerson
Executive Director, Licensing Gertrud Borchardt
Director of ZD Labs Bob Kane
Director, Benchmark Operation Bill Catchings
Ziff-Davis Magazine Network
Vice President/Managing Director Joe Gillespie
Executive Director Alicia Saribalis
Marketing Director Mike Perkowski
Directors Ken Beach, Michael Bird, Jeff Bruce, Kelly Lowman, Melinda Maginn, Debbie Moss, Julie Tuttle
Director of Public Relations Gregory Jarboe

PERMISSIONS AND REPRINTS

COMPUTER GAMING WORLD (ISSN 0744-6667) is published monthly by Ziff-Davis Publishing Division. Copyright © 1996 Ziff-Davis Publishing Division. All Rights Reserved. Material in this publication may not be reproduced in any form without permission. If you want to quote from an article, write to Chantal Tucker, One Park Avenue, New York, NY 10016 5802, or fax (212) 503-5420. For price quotes on reprints, please contact Ziff-Davis reprints at (800) 825-4237. Computer Gaming World is not affiliated with IDG. We periodically make lists of our customers available to carefully screened mailers of quality goods and services. If you do not wish to receive such mailings, let us know by writing us at Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167.

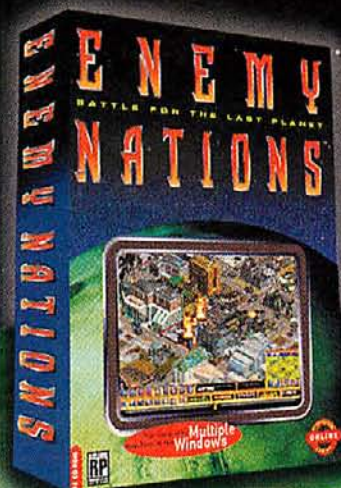
Ziff-Davis Publishing Company
A Softbank Company

Audit Bureau of Circulations
Member ABC
AUDITED

Meet interesting people
on the Internet,
then build *big tanks* and
show the *bastards* who's *boss*.

Now that you've landed on the
last planet, all you have to do is
feed your people, power your city,

fuel your economy, deploy your
army and destroy *Enemy Nations*...
before they destroy you.



THE BATTLE BEGINS
SUMMER 1996

Available at all major retailers



Battle the computer's AI
or match your wits
against dozens of players
on the Internet



Control the action through
multiple real-time windows



Maneuver across
photo-realistic
elevated terrain
in stunning
Hi-Res 3-D



www.viacomnewmedia.com

Call (800) 469-2539 to order.

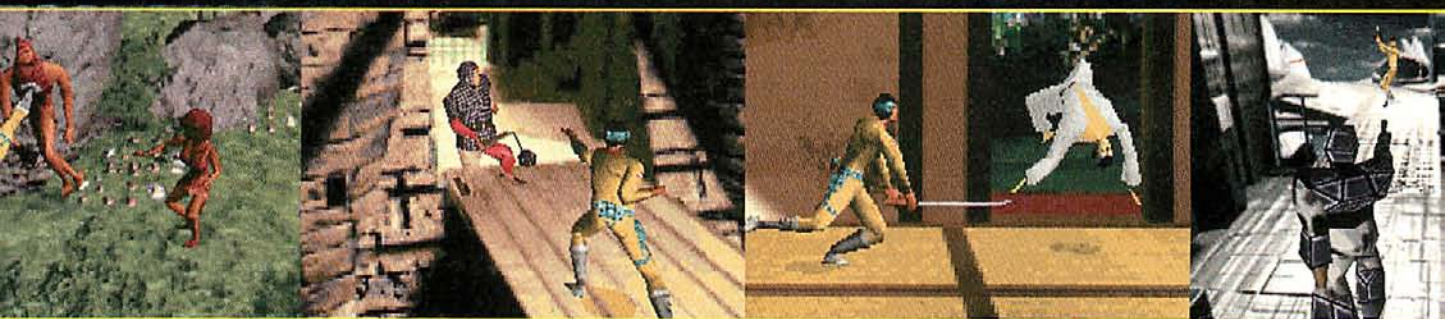
VIACOM
newmedia™

Circle Reader Service #149

© 1996 Viacom International Inc. All Rights Reserved.

**TIME IS
YOUR WEAPON.**

**HISTORY IS
YOUR BATTLEFIELD.**



TIME COMMANDO™

ACTIVISION®

Available in August on MS-DOS®/Windows® 95 CD-ROM and coming soon on Sony PlayStation™.

Activision is a registered trademark of Activision, Inc. Adeline Software International and Time Commando are trademarks of Adeline Software International. ©1996 Adeline Software International. All rights reserved. Published and distributed by Activision, Inc. All other trademarks and trade names are the property of their respective holders.



THE THIN MAG

Why are CG magazines always thinner in summer and very thick (up to 400 pages) in winter months? And where is the line between Pentium and P6? (Starting at what

speed does it count as a P6?) Does Socket 7 really accept a P6-200? (Some vendors say it only goes to 180.)

Eric Lai
Florence, SC

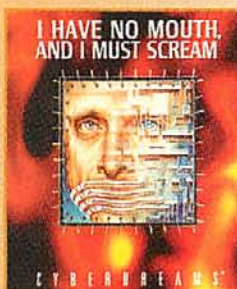
LETTER OF THE MONTH

DANGEROUS MISSIVE

With a bewildering admixture of pleasure and confusion—I'm like a meson—what don't know which way to quark—I write to thank you, and your staff and whoever else is willing to take responsibility, for naming my CD-ROM *I HAVE NO MOUTH, AND I MUST SCREAM* the CG Premier Award as Adventure Game of the Year for 1996.

Pleasure, because everybody likes to cop the ring as this loopy caravanserie chugs on through Time and Space. Confusion, because—as we both know—I'm an absolute amateur at

accolades in your presentation. But someone else who had as much, or more, to do with bringing this project to fruition, who was overlooked in your encomium, is David Mullich. He was the Project



Supervisor and designer after David Sears moved on. He worked endlessly, and with what Balzac called "clean hands and composure" to produce a property that would not shame either of us. It simply would not have won your award had not David

Mullich mounted the barricades.

I remember when I addressed the Computer Game Designers' banquet a couple of years ago, when I said I would work to the limits of my ability on *I HAVE NO MOUTH*...but that it would be my one venture into the medium. Nothing has changed. I've been there, done that, and now you won't have to worry about me making a further pest of myself in your living room.

But for the honor you pay me, I am grateful. And bewildered.

Harlan Ellison
Sherman Oaks, CA



Harlan Ellison addresses the Computer Game Developers Conference in 1993, prior to the hostile CGW coverage of his speech.

this exercise. To find myself not only avoiding catcalls and justified laughter at my tyro efforts, but to be recognized with a nod of approval from a magazine that previously chewed a neat, small hole through the front of my face...well, it's bewildering.

David Sears and I worked very hard on *I HAVE NO MOUTH*. And we both get our

Harlan, that wasn't your physiognomy. Of course, in spite of Johnny Wilson's rather premature editorial drilling (He assumed you would blow off the project like many other novelists have ignored their intellectual properties, but now claims he really likes the taste of crow, thank you), you took the time to participate in the product design. You deserve the recognition for this and we thank you for both the interactive, as well as the linear, hours of entertainment with which you've provided us over the years.

Computer Gaming World is always thinner in the summer because there are less games to write about in the summer. We put out megazines (huge issues) in the winter because most game companies publish the bulk of their products for the holiday season. As for the difference between a Pentium and a Pentium Pro (P6), it isn't merely a matter of speed. There are Pentium processors that run up to 200 Mhz and there are fast Pentium Pro processors in the same range. It's not the clock speed that makes a difference. Finally, as for upgrading to a P6 processor, DON'T DO IT! Until we reach the point of true 32-bit gaming, you'll actually be sabotaging your performance instead of enhancing it.

SOLUTION CONFUSION

CGW should have a section on solving CD-ROM games in its issues.

John Topper
Panorama City, CA

Actually, we have several sections. As the following letters observe, they are spread throughout the magazine. Look for CG Tips, Scorpio's Mail and some of our strategy articles.

I love the cheat codes and helpful hints. I find your staff opinions of newly released games very accurate.

Ron Ahrendt
Worth, IL

FIRING LINE

To write a letter, send e-mail to:
CompuServe: 76703,622
Internet: 76703.622@compuserve.com

or write us at:
Computer Gaming World
Letter To The Editor
135 Main Street, 14th Floor
San Francisco, CA 94105



Over 300 games for people with brains.

Put on your thinking cap and get ready to have a blast with *Smart Games Challenge 1™*—the fun new PC game that's sure to get your mind racing! Play an outrageous variety of games: wordplay wonders, strategy sticklers and perception puzzlers. Something for absolutely everyone!

Choose from hundreds of different puzzles. From no-brainers for novices to brain-busters for seasoned gamers. Each mind-boggler gives you up to

20 challenging levels. And with Optimization Scoring, the smarter your solution, the more points you'll score. Feeling competitive? Go "brain-to-brain" against family and friends or take on the world at our Internet Leader Board.

Smart Games Challenge 1 will delight your senses with eye-catching graphics and zany sound effects. It's easy to play, but hard to master. Smart Games will pump up your brain and sharpen your powers of perception. Pick up *Smart Games Challenge 1* at a retailer near you.

Play With Your Brain!



MARBLE JUMP Guaranteed to make you lose your marbles. "Jump" them and they disappear.



SLIDING TILES Get the picture? You will, if you get all the right pieces in all the right places.



ANAGRAMS Unscramble the related words or phrases then guess the message. DOGO CULK!
Plus many more puzzle categories (not shown)



CAR JAM Move the red car out of the lot, ASAP. It's a real fender-bender mind-bender!



Smart Games is a registered trademark and Smart Games Challenge 1 is a trademark of Smart Games, Inc. ©1996 RandomSoft, Inc. All rights reserved.

Circle Reader Service #190

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

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

SMART GAMES®

I love CG tips. I copy them all into a file for later times and I had out the order forms to all my friends. I tell them to get this mag. I love it. Thanks for a great information source.

Chris Schroeder
Corydon, IN

Productions, if he didn't think that game magazines were ruining the entire industry by raising expectations for new products at such early dates and contributing to the vaporware problem. Peter responded that he thought it would be more of a disservice to artificially constrain

Separated at Birth?



Cheers' comical Ted Danson and Dark Earth's homicidal Guardian of Fire.

DANSON IN THE DARK

Is it just me, or does the fellow on the cover of CCW #143 (June, 1996) look like Ted Danson of Cheers fame in a really bad mood?

J.M.
Montgomery, PA

It's either just you or Ted found out what Woody Harrelson said about him at the end of Doc Hollywood. (Ed: The line was, "That's not a star. That's Ted Danson.")

VAPORWARE PARTY

Vaporware...Vaporware has become more and more of a common occurrence. We just accept it as a fact of life. That's a bunch of bull! We give too much press to projects that are two years out. We have created a monster.

Tim Verpoorten
Plover, WI

At the European Computer Trade Show, a television journalist asked Peter Molyneux, the Managing Director of Bullfrog

such information. Besides, he rather liked reading the magazines to see what the other companies were up to. The bottom line, he concluded, was that it was the publisher's responsibility to get the games out. He then apologized for delays on his own DUNGEON KEEPER, but assured viewers that it would be a much better game when it came out. We don't deliberately cover games that are two years out, but when you're dealing with potential breakthrough games like STONEKEEP, BATTLECRUISER 3000 AD and THE ELDER SCROLLS: DAGGERFALL, the best laid plans of designers and programmers oft go astray (Ed: We know it reads "...of mice and men oft gang a-gley" in the original, but we didn't want you to go "Huh? Why are they paraphrasing Robert Burns to answer a letter about vaporware?") Gamers want to know what's happening out there and, though the wait may be frustrating, it's better to know what's coming that to wait in the dark

WOE PLAYING

You know what I miss? I miss good role-playing games. Sure, the paper ones still have their magic, but I REALLY miss good RPGs on the computer. It seems to me that over the last couple of years, there has been a serious drought in this genre of game, and I, for one, am sick of it. The crap that they dish out now and try to pass as CRPGs is simply terrible. I could make a better one than those, and if I had the chance, I would. Another thing I miss in CRPGs is the 3/4 view. Most (if not all) computer RPGs are in first person, but I'm sorry, I want to see the character I am playing. Also, ALL of the CRPGs (I am probably exaggerating when I say all), say that the game is very different when played as the different character types, but in most cases, this just isn't true. Many games simply add some puzzles here and take out some there and put this sequence here instead of that one, as if that makes it a new adventure. I am more than certain that if CGW let some of their readers make designs for a game, (tell us how, what we will need and all that jazz) and then have you mail them to interested companies, better games would appear on the market.

And now for another complaint. Games today have become too easy, (at least for me). My average time on any game is 3-5 days. The only game to give me serious trouble was MYST, and that took me three weeks. I have tried in the past to tackle the problem, but most times I get the generic, "Sorry. Nothing we can do. Have a catalog," response from all (not an exaggeration) the companies I questioned about this. I called up and wrote to companies ranging from EA/Origin to Bullfrog to Sierra to Broderbund to Capcom, etc, etc. The closest I ever got was when I

actually got in touch with Al Lowe at Sierra, but even he was apathetic when I addressed him. Another popular excuse was "We are aiming for the mass market." I don't mean to offend anyone (yeah, I do!), but the mass market is a bunch of morons, half of who don't even know how to turn a computer on. Games are not designed for mass markets anyway, games are designed for a target audience. Avid DOOM fans aren't going to be immediately interested in something by Maxis (I would like to say one thing for Maxis, they actually seemed to care when I called them about this problem) and sim fans won't be quickly captured by DUKE NUKEM 3D. (I'm making generalizations, for I play all kinds of games, but most of my friends don't, so I guess I might be an exception.) The point is, that not only should games be made for a certain genre, but also for a particular degree of difficulty. (Hats off to all games with adjustable difficulty settings.)

James R. Kempf
Boston, MA

CORRECTION

In our July 3D graphics hardware features table, we incorrectly stated that the 3dfx didn't support trilinear filtering. The company's spec sheet indicated it didn't support "trilinear interpolation," because, as it turns out, that term is patented. Instead, the chip supports "advanced interpolation techniques," which is essentially the same thing. Also, their spec sheet referred to "lighting effects," but didn't mention support for source lights (rather than lit textures, a cheaper method of simulating lighting). Turns out they support source lights as well. We regret any inconvenience these errors may have caused.

On August 30th...



DAGGERFALL™

Reserve
your copy of
Daggerfall Today!
Details at Electronics Boutique,
Software Etc., and
Babbages.

...computer role
playing will be
changed forever!

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

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

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

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



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

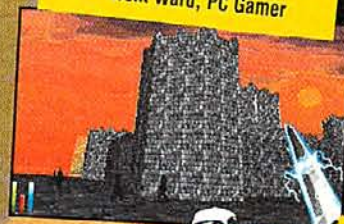


Actual IBM screens shown.



POWERED BY
Xtreme™

THE ELDER SCROLLS™
Chapter Two



Bad dog,
don't cast
that spell!

Get a Free *Daggerfall* Figurine!
Cut out the corner of this ad and send it along
with your name, address and phone number
to Bethesda Softworks. The first 100
respondents will receive a
FREE *Daggerfall*
figurine.
8.95 C&W

1370 Piccard Drive, Suite 120, Rockville, MD 20850 • BBS: 301 990-7552 • Fax: 301 926-8010 • Website: <http://www.bethsoft.com>

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

JAGGED ALLIANCE AWARD WINNING
MUZZLE BLAZING

.....YOU WANTED MORE

JAGGED
ALLIANCE®

DEADLY
GAMES

MORE YOU GOT

THE AWARD WINNING
JAGGED ALLIANCE CONTINUES

BEST STRATEGY GAME

PC ENTERTAINMENT

"A MUST BUY!"

COMPUTER GAMING WORLD

**BEST TURN-BASED
STRATEGY GAME**

STRATEGY PLUS

GAME OF THE YEAR

POWER PLAY

MULTI-PLAYER
SCENARIO/CAMPAIGN EDITOR

NEW MISSIONS

NEW MERCENARIES

NEW WEAPONS

NEW TERRAIN

OVER 6000 LINES OF SPEECH

AND MORE IN-YOUR-FACE
ATTITUDE THAN EVER!



FUN



POSTIE

A disgruntled civil servant, Jack Postie got out of the Post Office just before he flipped out. With the help of his therapist and a strong union, Postie joined the AIM, allowing him to vent his frustrations and earn some serious cash doing so.



NAILS

Edgar Smorth was the leader of the largest biker gang on the continent. He's as tough as you guessed it, nails and he's wanted in just about every country with law. A word of warning - don't mess with the vest!

MULTI OR SINGLE PLAYER
Now you can beat the daylights out of your buddies over a network or head to head over a modem connection.



NEW TERRAIN

BATTLE IT OUT IN THE HEAT OF THE DESERT OR THE BITTER COLD OF WINTER. TRACK YOUR ENEMIES FOOT PRINTS OR BLOOD DROPS.



SCENARIO EDITOR

CREATE FAST AND FURIOUS SCENARIOS AND UPLOAD THEM TO THE INTERNET OR STRING THEM TOGETHER INTO FULL LENGTH CAMPAIGNS. YOUR CREATIVE MIND ENSURES INFINITE REPLAYABILITY.



NEW WEAPONS

BUY, SELL AND TRADE A MULTITUDE OF NEW WEAPONS AT THE ARMS BUNKER.



LOOK FOR THE INTERACTIVE DEMO COMING SOON

To order, visit your retailer, or call:
(800) 447-1230. Ask for operator 75.

PO Box 245, Ogdensburg, NY 13669-0245
Tel: (315) 393-6633 Fax: (315) 393-1525
E-mail: 76711.33@COMPUSERVE.COM

OFFICIAL
SPONSOR
USA
BOBSLED

Check out the latest
www.gamespot.com

SIRTECH

WWW.SIR-TECH.COM

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

Circle Reader Service #162

New Sony PC Highlights PC Expo

Toshiba, Panasonic Unveil New DVD CD-ROM Drives

PC Expo isn't a game show. Access Software, showing near-final versions of *Links LS* and *The Pandora Directive*, was the only game software developer we saw on the floor when we visited the Jacob K. Javits Convention Center in New York on June 19. Despite the fact that PC Expo is the "anti-E3" (Electronic Entertainment Expo), the show's hardware emphasis meant that there were a number of products of interest to the gamer.

The attention-getter at the show was the new *PC by Sony* line, notable as much for what it doesn't do as for what it does. The Sony VAIO PCV-70 and PCV-90 aren't Gateway Destination competitors or "consumer appliance" PCs. They don't bring anything new to the technology party, but they do tie together leading-edge PC technology with some of the best design work and user-comfort features we've seen yet.

The initial line will sport 166- and 200-MHz Pentium processors, 16 to 32MB of RAM, an ATI 3D Rage video chip with 2MB of video RAM, an 8x CD-ROM, a 28.8kbps Digital Simultaneous Voice and Data modem with speaker-phone fea-



tures, and Universal Serial Bus support. Matching 15-in. and 17-in. Trinitron monitors include a built-in speaker and subwoofer set.

What differentiates these PCs are the case design—you can access any component without

tools in this sleek plastic shell—and the software bundle. The VAIO Space front end is a high-tech Microsoft Bob that doesn't insult your intelligence. You can launch games and applications from this interface, as well as control all the audio-video aspects of the machine. You'll also find a huge bundle of

software, including an enhanced Direct 3D version of Activision's *MechWarrior 2*. Expect Sony to develop titles to take advantage of the units' impressive software MPEG capabilities.

With color-coded ports, easy access, the most complete sys-

tem help files we've ever seen, and high-performance components, Sony seems to have done its homework. The only inadequacy we noticed when working with the machine was the lack of true wavetable sound. Music is provided by an OPL3 synth chip, with an optional software-based wavetable emulation mode that eats valuable processor power. With Sony plastering the machine with the VAIO (Video Audio Integrated Operation), it's surprising to see them skimp on wavetable music support.

Also of interest to gamers were prototype DVD-ROM players shown by Toshiba, Panasonic, and other compa-

continued on page 33 ...

ON THE SHELF

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

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

WARCRAFT II: BEYOND THE DARK PORTAL



The Orcs and Humans are back with a vengeance in the *WARCRAFT II* EXPANSION SET. After their defeat, the Orcs

have retreated into the Dark Portal to regroup and conquer anew. The humans' plan is to follow the Orcs through the Dark Portal to annihilate the Orcs once and for all. The Expansion Set features new campaigns with different missions for humans and Orcs, and

several improvements, including 50 new maps and new Orc terrain complete with gurgling volcanos and mushroom trees. It also introduces unique stats for different heroes, an improvement over *WARCRAFT II*, whose heroes had the same stats as the normal troops. For example, Alleria, the archer heroine, has triple-hit points, good armor, maximum sight, and



... continued from page 32

nies. Expect to see the first DVD-ROM players hitting the market in early fall. (The possible addition of a copy-protection feature to allay Hollywood's piracy paranoia could delay the units slightly.) Price should be around \$700 for the initial units, which will include a DVD player (supporting DVD discs storing from 4.7 GB to 17 GB of data, as well as conventional CD-ROM discs), as well as an expansion card with MPEG-2 video and Dolby AC-3 surround-sound audio support. Activision and Access are among the companies currently developing DVD-ROM titles.

One surprising piece of news was that DVD players won't be able to play current CD-R write-once CD-ROMs due to changes in the laser reading mechanism; new CD-R discs in the works should solve this problem. —D. Alkin

Sid Meier Finds New Settlement 'Civ' Designer Forms Game Company With 2 Others From M-Prose

The designer who is sometimes called the "Father of Computer Games" has left MicroProse—a company he co-founded—to start a new game development house. Sid Meier, who designed the classic *CIVILIZATION*, is joined by former MicroProse members Brian Reynolds and Jeff Briggs in the new development company, named Firaxis Software. Reynolds, a designer and programmer, and Briggs, director of product development at MicroProse, were instrumental in developing MicroProse's Sid Meier brand of strategy and simulation games—*COLONIZATION*, *CIVILIZATION* and *Civ II*, *RAILROAD TYCOON*, and *F15 STRIKE EAGLE*.

The new company, based in Hunt Valley, MD, will maintain Meier's traditional focus on strategy games, according to

Briggs. Meier adds that, "we're known for moving forward with each game, not just repeating the old ones. We want to create innovative new products, even while staying with the strategy genre." The new company will consist of a small, "hand-picked" group of programmers, musicians, artists, and designers, to be assembled around the designing and programming core of Reynolds and Meier.

MicroProse, acquired four years ago by Spectrum HoloByte, has been beset by financial problems for several months. During the summer MicroProse laid off nearly half of its staff, of which 30 employees were from the Hunt Valley, MD, division. In late June the company obtained foreign investment to remain listed on the NASDAQ stock exchange. CEO Stephen M. Race said the company had "negative tangible net worth," and had to seek an infusion.



Meier has agreed to work with MicroProse as a consultant until the completion of *MAGIC: THE GATHERING*, (projected to release this fall).

Meier and company say that Firaxis will focus on creating and programming games, while leaving packaging and marketing issues to an outside publishing partner. The company is currently accepting proposals from all major publishers, "including MicroProse," says an enthusiastic Briggs. —J. Anderson

does a whopping triple damage. *WARCRAFT II: BEYOND THE DARK PORTAL* is a must for any blood-thirsty *WARCRAFT* fan. —A. Ng

PC CD-ROM
Blizzard, (800) 953-7669
Reader Service #302

WITCHAVEN II: BLOOD VENGEANCE

WITCHAVEN II is a rehash of *WITCHAVEN* with some minor changes. Capstone's *Doom* clone is largely more of the same, apart from some changes in level design, the addition of some new enemies, and new weapons variations. *WITCHAVEN II* uses an early model of the 3D Realms' Build engine (used to create *DUKE NUKEM 3D*), and the game even includes the level editor, but while it has some nice graphics in high-res mode, it can't compare



Entertainment Inc., (305) 373-3770
Reader Service #303

TONY LA RUSSA BASEBALL 3: 1996 EDITION

Seattle vs. Cleveland. It's the bottom of the 9th, two outs, nobody on, score tied 4-4. Randy Johnson's on the mound, but he's tired, and Albert Belle (just back from suspension) is coming to bat. If you were Seattle's manager, what would you do? *TONY LA RUSSA BASEBALL 3: 1996 EDITION* is

to Duke's sophistication or engrossing gameplay. —T. Nguyen

PC CD-ROM
Intracorp

Stormfront's update to their great baseball sim that adds a crucial piece of real-life strategy to the mix: head-to-head stats between every pitcher and batter so you can check out, on-the-fly, how your player has historically matched up against his opponent. Numbers junkies will also like the new situational stats, which let you see how batters have performed in a variety of circumstances (on the road, at night, on artificial turf, etc.). Less

CLEVELAND		SEATTLE	
ALBERT BELLE	VS	RANDY JOHNSON	
AVG	.280	AVG	.260
R	10	R	10
HR	10	HR	10
SLUG	1.000	SLUG	1.000
OPS	1.000	OPS	1.000
WAR	1.000	WAR	1.000
WPA	1.000	WPA	1.000

Scoop!

MechWarrior 3 Sighted

FASA To Convert Virtual World's BattleTech To The PC

Following the tremendous popularity of MechWarrior 2, no less than four companies are currently welding new MechWarrior games. The story behind the struggle for rights, licensing and ownership of the successful property often appears as a real-life analog to the mecha-

MERCENARIES). After that, Activision will no longer have rights to the MechWarrior property. Spectrum HoloByte purchased the license and is currently planning MechWarrior 3. But Spectrum will not be developing the game; they will go to Virtual World Entertainment and BattleTech creators, FASA, for that.

Virtual World Entertainment created the location-based BattleTech virtual reality game. Now, it is officially merging with the FASA Corporation, creators of the BattleTech Universe upon which MechWarrior 2 is based. The resulting new company, called FASA Interactive Technologies, will design MechWarrior 3. FASA Interactive will port the Virtual World

BattleTech engine to the PC and use it as the MechWarrior 3 engine. And since the guys behind the MechWarrior 3 storyline will be the originals—the FASA Corporation itself—we can expect even more intensive storylines and great missions that are consistent with the BattleTech universe. Expect at least an 18 month development before FASA's giant mech's reach the PC.—Elliott Chin



MECHWARRIOR 3 Here's the BattleTech game already running on a P90 with 16 MB of RAM and an insane custom video board.

nized clan rivalry depicted in the games.

Activision, which published MechWarrior and MechWarrior 2, will publish one more MechWarrior game, a prequel titled Mercenaries (see our Space Sim fall lineup feature for more on

PLAYING LATELY?

CIVILIZATION II remains firmly in the number one spot this month, while Warcraft II kicks Duke Nukem 3D back into second place. Fantasy General climbs higher up the chart, and EF2000 returns after a few month's absence.

Note to veteran game-heads: you won't find the CGW Poll Card bound into the magazine anymore. Yes, it's been a long-standing tradition, and no, we haven't dumped it to pacify corporate deities. We're doing it more efficiently now by mailing a comprehensive survey to 1,500 subscribers chosen by hair color each month. The results from the survey will be used to generate the Top 100 Games and Playing Lately.

READERS'
TOP 10

	Last Month	Months On Chart
1 Civilization II (Microprose)	1	3
2 Warcraft II (Blizzard)	2	6
3 Duke Nukem 3D (3D Realms)	3	4
4 Steel Panthers (SSI)	4	8
5 Fantasy General (SSI)	9	2
6 Command and Conquer (Virgin/Westwood)	5	9
7 Wing Commander IV (Origin)	6	8
8 EF 2000 (Ocean)	-	2
9 Heroes of Might and Magic (New World Computing)	7	8
10 Panzer General (SSI)	8	17

ON THE SHELF

flashy and action-oriented than Hardball 5, and a bit harder to learn, TLRB 3 '96 is still a lot of fun to play and abounds in nice touches, including monitored pitch speed, robust fantasy league play and detailed announcing from the late, great Mel Allen (along with Lon Simmons and Hank Greenwald) that actually enriches the experience. Arcade gamers should stick with Hardball, but stat geeks and armchair managers will have a field day with this one.—J. Green

PC CD-ROM

Stormfront Studios, (415) 479-2800

Reader Service #304

DEATHKEEP

This is SSI's final Dungeons & Dragons role-playing game, and it's obvious that the company didn't want to invest too many resources in the project. While Deathkeep does



have a nice rendered intro and beautiful cutscenes, the gameplay graphics look dated.

Deathkeep has the standard features of a D&D RPG, such as character stats, advancement through increased experience, a D&D armor class system, as well as classes and races. However, the game limits players to one of three characters at the outset, and they each have predetermined stats, class and race. So you can't roll your own character or choose its origins. Still, there are quite

a few interesting dungeons to explore, and the environment is 3D, allowing you to jump, fly (with the appropriate spell) and look all around. There isn't much to recommend Deathkeep, but considering the dearth of quality games in the genre, it isn't really that bad.—E. Chin

Win 95 CD-ROM

SSI, (800) 601-7529

Reader Service #305

PHILIP MARLOWE: PRIVATE EYE

It's 1946. You are Philip Marlowe, P.I., and you've had it with the detective business. Just when you're about to give it all up for a day job and a house in the 'burbs, there's a knock on the door. A dame needs your assistance—and she ain't bad-looking either. In the role of hard-boiled detective, you're



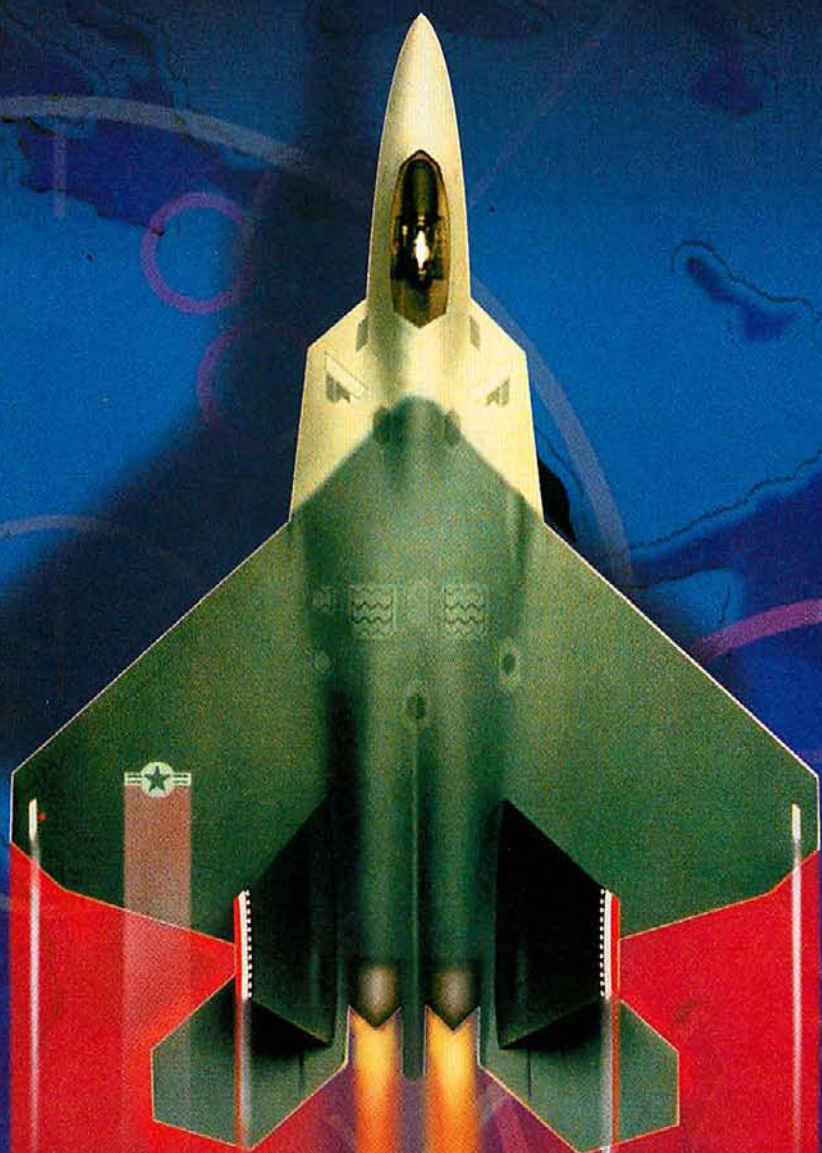
**EVERY YEAR
ONE GAME
DEFINES
ITS GENRE.**

**INTRODUCING
THREE NEW
DEFINITIONS.**

www.novalogic.com



F-22 **LIGHTNING II**



CONSIDER THE ENVELOPE BROKEN

THREE ALL NEW TITLES FROM
NOVALOGIC - FALL '96

1-800-858-1322 VIP Code CGW

F-22, F-22 Lightning II, Lightning II, F-22 Rapier, Rapier, F-22 Advanced Technology Fighter, NovaLogic, and the NovaLogic logo are trademarks of NovaLogic, Inc. Copyright 1996 NovaLogic, Inc.



COMANCHE³

**THE FLIGHT IS SIMULATED,
THE ADVENTURE IS REAL.**



1-800-858-1322 VIP Code CGW

Comanche is a registered trademark of NovaLogic, Inc. Comanche 3, RAH-66, Voxel Space, Voxel Space 2, NovaLogic and the NovaLogic logo are trademarks of NovaLogic, Inc. Copyright 1996 NovaLogic, Inc.



Circle Reader Service #221

**ALL NEW TECHNOLOGIES SET A
NEW STANDARD FOR REALISM**



ARMORED FIST 2



M1A2-ABRAMS

21ST CENTURY ROCK & ROLL

THREE SIMS LIKE YOU'VE
NEVER SEEN BEFORE

VOXEL
SPACE2

Circle Reader Service #223

1-800-858-1322 VIP Code CGW

Armored Fist is a registered trademark of NovaLogic, Inc. Armored Fist 2 - M1A2 Abrams, M1A2, Abrams, Voxel Space, Voxel Space 2, NovaLogic and the NovaLogic logo are trademarks of NovaLogic, Inc. Copyright 1996 NovaLogic, Inc.

NOV
LOGI

Biz Bytes

MechWarrior 2 Hits DWANGO

Activision is taking its award-winning MECHWARRIOR 2 online at DWANGO's 26 game servers throughout North America and the Far East. The MECHWARRIOR 2 network pack, called NETMECH, will integrate DWANGO's (Dial-up Wide Area Network Gaming Operation) access software, a client/server and proprietary codec software, that claims to offer real-time, head-to-head play via modem or multiplayer (up to eight players) network combat. In addition, players in the U.S., Canada and Japan will receive five free hours of DWANGO service. You'll need those free hours since it will take approximately two hours to download the program, even with a 28.8kbps modem. NETMECH should be available for downloading from Activision's (<http://www.activision.com>), and DWANGO's (<http://www.dwan-go.com>) Web sites by the time

you read this, with the retail version on store shelves around mid-summer.

—J. Anderson

Wing Commander News

Chris Roberts, creator and designer of the popular Wing Commander series of PC games, has resigned from Origin/EA to form his own company. After producing four Wing Commander games since 1990, Roberts will be flying solo, and he declined to comment on his future plans.

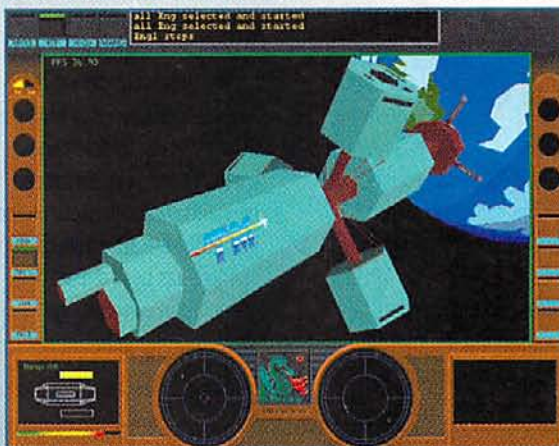
Meanwhile, EA is already laying plans for Wing Commander V. This time the game is being programmed from scratch, so it will take about two years to develop, according to company spokesperson David Swofford. Most of the issues related to full-motion video, game design, actors and other questions have not been resolved, he said.

In the meantime, Saturday morning cartoon fans will soon

SELLING SPACE IN SPACE

In space, everyone can hear you advertise. At least, that's what ThrustMaster is hoping. The purveyor of game controllers is the first

in the game, which will be owned by player-controlled corporations, but sponsored by paid advertisers, who will have their logos plastered on the side



of a station. It's an innovative idea (similar to an ad for Last Action Hero plastered on a real rocket—we hope, for ThrustMaster's sake, this is a bit more effective.) We

also hope it stays limited to industry companies. Do you really want to be tasked with defending Space Station Cheetos? —D. Alkin

company to jump on an innovative advertising scheme in ICI's upcoming multiplayer game, PLANETARY RAIDERS. It seems there are 12 space stations

be viewing a Wing Commander animated series. The show, currently entitled Wing Commander Academy, will feature voice talents of three of the most prominent actors in Wing III & IV: Mark Hamill, Tom Wilson and Malcolm McDowell. Emmy

award-winning actress Dana Delany (China Beach) will be lending her voice as well. Thirteen half-hour episodes are currently in production for the show, which will air on the USA cable network beginning in September. —K. Brown

ON THE SHELF



sucked into a world laced with drugs, murder and beautiful but deadly women, as you search for the dame's missing brother. The game successfully recreates the ambiance of Chandler's era: Jazz plays hauntingly in the background, interrupted by an occasional police siren; the hard-boiled gumshoe has the customary Bogey-type drawl. There are also some nice character traits entwined with gameplay: Marlowe becomes reflective when he drinks, so if you need a recap of the case, just reach for the bourbon bottle in your desk drawer. Plus there's an alternative ending for Chandler fans who've read the original *Little Sister*. The downside? I found the

Saturday morning cartoon-style animation rather flat and some of the voice-acting from minor characters was pretty stiff. Nonetheless, it's a good adaptation and will entertain Chandler fans and adventure gamers alike. —C. Panther

PC CD-ROM

Byron Preiss Multi Media, (800) 945-3155; Reader Service #306

DYNAMITE 128

Windows 95 may be the emerging gaming platform, but let's face it: most of the games we're playing today still run in good ol' DOS. Hercules has been king in DOS performance, with their STINGRAY 64 VIDEO product, and it looks like the king may be dethroned by yet another Hercules product.

The DYNAMITE 128 uses the new Tseng ET-6000 chip and a new DRAM technology, multibank

DRAM (MDRAM), to move vast amounts of data very quickly. The result is a PC Bench 9.0 graphics harmonic score of over 10,000—the fastest we've ever seen, even on a Pentium 166. The frame rate of games like ATF can definitely benefit from this kind of data rate. In addition, the DYNAMITE 128 is no slouch in Windows, coming within a hair of the Matrox MILLENNIUM in Windows benchmarks.

One downside: Despite being a very fast 2D board, the DYNAMITE lacks 3D functionality, and is a bit pricey to boot. But if you're still playing DOS games, want a quick Windows card, and are delaying making a 3D card purchase, check this out. —L. Case

PC
Hercules Computer Technology, (800)-532-0600; <http://www.hercules.com>.
Reader Service #307

Microsoft Finally Ships Direct3D

API Is Considered Key To The 3D Revolution

Microsoft recently shipped its DirectX 2.0 Software Developer's Kit (SDK), which includes the much-anticipated Direct3D Application Programming Interface (API). This API will allow game developers to write one set of code for their 3D action titles, and have it run on all the different 3D graphics boards that are starting to ship. Direct3D is tightly integrated with Microsoft's DirectDraw API, which handles 2D graphics and digital video duties, and Direct3D has provisions for software emu-

lation—where work is performed on the host CPU—if a 3D graphics chip doesn't accelerate a desired rendering feature. Direct3D can also profile a 3D accelerator to determine where a rendering feature can be optimally accelerated, on the host or by the 3D graphics chip.

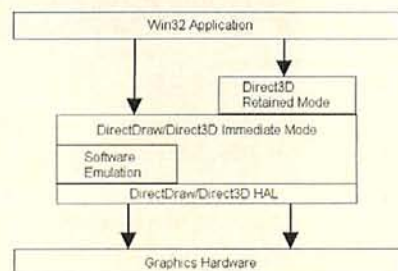
There has been a great deal of confusion surrounding

Direct3D, with hardware vendors clamoring for its completion, and cautious game developers supporting Direct3D on one hand, but still cranking out some DOS titles to hedge their bets for Christmas '96. The API is the lynch-pin for much of the 3D revolution, and with Direct3D's arrival, all players concerned can pretty much say, "let the good

times roll." Microsoft plans to ship several Direct3D titles for Christmas this year, and other developers also have Direct3D titles in the works that may be home for Christmas as well. As we get Direct3D-based titles in, we'll have at 'em on several different boards and tell you what we find. On the hardware side, two boards based on S3's VIRGE are shipping (see our review this issue), ATI is shipping its Xpression 3D, and Diamond is shipping the nVidia-based Edge3D. Orchid will be shipping its 3Dfx-based Righteous 3D board sometime in July. Another July arrival should be Creative Labs' Rendition-based 3D Blaster PCI, and Matrox should be shipping its Mystique-based board in late August.

—D. Salvatore

Direct3D API Architecture



Microsoft's Direct3D API is the component that will make widely available 3D titles happen, allowing them to run on any 3D graphics board.

BATTLE ARENA TOSHINDEN PC

CG COLD TOSHINDEN was the game that defined the Sony PlayStation, with flashy graphics and 3D polygon power.

The first 3D fighting game to allow movement along the z-axis, TOSHINDEN let you dodge left and right, and applied a lot of panning to emphasize the 3D graphics. Yet, underneath all the glitz was a mediocre fighting game that true fighting fans soon ditched.

Well, as we look at the PC version, all the



gameplay has ported over nicely, but the graphics have taken a major two-hit combo. The

graphics in TOSHINDEN PC suffer a lot of pixelation, blocky polygons and low resolution. Moreover, the frame rate seems to have taken a slight hit as well. The heads of characters, which in PlayStation TOSHINDEN were composed of many shaded polygons, now are single rectangles with poor textures mapped on. The 3D effects, such as the z-axis movement and panning camera, are still here but they can't begin to make up for the sloppy visuals. So an arcade game with great 3D graphics and mediocre gameplay comes to the PC with the same mediocre gameplay, and now incredibly poor graphics.—E. Chin
Windows 95 CD-ROM
Playmates Interactive, (714) 562-1743;
Reader Service #308

AMERICAN CIVIL WAR

While it's hard to recognize with the graphic overhaul, AMERICAN CIVIL WAR is really THE ROAD FROM SUMTER TO APPOMATTOX



in its third incarnation. Interactive Magic has spiced this with some nice multimedia touches and the core game is still as rich as ever.

The fog of war is realis-

tic yet manageable, which allows McClellan to stumble around not knowing where Lee is, for example. Supply is streamlined from Sumter, but still allows inveterate micro-managers to fiddle with munitions and foodstuffs if they must. The leader ratings are still dynamic, showing why inept commanders such as Ben Butler were trounced by the likes of Stonewall Jackson. The biggest change is that the poor tactical module of Sumter has been discarded for a more elegant, if less visceral, strategic combat routine. As we've said before, this is the only strategic-level Civil War game worth owning.—T. Coleman
PC CD-ROM

Interactive Magic, (919) 461-0722
Reader Service #310

3DO TAKES OVER THE (NEW) WORLD

3DO announced intentions to acquire New World Computing, publisher of last year's award-winning ANVIL

OF DAWN and HEROES OF MIGHT AND MAGIC. The purchase is guaranteed to have a value in excess of \$13.5 million and is subject to a due diligence review and regular closing procedures. The impending acquisition reflects 3DO's growing involvement in the PC platform and extends its reach into the Strategy and Role Playing genre. New World Computing will continue to function as its own entity and maintain its operations and staffing in southern California; however, it will publish titles under the 3DO Studios umbrella.

Adding to its repertoire of platforms and genres, 3DO recently acquired Archetype Interactive,



creators of the RPG and fantasy-adventure game MERIDIAN 59. After relocating to Redwood City, CA, and resuming operations under the 3DO name, the former Archetype Interactive group will continue to focus on establishing a strong presence in Internet gaming. And earlier this year, 3DO acquired Cyclone Studios (makers of console games: CAPTAIN QUASAR and BATTLE SPORT), which continues to develop advanced-console (64-bit), action arcade-style games under its own name, yet also publishes under the 3DO Studios name. "We want to make sure we deliver games in all the core genre that people want," says 3DO public relations manager, Diane Hunt. For more perspective on the acquisitions, see Johnny's Wilson's article on CGW's AOL site: keyword: CGW. —J. Anderson

HOW BIG IS THE GAME BIZ?

Financial analysts estimate the computer game biz is now a billion dollar industry, although not everyone is making money in it. Computer entertainment software now represents about 22 percent of all retail software sales, according to PC Data of Reston, VA. Wanna start a game company? Why not, everyone else seems to be...

THE WAR COLLEGE

COLD THE WAR COLLEGE is an updated version of the UNIVERSAL MILITARY SIMULATOR (UMS) and UMS II. It looks and plays better than the old UMS and the interface is a tremendous improvement. The game includes four battles: Pharsalus (ancient), Austerlitz (Napoleonic), Antietam (American Civil War) and Tannenberg (World War I). The encyclopedic treatment of each battle is impressive, providing players with a wealth of information before they assume com-

mand. Unfortunately, the game's ability to simulate combat during any of the four time periods portrayed is lacking. Among its failings, the combat model allows units containing only a few men to inflict as much damage as they did when at full strength. Also, horrific casualty rates are the norm. As a teaching tool, THE WAR COLLEGE is interesting, but as a game, those who prefer a dose of reality with their historical war games should look elsewhere. —P. Miller
PC CD-ROM

GameTek, (800) 426-3835
Reader Service #311

DINOTOPIA

You may think you've seen your fair share of prehistoric monsters, but I bet you've never seen a dinosaur knitting while brooding over her eggs, or playing cards with a gypsy-like Velociraptor. Welcome to DINOTOPIA, an island where humans and dinosaurs live together in perfect domestic harmony. Based on James Gurney's best-

selling, lavishly illustrated book, this game will dispel any preconceptions you may have about dinosaurs being vicious cold-blooded killers.

As Nathan Drake, you find yourself washed up on the island after a shipwreck. Your mission is to locate your twin sister Constance. To fulfill the quest you must discover how to communicate in the Dinotopian language, while collecting items to add to your inventory. The skill lies in figuring out how best to use these items as you navigate the island: Some objects may help you solve puzzles, others can be traded for information about Constance.

DINOTOPIA is intended for children but will certainly appeal to adults, too. Although the game is too easy for experienced adventure-gamers, the user-friendly interface, rich graphics and relatively straightforward puzzles make this a good choice for new gamers, or for those who wish to ease themselves into the genre gently. —C. Panther
PC CD-ROM
Turner Home Entertainment, (800) 294-0022
Reader Service #309



HANDS ON

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

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

Shattered Steel

Here's a novel idea for a game: giant robots duking it out over alien landscapes! Okay, so maybe Interplay's SHATTERED STEEL isn't

that original, but it's more than just a MECHWARRIOR 2 clone. It's great-looking, challenging and has enough twists to justify its existence.

It's 2132 and you're a mercenary sent to investigate disturbances at a mining compound on a distant planet. You discover a hostile alien race, and you need to bring them flowers as a way to start peace negotiations. Just kidding. Actually, you get to blast them all to smithereens with 30 weapons over 70 non-linear missions.

Designed by BioWare with an engine developed by PyroTek, SHATTERED STEEL features beauti-

ful SVGA graphics, with fully-textured, topographically varied terrains for you to fight on. Lighting and motion effects are first-rate, and the alien robots have a bizarre, insect-like appearance, like something William S. Burroughs might have created in metal shop. The game offers a variety of



goals, including escort, rescue and decoy missions, as well as head-to-head modern and network play.

Best of all, for some, will be the fact that, unlike MECHWARRIOR, you can jump into this

game immediately. I was able to blast my way through the first few missions without one glimpse at a manual. Though one snotty CGW staffer called it "MechWussier," that really doesn't do this promising game justice. —J. Green
Interplay Productions, (714) 553-6655.

PC CD-ROM

Blood & Magic

Interplay's first *Advanced Dungeons & Dragons* game is a little different from the usual real-time strategy fare, with its new twists on building and troop recruitment.

Everything in the game hinges on the Basal Golem. This is the basic unit you start with, and is also the only unit that can build structures and collect manna (the game's only resource, used in building structures and recruiting troops).

Structures, though, can't be built just anywhere. They can only be built on Mystic Sites, and most of these are already occupied by enemy structures. This means you'll have to engage your foe and wipe out his structure before you can plant your Golem at the Mystic Site for construction. There are five different structures, and each allows up to four different types of troops.

Troops can't be recruited at whim, either. You

need to research them first by expending experience points, which are gained by creating Basal Golems and defeating enemy troops.



The beta version we played did have a few problems. The game speed was too slow—there were no controls for speeding up gameplay—and the troop AI also needed work. Another annoyance was a high-pitched laugh that sounded each time we clicked on a new unit.

While BLOOD & MAGIC does have a few flaws, most of which will probably be fixed, the game looks quite good. This short preview can't really do justice to the game, because there's quite a bit of complexity here. The important thing is that real-time strategists looking for something different will want to keep their eyes peeled for this one. —E. Chin
Interplay, (714) 553-6655.

PC CD-ROM

PIPELINE

10th Planet Bethesda	9/96
Age of Rifles SSI	8/96
Aide De Camp 2 HPS Simulations	Summer 96
Betrayal In Antara Sierra	9/96
Blood 3D Realms/FormGen	Summer 96
Callahan's Crosstime Saloon Legend	10/96
Crusader: No Regret Origin	9/96
Daggerfall Bethesda	Summer 96
Dark Earth Mindscape	10/96
Diablo Blizzard	September 96
Elk Moon Murder Activision	8/96
F22 Nova Logic	Winter 96
Guardians of Destiny Virgin	Summer 96
Flying Nightmares 2000 Domark	Summer 96
Front Page Baseball Pro Sierra	Fall 96
Heroes of Might and Magic II New World	10/96
History of the World Avalon Hill	Fall 96
Interstate 76 Activision	Winter 96
Into The Shadows Scavenger	9/96
Jagged Alliance: Deadly Games Sir-Tech	8/96
Jedi Knight: Dark Forces II LucasArts	2/97
Jetfighter III Mission Studios	Fall 96
John Madden Football 97 EA Sports	Fall/96
Last Blitzkrieg SSG	Summer 96
Leisure Suit Larry 7 Sierra	Fall 96
Magic of Xanth Legend	Fall 96
Master of Orion 2: Antares MicroProse	Summer 96
Meridian 59 Archetype/3DO	Summer 96
Myst II Broderbund	Fall 96
Necrodome SSI	8/96
Nemesis Sir-Tech	9/96
NFL Legends Accolade	8/96
Noir Cyberdreams	9/96
One Must Fall Epic	Fall 96
Over the Reich Avalon Hill	9/96
Pacific Tide Arsenal	Fall 96
Privateer Origin Systems	10/96
Red Alert Virgin/Westwood	10/96
Return to Krondor 7th Level	Fall 96
Reverence Cyberdreams	Fall 96
Risk! Hasbro Interactive	Fall 96
Robert E. Lee Sierra	8/96
Scrabble Hasbro Interactive	9/96
Shadows Over Riva Sir-Tech	8/96
Shattered Steel Interplay	9/96
SimGolf Maxis	Summer 96
Star Craft Blizzard	Winter 96
Star Fleet Academy Interplay	Winter 96
Star General SSI	11/96
Star Trek: Generations MicroProse	9/96
SuperHeroes MicroProse	8/96
Syndicate Wars EA	9/96
The Mindwarp Maxis	8/96
Third Reich Avalon Hill	8/96
Timelapse GTE Entertainment	8/96
Tomb Raiders Domark/Eidos	Winter 96
Trivial Pursuit Hasbro Interactive	Fall/96
Ultima Online Origin	Winter 96
X-Com 3: The Apocalypse MicroProse	Fall 96
Xenophage Apogee/FormGen	Fall/96

THE SIMULATION OF WORLD POLITICS AND GLOBAL ESPIONAGE

CyberJudas™

EXPERIENCE IT NOW



ONLY THE DEATHS ARE REAL



MERIT
STUDIOS
800) 238-4277

CYBERJUDAS: THE SEQUEL TO SHADOW PRESIDENT

www.softdisk.com/comp/merit

© 1996 D.C. True, Ltd. CyberJudas is a registered trademark of D.C. True, Ltd. All Rights Reserved.

active
D.C. TRUE, LTD.



Only one has earned the

THE WIZARDRY REALITY TEST

A REAL STORY & REAL PUZZLES

THE *NEMESIS* WORLD WILL TANTALIZE YOUR SENSES WITH TRUE INTRIGUE, MYSTERY AND EXCITEMENT IN THE WIZARDRY TRADITION. *NEMESIS* RELIES ON REASON AND INCORPORATES PUZZLES THAT ARE DESIGNED TO MAKE SENSE.

REAL DANGER, REAL-TIME COMBAT

REAL-TIME COMBAT EARNS A NEW DESCRIPTION IN *NEMESIS*... RESPONSIVE! BATTLES ARE A TEST OF YOUR WITS, STRATEGY, AND RESPONSES, NOT JUST A WORKOUT FOR YOUR MOUSE FINGER. PREPARE YOURSELF FOR SOME HAIR RAISING ENGAGEMENTS!

REAL GRAPHICS

FOUR CDs AND OVER 10,000 FRAMES OF STUNNING SVGA GRAPHICS PAINT A PICTURE OF A WORLD IN TURMOIL. OVER 40 DETAILED 3D CREATURES HELP MAKE THAT TURMOIL VERY REAL.

REAL PERSPECTIVES

EXPERIENCE THE WORLD OF *NEMESIS* FROM AN UNEXPECTED VIEW — THROUGH THE EYES OF A CHARACTER, WITH CHARACTER. EXPLORE IN A REALISTIC FIRST PERSON VIEW AND ENJOY STUNNING CINEMATIC SEQUENCES FROM A THIRD PERSON VIEW.

COMING SOON

TO ORDER, VISIT YOUR RETAILER,
OR CALL: (800) 447-1230.
ASK FOR OPERATOR 75.

SIRTECH

PO Box 245, OGDENSBURG, NY 13669-0245

TEL: (315) 393-6633 FAX: (315) 393-1525

E-MAIL: 76711.33@COMPUSERVE.COM

WWW.SIR-TECH.COM

Wizardry is a registered trademark of Sir-tech Software Inc.

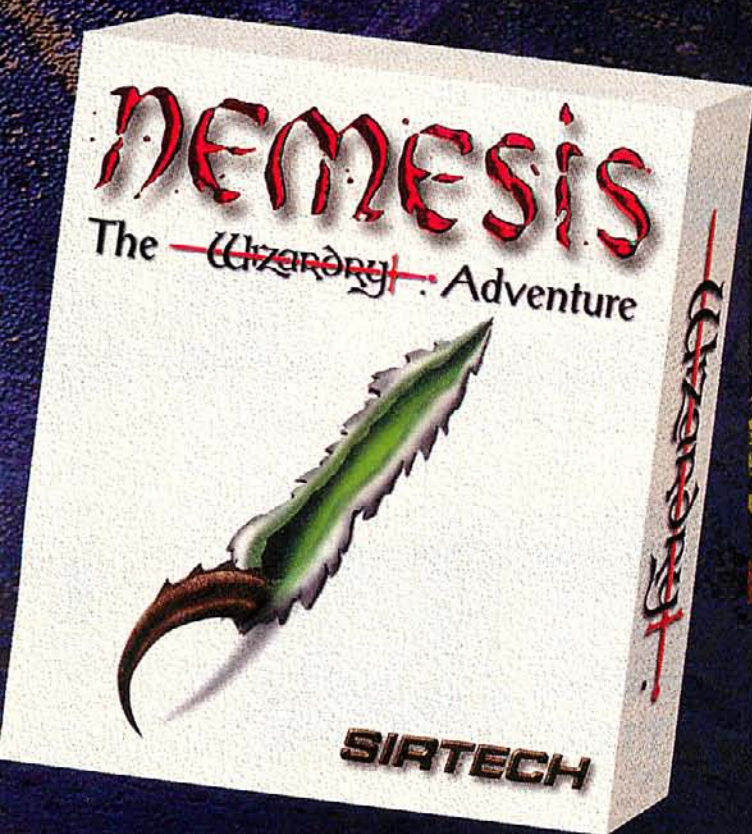
SPECIAL
USA
BOBLED

adventure Wizardry title...

THE WIZARDRY SERIES HAS SOLD MILLIONS OF COPIES WORLD WIDE. THIS FALL, SIRTECH USHERS IN *NEMESIS*, THE WORLD'S FIRST WIZARDRY ADVENTURE. AT SIRTECH "WIZARDRY" IS A NAME A PRODUCT EARNS, AND *NEMESIS* HAS BEEN PUT THROUGH THE WRINGER.

OVER 2.5 GIGABYTES (4 CDs) OF INTENSE VIRTUAL WORLDS BRING NEW MEANING TO THE PHRASE "EPIC STORY." *NEMESIS* COMBINES OVER 10,000 FRAMES OF ORIGINAL 3D ART AND SVGA ANIMATIONS, WITH THE EXCITEMENT OF REAL TIME INTERACTION.

THIS IS AN INTENSE STORY ABOUT VIRTUAL BEINGS WITH REAL LIVES AND REAL ENEMIES AND DANGER AT EVERY TURN. THE *NEMESIS* EXPERIENCE MARKS THE BEGINNING OF YET ANOTHER WIZARDRY ADVENTURE.



A breakthrough in sound so real, your PC will have its own groupies.



Systems, the professional audio experts, inside your PC. It delivers the mind-bending realism of wave-table synthesis—which uses actual recordings of real sound effects and musical instruments. And it plays up to 32 notes simultaneously, adding new detail and richness to your favorite games and software.

AWE 32 is the first sound card that supports 3D Positional Audio™, so you can hear those dueling guitars coming at you from different places in the room. It also features Creative's 3D Stereo Enhancement Technology™, which makes your whole system sound richer and more powerful.

(Our apologies to the neighbors.)

Our downloadable SoundFont® technology lets you add new sounds and instruments to your card. Add up to 28 MB of memory to create your own audio library. We even included a microphone and software for recording music and sound effects. And, of course, the AWE 32 is fully Plug and Play and works with Windows® 95, Windows 3.1 and DOS. So installation is a no brainer.

Want to complete your multimedia dream system? Pick up the new

Blaster CD™ 8x CD-ROM and Sound Blaster Speakers too, at your nearest Creative Labs dealer. But take along your

bodyguard, in case the groupies get carried away.

www.creativelabs.com

The crowd keeps growing until they have your house surrounded.

Then the chanting begins. "A-W-E...A-W-E...A-W-E."

It seems that Sound Blaster® AWE 32™ PnP is the first sound card to develop its own cult following. That's because it makes every other sound card seem like a blast from the past.

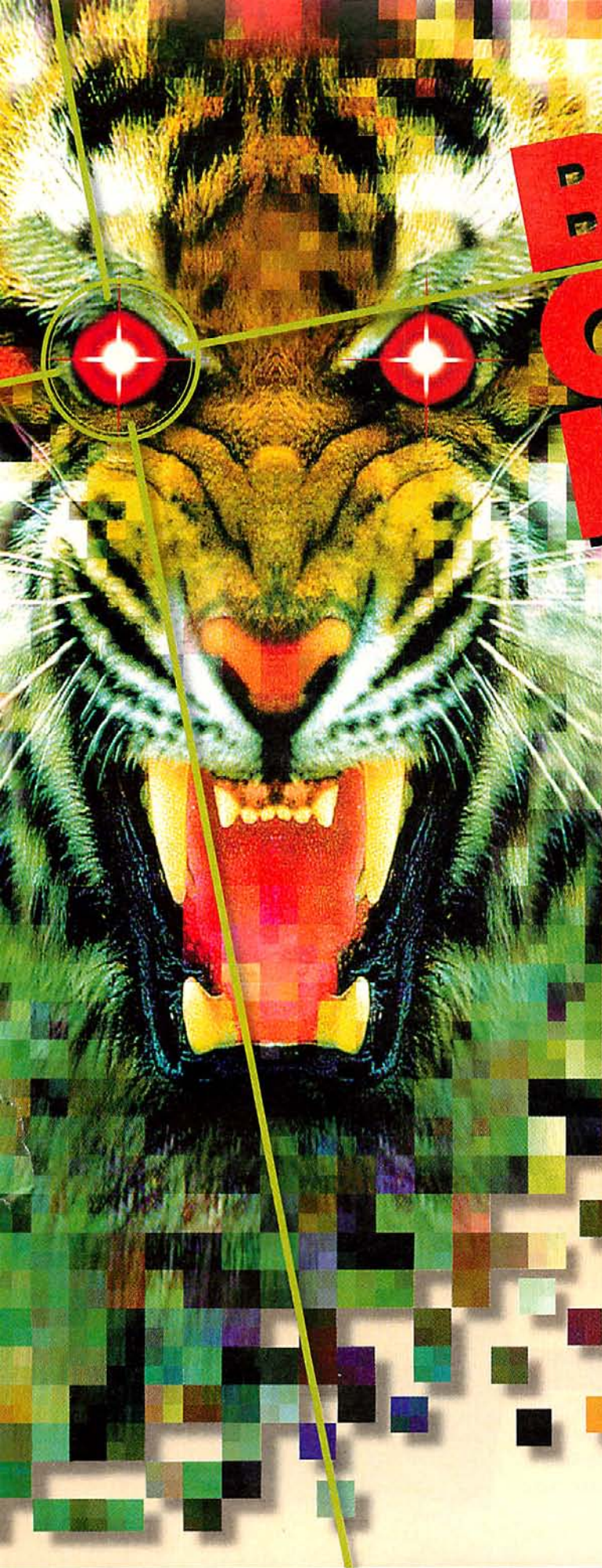
The AWE 32 puts professional sound technology from E-mu®

Sound Blaster AWE32 PnP. Hear What You've Been Missing

Your Current Sound Card					
Record 16-bit audio	Wave-Table Synthesis	12-Note Synthesizer	128 Real Instrument Sounds	3D Positional Audio	3D Stereo Enhancement
Sound Blaster AWE 32 PnP					



CREATIVE
CREATIVE LABS, INC.



BIG GAME HUNT

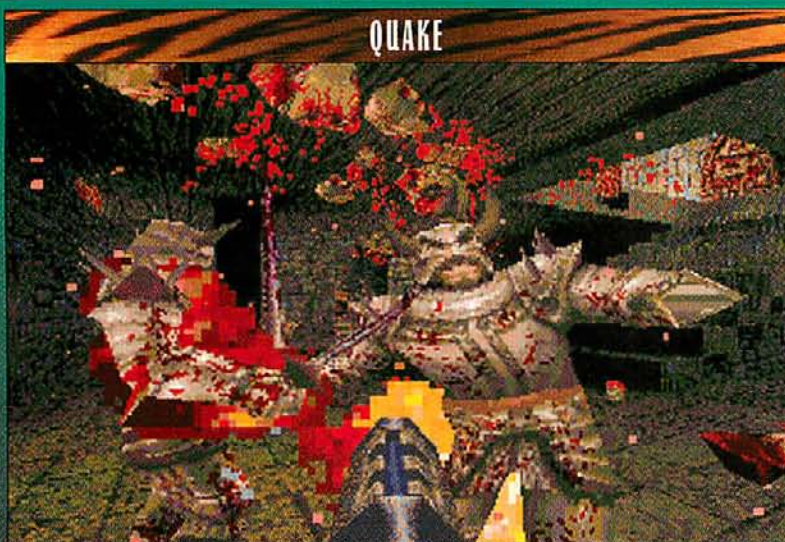
A crack team of *CGW* editors recently set out to track down that most elusive of beast: the soon-to-be-shipping game program. We stalked the wilds of Silicon Valley and the halls of the Electronic Entertainment Expo (E3), tracking the herd of titles while braving a stampede of marketing flacks. In many cases, armed with only their critical eyes, these editors actually jumped in and tried to subdue these pre-beta beasts, even though many were months from being tamed. ("While Marlon sits back in the jeep and enjoys a nice cool drink, Jim will attempt to run this early alpha version with only 390K of free conventional memory.")

In the pages that follow, you'll find some of the most promising, most exciting, and most anticipated titles slated for release between now and the new year. Many of these aren't far enough along to give a firm estimated ship date, but if you don't see a date listed you can expect to see the program on store shelves by or before the "well, we meant to ship it in time for Christmas" post-holiday season.

Because of the size of this herd, we've concentrated primarily on titles you haven't yet read details of in these pages. Separate safari guides are leaving now for each of the gaming genres, so strap in and get ready to pick your targets.



QUAKE



Since our preview in the July issue, there have been a few additions to id's latest demonic progeny, *QUAKE*. The weapons are even more cruelly rendered now; for instance, the super-nailgun now has two barrels. *QUAKE* boasts levels far more elaborate than the *DOOM* series, and is set to challenge all comers in both single and multiplayer outings.

Since our visit to id several weeks ago, a back story has been revealed to set the carnage in context, courtesy of id's John Romero. As a commando for the good guys, you've been briefed on a new device called a Slipgate, which can crack a hole in the time continuum, allowing time travel. But there's one problem. An evil fiend, or group of fiends, called "Quake," has figured out how to use Slipgates as well, possibly in an attempt to launch a surprise invasion of Earth. Your mission: find Quake, and take him—or them—out, using any means necessary. While you embark on your hunt, Quake pays a visit to your headquarters and turns it into a morgue. Upon returning to the grisly scene, you discover that Quake has escaped through the Slipgate. Seeing that the coordinates on the Slipgate are still set to their headquarters, you teleport through the Slipgate, arriving at the Quake hideout, where your odyssey begins.

QUAKE should be shipping around the time you read this:
id Software/GT Interactive, (800) 601-1930, DOS

JEDI KNIGHT: DARK FORCES II

JEDI KNIGHT, the amazing-looking sequel to *DARK FORCES*, has all the good qualities of the original, and then some. Set in the seedier side of the Star Wars universe, our hero from *DARK FORCES*, Kyle Katarn, has now begun a quest to become a Jedi Knight. As his training and the game progresses, he encounters the Dark Jedi Jerec and his six Jedi lieutenants. Soon Kyle must choose whether he will join the Dark Side or serve the forces of good to battle Jerec and his minions, who wish to harness the power of an old Jedi burial ground to enslave the galaxy.

LucasArts, heeding the cries of disgruntled gamers, has added multiplayer play over network, modem and direct link, and even a save-game feature. There will be new weapons—including a Light Saber—and new monsters. As a Jedi Knight in training, after you finish each level you will gain experience points and Jedi powers. *JEDI KNIGHT* isn't just a run-and-gun spree through level after level, since there is a cast of recurring villains as well as the possibility of branching to good or evil Jedi training.

CGW saw a 3D-enhanced version of *JEDI KNIGHT* running on a Rendition board, and we found that the graphics in this mode look even better than *QUAKE*. Look for the game to ship in late winter.

LucasArts, (415) 444-8330, Windows 95

CRUSADER: NO REGRET

This title isn't *CRUSADER 2* (Origin's working on that), but *NO REGRET* is a mouth-watering morsel to hold us over until the true sequel. *NO REGRET* continues the story of *NO REMORSE*, this time bringing you to the moon to stop an evil corporate consor-

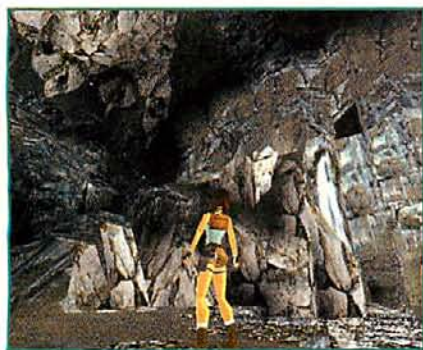
tium. There are only 10 new levels here, but the length of gameplay will probably be the same, because each level is packed with even more cool weapons and nasty enemies. Some of the new weapons will freeze and shatter opponents, melt the flesh from their bones or literally reduce them to a pile of bones and body parts. New enemies include at least three new mechs, including a morphing mech that will lie in ambush in the form of a soda machine, table, or other mundane object. The enemy AI has also been beefed-up. Now, enemies have access to the same weapons and same moves as you, so watch out for troops who roll in and out of cover, blasting you with freezeguns.

Origin/EA, (512) 335-5200, DOS



TOMB RAIDERS

Playing Indiana Jones could be fun. Playing a mean, pistol-packing, tomb-robbing "Indiana Jane" is probably even more fun. That's the theory behind Eidos's **TOMB RAIDERS**, a 3D shooter played from a behind-the-back perspective. The graphics in this game, especially in the 3Dfx version we saw, are beautiful,



consisting of texture-mapped, gouraud-shaded polygons, amazing light-sourcing and full 3D effects for a breathtaking, immersive world. In this shooter, you play

Lara Croft, a tomb raider who is exploring various ruins around the world in search of an ancient artifact called the Scion. Her search takes her to various tombs in Peru, Egypt, Cambodia and other exotic locales. There, you'll find clues, solve puzzles and blast away any beast or man who stands in your way. Though only in its early stage of development, this game is already noteworthy for the rough and tough female lead and the amazing graphics. The main character has thousands of frames of animation; she can run, jump, swim, ride, pull herself up onto ledges, and has incredibly fluid and realistic movement. The game is slated for a winter release.

Eidos, (415) 616-2022, Windows 95

ECSTATIC 2

ECSTATIC 2, from Pysgnosis, is an action game with a heavy dose of adventure elements. The environments are all pre-rendered, so movement isn't as flexible as in a polygonal world like **QUAKE**. But the graphics are highly detailed, and the character has a range of fluid, realistic moves. More so than in the original, the view-

ing area changes according to what you do, and you'll sometimes play from a close-up side view, a top-down view, or even an isometric view.



ECSTATIC 2 also has a few fighting game influences, allowing you to perform special attacks like spinning slashes. The game is set in medieval times; once again you play the young warrior from the original **ECSTATIC**, who must battle an evil Archmage who does what evil Archmages do best: threaten to destroy the universe.

Pysgnosis, (800) (800) 438-7794, DOS

INTO THE SHADOWS

Boasting a true 3D engine with impressive light-sourcing and high-res graphics, **INTO THE SHADOWS** is a remarkable advancement over previous dungeon romps. The D&D-style action game is set in a detailed castle laced with shadows and light, where the player battles ugly denizens with a variety of medieval weapons. Dynamic panning has been used to deepen the sense of immersion, to better effect than that seen in **ALONE IN THE DARK**. Although there is the usual key- and item-searching, the main focus is action: large, motion-captured characters stab, slice and clobber each other like many arcade-style fighting games. Not only are the



movements fluid and realistic, but special doubling techniques create the illusion that the polygonal characters are more detailed than they really are. The game's graphics

engine has been in development for three years, and it looks superb—if a little short on blood and gore. **INTO THE SHADOWS** should support up to eight players over a network.

**Scavenger/GT Interactive, (800) 601-1930
DOS and Windows 95**

VIRTUA FIGHTER PC

When **VIRTUA FIGHTER** first hit the arcades, it revolutionized the fighting game genre with its 3D graphics and panning camera. **VIRTUA FIGHTER PC**, a port of the game that started the 3D fighting craze, looks poised to do the same on the PC.



VFPC will have two graphics modes: the original, blocky arcade mode and an enhanced, hi-res texture-mapped

mode. All of the **VIRTUA FIGHTER** arcade gameplay is intact, including all eight characters, numerous special attacks, throws, ring outs, and pouncing attacks. Using DirectX, **VFPC** will retain a high frame rate, high polygon count and the smooth fluid motion found in the arcade version. The good news is that special 3D hardware is not required to run **VFPC**. However, to achieve **VFPC**'s visual excellence, you'll need *at least* a Pentium 90. So, while the game will be incredible, so will the overhead. The only other quibble with **VFPC** is that it's not **VIRTUA FIGHTER 2**. Unfortunately, we'll have to wait a few more months for that one.

Sega Entertainment, 415-508-2800, Windows 95



DAYTONA USA

This arcade racer allowed Sega to take the lead in the arcades and became the standard by which other racers were measured. Now, the same thrilling, high-speed racing of Daytona USA will be available for Windows 95 users packing a minimum of a Pentium 90. This port retains all the gameplay of the arcade classic, including four separate views, three race courses, and end-over-end crashes. The graphics are nearly identical to the arcade version, and will retain most, if not all, of the original's high

frame rate and polygon count. Sega Entertainment will also be adding network play to this title so that you and your friends will be able to burn rubber in a pulse-pounding race of Daytona stock cars. Daytona USA was an instant winner in the arcades, and looks qualified to place as the number one arcade racer when it hits the PC this fall.

Sega Entertainment, (415) 508-2800, Windows 95



MDK

MDK, the first PC game from Shiny Entertainment, the creators of Earthworm Jim, looks quite promising. You play a black-clad warrior, equipped with a sniper helmet, who drops from his perch in orbit into various locations on Earth—locations infested with aliens and evil creatures. The 3D shooter has both third-person and first-person view modes. The hi-res graphics are polygonal, with good light-sourcing, making for more immersive and beautiful visuals. Players used to the usual gun-blazing shooter, though, will instead have to use their wits. MDK often requires that you use your sniper helmet to take out enemies with stealth from far away, or from an ambush position. The emphasis on stealth and ambush will make play in the multiplayer mode very interesting. Shiny is also working on making the alien creatures react more intelligently to your actions. If you shoot an alien's firearm from its hand, rather than continue to attack mindlessly, it will duck behind a wall, and then stick its hand out to search for its dropped weapon. If

Shiny can actually pull off this dynamic thinking in its enemies, MDK could be a killer action title. Look for MDK in early '97.

Playmates Interactive, (714) 562-1743, DOS



ALSO IN THE WORKS

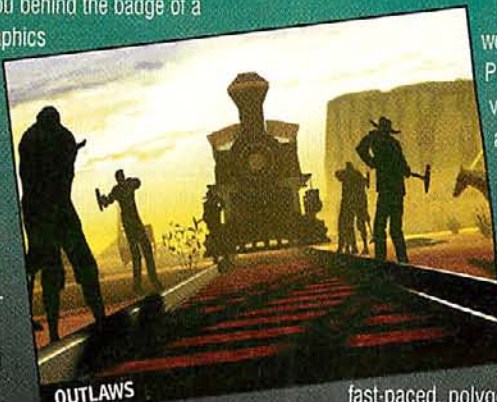
Along with the 3D titles mentioned above, there are several other games in development that deserve mention.

VIRTUA CITY P.D. is a port of Sega's arcade hit **VIRTUA COP**, a 3D polygonal shooter on rails that takes you behind the badge of a Virtua City police officer. With great graphics and amazing detail, VCPD is sure to carry its success over to the PC. See this month's action column for more on this title.

OUTLAWS, by LucasArts, is a Spaghetti Western action-adventure, using the **DARK FORCES** engine, but with animated cartoon characters. It's a first-person western shooter, but has heavy adventure elements, including foes and allies with distinct personalities.

SPACE BUNNIES MUST DIE, a game by Flux, could be described as a science-fiction *Watership Down* with an attitude. Don't worry—we'll explain that further in an upcoming issue.

SOULSTORM is a sidescroller from GT Interactive that is nevertheless impressive for its beautiful visuals and a panning camera that zooms in between breaks in action.



Aside from **ECSTASY 2**, Psygnosis is also working on **WIPEOUT XL**, the sequel to the Playstation hovercraft racer, **WIPEOUT**. It looks very good, with high frame rate for fast action and beautiful, 3D graphics.

Activision is working on **INTERSTATE '76**, a driving game with lots of action and a Seventies setting. Look for lots of afros, bell bottoms, burning cars, and chunks of burnt rubber in this highway shooter featuring heavily armed muscle cars.

Also from Activision is **ROUNDERBLADE**, a fast-paced, polygonal take on sports in the 21st century. It's two-on-two roller-blading through a tunnel arena with body checks, power-ups, and arm cups for catching and throwing the ball into a goal.

I commute from Seattle to Boston in seconds.

I got an offer to run a satellite sales office.
Aspire. To Do More.

But there was a catch — a 3,000 mile catch.

I couldn't bear the thought of leaving home.

Fortunately, my company liked the idea of

telecommuting. And that's

when I got my Acer® Aspire™

2550 Minitower. It takes



me from home to headquarters in seconds. It

has online software and a powerful fax modem

A few more things

that lets me e-mail my executive summaries to

I can Aspire to do:

corporate on time. Plus, a large hard drive, a

Order dinner from a local restaurant.

high-speed CD-ROM drive and stereo speakers

Negotiate contracts online.

that really jazz up my multimedia presentations.

Manage my company stock options.

And because my Aspire 2550 Minitower has an

Keep up with my business journals.

Intel® Pentium® processor, I have just as much

Comparison shop for designer clothes.

computing power as my colleagues at the office.

And cruise the Internet.

Now I can have my latté at work just the way

I like it—while working from home.

Acer  *Everything You Aspire To.*

Acer and the Acer logo are registered trademarks and Aspire is a trademark of Acer America Corporation and Acer Inc. The Intel Inside logo and Pentium are registered trademarks of Intel Corporation. Microsoft, Windows and Windows logo are registered trademarks of Microsoft Corporation. All other brands and product names are trademarks or registered trademarks of their respective companies. © 1996 Acer America Corporation. All rights reserved. Specifications vary by model and configuration, are subject to change without notice, and not all models/features available at all retail locations. See your local retailer for more information and details on Acer's Limited Product Warranty.



Designed for



*For the location of the Acer dealer nearest you,
call 1-800-529-ACER. Or visit us on the World Wide
Web at <http://www.acer.com/aac/>*

I'LL HUFF. AND AND I'LL DOORS



Take a deep breath. Now drop the hammer on eight of the world's sweetest purebred exotics. Each with up-to-the-split-second specs hot off the ROAD & TRACK[®] proving grounds. Networked-racing on two new needle-burying stretches of blurred pavement. Choose from four eye-watering perspectives. All of which erupt, depending on you, with fiery crashes.

I'LL PUFF. BLOW YOUR OFF.



ROAD & TRACK PRESENTS
THE NEED FOR SPEED SE
SPECIAL EDITION



ELECTRONIC ARTS®

www.ea.com

ROAD & TRACK presents The Need For Speed is also available on Sega Saturn™ and PlayStation™.

Electronic Arts and the Electronic Arts logo are registered trademarks of Electronic Arts. ROAD & TRACK is a registered trademark of Midway. The Need For Speed SE is a registered trademark of Electronic Arts. Sega and Sega Saturn are trademarks of Sega Enterprises Ltd. PlayStation is a trademark of Sony Computer Entertainment Inc.

Seize your competitor's jugular with up to eight player
and yeah, you can replay each one instantly. Sicko.

AND IF YOU HAVE THE ORIGINAL GAME, THERE'S
AN UPGRADE AVAILABLE. CALL 1-800-245-4525

DOS AND WINDOWS 95
DUAL EXECUTABLE



2 PLAYER
NETWORK
PLAY



CALLAHAN'S CROSTIME SALOON



Think of the friendliest, happiest bar you know, and then imagine it populated by vampires, time travelers, aliens—and some very drunk punsters. That's what you'll find at Callahan's Crosstime Saloon, the setting of Spider Robinson's cult-classic science-fiction short stories, now being adapted as an adventure game by Legend Entertainment. As the game begins, the fate of the universe is at hand. In six separate adventures, you'll start from

music for the game, including Leon Redbone and Harry Nilsson—and, we just learned, Spider Robinson himself, who will sing some of the songs that originally appeared in his stories. For Callahan fans this game is a sure bet. But the uninitiated should be excited too. There's a mountain of talent at work here, making it our most-anticipated adventure game of the coming season.

Legend, (703) 222-8500, Windows

THE CITY OF LOST CHILDREN

Psygnosis' *The City of Lost Children* is a 3D adventure game based on the 1995 French film of the same name. Though the film, created by Jean-Pierre Junet and Marc Caro ("Delicatessen"), only had a brief run in U.S. art houses, it was one of the best movies of 1995, and easily one of the great film fantasies of the past 20 years. A macabre yet beautiful mixture of Fritz Lang, Charles Dickens, Jules



Verne and David Lynch, *The City of Lost Children* is the story of the evil scientist Krank, who, having lost the ability to dream, is kidnapping little children in order to steal their dreams. When a circus strongman's little brother is kidnapped, he teams up with a little orphan girl to find the lost children. Along the way they encounter everything from evil Siamese twins to a talking brain to a mind-poisoning tick. Psygnosis' game follows the same plot, in 3D-rendered sets modeled after the film sets. The movie's director, Marc Caro, is overseeing the game's design, and after seeing some of it he reportedly asked that it be made "darker and grimmer"—a good sign indeed. Should the gameplay match the visuals, look for this to be one of the more memorably surreal adventure games of the year.

Psygnosis, (415) 655-8000, Windows 95

LEISURE SUIT LARRY 7: YANK HERS AWAY

Hard to believe, but it's now been 10 years and six releases since Larry, that loveable *loser de l'amour*, first swaggered onto our computer screens to begin his hunt for female companionship. That's longer than most software franchises (and even some computer platforms), which just goes to show you....well, we don't know what exactly. Suffice it to say that Al Lowe's comic creation is now that most unlikely of things—an institution. This year's model finds Larry aboard a cruise ship, the HMS Bouncy (commanded by one Captain Thigh), in pursuit of the usual gaggle of gravity-defying babes. LSL 7 boasts new 3D animation, and Sierra is also promising "scratch-and-sniff puzzles"—the possibilities of which are truly frightening. Sexist and neanderthal drivel for immature guys? Of course it is.

But creator Al Lowe's humor is so deliberately, uh, broad, that—as with the films of Russ Meyers—there's simply no point in

being offended. Offensiveness is the point. Not a family game by any stretch of the imagination, LSL 7 will appeal to those who like their adventures laced with ribald humor and a hearty lack of taste.

Sierra, MS-DOS, Windows 95 and 3.1

Sierra, (800) 757-7707, Windows 95



The world is fantastic.

The evil is real.

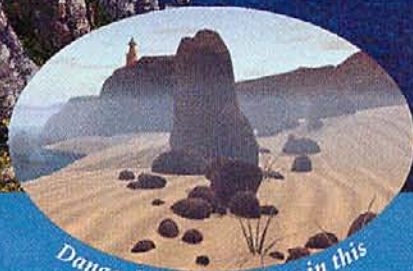
The game is

LIGHTHOUSE™

Cross into a parallel universe filled with alien technology, perilous risks, and a pervasive Dark Being. This is the challenge that awaits you as you enter the brilliantly inventive world of LIGHTHOUSE.

A world where you're either the master of invention—or its victim.

Enter the fascinating world of LIGHTHOUSE this July at your local retailer, visit us at <http://www.sierra.com>, or call 1-800-757-7707.



Danger lurks everywhere in this strange, desolate world.



This box holds the key to destroying The Dark Being.



The Birdman. Automated servant or ruthless obstacle?

©1998 Sierra On-Line, Inc. All rights reserved. ® and/or ™ designate trademarks of, or licensed to, Sierra On-Line, Inc. U.S. Patent Nos. 4,884,972; 5,111,409; 5,430,835; 5,287,446; 3,425,139 and 3,377,997. Other U.S. and foreign patents pending.



S I E R R A®

Circle Reader Service #155





THE SPACE BAR

Steve Meretzky has hitchhiked to a different part of the galaxy for his latest offbeat adventure. *THE SPACE BAR* is a murder *Myst*-ery, where you play a detective interviewing bizarre creatures in a sort of sanitized, beautified version of the Cantina in *Star Wars*. Navigating through the spotless, 3D-rendered environment, you come across creatures who look freshly-extruded from a disturbed Taiwanese toymaker's mold, engaging in strange conversations using telepathy.

Oftentimes the player assumes another character's perspective, such as a large bug-eyed insect, viewing the world through multiple lenses and compelled to carry out missions in order to advance the plot. It's an odd convergence of Meretzky, *Myst* and rubbery-looking aliens, but the story and script should prove strong enough to please puzzle-lovers of all shapes and eyeses.

Rocket Science Games, (415) 442-5000, Windows 95 and Macintosh.



PHANTASMAGORIA 2: A PUZZLE OF FLESH

Sierra's follow-up to its grisly horror adventure of last year is not so much a sequel (Don and



Adrienne are gone) as a brand new story. *PHANTASMAGORIA 2: A PUZZLE OF FLESH* tells the tale of Curtis Craig, a man who, one year out of a mental hospital, begins experiencing a series of bizarre, horrific events that lead him to question his sanity once more. The biggest change over the original game is that all of the live action shots are being filmed entirely on sets and location, rather than blue screen, which promises to give the game a much more movie-like feel.

Sierra, (800) 757-7707, Windows 95

9

The first computer game from actor Robert DeNiro's company, Tribeca Interactive, *9* is an off-the-wall adventure set in a delapidated resort for ailing rock stars, which you've just inherited. Your job is to fix up the place and, with the help of the various characters you'll meet, help get the musicians back on their feet. Befitting the glamour attached to this project, the game features the voices of James Belushi, Cher and Christopher Reeve, along with Aerosmith's Steven Tyler and Joe Perry. The latter two are said to have contributed

"creative input" to the project, although we can't say if that's a good thing or not. We haven't seen much gameplay yet, but *9*'s wonderfully surreal 3D animation, reminiscent of Jim Ludke's work in *THE RESIDENTS' BAD DAY ON THE MIDWAY*, is impressive indeed, and makes it a title to watch for this fall.

Tribeca Interactive, (212) 696-2000, Windows and Mac.

TITANIC: ADVENTURE OUT OF TIME

This suspense thriller places you in the role of a British secret agent aboard the doomed luxury liner the night it went down in 1912. No, you can't stop the ship from sinking, but what



you *can* do, in the time you have left before drowning, is complete a mission that would alter history by preventing the outbreak of World War I. As in CyberFlix's *Dust*, much of the gameplay focuses on your interactions with the myriad non-player characters; how you communicate with them will ultimately affect how well you succeed. The artwork that we've seen is beautiful, and is apparently a completely faithful recreation of the actual ship, down to the smallest details. CyberFlix has promised that they've toned down the over-the-top humor that turned off some gamers from *Dust*, in favor of a more suspenseful and realistic tone.

GTE Entertainment, (619) 431-8801, Windows and Mac

FURTHER ADVENTURES

BLADE RUNNER, expected in early 1997 from Westwood Studios, is not just a rehash of the movie, but rather a new story that unfolds concurrently with the film's plot. Every action the player takes has ramifications throughout the game, so multiple experiences are possible. The little we were able to see so far is impressive, with lush 3D environments and surreal characters. Also scheduled for an early 1997 release is Activision's *PLANETFALL*, a 3D animated sequel to Infocom's classic text adventure. You will once again be a member of the Stellar Patrol of the Third Galactic Union, involved in a completely new story that promises challenging gameplay and laughs. Psygnosis' *THE ISLAND OF DR. MOREAU* is a real-time, 3D graphic adventure based on the H.G. Wells horror story that pits you against the insane doctor and his island of mysterious "manbeasts." *TENDER LOVING CARE* is the intriguing new project from Trilobyte (*7TH GUEST*, *11TH HOUR*). More "interactive movie" than standard adventure fare, *TLC* is a psychological thriller about a young couple who, after losing their baby in a car crash, hire a live-in nurse—who complicates their life even further. Your decision-making will help determine how the story is played out.



COMING IN SEPTEMBER

Commander Zod is waiting <http://www.vie.com>



Z ©1996 The Bitmap Brothers. Licensed exclusively to Virgin Interactive Entertainment, Inc. From Renegade Software, a Warner Interactive Company. Virgin is a registered trademark of Virgin Enterprises, Ltd.

Circle Reader Service # 184



ROLE-PLAYING GAMES

RETURN TO KRONDOR



7th Level's RETURN TO KRONDOR is an adventure set in the world created by novelist Raymond E. Feist. It is the reign of Prince Arutha, and a religious artifact called the Tear of the

Gods has been lost by the Ishapian Church. RETURN TO KRONDOR will feature a new 3D engine from 7th Level which will enable gamers to participate in real-time combat with several different camera angles. The game will even feature ship-to-ship combat as your character sails the Bitter Sea. And, though it will incorporate full-motion video of more than 50 non-player characters, Feist says it will incorporate some of the lessons he learned from Jerry Luttrell (now at Interplay) and John Cutter (now at Starwave) when working on his Hall of Fame member and Premier-winner, Dynamix's BETRAYAL AT KRONDOR. Feist felt that the award-winning game had too many mini-quests in the early going, which bogged down play and gave the impression of weak game design. RETURN TO KRONDOR, stretching over nine chapters, will have a better sense of pacing where even the mini-quests will add to the sense of climax and will add an AI routine to keep track of the player-character's actions and attitude.

7th Level, (800) 884-8863 x-126, Windows 95

BETRAYAL AT ANTARA

The members of the design team of Sierra's BETRAYAL AT ANTARA consider their product to be a spiritual descendant of BETRAYAL AT KRONDOR. When Sierra realized the mistake they had made when the former president of their Dynamix subsidiary killed the KRONDOR sequel, higher management decided to create their own intellectual property. The Antara design team recognized that they couldn't use any of Feist's world, but they set out to create a world that they believed would make Feist proud. For example, instead of having the requisite orcs, trolls and elves of many post-Tolkien fantasy worlds, they developed cultures based on anthropomorphized life forms. BETRAYAL AT ANTARA, like RETURN TO KRONDOR, also uses a new 3D engine. It also uses the most unobtrusive interface we've seen yet in a CRPG. The interface only takes up about 1/3 of the screen when maximized (with the usual character portraits and color-coded graphs) and, most of the time sits minimized at the bottom of the screen so that you can get a full-screen view of the action. Unlike RETURN TO KRONDOR, BETRAYAL AT ANTARA will feature a disguised hex-based tactical combat system. It is also a skill-based system in which characters can work on improving one-to-five skills at a time and an intricate magic system where characters can research spells by combining areas of knowledge.

Sierra, (800) 757-7707, Windows 95

features more detailed character generation (including advantages and disadvantages), richer conversational capacity, ability to



own/store/display object-oriented possessions, opportunity to join guilds, addition of lore and skill-based clues and activities, and option of customizing your on-screen avatar

more than ever before (throughout the game as opposed to only at creation). If that weren't enough, Bethesda dipped into the TSR brain-trust to find a producer that has made sure that even the mini-quests add to the experience rather than forcing you to assume the role of medieval Fed-Ex courier.

Bethesda (301) 926-8300, Windows 95

LANDS OF LORE II: GUARDIANS OF DESTINY

LANDS OF LORE broke new ground for RPGs, and its sequel, GUARDIANS OF DESTINY, looks like it will do the same. With impressive 3D graphics and an intelligent gaming environment, GoD looks as if it might play more like an adventure game. As in the first LANDS OF LORE, players won't generate characters; instead, they take on the persona of Luther, a reluctant hero pressed into ridding the Lands of an evil curse. Though GoD is plot-driven, the designers at



THE ELDER SCROLLS: DAGGERFALL

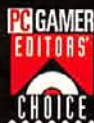
Of course, CRPG fans are still awaiting THE ELDER SCROLLS: DAGGERFALL from Bethesda. The sequel to the Premier-winning THE ELDER SCROLLS: ARENA features a smoother, faster 3D engine with plenty of special lighting and weather effects. It also

THE MOST ACCLAIMED GAME OF THE YEAR.



"An excellent, groundbreaking adventure game, setting a new standard for plot depth and realism."

— Mark Clarkson, Computer Gaming World



"One of the most ambitious and riveting PC games of its genre ever produced."

— William Trotter, PC Gamer



"Like nothing else you have ever tried... SPYCRAFT will guarantee sleepless nights."

— Steve Bauman,
Computer Games Strategy Plus



"An espionage enthusiast's dream come true... SPYCRAFT really is a great game."

— Glenn Broderick, Computer Player

"Like breaking into CIA headquarters and spending the night trying out all the toys. Grade: A."

— Bob Strauss, Entertainment Weekly



"SPYCRAFT is an adventure you don't want to miss."

— Chris Charla, CD-ROM Today

"A riveting post-Cold War thriller."

— Shane Mooney, PC Games

"Where has this been all my life?"

— William Webster,
Former Director of the C.I.A.

"An innovative, eye-grabbing, puzzle-lover's dream."

— John Sellers, Time Out NY

"A fascinating espionage adventure — and truly a great game."

— Scott Gehrs, Computer Game Review



Master the tools of the trade to track the trajectory of an assassin's bullet.



Identify potential suspects using authentic 3-D composite imaging technology.

SPYCRAFT

THE GREAT GAME



Lead special forces and surveil double agents to infiltrate a web of rogue spies.



Link to real web sites and gather up-to-the-minute news and CIA intelligence.

NOW AVAILABLE ON MS-DOS®/WINDOWS® 95 AND MACINTOSH® CD-ROM.
BEGIN YOUR SPY HUNT AT [HTTP://WWW.ACTIVISION.COM](http://www.activision.com)

ACTIVISION®



Activision is a registered trademark and Spycraft: The Great Game is a trademark of Activision, Inc. © 1996 Activision, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective holders. The Central Intelligence Agency has not approved, endorsed or authorized the making of Spycraft: The Great Game.

Westwood Studios are taking care not to reward or punish behavior; it's up to the player to provide personality for Luther, so there is no "right" way to complete the game. As Luther moves through the landscape, other characters will remember how he treats them and the plot will proceed accordingly. GoD promises to be a very good-looking, first-person perspective RPG.

Virgin Interactive Entertainment (714) 833-8710, DOS

REALMS OF ARKANIA: SHADOWS OVER RIVA

Lovers of intricate role-playing systems are probably already familiar with Sir-Tech's REALMS OF ARKANIA: SHADOWS OVER RIVA. Based in the German role-playing universe, *Das Schwarze*

Auge (The Black Eye), the ARKANIA series features a 3D look and a rich, complex role-playing system. The universe is very fleshed out, as readers of the novels just released by

Prima's Proteus division (*The Charlatan* and *The Lioness*, reviewed on CGW's AOL edition) can attest. The universe has a unique pantheon, equalitarian attitude toward gender, and an intriguing mix of cultures to commend it. This incarnation also features a new tactical style of combat reminiscent of X-COM or the upcoming SUPER HEROES from MicroProse.

Sir-Tech (800) 447-1230 Operator 75, Windows 95



DIABLO

DIABLO, from the folks who brought you WARCRAFT 2, is a spiritual offspring of the ancient (in computer years) ROGUE game and its more recent descendent, SSI's DUNGEON HACK.

Gamers choose from three distinct character classes: fighters, archers and wizards. Then, they descend into a crypt and onward into a monster- and trap-laden



labyrinth. Like its predecessors, DIABLO features random dungeon construction and object/monster/trap placement so that you never play the same game twice. Add impressive 3D characters, light-sourcing, and special effects, as well as multiplayer play on a free Internet site, and you've got an irresistible combination. (See Sneak Preview, pg. 118.)

Blizzard (800) 953-SNOW, Windows 95

DUNGEON KEEPER

Previewed in CGW #137, DUNGEON KEEPER turns the tables on traditional role-playing and allows gamers to assume the role of the Ultimate Bad Guy. Gamers get to be dungeon archi-

fects, monster handlers, first-person fighters, resource managers, and, in at least one campaign, the destroyer of an ULTIMA-style avatar. The game is rife with wonderful multiplayer touches such as audio cues to indicate where the "good guys" are trying to dig their way into your dungeon, shadow-sourcing so that you can detect when those do-gooders are trying to sneak around corners, torture rooms where you can unleash your frustration on hapless foes to glean new info, and best of all, the ability to change every parameter in the game through an Excel spreadsheet.

Electronic Arts (800) 245-4525, Windows 95

DARK EARTH

DARK EARTH (previewed in our June issue) is an incredible new role-playing universe from Mindscape's development unit in France. A combination fantasy/science fiction game, DARK

EARTH puts you in the role of a Guardian of Fire—literally the tender of the flame that heats the entire urban structure (Stallite) where he lives and a combination fireman/police-man. The graphics make much of the juxtaposition



of light vs. darkness, and the 3D sets are reminiscent of the illustrations for Jules Verne's novels or the sets of Fritz Lang's *Metropolis*. The culture is extremely robust and the game has a surprisingly agile combat system that comes close to some of the best fighting games on the market. Even the monsters are different in this game, since the design team avoided the classic monsters in favor of monstrosities mutated from the familiar flora and fauna of our world.

Mindscape (800) 601-7529, Windows 95

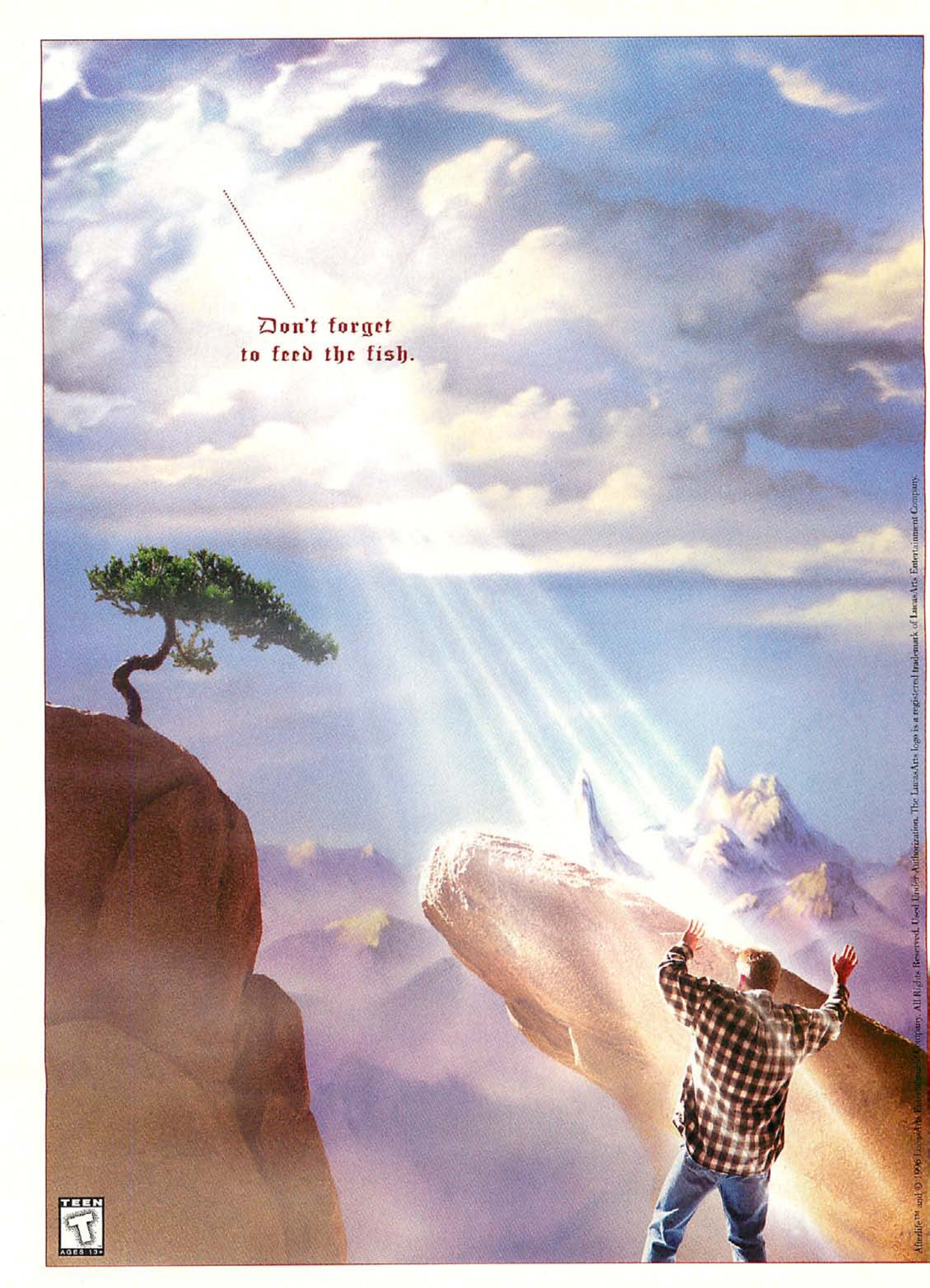
NEW DIMENSIONS FOR 1997

We're also looking forward to some games that will probably not arrive until '97. THE INDESTRUCTIBLES from EA/Bullfrog looks like a fabulous superhero game. 3D heroes and villains engage in combat across the skies, over the rooftops, up the walls, and down the streets and alleys of a major metropolis...New player Postlinear Entertainment is working on STORMFRONT, a role-playing game set in a future created by Neal Stephenson, author of the cyberpunk classic, SNOW CRASH. The game is anticipated as a '97 release...Another '97 release, New World Computing's newest MIGHT AND MAGIC game will also feature a new 3D engine with light-sourcing and beautiful texture-maps...Mindscape, not previously known for role-playing, has staked out intriguing new ground in its '97 CRPG. Right now, we can't tell you anything more than its title, SIEGE OF STORMHAVEN, but the early design concepts are definitely intriguing.



nd on the 8th day,
He split to Maui.





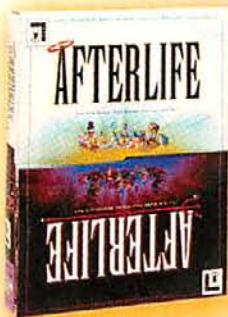
Don't forget
to feed the fish.





AND LEFT YOU IN CHARGE.

INTRODUCING *Afterlife*.™ THE LAST WORD IN SIMS.



WINDOWS 95, DOS AND MACINTOSH
CD-ROM

Welcome to Afterlife. The first world-building simulation that lets you manage two prime planes of "unreal estate"—heaven and hell—simultaneously. Possessed of an unearthly sense of humor, it all begins in a God-knows-where galaxy. There, billions of departed souls hunger for you to give them what they deserve.

Start with the Pearly Gates of Heaven or the Fiery Gates of Hell, zone in blocks of deadly Sins or goodly Virtues and build some roads. Soon, the dearly departed arrive in droves.

Keep them happy and you flourish.

Lose too many along the way and it's a visit from the Four Surfers of the Apocalypso (not a good time). Factor in a half-dozen or so disasters (not including total annihilation), money problems, lost souls, headaches on the planet below, and things get complicated in a hurry.

With over 200 artistically rendered rewards, nearly 300 detailed tiles and buildings, more maps, graphs and charts than you can shake a pitchfork at, plus the most sophisticated engine of any sim game beginning with the letter "A," you've got infinite hours of game-play.

Afterlife: Reach the end or die trying.



<http://www.lucasarts.com>



DISASTERS OF DIVINE PROPORTION INCLUDE DISCO INFERNO (PICTURED), HELL IN A HANDBASKET AND HEAVEN NOSE.



KEEP SOULS HAPPY BY PROVIDING THEM WITH THE REWARDS AND PUNISHMENTS THEY EXPECT, INCLUDING ETERNAL AFTERNOON, TOOTH OR DARE AND DREAMADISE (PICTURED).



FOLLOW THE HIGHS AND LOWS OF INDIVIDUAL SOULS THROUGH THE SOULVIEW FEATURE.



JASPER WORMSWORTH AND ARIA GOODHALO HELP YOU KEEP TRACK OF YOUR SUCCESSES AND FAILURES.



MICROSOFT SIDEWINDER GAME PAD



Microsoft continues to make inroads into the gaming market. Last year the company introduced its first game controller, the SideWinder 3D joystick, which landed with more of a thud than a bang in gamedom. Now they've unveiled a Batman-shaped SideWinder game pad controller

which looks considerably more promising. Fully digital, the new game pad reduces CPU overhead associated with having to poll the game port, and has programmable buttons, good for multi-button combination moves on fighting games. The unit will ship with DirectInput drivers and, for multi-player games, you'll be able to daisy-chain up to four SideWinders together. The SideWinder will also support "hot-swapping," which will hopefully eliminate the need to reboot each time controllers are swapped or added to the daisy chain. Guestimated street price: about \$39.

Microsoft, (206) 882-8080

THRUSTMASTER/CYBERNET DRIVING WHEEL

Thrustmaster took top honors at E3 in the Most Absurd Tradeshow Chatchka category with boxer-shorts underwear bearing their name. In a more serious moment, Thrustmaster teamed up with Cybernet to build a force-feedback driving wheel that ships in October. The controller, as yet unnamed, will be priced under \$200 and should make the ride on driving games a lot bumpier.

Thrustmaster (503) 639-3200

CH FORCE F/X

CH has established itself as one of the best stick makers for flight jockeys and rootin'-tootin' shooters. Now CH has a force feedback joystick in the works called the Force F/X, which should be shipping sometime in September. The Force F/X will have support for five kinds of programmable feedback: Jolt simulates collisions or vehicle feedback, like lowering landing gear. Jolt-Button Reflex will provide feedback similar to weapon recoil. Vibration (X&Y) will mimic driving over a rough road surface, or a vehicle engine revving. Buffeting will simulate airplane turbulence and explosions. And lastly, Vector Force will give feedback similar to a G-force pull in tight car turns.

CH Products, (619) 598-2518

FIRST PERSON GAMING ASSASSIN

First Person Gaming (FPG) is a new kid on the block headed by a former Logitech joystick designer. FPG's first controller, the Assassin, looks like a track-ball mouse, but when used with a joystick, lets you "free-look" in first-person shoot-'em-ups like DUKE NUKEM 3D. Free-looking is important in 3D games with six degrees of freedom (up/down, forward/backward, left/right), because you're dealing with unfriendlies on different levels above and below.

Your joystick plugs into the digital Assassin, which in turn connects to your joystick port. The ASSASSIN controls up/down and left/right movement, while the joystick handles forward/backward and strafe



NORMALITY WANTED

Because No One Should Have A Thought Of Their Own.



This first person adventure comes with its own hilarious "Voodoo Doll" interface



Raft, climb, wander and scour over 120 True 3D locations



Wildly twisted puzzles offering hours of raging 3D adventures

Protecting the Normal Community



District #13

Suspect Name: "Kent"
Sex: male
Height: 5' 9"
Weight: 157 lbs
Eyes: Under Sunglasses
Hair: Flaming Red
Age: 20-Something

Last seen reaking havoc on an unsuspecting bucking bronco rider during a normal rodeo. He is extremely abnormal and no attempt should be made to subdue the suspect. If you see him, Contact the Norm Police and let them do the hog-tying, they're good at it.

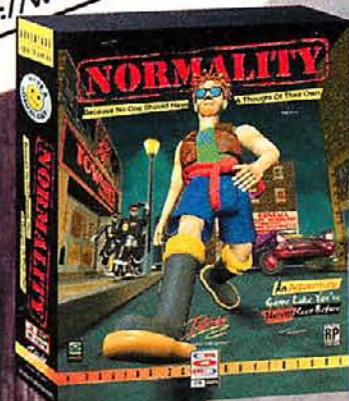
The Normality Police Can Be Contacted At: <http://www.interplay.com>



NYP3



BY GAMERS. FOR GAMERS.™



left/right controls. The device currently supports DUKE NUKEM, DOOM II, HEXEN, DESCENT II and MECHWARRIOR 2. FPG is also working on a QUAKE driver that should be ready when the unit ships in August. In addition to drivers for DOS titles, the ASSASSIN will also have DirectInput support for Windows 95 games as well. Street price is slated to be about \$99.

First Person Gaming, (510) 264-9577

SPACETEC SPACEORB 360

We've seen a lot of devices touted as the ideal 3D game controller, but this is one design that actually works pretty well. It offers common-sense control input for 3D games like DESCENT II with a pressure-sensitive ball attached to a console-style controller. Based on Spacetec's earlier Spaceball Avenger I, the new controller seems to have overcome the Avenger's awkward design and prohibitive price.

By moving the SpaceOrb's flexible control ball with your left hand,



you can move forward/backward, look up, down, or side-to-side, strafe, jump, squat, pitch or roll. The digital device supports six-axes of control, so these moves can be combined to do nasty things, like circling an opponent in DUKE NUKEM while continuously firing at him. The right-hand part of the controller has six buttons for shooting, punching, opening doors, etc.

According to Spacetec, the SpaceOrb supports DOOM II, DESCENT, DESCENT II, DUKE NUKEM 3D, HEXEN, HERETIC, MECHWARRIOR2, QUAKE and others. It reportedly works with Windows 95 games, using either the standard Microsoft joystick driver or through a SpaceWare optimized game driver. It is also supposed to be compatible with any 2D or 3D game that supports a mouse.

The SpaceOrb should be out by the time you read this, for approximately \$85 street price.

Spacetec IMC, (508) 970-0330.

NEC POWERPLAYER 2000/2001

NEC's first gaming rig made a fairly respectable showing in our Ultimate Gaming Machine feature earlier this year. NEC is now coming out with a hell-bent-for-gaming rig called the PowerPlayer, which should be shipping by the time you read this. If specs are any indicator, this one should pack a wallop, with a 166 or 200 MHz Pentium CPU, 32 MB of EDO RAM, a 256 KB synchronous pipeline burst L2 cache, 2 GB hard-drive, NEC's 4x6x CD-ROM drive (a 6x drive that holds four CD-ROMs), ThrustMaster Flight Control System joystick, Advent AV370 speakers, and Yamaha audio system. What's really noteworthy about this system is its graphics subsystems. Out of the box, the PowerPlayer comes with an ATI Xpression 3D board for 2D and DOS graphics, and a board based on 3dfx's smokin' Voodoo chip to handle the 3D graphics. This venerable combination should make all your graphics boogie, especially Direct3D-based action titles that we should be seeing by year's end. The PowerPlayer is supposed to ship with a full payload of games, though the bundled titles have not yet been decided.

Perhaps the most interesting spec on this system is its price: about \$4000 with a 17-in. NEC monitor. The PowerPlayer should be shipping in late August, and we'll take a first look in the September issue to tell you what we find.

NEC, (415) 528-6000

3D GRAPHICS: FOLLOW THE YELLOW BRICK ROAD

In the ongoing FUD-fest (Fear, Uncertainty, Doubt) that has become the consumer 3D graphics market, there weren't any new players joining the 30+ hardware vendors already slugging it out. But, we did find some new titles running on 3D silicon that looked very impressive. Most notably, LucasArts' DARK FORCES II: JEDI KNIGHT runs on Rendition's Verité chip. And EIDOS has an accelerated version of its upcoming TOMB RAIDERS running on 3dfx's Voodoo chip that also looks very promising. Both chips should be shipping as you read this, with Rendition on Creative Labs' PCI 3D Blaster, and 3dfx on Orchid's Righteous 3D board.

Matrox's new Mystique chip runs several accelerated titles, and their bundled titles will reportedly include Sony's THUNDER TRUCKS, Activision's MECHWARRIOR 2, and Criterion's SCORCHED PLANET.

Several boards are now shipping based on S3's VIRGE part. See our reviews of Diamond's Stealth 3D 2000, and Hercules' Terminator 3D in this issue, page 106.

ATI's Xpression 3D is shipping as well, with an accelerated version of MECHWARRIOR 2. Look for our review of the ATI board in the September issue.

Meanwhile, computer manufacturers who don't want to be left behind are weighing in with 3D card-equipped models. In addition to NEC (above), Compaq has announced that it will be featuring the NEC/VideoLogic PowerVR 3D chip in a version of their Presario rig, which will ship sometime this fall.

HEART OF DARKNESS™



"THE BEST ANIMATION WE'VE EVER SEEN ON A PC."

-Computer Gaming World

"BREATHTAKING...THE BEST 3-D STUDIO RENDERED
VISUALS EVER CREATED."

-Next Generation

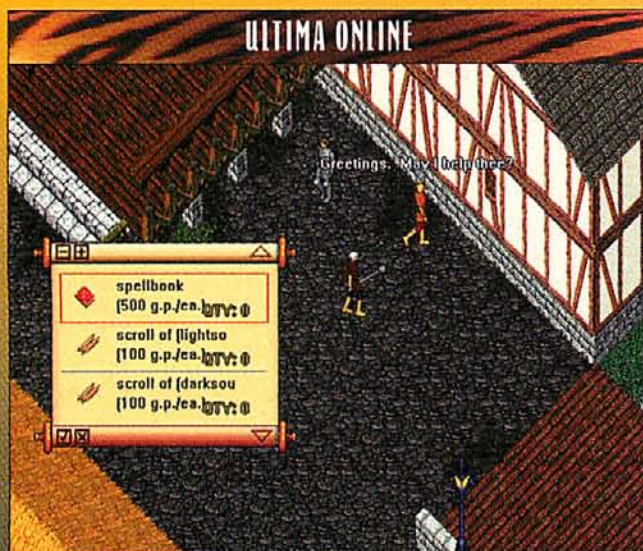
"YOU JUST HAVE TO SEE IT TO BELIEVE IT."

-Strategy Plus

COMING SOON

For PC CD-ROM, MAC CD-ROM, Sega Saturn
<http://www.vie.com>





Britannia, the fabled setting of Lord British's landmark ULTIMA series, has become a living, changing kingdom in cyberspace. In ULTIMA ONLINE, gamers will assume characters within a medieval fantasy kingdom. The size of Britannia itself is expected to be larger than the combination of maps for all of the previous ULTIMAs combined.

The graphics use the oblique overhead perspective associated with

ULTIMA 7, but there seems to be no attempt to integrate the fluid action elements of ULTIMA 8. Players will be able to customize their character's looks, equipment and clothes so that their on-screen personas will look distinctive. They will also be able to buy, sell and trade goods with each other. Unlike the boxed game, characters will not be forced into avatarhood and, though the "values" taught in the boxed games will be encouraged, characters will be facing a world with a greater bandwidth of moral choice. Characters will be able to fight with each other, kill each other and steal from each other. In fact, during beta testing, an informal Thieves' Guild was formed.

When ULTIMA ONLINE finally becomes a fully commercial project (right now, the beta is limited to around 150 people at a time), it will feature two types of quests: major quests and resource quests. The former will be story lines designed by a team at Origin. The latter will be determined by what characters do with the virtual resources of Britannia. For example, Lord British postulates that dragons tend to dine on cattle and sheep, since they are much tastier and easier to kill than humans. But, should the virtual humans of certain areas within Britannia decide to deplete their livestock too much, it could be that they'll see incursions against the towns by human-devouring dragons. Naturally, this is likely to incite a dragon hunt. In this way, the world will be shaped by both closed-ended and open-ended plots.

Origin, www.origin.com, Windows 95

MERIDIAN 59

Like ULTIMA ONLINE, 3DO's MERIDIAN 59 is designed to be a dynamic universe. A fantasy realm where on-screen characters can buy, sell, trade, cheat, and steal from each other, MERIDIAN 59 has become a fascinating sociological study. Some characters have elected to follow the dark side and prey upon other characters as denizen of the virtual underworld, while others have built impromptu guilds of bodyguards, and still others have

become cyber-bankers. You maneuver through the environment using the arrow keys and chat with other characters using a chat line. In many ways, Meridian seems like a cross between Simutronic's



A SHATTERED LAND A VILLAINOUS USURPER A CALL FOR HEROES

Rise To The Challenge...

NEW WORLD COMPUTING, INC.®

P.O. Box 4302, Hollywood, CA 90078

© 1996 New World Computing, Inc. Heroes of Might and Magic II is a trademark of New World Computing, Inc. New World Computing and Might and Magic are registered trademarks of New World Computing, Inc. All rights reserved. All other trademarks belong to their respective holders.



BIG GAME HUNT

GEMSTONE III and VOR Technologies' THE DRAGON'S TALE since it uses a command line like GEMSTONE and allows you to navigate through a 3D graphics window like THE DRAGON'S TALE.

3DO, www.3do.com, Windows 95

THE REALM

THE REALM is Sierra's multiplayer role-playing game on the Internet. Though the game looks like merely a slicker version of the standard Sierra graphic adventure, it is significantly more open-ended than that. You select the name and character class of your character from a typical fantasy assortment. Then, you create the look of your character as with INN's avatar creation and adjust your attribute points in typical CRPG manner



prior to play. Once you arrive in the land, you have to locate shops where you can buy clothing, armor, weapons and food. Then, you are liable to stumble across combat and get wasted before you know it. Fortunately, you can be resurrected as easily as you can with a generous Dungeon Master in a face-to-face game. Of course, that may be simply because the game is in beta test on the web at the present time.

Sierra, <http://www.sierra.com>, Windows 95

AIR WARRIOR

The great granddaddy of graphic multiplayer games has had reconstructive surgery rivaling that of the six million dollar man. The latest AIR WARRIOR has SVGA graphics, new cockpits for the British, German and U.S. WWII vintage air-

craft you normally fly online play (as well as new cockpits for the WWI and Korean era missions you can fly solo). The software will even be available in an enhanced format (with more than 100 additional solo missions) to be published by Interactive Magic as AIR WARRIOR II. Online, AIR WARRIOR allows you to choose aircraft from one of the three main combatants in the European theater of war and join a squadron of other virtual pilots in dogfights, escort missions, bombing runs and more. If you're currently on AOL, you can get info and jump right to the game with Keyword: Kesmai. You can also access the game from CompuServe using this month's CG-ROM software.

Kesmai, www.kesmai.com, Windows, DOS



BATTLETECH: SOLARIS

The main problem with the original and award-winning MULTI-PLAYER BATTLETECH, as it appeared on GENie, was that the FASA universe was too spread out. It was often hard to find where the action was and to get your mechs (the giant robots from the original MECHWARRIOR) to the right planet



before the battles were over and the other human combatants had logged off. Further, it was always human mech pilots versus AI mech pilots. Now, all of the action takes place on one planet: Solaris (the

HEROES II

of Might and Magic

THE SUCCESSION WARS



Call 1-800-251-9563 for more information, or check out our hot new Web Site at <http://www.nwcomputing.com>

Circle Reader Service #136

Computer Life

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 BIG SAVINGS
AND RESERVE YOUR
FREE CD-ROM, CALL
1 800 926 1578

BIG GAME HUNT



ONLINE GAMES

gaming/gladiatorial planet where Justin Allard became the premier gladiator Justin Xiang in Michael Stackpole's *Warrior* series of novels). Now, it's teams of human pilots versus human pilots in a variety of missions.

Kesmai, www.kesmai.com, Windows, DOS

CASTLE INFINITY

What if dinosaurs weren't really extinct? What if they avoided their post-meteorite demise by holing up in a castle in another dimension? What if they wandered about singing, wearing maroon fezes, and fighting the monsters from that dimension which threatened their survival? What if ordinary kids could find that dimension via cyberspace and help those dinosaurs against the monsters? What if ordinary kids could coop-



erate with each other in helping the cute, cuddly dinosaurs? What if they occasionally learned something when they helped the dinosaurs? That's what you have in CASTLE INFINITY, Starwave's latest venture

into web-based entertainment. The game uses a videogame-style interface and combines animated cartoons (on a CD-ROM published every six months or so) with game action via the web. Even technical difficulties can be fun in CASTLE INFINITY because the program is set up so that should a child accidentally get disconnected, a cartoon plays while the modem redials.

Starwave, www.starwave.com, Windows 95.

ONLINE EXPECTATIONS

Some new companies are leaping into online game ventures. Second Nature Interactive out of Cambridge, Massachusetts has given us a demo of EMPYRIAN, their multiplayer 3D role-playing game that features the richest culture we've ever seen in an online game. We'll show and tell you more as it gets closer.

Another new entry, Worlds Apart Productions, is nearing beta on their fantasy role-playing game, Ascent. The cool part of Ascent is that the players will be able to control every facet of the political, economic and military life of the virtual kingdom.

Virgin's Burst division is currently working on SUBSPACE, sort of a multiplayer version of an updated Asteroids style shooter. Electronic Arts is hard at work on their Jane's Online products, still trying to resolve the way missions will be generated out of previous results within ongoing campaigns. It sounds extraordinary.

Finally, Kesmai has just begun work on ALIENS vs. PREDATOR. This multiplayer game will let you play either a space marine, Alien, or Predator. It appears that much of the work is being done by the folks who did the graphics for the Jaguar version (the best product on that system).

"Strategy Game Of The Year"

-Computer Gaming World

"Turn Based Strategy Game Of The Year"

-Computer Games Strategy Plus

"Get this game, it's a classic"

-Wade Glasscock

"It's one of the BEST strategy games
I've ever played"

-Mark Asher

"Heroes of Might and Magic is an excellent game"

-Tony Damiani

"It's great, wonderful, long term play value
(Win 95 version), and highly addicting"

-Barbara Christensen

"An excellent and entertaining game"

-Darrin Fesperman

©1996 New World Computing Inc. Heroes of Might and Magic is a trademark of New World Computing Inc.
All rights reserved. All other trademarks belong to their respective holders.

DIABLO/STARCRAFT

Both Blizzard's role-playing game, *DIABLO*, and real-time strategy title, *STARCRAFT*, are being designed with multi-player gaming in mind. In addition to modem, direct link and IPX network support, Blizzard will allow players to compete online with their free Internet gaming service, battle.net. Battle.net, set to go live in September, will include arenas for players to chat and challenge each other in either *DIABLO* or *STARCRAFT*. (Unfortunately, battle.net will not be backward-compatible with *WARCRAFT II*, but every multiplayer title after *STARCRAFT* will have battle.net support.) The best part is, Blizzard will charge no hourly, monthly, or startup fees. To reach the Internet site, both games will have a battle.net option built into their main menus. If you've got a modem and on-line service provider, just click on the battle.net button to jump onto the service.

TCP/IP Internet access is required for the connection, and gamers will still have to pay their Internet Service Provider for the connect



time. Blizzard, though, will not charge a fee for its service.

Once connected, players will be able to compete against others of similar ability, because the service segregates arenas by skill level. Battle.net will be accessible 24 hours a day to gamers throughout the world.

DIABLO will be the first game playable on the service. There is no practical limit to the number of *DIABLO* games that can be played, though each game can only have a maximum of four players. (For more on *DIABLO*, see this month's Sneak Preview on page 118.) *STARCRAFT* will follow in the Winter of 1996 and will be the second game to support the on-line service. The space strategy game will support up to eight players per game. For more information on the game, see the Strategy Games section of this month's Big Game Hunt Feature.

Blizzard Entertainment, www.blizzard.com; both titles Windows 95



DIAL IN, LOCK ON, BLOW AWAY

At press time, these were some of the more popular on-line games from the most prominent providers.

America On Line

AD&D NEVERWINTER NIGHTS, AIR WARRIOR (beta), FEDERATION, GEMSTONE III, MODUS OPERANDI, PRESIDENT '96.

Keyword: gaming
(800) 827-6364
<http://www.aol.com>

CompuServe

AIR WARRIOR, BRITISH LEGENDS, ISLAND OF KESMAI, MEGA WARS III
(800) 433-0389
<http://www.compuserve.com>

DWANGO

DESCENT II, DOOM, DOOM II, DUKE NUKEM 3D, FINAL DOOM, HERETIC, HEXEN, NETMECH, ULTIMATE DOOM
(713) 467-8865
<http://www.dwango.com>

EarthLink

AIR WARRIOR, BATTLETECH: SOLARIS

(800) 876-3151

<http://www.earthlink.com>

Genie

SVGA AIR WARRIOR, BATTLETECH: SOLARIS, FEDERATION, GEMSTONE III, HARPOON, HUNDRED YEARS WAR, ISLAND OF KESMAI, MODUS OPERANDI
(800) 638-9636
<http://www.genie.com>

Kesmai

HARPOON ONLINE (beta), CASINO POKER (beta)
<http://www.kesmai.com/>

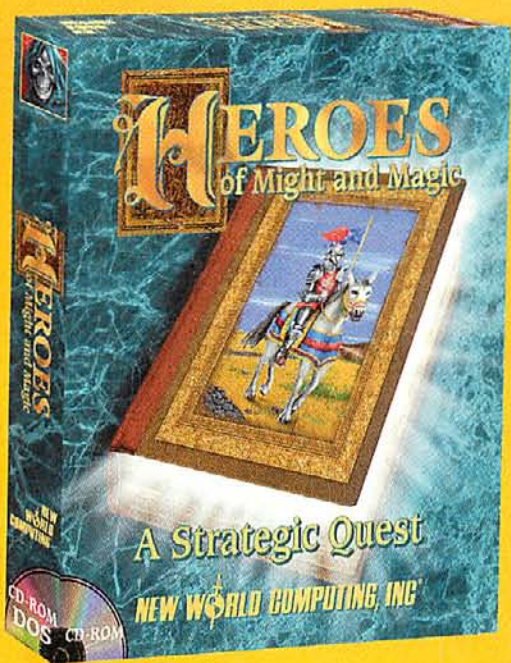
Total Entertainment Network (TEN)

CIVNET, DARK SUN: CRIMSON SANDS, DUKE NUKEM 3D, TERMINAL VELOCITY, WARCRAFT
(415) 778-3500
<http://www.ten.net>

Mpath

COMMAND & CONQUER, MECHWARRIOR 2, TERMINAL VELOCITY, WARCRAFT
(408) 342-8800
www.mpath.com

[Great Year!]



[Great Game!]

Mythical creatures come to life as you battle for control of newly discovered lands in the award-winning strategy game *Heroes of Might and Magic™*. Explore virgin territory and capture strategic positions and resources while expanding your influence and establishing your dominance. Recruit your heroes, gather your armies, and challenge the other warlords for supremacy. Victory is within your reach if you have the brains and the brawn to take it.



- Over thirty unique combat units
- Dozens of strategic scenarios
- Custom "World Builder" included in the Win 95 version
- Exquisite SVGA graphics
- Intense Computer AI
- Multiplayer: hot-seat, modem, network, direct connect



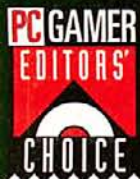
Spectacular web offer check out
<http://www.nwcomputing.com>

NEW WORLD COMPUTING, INC.®

Available at your local software retailer or order direct from New World Computing at
1-800-251-9563 (818-734-7136 outside the U.S.), or by mail:
P.O. Box 4302 Hollywood, CA 90078-4302.

©1996 New World Computing Inc. Heroes of Might and Magic is a trademark of New World Computing Inc.
All rights reserved. All other trademarks belong to their respective holders.

Circle Reader Service #136





CHESSMASTER 5000



If it seems that the CHESSMASTER line has been with us since the prehistoric times of computing, that's more fact than myth. However, the latest in the award-winning series hardly tries to rest on its predecessors' laurels. The computer opponents—always a CHESSMASTER strength—this year represent playing styles of Grandmasters from the nearly-forgotten

the wide range of opponents, Internet play, the vastly improved analysis functions (you can import data from Chessbase, for example), and the wide range of teaching tools, it would be hard indeed to find a more comprehensive and enjoyable chess package.

Mindscape, (800) 234-3088, Windows/Win95

giants of the 19th century to the latest kingside stars, all painstakingly researched by GM Eric Schiller. If your only interest is in learning the game, you might prefer MAURICE ASHLEY TEACHES CHESS. But given



rates fleets and castles from *Castle Risk*, and all versions (both the original French and the newer North American rules are supported) will be playable over modem. Light, enjoyable and addictive fun.

Hasbro Interactive, (508) 921-3700, Win95

BATTLESHIP

The biggest surprise of this genre, the old kids' fave has moved strongly into gaming adolescence. In addition to the tame "B-6, hit!" of the original, the advanced version lets you—don't faint and fall into the

ocean—move your fleet, perform searches with radar/sonar, and even shoot torpedoes from hidden submarines. Being able to launch cruise missiles over the Internet gives "You sunk my battleship!" a whole new sense of fun.

Hasbro Interactive, (508) 921-3700, Win95

YOU DON'T KNOW JACK: SPORTS

Are tennis racquet strings made of: 1) catgut; 2) monofilament nylon; 3) leftover strands of Andre Agassi's fake hair? Regardless of how you might answer, Berkeley shoots and scores with this one. The follow-up to our Premier Award Winner for best Puzzle/Classics game promises to skewer legendary sports figures with the same fresh irreverence as the original—and hopefully more questions this time around. You have to wonder why those mirth-meisters at ESPN didn't think off it first. Our win, their loss.

Berkeley Systems, (510) 540-5535, Windows/Mac

MONTY PYTHON & THE HOLY GRAIL

Although we are the Editors Who Very Often Say Silly Things, we would be remiss if we didn't taunt you again with this fine puzzle game. For the full scoop, see the Puzzles/Classics column on page 157. **7th Level, (214) 437-4858, Win95**



RISK!

One of the great parlor games finally gets the royal treatment, a la MONOPOLY. The version we saw featured a solid AI (unlike previous computer attempts) and some very crisp, miniatures-style graphics for the battles. The advanced game incorpo-

SCRABBLE

If you're looking for new ways to describe how Hasbro interactive is attempting to dominate the Classic arm of the industry, you can probably find those words in Scrabble. The accessibility of this classic game is enhanced by the elegant graphic look, and by the ability to design your own custom dictionary. Playable by wordsmiths, linguists, or just those who enjoy spelling "kleptomaniacal," this could be the sleeper hit of the year.

Hasbro Interactive, (508) 921-3700, Win95



OTHER PUZZLE PIECES

Davidson looks to follow up its MAURICE ASHLEY TEACHES CHESS success with EXTREME CHESS, while Interplay counters with USCF CHESS (endorsed by the U.S. Chess Federation, of course). Hasbro Interactive's ambitious schedule will also include computer versions of Othello and Yahtzee. Roll those dice!

**A revolutionary 3-D
combat simulation
with big cars, big weapons,
and really big afros.**



Coming soon on CD-ROM

<http://www.activision.com>

ACTIVISION



F-22 LIGHTNING II



The Lockheed Lightning II is promising to soon become as ubiquitous as the F-16 Fighting Falcon in the sim world. Helping this trend along will be NovaLogic, with F-22

LIGHTNING II. This freshman simulation from the producers of the *COMMANCHE* arcade sim series has the top-notch visual and sound effects you'd expect from NovaLogic, as well as an authentic flight feel that might surprise you. NovaLogic has worked with Lockheed to accurately model the plane's performance and instrumentation.

Although F-22 promises to be a more "serious" sim than previous NovaLogic efforts, expect some compromises in the name of gameplay. In the preliminary multiplayer mode we played, for instance, your plane is simply disabled for a period of time after being "destroyed," saving you the long flight back to the battlefield. The terrain model is reminiscent of *EF2000*, but has a richer color palette and changes with the seasons. The texture-mapped aircraft

are among the best looking we've ever seen. Look for the full scoop in next month's CGW.

NovaLogic; (800) 858-1322; Win 95

TFX 3: LIGHTNING STRIKE

TFX 3 builds on the foundation of Ocean/DID's *EF2000*, but this sequel puts you in the cockpit of the ubiquitous F-22.

The new version of the WarGen dynamic campaign generator promises multiple scenarios and changing political and tactical alliances. Sim pilots will now be given full control of mission planning, as well as the ability to man an AWACS control screen to direct air-

craft and evaluate the tactical situation.



DID is researching many of the advanced systems

under consideration for inclusion in the *EF2000*'s cockpit, which should lead to a very user-friendly control environment without sacrificing realism. The aircraft are now texture-mapped, and the terrain looks even better here than in *EF2000*, thanks to enhancements such as dynamic lighting and shadowing that changes as time passes. Desert missions should be a little less gloomy than the fjords of the first game, and there's more of an emphasis on maritime warfare here. Serial and modem play will be included, and net play should support more than eight human pilots. TFX 3 should arrive this winter.

Ocean/DID; (800) 289-1411; Win 95

FALCON 4.0

The much-awaited *FALCON 4.0* may finally be coalescing from the vapor. At the recent E3 show, an early demo version of this F-16C Block 50 sim featured some amazing *FLIGHT UNLIMITED*-style digitized terrain graphics and head-to-head play. What we saw was more a technology demo than even an Alpha version, however.



The flight model promises to be as impressive to today's fliers as *FALCON 3.0*'s was six years ago. Cockpit systems have been fine-tuned to better compensate for the limitations of a computer monitor: along with the traditional full instrument panel, you can fly with just the HUD and superimposed MFD displays. The avionics are much more advanced, with new details such as HARM targeting systems. At this point it looks like the original *FALCON 3.0* padlock view may give way to a *BACK TO BAGHDAD*-style floating target box, a move sure to upset *FALCON* purists.

FALCON 4.0's designers plan to model a million square miles of Korean terrain. Although the very early demo we saw showed obvious texture-map tiling, the overall effect was dazzling, especially on the version that took advantage of the 3DFX graphics board. You should have more control over resources in the air and on the ground here. MicroProse promises significant enhancements in multiplayer play. The one promise the company won't make is a ship date—first half of 1997 is as close as it will commit.

MicroProse; (800) 879-PLAY; Win 95

EUROPEAN AIR WAR

The upcoming *EUROPEAN AIR WAR* will be a welcome respite to the recent drought of historic flight sims. This sequel to 1942: *THE PACIFIC AIR* is reminiscent of its predecessor in



structure and general feel, but the improved SVGA simulation engine does a much better job of pulling you in to the experience. Along with the improved terrain and aircraft, the cockpit instrumentation is now much more readable—it should now be useable even in virtual cockpit mode.

As with its predecessor, you'll be able to fly over 20 fighter and attack aircraft, but bombers are off-limits. Depending on which side you choose to fly for, you'll escort or attack formations of B-17s as the Allies inch into German territory. Up to 32 planes will be in the air at once, a big improvement over earlier sims, but only a taste of the action that occurred in the gigantic WW II bomber formations. A mission film recorder will allow you to review your performance.

MicroProse; (800) 879-PLAY; MS-DOS

F/A-18 HORNET 2.0

The popular Mac simulation will come to Win 95 in early fall with a number of enhancements. These include a highly accurate force-vector flight model and improved graphics, with support for resolutions up to 1024x768. You'll fly carrier and land-based fighter and attack missions in the Navy and Marines' premier strike fighter, against a variety of targets in three theaters of operation. If you're not too good at hitting ground targets, you can always drop one of the available nuclear weapons. However, a more civil response would be to take advantage of F/A-18 HORNET 2.0's classroom training guide, designed by an active-duty Naval aviator.

Graphic Simulations, (214) 386-7575; Win 95



M1A2 ABRAMS

Ever notice how in a lot of modern-era games, technology for the bad guys stops around 1990, while all the cool U.S. equipment is readily available? Well, such isn't the case here, as designer Arnold Hendrick (co-designer with Sid Meier of several classic MicroProse games) has done his homework to include all the latest Ukrainian, Russian, and other former Soviet Bloc weaponry. The flashpoints include the U.S. intervening in a Russian/Ukrainian conflict, as well as fighting in the Middle East, with scenarios tied together by a branching campaign. All the high-tech toys you expect are included for these armored behemoths: infrared sights, wire-guided anti-tank missiles, even BMPs and the occasional infantry squad. The views from the tank were still pretty rough at press time, but at least you can tell a tree from a tank at 100 yards (unlike, say, ARMORED FIST).



Overall, this is a game that prizes substance over style. If you're tired of blowing the dust off that old copy of M1 TANK PLATOON, this new tank sim might just re-align your treads.

Interactive Magic; (919) 461-0722; Win 95

ALSO IN THE WORKS

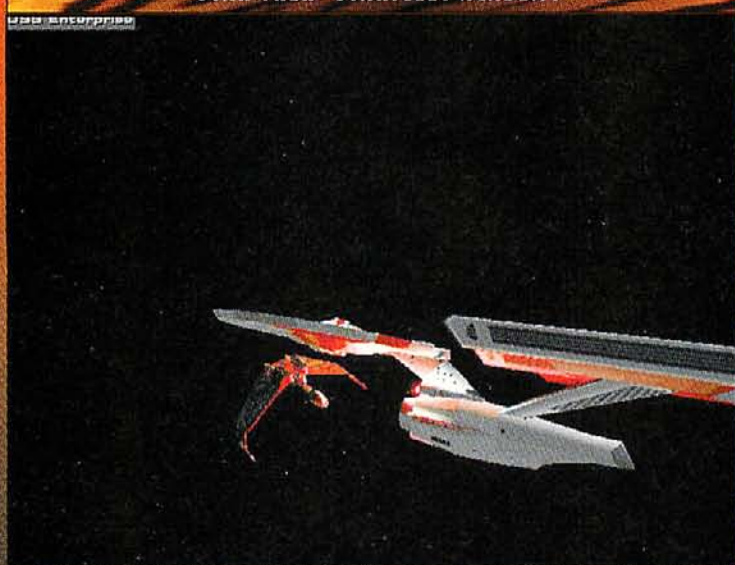
Interactive Magic will be jumping on the F-22 bandwagon; look for a preview next issue. NovaLogic has redesigned the Voxel Space technology to support high-res, clouds, and numerous other improvements, and the early copies we saw of COMMANDER 3 and ARMORED FIST 2 were dazzling. RED BARON 2 has undergone an interface-lift, losing the attractive airbase interface shown in our recent preview; the sim's still on track for a pre-Christmas release.

Of course, it's not all flight sims out there. GRAND PRIX II should be shipping shortly, and look for the online versions of the Papyrus racing sims to finally surface soon. A patrol disc will add new missions to SSI's SILENT HUNTER, and we hear a modern sub sim is in the works from a well-known San Mateo software company.





STAR TREK: STARFLEET ACADEMY



Finally, a game that lets us boldly go where we've been wanting to go the whole time: on an interstellar journey in the command chair of the Starship *Enterprise*. Actually, *STARFLEET ACADEMY* puts you at the helm of an *Enterprise* simulator, as you work through 27 missions that include battles, diplomacy, and the fabled "no-win scenario," the *Kobyashi Maru*. William

Shatner, George Takei, and Walter Koenig reprise their roles as Kirk, Sulu, and Chekov and act as your Academy instructors.

Portions of the game take place on the ground at the Academy, where you'll interact with other cadets and deal with academy internal politics, and probably a mystery or two. But the real action takes place on the bridge, where you'll command your crew in diplomatic and research missions, as well as in combat scenarios against 30 different types of starships. The combat looks true to the *Star Trek* "battleship duel" style, rather than the goofy crosshair-based phaser wars found in earlier Interplay *Trek* games.

Even more exciting is the network play mode, basically a starship vs. starship melee. Take the helm of the *Enterprise*, a Romulan Bird of Prey, a Klingon battlecruiser, as well as Gorn, Tholian, and other ships in space combat. Beautiful light-sourced polygon graphics will add to the pleasure of photon-torpedoing your enemies to death. This game will hopefully beam in before Christmas.

Interplay; (714) 553-6655; MS-DOS, Win 95, Power Mac, Playstation.

X-WING VS. TIE FIGHTER

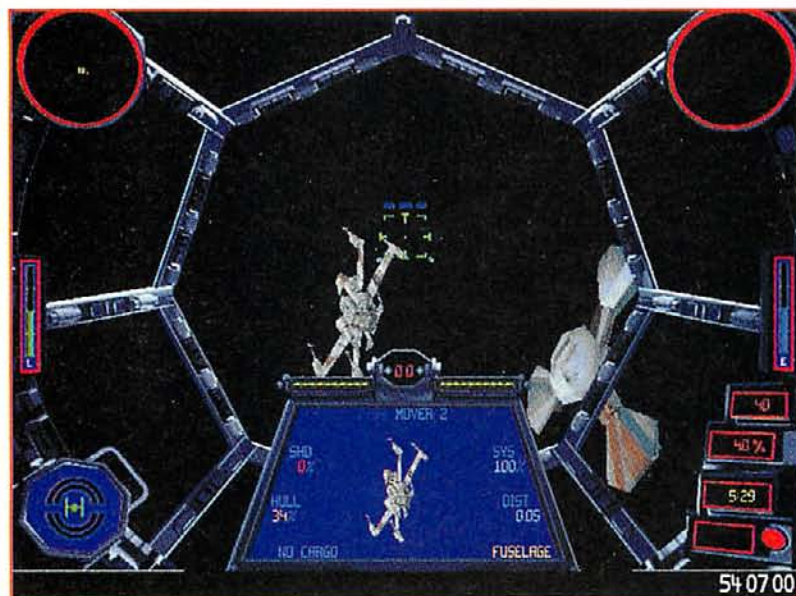
Either you loved *TIE FIGHTER* and *X-WING* so much that you've played the games and the mission disks all the way through, or you quickly tired of the *LEMMINGS*-like puzzle elements of the popular space sims. Either way, you're itching for a new and different *Star Wars* experience. *X-WING VS. TIE FIGHTER* should fit the bill nicely no matter which camp you're from, because this multiplayer entry in the *Star Wars* series lets you engage real human players in

space dogfights. Both modem and net play will be possible; there are also some solo missions designed primarily as practice for the multiplayer action.

You can fly for Imperial, Rebel, or Pirate teams, and you'll have over a dozen kinds of starfighters to choose from. If your side is short on players, you can command multiple computer-flown wingmen (and jump into their cockpits if your own ship is destroyed).

An enhanced graphics engine adds texture maps taken directly from Lucasfilm's *Star Wars* archive to the ships, dramatically enhancing the look of this fall, 1996 game.

LucasArts, (800) 98-LUCAS; MS-DOS



MECHWARRIOR 2: MERCENARIES

Actually a prequel to the original, *MECHWARRIOR 2: MERCENARIES* takes place 18 years earlier. As Inner Sphere Mechwarriors, you're in the game not for loyalty and honor, but for money, fame, and power. As a gun (or LRM) for hire, you'll work to earn C-Bills to build new Mechs, hire additional pilots to assist you in future missions, and pay for ammo, technicians and repairs.

If money's tight, *MERCENARIES* borrows a page from Sierra's *EARTH SIEGE 2* and allows you to salvage parts from damaged Mechs from the battlefield and use them for your own repairs and enhancements.

A large ground squirrel, possibly a black-footed ferret or a similar species, is standing upright on a rocky, reddish-brown surface. It is holding a small piece of green vegetation in its paws and eating it. The background is a blurred, warm-toned landscape, suggesting a desert or prairie environment. The lighting is bright, casting a shadow on the ground to the left.

Something **big** from South Dakota



The Destination Big Screen PC.

We've changed the way you look at **computers.** Again.

Gateway 2000 has pioneered a whole new computer category that merges the fundamentals of a fully configured multimedia PC with the impact of a big screen TV. We call it the Destination™ Big Screen PC. Now you can surf the Net and watch TV *at the same time!* Kick back with a gang of friends and dive into the latest multimedia software applications, all from the comfort of your couch. Or from anywhere else in the room thanks to a 31-inch VGA monitor, wireless keyboard and Field Mouse™ remote control.

It's all part of Gateway's tradition of bringing value, service and technological advances to customers first. To find out more about the Destination Big Screen PC and our whole family of desktop and portable PCs, give us a call today. We'll give you the big picture.

DESTINATION

WAY 2000
NATION

Hold the phone! The reviews are in:

"A multimedia dream machine."

—Janice J. Chen & Jim Forbes, Windows Magazine

"The idea's such a natural one, you wonder why someone didn't think of it before. On a scale of 1 to 10, Destination is a 10."

—Don Crabb, Chicago Sun-Times

"If you don't want one of these you're not breathing."

—Aaron Goldberg, Computer Intelligence InfoCorp

"The keyboard and hand-held remote use radio-frequency signals, not infrared, so there are no worries about line-of-sight problems. The home PC has been redefined. Gateway got this one right."

—Jim Seymour, PC Magazine

"Finally a PC that's truly a family experience."

—Robin Raskin, FamilyPC Magazine



"You've got a friend in the business."®



8 8 8 - 8 4 6 - 0 0 1 0

Circle Reader Service #295

GATEWAY 2000 DESTINATION

D5-166

- Intel® 166MHz Pentium® Processor
- 16MB EDO DRAM
- 256K Pipelined Burst Cache
- 2.5GB 11ms EIDE Hard Drive
- STB® 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- 8X CD-ROM Drive
- 3.5" Diskette Drive
- 16-Bit Hi-Fi Wavetable Audio Card
- TelePath® 28.8 Fax/Modem
- Destination 31" VGA Color Monitor
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad™ Pointing Device
- Field Mouse™ Remote w/ Integrated Trackball and Four-Channel RF Receiver
- Microsoft® Windows 95
- Destination Software Collection
- Gateway Gold™ Service and Support for Big Screen PCs*

\$3999

D5-200

- Intel 200MHz Pentium Processor
- 32MB Synchronous DRAM
- 512K Pipelined Burst Cache
- 2.5GB 11ms EIDE Hard Drive
- STB 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- CD-Recordable w/ SCSI Controller
- 8X CD-ROM Drive
- 3.5" Diskette Drive
- 16-Bit Hi-Fi Wavetable Audio Card
- TelePath 28.8 Fax/Modem
- Destination 31" VGA Color Monitor
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad Pointing Device
- Field Mouse Remote w/ Integrated Trackball and Four-Channel RF Receiver
- MS Windows 95
- Destination Software Collection
- Gateway Gold Premium Service and Support for Big Screen PCs*

\$4999

* Includes one-year limited warranty for Destination 31" monitor.

Software

Destination Software Collection

- Microsoft Encarta® 96
- 3D Atlas
- Nickelodeon™ Jr. Play Math!™
- Hansel & Gretel and The Enchanted Castle™
- MS Magic School Bus™: Solar System
- Monopoly™
- The Hive™
- You Don't Know Jack™ (may not be suitable for children)
- MS Plus Pack
- MS Cinemania® '96
- MS Works 95
- Launch Magazine
- Quicken® SE (available only in the U.S.)
- Harman Interactive SmartTV™ Programming Guide

The Destination D5-200 has not been approved by the Federal Communications Commission. This device is not, and may not be, offered for sale or lease, or sold or leased until the approval of the FCC has been obtained.



Options

harman/kardon High-Fidelity Sound System

Seven-piece Dolby® Surround Sound Pro Logic speaker system including AVR-10 audio/video receiver with remote, subwoofer, center channel and four satellites for the ultimate home stereo experience.

\$699

Destination™ Big Screen PC System Installation

Includes setup and testing of system, connecting home stereo, TV signal and VCR.

\$179

- Installation of Destination Big Screen PC system and harman/kardon High-Fidelity Sound System installation

\$219



Ask about our "90 Days No Payment" Program!



Toll free from Canada
800-846-3609



Toll free from Puerto Rico
800-846-3613



8 8 8 - 8 4 6 - 0 0 1 0

<http://www.gw2k.com/destination>

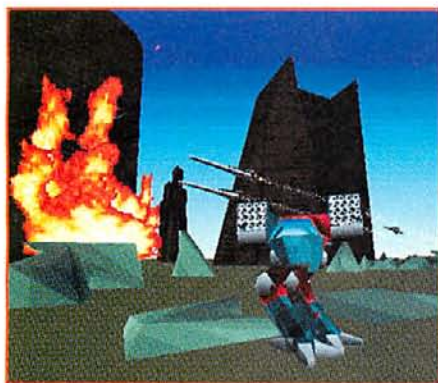


Designed for

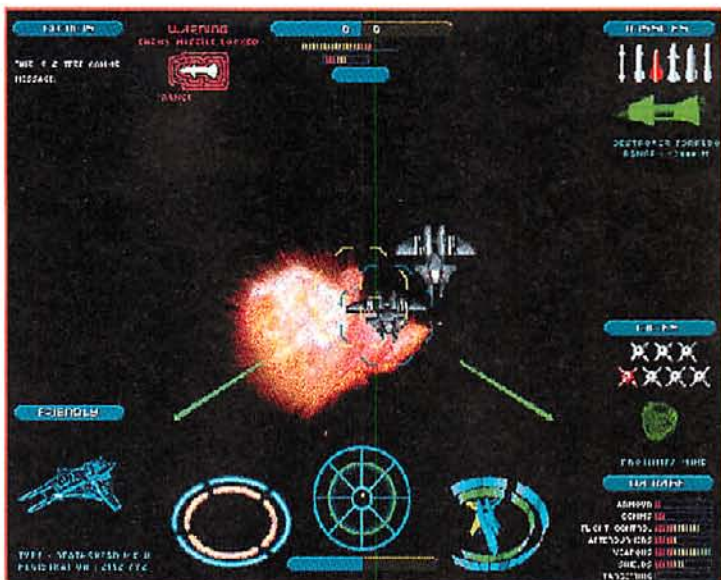


Microsoft
Windows 95

©1996 Gateway 2000, Inc. Gateway 2000, black-and-white spot design, "G" logo, TelePath and "You've got a friend in the business." slogan are registered trademarks, and Destination, EZ Pad and Field Mouse are trademarks of Gateway 2000, Inc. The Intel Inside Logo, Intel and Pentium are registered trademarks of Intel Corporation. All other brands and product names are trademarks or registered trademarks of their respective companies. All prices and configurations are subject to change without notice or obligation. Prices do not include shipping or applicable sales tax.



The enhanced graphics engine features texture-mapped mechs, and the Win95 version will use Direct3D to further enhance the graphic environment. **Activision; (310) 473-9200; MS-DOS and Win 95**

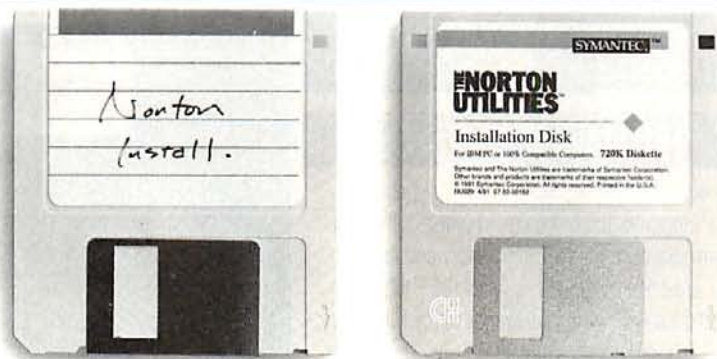


PRIVATEER: THE DARKENING

This isn't PRIVATEER 2, which is still in the works, but rather an all-new European sequel to Origin's original trade-and-combat space game. Although the game starts with the incredibly overused "you're starting the game with amnesia and going on a voyage of self-discovery" plot, THE DARKENING actually looks promising. The video sequences star the creepy Christopher Walken, along with John Hurt and David Warner.

As usual, you'll need to bring in cash as a legit cargo hauler, scout, bounty hunter, courier, etc., to finance your adventures. This time you're not flying the cargo ships, but rather escorting them in hot new fighter designs. Up to 18 different ships and a wide variety of add-ons should keep things interesting. The SVGA space combat engine was one of the most impressive we saw at the recent E3 show.

Origin; (512) 424-6620; MS-DOS



They're exactly the same, but somebody just paid \$100,000 for the one on the right.

Use illegally copied software and you're committing a federal crime with fines of up to \$100,000. Help your organization comply with the law by ordering our Software Management Guide. For just \$80, you'll receive SPAudit for DOS and Macintosh, comprehensive auditing software, a video and procedures to help keep your software legal. And your record clean.

Don't copy that floppy



Keep your software legal. To order, call the Software Publishers Association at 1-800-388-7478, or include credit card information or a check and send or FAX this coupon to: SPA Management Guide, P.O. Box 79237, Baltimore, MD 21279-0237, FAX (202) 223-8756.

Name _____		
Company _____ Title _____		
Address _____		
City _____	State _____	Zip _____
Phone () _____		Ext. _____
Please send me _____ copies at \$80 each. Total \$ _____ (DC residents add 6% sales tax)		
<input type="checkbox"/> Check enclosed <input type="checkbox"/> American Express <input type="checkbox"/> VISA® <input type="checkbox"/> MasterCard®		
Card Number _____		Exp. Date _____
Signature of Cardholder _____		Name of Cardholder _____

Symantec and The Norton Utilities are trademarks of Symantec Corporation.



NHL HOCKEY 97

1ST	SI	1
2:10	PIT	2



Any time you see a group of journalists drop their usual cynicism and go into full-blown gee-whiz mode, you know you've got something hot on your hands. That's exactly what happened at E3 this May, when we saw a preview of Electronic Arts' upcoming NHL Hockey 97. EA already set a new standard for hockey games with the '96 version, but, happily, they're not letting this title get fat and lazy on the player's bench. Instead, the '97 version constitutes a major graphic facelift, with awesome, realistic 3D polygonal players based on motion-captured moves from Tom Pederson of the San Jose Sharks. If you think you've played a cool looking hockey game already, just wait until you've been body-checked by Claude Lemieux in this game, with his name and number clearly visible on his back. In terms of gameplay, six types of checking, variable slapshot speed, as well as modem and LAN play will all be icing on the cake. This is our must-have sports pick of the season.

Electronic Arts, (415) 571-7171, MS-DOS

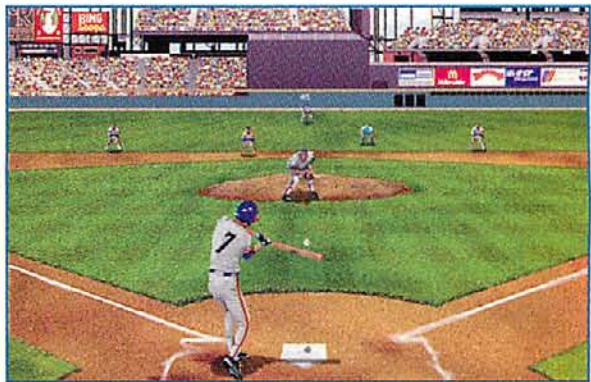
NFL LEGENDS 97

This ambitious new title from Accolade boasts the freshest premise of any computer football game in years—letting you take virtually any player or team in NFL history and place them in any one of four eras: 1932, 1950, 1968 and 1996. With a humongous array of statistics and faithful adherence to the rules of each era, NFL LEGENDS lets fantasy football freaks go wild. How would the '68 Packers match up against the '96 Cowboys? And how would both teams do if forced to play under 1932 rules, when there were no separate offensive and defensive units? Customizable playbooks, variable weather and field conditions, and trading options all contribute to the game's impressive strategic richness. Beautiful SVGA graphics and solid gameplay should keep action fans satisfied as well.

Accolade, (408) 985-1700, Windows 95

FRONT PAGE SPORTS BASEBALL PRO 96

This new Windows 95 version is Sierra's first update of their venerable FPS baseball franchise in two years, and it looks like it was worth the wait. As in previous versions, gamers can choose to play in an arcade, managerial or career mode—the lat-

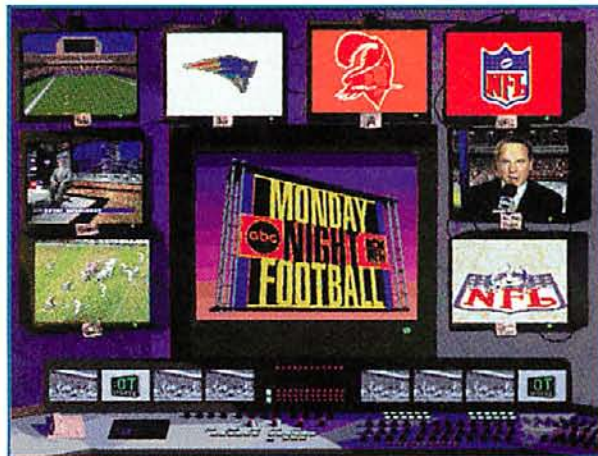


ter giving you the ability to track players' performance over their entire career up through retirement. The new version includes realistic 3D models of every current major-league stadium, while the action on the field incorporates the same great-looking, high-res, motion-captured animation found in FPS Pro Football 96. Overall, the game promises a nice balance between arcade action and stat-based strategy.

Sierra, (800) 757-7707, Windows 95

ABC'S MONDAY NIGHT FOOTBALL

Yes, the television institution that's been destroying marriages for years is now making its way to the computer screen. This is the first release from OverTime (OT) Sports—but don't expect a scrawny rookie. OT Sports is a division of Capital Cities/ABC Inc., itself a subsidiary of Disney, and you can tell that the money is there. The game will be hosted by real-life broadcasters Al Michaels, Frank Gifford and Dan Dierdorf, with extra commentary by Lynn Swann and the loveable Brent



Musburger. Nine TV camera angles and on-field mikes will help simulate the look and feel of a television broadcast. All 30 NFL teams with their stadiums and 1996 rosters will be in the game, which will feature motion-captured 3D polygonal players. Along with all the glitz, the gameplay looks promising, with editable playbooks, weekly downloadable stats and more. One problem we foresee: all but one of the six players used for the motion-capture were from the AFC. So though your team may look realistic, don't plan on winning the Super Bowl any time soon.

OT Sports, (410) 771-8550, Windows 95

The sport of the future:
Part extreme skating.
Part hockey.
Part manslaughter.

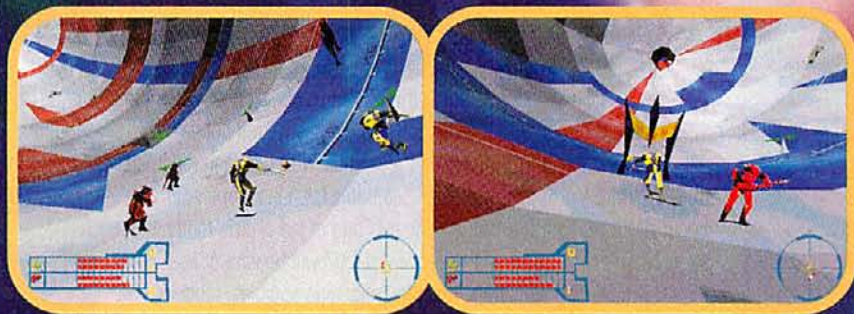
HYPER

BLADE

THE DROME OPENS FALL '96.

AVAILABLE ON MS-DOS®/WINDOWS®95 CD-ROM.

CHECK OUT THE PRE-GAME ACTION AT
[HTTP://WWW.ACTIVISION.COM](http://www.activision.com).



HYPERBLADE IS COMPATIBLE WITH MANY 3-D ACCELERATOR CARDS.

THE AIRBORNE STUNTS OF EXTREME SKATING. THE BRUTAL VELOCITY OF HOCKEY. THE LETHAL CONSEQUENCES OF MANSLAUGHTER. HYPERBLADE ISN'T JUST A MULTI-PLAYER SPORTS GAME, IT'S A GAME OF SURVIVAL. BECAUSE IF THE SPEED DOESN'T KILL YOU, YOUR OPPONENT WILL.

ACTIVISION®



DEVELOPED BY WIZBANG! IN COLLABORATION WITH ACTIVISION.



ACTIVISION IS A REGISTERED TRADEMARK AND HYPERBLADE IS A TRADEMARK OF ACTIVISION, INC. © 1996 ACTIVISION, INC. WIZBANG! IS A REGISTERED TRADEMARK OF WIZBANG! SOFTWARE PRODUCTIONS, INC. ALL OTHER TRADEMARKS AND TRADE NAMES ARE THE PROPERTIES OF THEIR RESPECTIVE OWNERS. ALL RIGHTS RESERVED.

Circle Reader Service #39

NCAA CHAMPIONSHIP BASKETBALL

NBA players may make the big money, but everyone knows that the real, pure basketball action happens on the college level—especially these days. GTE's NCAA CHAMPIONSHIP BASKETBALL looks like a winner that will bring some much-needed college hoops action to the PC. The game will include 64 Division 1 teams along with their home courts, colors and even mascots. More importantly, the statistical model of each team is based on each college's hoop history as well as the playing style of the current coaches. We especially like the recruiting aspect of the game: pre-season



action lets you study all the top prospects and compete against other coaches for recruitment. Based on the player's desires and your school's program, you may or may not succeed in attracting the talent you want. Once you have your team together, you can track players' development over the course of their college career. No word yet on whether your best players will leave for the NBA after their freshman or sophomore year—now *that* would be realism.

GTE Entertainment, (619) 431-8801, MS-DOS

MADDEN NFL 97

Well, we included this game in last year's fall preview, when it had a '96 moniker, and again in last year's holiday issue, but EA fumbled the release. Now it's been renamed for '97, and EA promises that we'll see it this fall. Let's hope so, because this is a long-overdue update to one of the classic football titles. More action game than sim, MADDEN 97 will boast a of host new features, including situational substitutions, nine audibles, modem and LAN play, downloadable weekly stats and a new instant replay feature that lets you track the ball or any player. A second CD includes the "Madden University," where the inimitable Mr. Madden takes you through the fundamentals of the game and offers strategic guidance.

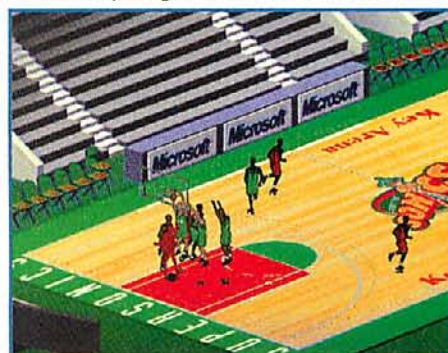
Electronic Arts, (415) 571-7171, MS-DOS

NBA FULL COURT PRESS

ABC isn't the only 800-pound gorilla entering the computer sports scene this year. 98-pound weakling Bill Gates and his humble startup, Microsoft, is hustling onto the digital parquet with NBA FULL COURT PRESS—and you can stop laughing now. We

checked this game out at E3, hoping to be able to mock it for this roundup, but were stunned to see that it wasn't as lame as we were hoping—not at all. Along with the now standard-issue motion-captured animation (which needed work), the game boasts a slick interface and, based on what we saw, not-half-bad action-oriented gameplay. Best of all is an easily accessible and surprisingly deep playbook that diagrams each play and describes when and why you might want to use it. A thoughtful touch from a name you normally don't associate with sports, to say the least.

Microsoft, (206) 882-8080, Windows 95



TROPHY BASS 2

Sierra's TROPHY BASS was one of the oddball hits in computer sports of the past year: a fishing simulation that reeled in gamers who previously hadn't been any closer to the sport than a sushi bar. Now Sierra is prepping a sequel, TROPHY BASS 2, with enough new features to keep things interesting. Five new lakes (for a total of 10); improved AI for fish, lure and lake; and new full-motion video tips from bass fishing pros are all being added to the stew, but the real draw this time will be the multi-



player capabilities. You can fish in tournaments with others over modems, LANs and the Internet, which adds a nice competitive edge to the title. Now all that's missing is the virtual beer.

Sierra, (800) 757-7707, Windows 95 and 3.1

ON THE BENCH

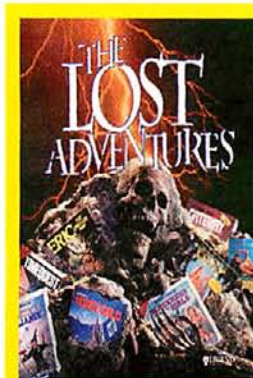
VR Sports is releasing the next two titles in its lineup, VR GOLF—which should be out by the time you read this—and VR BASEBALL, scheduled for fall. The graphics on the first release, VR Soccer, were outstanding, the gameplay less so—but these are intriguing titles well worth watching. Accolade is hard at work on the followup to HARDBALL 5—and is thinking about whether to continue the franchise or branch out in a new direction. (We vote for the latter.) GTE isn't the only company working the college circuit. Mindscape is hard at work on two titles, NCAA BASKETBALL FINAL FOUR and NCAA FOOTBALL SATURDAY SHOWDOWN. Finally, look for Sierra to expand its Front Page Sports franchise with FPS GOLF this fall.

COMPUTER GAMES

Call NOW to Order **800-699-4263** Source 10739

Shop our
Online Catalog!
[www.cdmag.com/
chips.html](http://www.cdmag.com/chips.html)

CHIPS & BITS INC
POB 234 Dept 10739 Rochester VT 05767
Int'l 802-767-3033 Fax 802-767-3382
Orders/Questions: chipsales@sover.net
Customer Service: chiserv@sover.net



'THE LOST ADVENTURES'
8 classic games!
Thirteen major industry awards!
This set includes Companions of Xanth, Eric the Unready, the complete Spell-casting series, Frederik Pohl's Gateway, Gateway II: Home-world and TIME-QUEST. CD \$29



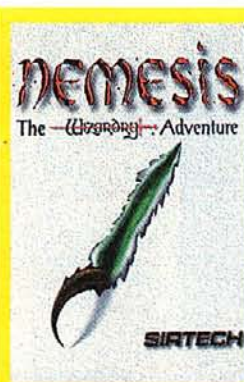
'RENEGADE 2: RETURN TO JACOB'S STAR'
Sends you back to this troubled star system to face an all new and even more mysterious TOG threat! More than just spectacular graphics, cinematics and sound effects, you'll fly 60 new missions and face an all new Legati class TOG ship. CD \$26



BUY ANY 2 E.A. SPORT TITLES LISTED, AND GET 1 FREE! WITH MAIL IN COUPON. NHL 96, NBA Live 96, PGA TOUR Golf 96, Spanish Bay Course Disk, FIFA Soccer 96 & Triple Play 97! Call for details.



'DUNGEON KEEPER' As an evil sorcerer who has collected a hoard of treasure over decades of thievery, you now retreat into your dungeon to enjoy your unjust rewards. A host of monsters await your bidding. CD \$51



'NEMESIS: THE WIZARDRY ADVENTURE' A unique combination of elements creates rich gameplay destined to revolutionize the adventure/rpg standard. 4 CD's packed with extravagant multimedia, deliver an epic story. CD \$42



'DUKE NUKEM 3D' Ass stompin' aliens have landed, and the humans suddenly find themselves atop the endangered species list. The odds are a million to one, but Duke Nukem knows what's got to be done. Kick alien butt! CD \$48

IBM HARDWARE	IBM ACTION	IBM ADVENTURE	IBM ADVENTURE	IBM ADVENTURE	IBM ARCADE
American Lasr Gm Gun \$43	Aeon Flux \$44	7th Guest 2 11th Hour \$43	Discworld 2 \$40	Nemesis \$42	3D Ultr Pbl Crp Nght \$42
CH F16 Combatstick \$58	Amok \$46	7th Guest \$29	Double Trouble \$40	Noir \$43	3D Ultra Pinball \$40
CH F16 Fighterstick \$96	Blood 3D \$48	9 \$46	Down in the Dumps \$39	Normality \$48	Earthworm Jim 1&2 \$34
CH F16 Flightstick \$36	Crusader No Remorse \$48	Abuse \$37	Drowned God \$40	Odyssey \$44	Firo & Klawd \$35
CH Pro Pedals \$74	Crusader:No Regret \$52	Ace Ventura \$45	Druid Daemons Mind \$39	Offensive \$39	Full Tilt Pinball W95 \$24
CH Pro Throttle \$98	Cyber Gladiators W95 \$45	Alien Alley \$44	Echoes \$48	Pandora Directive \$46	Go-Man 47 \$44
CH Virtual Pilot Pro \$69	Dark Forces \$48	Alien Odyssey \$34	Ecstasica 2 \$40	Phantasmagoria 2 \$55	H.O.S.T \$44
Gravis Firebird \$58	Dark Frces Jedi Knight \$47	Alien Trilogy \$46	Ecstasica \$29	Phantasmagoria \$52	Hammer Slammers \$46
Gravis GriP Controllr \$84	Die Hard Trilogy \$46	Aliens \$43	Fighting Fantasy \$40	Police Qust 5 SWAT \$49	Hyper 3D Pinball \$34
Gravis GriP Pad 2 Pak \$24	Doom 2 W95 \$45	Alone in Dark 3 \$44	Full Throttle \$45	Return to Krondor \$45	Loony Labyrinth Pball \$29
Gravis PC Game Pad \$19	Duke Nukem 3D \$47	Anarchy \$41	G-Name \$43	Return to Zork \$29	MS Retrtn of Arcde W95 \$29
Gravis Phnix/Descent \$83	Final Doom \$46	Assassin 2015 \$38	Gabriel Knight 2 \$55	Reverence \$43	Mass Destruction \$35
Joyswitch \$38	Hard Boiled W95 \$40	Athanor \$40	Guardians of Destiny \$46	Riddle Master Lu \$35	Monty Pythns Wst Tme \$36
Logitech WngMn Wrrior \$58	Heretic Shad Serp Rdr \$37	Atripolis 2097 W95 \$44	Heart of Darkness \$55	Riftwar Legacy \$23	Mortal Kombt 3 W95 \$46
Logitech WingMan \$26	Hexen Death Kings \$25	Azraels Tear \$39	Hunter Hunted W95 \$45	Rivers of Dawn \$41	Night of the Monsters \$26
Logitech WngMan Ext \$45	Hexen W95 \$52	Babylon 5 W95 \$28	Incr Shrinking Hero \$43	SC6 Spinal Frontier \$45	Pinball Illusions \$29
Msoft Sidewinder 3D \$29	HyperBlade \$40	Bad Day on Midway \$40	Indestructibles \$44	Sacred Ground \$26	Pinball World \$35
Msoft Sidewindr 3D Pro \$56	MDK \$44	Bad Mojo W95 \$48	Indiana Jones Desktop \$19	Shannara \$42	Space Runner \$42
SSI 525 Surr Snd Dec \$179	Marathon 2 \$42	Beavis Butthd Vrt St \$33	Interstate 76 W95 \$48	Simon Sorcerer 2 \$34	Striker '96 \$33
SSI C1500 Hme Thr \$269	Mortificator W95 \$44	Beowulf \$45	Into the Shadows \$48	Snow Crash W95 \$44	Tetris Gold \$25
Sound Blaster 16 Val \$95	Necrodrome W95 \$45	BioHazard Five \$47	Island of Dr Moreau \$40	Solar Crusade \$44	Toh Shin Den \$44
Sound Blaster 32 IDE \$152	Powerslave W95 \$42	Bioforge \$19	Jewel of Oracle \$39	Spycraft W95 \$47	Tri-Trust W95 \$24
SoundDrive 16 SCSI \$139	Prey \$50	Birthright W95 \$48	Joe's Apartment W95 \$44	Star Trek 25th Annvrsy \$20	Virtua Fighter \$39
SoundDrive 16EZ ISA \$109	Quake Shareware \$10	Black Diamond \$44	Journeyman Project 2 \$46	Star Trek Judg Rt Coll \$38	WWF-In Your House \$40
Spaceball Avenger Ctrl \$99	Rise of the Triad Extrm \$27	Blast Chamber W95 \$40	KO7:Princess Bride \$25	Star Trek Star Fit Acad \$46	Worms \$34
Thrustmaster:	Ruins \$44	Callahans Crstm Sloon \$42	Kingdom O'Magic \$39	Tenka \$40	Worms Reinforcemnts \$25
Driving Control T2 \$108	Shadow Warrior \$49	Chronicles Sword \$40	Knights Chase \$38	The Dig \$47	
F16 TOS \$108	Silencer W95 \$44	Chronomaster \$24	Legend of Don Huang \$44	The Fallen \$40	
F22 Pro \$129	SkyNET \$44	Circle of Blood \$44	Legend of Kyrndia Srs \$25	The Trial \$44	
FLC F16 System \$108	Space Hulk 2 \$44	City of Lost Children \$40	Legend of Kyrandia 3 \$25	Tme Wrp Dr Brain W95 \$38	
FLCS Limited Ed. \$499	Star Trek Genrtms W95 \$48	Clandestiny \$48	Leisure Suit Larry 6 \$29	Tomb Raider \$40	
Flight Contr. Pro \$99	Tek War \$19	Creation \$52	Leisure Sult Larry 7 \$48	Toonstruck \$44	
Flight Control Sys \$52	Terra Nova \$41	Crow W95 \$42	Lighthouse \$48	Tracer \$48	
Game Card \$25	Time Commando \$40	Curse of Drago \$41	Lion \$42	Trouble is My Biz \$46	
Pro Play Golf Sys. \$559	Ultimate Doom W95 \$37	Cyberia 2 \$48	Lost Eden \$39	Under Killing Moon \$19	
Rudder Contr. Sys. \$98	Virtua Cop \$42	D W95 \$44	Lst Fls Shrk Hlms 2 \$44	Urban Decay \$39	
Weapon Cont. Sys. \$88	Warhamr 40K Drk Crus \$39	Dark Earth \$45	Lst Mind of Dr Brain \$36	Utopia \$36	
Wiz.Pinball Cntrl. \$32	Witchaven 2 \$26	DarkSeed 2 \$45	Mission 9 \$44	Voyeur 2 \$42	
XL Action Control. \$24	Witchaven \$25	Dawn of Darkness \$40	Mission Critical \$39	Wolf: Hunt or Hunted \$14	
Phazer Pad \$47	XS \$37	Death Trap Dungeon \$42	Mission Ooze Control \$29	Woodruff & Shnibble \$32	
GP1 \$74	Zombieville \$40	Dinotopia \$46	Myst \$48	Zork:Nemesis \$53	

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

COMPUTER GAMES

*OVERNIGHT SHIPPING IN US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$5 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under \$200 same as cash. CDD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary.

CHIPS&BITS INC.

POB 234 DEPT 10739 ROCHESTER, VT 05767

INT'L 802-767-3033 FAX 802-767-3382

Orders/Questions: chisales@sover.net Customer Service: chiserv@sover.net



'MAGIC: THE GATHERING'
This top selling trading card game is now, for the first time, an interactive multiplayer online computer game. It's an addictive fantasy game featuring wizards, exploration, adventure and role playing. **CD \$41**



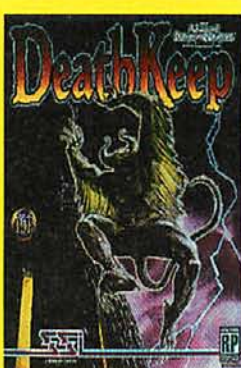
'WORLD CIRCUIT RACING: GRAND PRIX 2' Fend off challengers at Monaco or blast down the straightaway at Monza! Real tracks, real teams, real cars, real sponsors all in breathtaking, lifelike graphics. **CD \$41**



'THRUSTMASTER F-16 TQS'
You've got one of the best flight sims 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. **\$108**



'THRUSTMASTER F-16 FLCs' A versatile stick with virtually unlimited programmability. It looks and feels like it was ripped out of the jet. The ultimate edge for any flight sim. Offers a grip modeled after the F-16 Fighting Falcon, four 8-way hat switches & a dual stage trigger. **\$108**



'AD&D DEATH-KEEP' An evil necromancer has escaped from his ice prison and is wreaking havoc on the surrounding lands. You must journey to this bleak, frozen wasteland and put an end to his reign of terror. 25 ominous dungeons, 27 monsters and dozens of mind boggling puzzles. **WIN95 CD \$39**



'THE PANDORA DIRECTIVE' Travel along three different paths to any of seven different endings on your quest to dissect the unnerving mystery surrounding the Roswell UFO Crash. Tangle with a government conspiracy, a serial killer, a missing scientist and a mysterious woman in this enormous 6-CD, Hollywood directed cinematic epic. **6 CDs \$46**

IBM BUNDLES

Aces Collection	\$48
Air Combat Classics	\$19
Archives	\$27
Atari 2600 AP W95	\$25
Attack Stack	\$26
ID Anthology	\$64
Legend of Kyrndia Srs	\$25
Lost Adventures	\$29
Megapak 5	\$32
Might & Magic Tril	\$19
Star Control Coll	\$19
The Archives 1	\$27
Ultimate Game Collct	\$29
Unlimited Adventures	\$19
War Chest	\$38

IBM ROLEPLAYING

Anvil of Dawn	\$34
Arch Mage W95	\$48
Arena Deluxe	\$47
Betrayal at Antara	\$48
Dark Sun 2	\$19
Death Keep W95	\$39
Descent to Undermnts	\$46
Diablo	\$46
Dungeon Master 2	\$38
Elder Scrolls 2	\$49
Halls of the Dead	\$40
Iron & Blood	\$42
Lands of Lore 2	\$49
Ravnit 2 Stn Prop	\$46
Riftwar Legacy	\$23
Rlms Ark Shdow Rlva	\$46
Shattered Steel	\$46
Star Trek TNG Fnl Unity	\$46
Stonekeep	\$50
Ultima 7 Series	\$15
Ultima 8 Pagan	\$18
Wizardry Gold W95	\$36
World of Xeen	\$24

IBM SIMULATION

1943 Euro Air War	\$44
A.T.F.	\$48
A10 Attack	\$48
A10 Tank Kill 2	\$48
ACS Marine Fighters	\$25
ACS Navy Fighters Gld	\$48
AH 64D Longbow W95	\$51
Aces Deep 2	\$48
Across Desert 1941	\$48
Across the Rhine	\$45
Air Combat Pc 1942 Gld	\$34
Air Warrior 2 W95	\$44
Airpower	\$35
Apache	\$44
Archimedean Dynsty	\$44
Battle of the Ironclads	\$45
Battlecruiser 3000	\$46
Burning Road	\$44
Command Aces W95	\$47
Conquest of the Skies	\$48
CyberBykes	\$29
DDay Oper Overlord	\$25
Dawn Patrol 2	\$42
Dawn Patrol Hd/Hd	\$26
Daytona USA	\$40
Dead End	\$44
Death Drome W95	\$44
Death Race	\$34
Demon Driver	\$39
Descent 2 W95	\$48
Descent Bundle	\$26
Destruction Derby 2	\$40
Destruction Derby	\$37
EF 2000 TacCom	\$38
EarthSiege 2 W95	\$48
F16 Fighting Falcon	\$46
FA 18 Hornet	\$48
Falcon 3.0	\$24
Falcon 4.0	\$52
Falcon Gold	\$52
Fight Falc Baghdad	\$64

IBM SIMULATION

Fighter Duel 2 W95	\$39
Fighter Duel Pro	\$34
Flight	\$25
Flight Sim ToolKit	\$16
Flight Unlimited	\$38
Flight Unlmted W95	\$39
Flying Tigers	\$42
Formula 1 Post Season	\$40
Fury Cubed W95	\$39
Ganymede W95	\$44
Great Naval Battles 3	\$41
Great Naval Battles 4	\$43
Great Naval Battles 5	\$44
Grey Wolf	\$19
Hell Cats Over Pacif	\$44
Hell Cats: Leyte Gulf	\$24
Hind Helicopter	\$44
Indy Car Racing 2	\$48
Indy Car Rng 2 W95	\$48
Indy Car Rng Comp	\$25
Jet Fighter 3	\$49
Korean Crisis	\$48
M1A2 Abrams	\$45
MS Flight Sim 5.1	\$53
MechWarrior 2	\$46
MechWarrior 2 Add On	\$26
MechWarrior 2 W95	\$44
Mechwarrior 2 NetMech	\$15
Mechwarrior Mercnries	\$48
MegaRace 2	\$44
Micro Machines	\$30
Monster Truck Rally	\$40
Msolt FS 5 Europe 2	\$40
Msolt FS5 Adv Coll 1	\$40
Msolt FS5 Air Rescue	\$40
Msolt FS5 Aircrft	\$30
Msolt FS5 Objct Dsgnr	\$46
Nascar Racing 2	\$48
Nascar Racing	\$44
Nascar Rng Trk Pk	\$22
Need Speed Gold W95	\$51

IBM SIMULATION

Need for Speed	\$47
Net Racer	\$44
Rally	\$39
Red Baron 2 W95	\$48
Red Ghost	\$39
Rengad 2 Jacob Star	\$26
SU-27 Flanker	\$39
Sail 95	\$43
Scorchers	\$46
Shock Wave Assault	\$39
Sierra Pro Pilot W95	\$45
Silent Hunter	\$46
Silent Service 2	\$16
SimCopter W95	\$38
SlamScape W95	\$44
Space Academy	\$47
Starfighter 3000	\$42
Super EF 2000 W95	\$40
Super Tank Commandr	\$40
TFX EF2000	\$45
Terminal Velocity	\$19
The Darkening	\$54
Tie Fighter	\$29
Tie Fighter Coll	\$47
Tie Fighter Vs X-Wing	\$46
Top Gun Fire at Will	\$44
Trophy Bass 2	\$49
Trophy Bass	\$48
Urban Runner W95	\$40
VMX Racing W95	\$44
Viper W95	\$35
Wing Commander 3	\$33
Wing Commander 4	\$54
Wipe Out	\$38
Wipe Out XL	\$40
Wolf Pack	\$15
World Circuit	\$19
World of Combat	\$40
Wrld Circ Gran Prix 2	\$41
Wrld Circ Track Attck	\$42
X-Wing Collector	\$24

IBM SPORTS

3-Decathlon	\$42
ABC Monday Night FB	\$52
APBA B Ball 3	\$37
Ayso Soccer	\$30
FIFA Intl Soc 96	\$40
Fairways to Heaven	\$29
Frank Thos Baseball	\$44
Front Page Football 97	\$48
Front Pg Bsbll 96	\$48
Front Page Football 96	\$48
Gone Fishin'	\$25
Grand Slam Baseball 96	\$44
Links LS	\$46
Links Pro Courses ea	\$19
Links Pro 386	\$19
Madden Football 97	\$40
Microleague Bseball'96	\$40
NBA Jam Tourn Ed	\$44
NBA Live 96	\$40
NCAA Bball Final 4 97	\$44
NFL Super Bowl	\$39
NHL Hockey 96	\$44
NHL Power Play W95	\$41
Olympic Soccer	\$40
Olympic Summer Gmes	\$40
PBA Bowling	\$32
PBA Bowling 2	\$35
Rocket Jockey	\$42
SimGolf	\$38
Super Motocross W95	\$33
Title Fight Pro Boxng	\$38
Triple Play 97	\$48
Unnccess Roughnss 96	\$42
VIP Soccer	\$28
VR Baseball	\$44
VR Golf	\$44
VR Soccer	\$44
Winter Sports	\$28
World Hockey 95	\$19
World Series Baseball	\$39
Wrld Cup Golf Dor Bch	\$26

IBM STRATEGY

1830	\$34
Afterlife	\$47
Alexander W95	\$39
Allegiance	\$34
Ascendancy	\$44
Blood & Magic	\$46
Caesar 2 W95	\$48
Capitalism	\$42
Celtic Tales	\$34
Chaos Overlords W95	\$29
Civilization Network	\$47
Civilization	\$25
Civiliztn 2 W/W95	\$42
Colonization	\$25
Comm Cnq Covert Op	\$22
Comm Cnq Red Alert	\$48
Command & Conquer	\$47
Command & Conquer 2	\$48
Commnd & Cnqr W95	\$48
Complete Carriers War	\$42
Conquest New World	\$46
Corporate Colonies	\$35
Deadlock	\$47
Destiny W95	\$45
Dominion	\$48
Dune 2	\$29
Dungeon Keeper W95	\$51
Empire 2 W95	\$34
Empire Dix Mstr Ed	\$22
Enemy Nations W95	\$44
Free Enterprise	\$39
Gender Wars	\$46
Heroes M&M W95	\$34
Heroes Might & Magic	\$34
Hroes of M & M 2 W95	\$34
Jagdd Allnc Ddly Gme	\$39
Jagged Alliance	\$25
Jutland	\$19
Lemmings 3D	\$40
Lemmings Chronicles	\$35
Lost Admiral 2	\$39

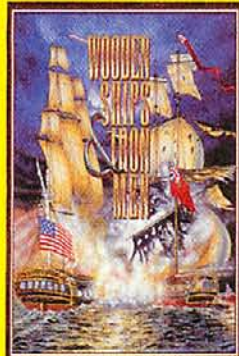
Check
it out!

Chips & Bits Inc Online at
www.cdmag.com/chips.html

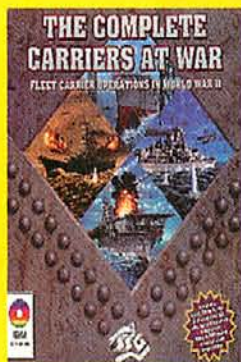
Call NOW to Order! Source 10739

800-699-4263

Price/availability may change. All sales final. Call for details. Each order will include a 6 month subscription to Computer Games Strategy Plus magazine, for which \$6 of the order cost will be allocated. Current subscribers will be extended.



'WOODEN SHIPS & IRON MEN'
Take command of the mightiest American, British, French and Spanish warships deployed during the American Revolution and Napoleon Eras. Choose from 17 historical ship to ship and fleet scenarios or design your own! CD \$39



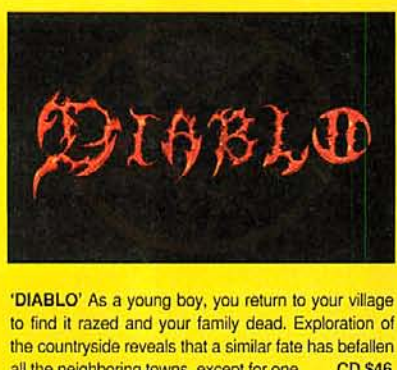
'THE COMPLETE CARRIERS AT WAR' provides a total picture of carrier combat no other simulation has matched for both excitement and historical accuracy. It contains C.A.W. 1, C.A.W. 2, the Construction Kit, the war scenarios as well as new scenarios. CD \$42



'LINKS LS' is the most realistic golf simulation ever! Watch the divots fly, see the fog roll in, or watch your ball back up on a wedge shot. New control panel and easier interface, modem/network play and amazing course accuracy! If you've been there on Links LS you've been there! CD \$46



'NHL POWERPLAY '96' A new standard of artificial intelligence, high production, broadcast quality audio and graphics and maximum control over game play. The only game with a full selection of offensive and defensive plays! CD \$44



'DIABLO' As a young boy, you return to your village to find it razed and your family dead. Exploration of the countryside reveals that a similar fate has befallen all the neighboring towns, except for one. CD \$46



'BATTLEGROUND: GETTYSBURG' Covers the crucial 3 days of July 1st, 2nd and 3rd 1863, where the very future of a nation hangs in the balance. Full color re-enactment video makes this strategy game! CD \$42

IBM STRATEGY

Master of Magic	\$40
Master of Orion	\$25
Master of Orion 2	\$42
Mission Force	\$48
Outpost 2	\$49
Pax Imperia 2 W95	\$46
Pirates Gold	\$19
Railrod Tycoon 2 Dix.	\$24
Return Fire W95	\$39
Romance 3 Kingdoms 4	\$34
Settlers 2	\$39
Shadow of the Emperor	\$35
Shattered Nations	\$46
SimCity 2000 Collectn	\$52
SimCity 2000 W95	\$51
SimPark W95/W3	\$34
SimTower	\$31
Space Marines	\$44
Spaceward Ho! 4 W95	\$24
Star Control 3	\$47
Star General W95	\$44
Starcraft W95	\$46
Syndicate Wars W95	\$48
Total Mayhem	\$42
Transport Tycoon Dix	\$42
Wages of War W95	\$29
Warcraft 2 Add On	\$29
Warcraft 2	\$46
Warcraft	\$29
Warhammer Shad Hrn Rat	\$43
Warlords	\$9
Warlords 2	\$19
Warlords 2 Dix	\$41
Warlords 3	\$42
Warwind	\$44
Wooden Ship Iron Mn	\$39
Worlds of War	\$48
X-Com Apocalypse	\$42
X-Com Terror Iron Deep	\$39
X-Com UFO Defense	\$24
Z	\$44

IBM TRADITIONAL

Avatar Princ Conflict	\$38
Bridge Dix 2 W95	\$32
Bridge Olympiad	\$16
Celebrity Poker	\$28
Chessmaster 4000 W95	\$34
Chessmates	\$33
Chessmstr 5000 W95	\$35
Connections	\$34
Dealers Chce Collect	\$25
Dragon Dice	\$44
Golden Nugget	\$29
Hoyle Casino Coll W95	\$15
Hoyle's Clsc Crd Gm	\$26
Incredible Mach 3	\$36
Jeopardy Platinum W95	\$28
Klik & Play	\$34
Magic Gathering W95	\$44
Masterpiece Mansion	\$39
Monopoly	\$40
Mnty Pythn Holy Grail	\$50
Muppet Treasure Isle	\$40
Perf Plyr Poker W95	\$24
Playboy Interviews	\$32
Pool Champion	\$33
Pool Master	\$19
Power Chess W95	\$38
Pro Pinball	\$32
Shanghai Grt Mom W95	\$23
Solitaire Dix W95	\$25
Solitaires Journey	\$16
Take Your Best Shot	\$19
Tang Chi W95	\$25
USCF Chess	\$40
Universal Neverlock	\$19
Vegas Games 95 W95	\$24
Virtual Chess	\$34
Virtual Pool	\$40
Virtual Snooker	\$35
Virtual Vegas 2	\$24
Wheel Fortune	\$31
You Dont Know Jack	\$30

IBM WARGAMES

Aegis	\$19
Afrika Korps	\$42
Aide de Camp	\$45
Allied General	\$43
American Civil War	\$45
Antietam	\$15
B-24	\$15
Battle Leyte Gulf	\$24
Battleground Ardennes	\$38
Battlegrnd Gettysbrg	\$42
Battleground Shiloh	\$42
Battlegrnd Waterloo	\$42
Battles in Time	\$35
Battles of Napoleon	\$15
CincPac Midway	\$26
Civil War 1861-64	\$38
Civil War Mst Plyr	\$42
Close Combat W95	\$39
Conflict Korea	\$15
Clusters Last Command	\$32
D-Day Amer Invades	\$39
D-Day Begin of End	\$15
Defend the Alamo	\$19
Dreadnoughts	\$29
Dreadnoughts Bismark	\$9
Drumbeat	\$42
Fantasy Genrl W95	\$43
Fifth Fleet	\$39
Gary Grigsby Pac War	\$19
Gary Grigsby War Russ	\$19
Gene Wars	\$44
Harpoon 2 Deluxe	\$29
Harpoon Classic	\$19
Iron Cross 2	\$39
Kampfgruppe	\$15
Kursk Campaign	\$29
Last Blitzkrieg	\$41
Main Bat Tnk Nor Germ	\$29
Man of War	\$36
Operation Crusader	\$39
Over the Reich	\$39

IBM WARGAMES

PTO 2	\$34
Panthers in Shadows	\$42
Panzer General 2	\$42
Panzer General	\$29
Panzerblitz	\$42
Perfect Gen 2 w/Scenro	\$30
Point of Attack	\$24
Prelude to Jutland	\$24
Rising Sun	\$19
R E Lee CW Gen	\$48
Return to Falklands	\$24
Shiloh	\$15
Stalingrad	\$39
Stalingrad Campaign	\$29
Steel Panthers	\$39
Steel Pnthrs 2 W95	\$44
TACOPS	\$44
The Great War	\$19
Third Reich	\$39
Tigers on Prowl Camp	\$23
Tigers on Prowl Map	\$23
Tigers on the Prowl	\$42
V Victory Bundle	\$28
War College	\$31
War in Falklands	\$19
Wargame CS2 SD1-14	\$15
Wargame CS2 Upgrade	\$5
Wargame CS3 Rifles	\$39
Wargame Const Set 2	\$39

IBM HINT BOOKS

Anvil of Dawn	\$14
Civ 2 Strat. Guide	\$16
Comm Conq Red Alert	\$13
Comm Conq Unauth	\$13
Conquest New World	\$16
Diablo	\$16
Heroes Might & Magic	\$16
Master of Orion 2	\$16
Red Baron 2	\$18

IBM BUDGET

Aegis	\$19
Chaos Engine	\$12
Crime Patrol	\$19
Cyclemania	\$19
Dark Sun 2	\$19
Dawn Patrol	\$19
Dragon Lore	\$19
Drug Wars	\$16
ESPN Sports Shorts	\$9
Fields of Glory	\$14
Grey Wolf	\$19
HardBall 3 Coll	\$9
Harpoon Class	\$19
Jet Pack	\$19
Jutland	\$19
Links Pro 386	\$19
Lost Fis Shrik Hlms	\$12
Machiavelli the Prince	\$19
Magic Carpet Plus	\$18
Nomad	\$16
Pirates Gold	\$19
Populous 2/Pwrmongr	\$15
PowerHits Battlch	\$19
Privateer	\$15
Relentless	\$18
Renegade	\$16
Robotech Macross	\$15
Sabre Team	\$19
Sam & Max	\$16
ScreenToyz Stitch	\$9
Seal Team	\$15
Shadow Caster	\$15
Strike Commander	\$15
Syndicate Plus	\$15
System Shock	\$15
Tek War	\$19
Under Killing Moon	\$19
V Victory Utah Bch	\$12
V Victory Velk Lki	\$12
Wolf Hunt Be Hunted	\$14
World Circuit	\$19

FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Request must be made at time of order.

SPEND \$60

Battles of Destiny 3.5, ESPN Sports Shorts CD, Precision Approach 3.5, Airborne Ranger 5.25, Gunship 5.25, Conquered Kingdoms Scen. Disk 3.5, Origo 3.5, Bridge Olympiad 3.5, UMS 2Planet Editor 3.5, Falcon 3 MIG 29 ADD on 3.5, Star Trek TNG Demo CD, Power Hits Sports 3.5/5.25

SPEND \$100

Allied Forces 3.5, Flight Sim Toolkit 3.5, Return of the Phantom 3.5, Line in the Sand 5.25, Shadow Sorcerer 3.5, Spellcasting 101 5.25, Railroad Tycoon 3.5, Elements 3.5, Casino Gambler Kit 3.5

SPEND \$160

Air Combat Pacific 1942 3.5, Alone in the Dark 3.5, Simon the Sorcerer 3.5, Star Trek Judgment Rites 3.5, Ultima Underworld 2 3.5, Warlords 2 3.5, Arcade Action Kit 3.5

SPEND \$200

Falcon 3.0 3.5, Harpoon Classic CD or Win, Jutland CD, Under a Killing Moon CD, Universal Neverlock

MASTER OF ORION II: BATTLE FOR ANTARES



For those of you who were finally able to put Civ II aside, prepare your willpower for another sleep-depriving assault. Since our sneak preview, the game has undergone an SVGA facelift, but it's more than new graphics that entice. The well-defined alien races are possessed of even more personality than before, and what was already the best diplomatic AI in gaming has been improved, so that those Darloks are sneakier than ever. Limitations on ship design have been lifted, and there are more tactical options in space and planetary combat. One of the few weaknesses of MOO, the tedious and confusing interface, has been totally revamped for easier navigation. Heroes make an appearance, but unlike those in MASTER OF MAGIC, they don't totally dominate play. And our best sources tell us that we'll finally have multiplayer for humans (or Bulrathi, or Psilons...). The closest thing this year to a sure-fire sci-fi hit—our compliments to both Steve Barcia and MicroProse for not rushing this one.

MicroProse, (800) 695-4263, DOS.

STARCRAFT

Taking a temporary hiatus from AZEROTH, the talented folks at Blizzard have decided to venture into the final frontier for their next real-time foray. In the endless debate between real-time and turn-based strategy titles, Blizzard's WARCRAFT II has always been held up as the right step in real-time wargaming. STARCRAFT, of course, will be better. Not much of the back story is known, but what we do know is that there will be three sides to



the conflict and each side will have units that play differently. In WARCRAFT II, only looks, magic and a few abilities of the upgraded troops created any difference in the two sides; STARCRAFT's three different races will each have distinct advantages and disadvantages. There are other improvements as well. You can group up to 12 units, and attacking from troop transports will be easier now. Instead of clicking once to unload your units, then grouping them and finally issuing a command to attack, you can now simply right-click on the carrier and its fighters will disembark and start shooting at the nearest enemy. There promise to be other changes to make the game more manageable and fun as well. Graphics are, of course, top-notch, and gameplay can only get better. Await this real-time winner in Winter of 1996.

Blizzard, (800) 953-SNOW, DOS and Windows 95

STAR GENERAL

FANTASY GENERAL was a good sequel to PANZER GENERAL, but STAR GENERAL will be even better. In this fourth incarnation of the GENERAL series, the venue is outer space, with both space battles between ships and land battles on planet surfaces. There will be seven races in the game, though only the human



player is available in the campaign. There will be mini-campaigns, though, for each race, which gamers will be able to play. Unlike the previous games, there will be network, modem and direct link play, as well as play-by-email. For multiplayer games, players can choose any of the seven races. STAR GENERAL's interface will be a little better, with the addition of the split screens. In FANTASY GENERAL, when you opened up a unit-purchase screen or looked at a unit, the non-combat screen would cover up the combat screen, meaning you couldn't look at your units and check out the enemy stats at the same time. In STAR GENERAL, non-combat screens are only half-screen size, so they won't obscure the combat view. There will be six levels to each unit, depending the level of technology you possess, and terrain and celestial bodies will figure significantly in gameplay (watch out for the black holes). Prepare to be blown away by the best PANZER GENERAL sequel yet. Coming this winter.

SSI/Mindscape, (800) 601-7529, DOS and Windows 95

AGENTS OF JUSTICE: SUPER HEROES



Imagine the old paper RPG *CHAMPIONS* finally emerging from the head of Jack Kirby, but with more emphasis on a tactical combat system reminiscent of *X-COM*, and featuring the strategic network of secret agents from *ROCKET RANGER*. *AGENTS OF JUSTICE* is all this, and more—because it takes vigilantes in bizarre costumes quite seriously, thank you. The artwork is a nice cross between the classic Marvel/DC Comics and the modern “realistic” comic styles. The super powers—energy blasts, leaping buildings, invisibility, enough strength to make Arnold cry in his Austrian beer—cover the gamut of comic-book fantasy. Best of all, since the villains and their insidious plots vary with each new game, there’s always another reason to don your cape and cowl for another night of costumed heroism. Kryptonite shake, anyone?

MicroProse, (800) 695-4263, DOS.

HEROES OF MIGHT AND MAGIC II

The goal of the designers at New World Computing is to make everything bigger for *HEROES OF MIGHT AND MAGIC II*. The original was a great strategy game, with RPG elements, a good magic system, exploration and tough AI. *HEROES II* will keep all that, but add a lot more for a better, more consistent game. Now, the campaign will have more continuity, as you choose to champion either the good or evil side and then vanquish the enemy forces. Cut scenes will hopefully advance the story between scenarios in the campaign, and victory or failure in one scenario will affect what happens in the rest of the campaign. Aside from the welcome and more integrated campaign, *HEROES II* will have two new classes: the Wizard and the Necromancer. The Wizard will have more fantastic units, like halflings, while the Necromancer will command undead. There will also be more spells and a new level to the mage guild. The battlefield will double in size, and all the monsters from *HEROES I* will undergo a major facelift for *HEROES II*. The designers felt that the troops in the original were too light, and have made everyone look a lot tougher. This sequel should arrive around October.

New World Computing, (818) 889-5600, DOS and Windows 95



RED ALERT

COMMAND & CONQUER has been running neck-and-neck with *WARCRAFT II* for the title of most popular real-time strategy game, and *RED ALERT* looks poised to follow *STARCRAFT* closely into the next level of real-time gaming. The premise is a World War II that never happened. Hitler never came



to power, and Stalin is instead the enemy of choice for the Allies. *RED ALERT* will be VGA and support up to six players over modem, direct link or network. There will be sea and air units, an updated fog of war, more espionage, sabotage and special units, and a wider playing field. The enemy AI will be even tougher than in *COVERT OPS*, and the AI of your own troops will be upgraded slightly. They will find paths more intelligently and defend themselves better, but will still perform best when you take direct control. Enhancements in the gameplay will include the ability to save formations and a new harvesting model. Now, you will mine for copper, tin or iron. Each metal will contribute a different value to a pool of money, from which you draw cash to build structures and units. Two sides will be available for this battle: Allied and Soviet. As usual, each will exhibit different strengths and weaknesses, with the Allies having superior naval power and the Soviets enjoying air superiority. Be ready to rewrite history this October.

Westwood/Virgin, (800) 360-7455, DOS and Windows 95

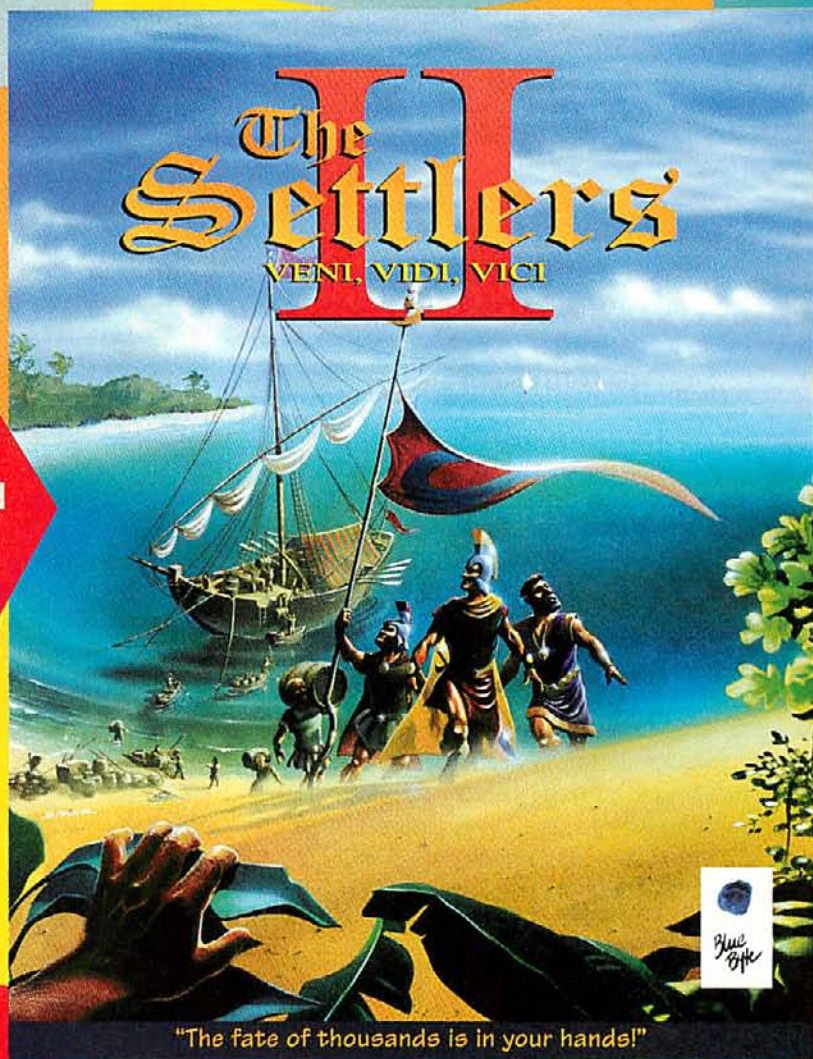


Feeling a little... Uncivilized?

The Settlers II is a unique new kind of economic simulation. Watch as thousands of your "subjects" perform their designated tasks — erecting buildings, building ships, transporting goods, battling enemies and more — in real time...at your command...right before your eyes!

No city council meetings here. Build catapults and guard barracks to defend your borders and expand your territory. The fate of thousands is in your hands!

Hundreds of detailed, animated graphics, intriguing mission objectives and advanced resource management combine to create the unique gaming experience of The Settlers II. You've never seen ANYTHING like this!



“Those seeking the ultimate game to build the empire of their dreams, will need to look no farther than Settlers II.”

Computer Game Review

“All in all, Settlers II looks like a substantial improvement on an already excellent gaming system.”

Strategy Plus, June '96

“A must for fans of the original and gamers who like God sims.”

PC Power, April '96



For more information about The Settlers II and other Blue Byte Software products, visit our Web page or contact us directly at:

Blue Byte Software, Inc. • 33 S. Roselle Road, Suite 201 • Schaumburg, IL 60193

(847) 534-7950 Voice • (847) 534-7951 Fax



WAR WIND

It will take a lot to dethrone WARCRAFT II as the king of fantasy real-time wargaming, but WAR WIND, from SSI, just might be up to the task. This is SSI's first real-time strategy game, and it will have four distinct races, each with different abilities. There will be a more consistent campaign here than in either the WARCRAFT or C&C lines; you'll be able to carry forces from mission to mission, so if you upgrade a few particularly nasty troops, you can take them with you into the next battles. There will also be a few RPG elements: magic items and other goodies will be sprinkled over the mission maps for explorers to take, and rather than being an abstract commander, you will now be a leader who gains in stats, such as prestige. The more prestige you have, the more heroes will come to join your campaign. All the great gameplay



MORE STRATEGY CHALLENGES

Blizzard's PAX IMPERIA 2 is the sequel to the classic Mac space strategy. It's a definite contender for most expansive space title. PAX IMPERIA 2 can be played either real-time or turn-based, and will have all the features of a MASTER OF ORION-style space strat: diplomacy, research, exploration and conquest.

LORDS OF THE REALM 2 is the sequel to Impression's classic. This strategy game sees you as the ruler of a small fief in England. The object: to conquer all the British Isles while managing your fiefdom.

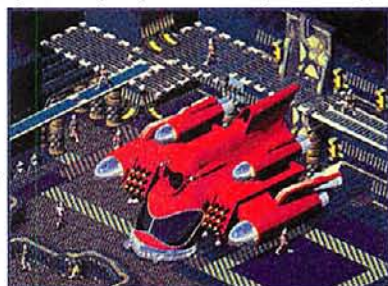
of real-time warfare will be here as well, such as numerous units and structures to build and command, lush SVGA graphics, on-the-fly strategy and fast destruction. SSI assures us they'll also be trying to take AI in this genre to a new level, making troops more intelligent and not so dependent on direct control. Look for this strong new entrant this winter.

SSI/Mindscape, (800) 601-7529, Windows 95

X-COM: THE APOCALYPSE

The Big Question: will the tactical combat in X-Com: THE APOCALYPSE be turn-based or real-time? Well...it's both.

The developers hope this will enable them to build on the brand loyalty of X-Com while simultaneously moving into C & C and WARCRAFT II territory. Certainly they needed to try something other than simply pumping up the hit points of the aliens, as in X-Com: TERROR FROM THE DEEP. This newest invasion from afar sports even neater alien grenade explosions, scouts



crawling around sewer pipes, etc. But it seemed as if the flow of the tactical module was designed first for real-time, then had turn-based play retro-fitted to keep X-Com vets from revolting. Also, the idea of setting the game in a future metropolis where you search for aliens in human form looks, at least for now, more like X-Files than X-Com. When we asked why they didn't let you play from the alien side, they wondered why anyone would want to. Moreover, the final assault on the alien home world (it isn't in the game yet) sounds even more anti-climactic than the ending of the first X-Com. Where are Scully and Mulder when you need them?

MicroProse, (800) 695-4263, DOS

"Johnson? Do you copy??...
Johnson, we have a situation...
Over!"

NEW WORLD COMPUTING, INC.

WAGES OF WAR
THE BUSINESS OF BATTLE



THE SPEED DEMON

In the 3rd Dimension, Faster is Better. Compare these power systems to our SPEED DEMON! All have 16MB EDO RAM, 2GB+ hard drive, 17" monitor, 8X CD-ROM, wave table audio, subwoofer speaker system and Microsoft Windows 95.

	Zephyr	Falcon	Gateway	The Zephyr Advantage
Video	Diamond Stealth 3D	STB	Matrox Millenium	Smooth 3D acceleration and MPEG
WinMark 96	28.4	22.7	24.7	25% faster than Falcon; 15% faster than Gateway
Processor	Intel 200 Mhz.	Intel 166 MHz.	Intel 200 Mhz.	Fastest Intel Pentium processor
Power Protection	APC PowerManager	none	none	Lifetime warranty and \$25,000 equipment replacement policy
Modem with fax	U.S. Robotics 33.6	none	none	The performance leader for fast internet access for gaming or business!
Joystick	<u>Your Choice</u>	<u>CH Products</u>	<u>Gravis</u>	Get the grip you want on your games!
Price	\$3,950	\$4,888	\$3,999	Faster, comes with more accessories, and is less expensive

Like a lightning flash, this system delivers smooth 3D animation and communications. We use only the finest components, and offer a world-class 3 year warranty!

Check out our www page at:
http://ourworld.compuserve.com/homepages/zephyr_computer_corporation

*Lightning speed ~ Not the only **Zephyr** advantage*

Zephyr 1-800-448-8806
Fax 214-363-4707



The Intel Inside logo and Pentium are registered trademarks of Intel Corporation.
Microsoft and the Windows logo are registered trademarks of Microsoft Corporation.

Design by The Gray Group 214-250-2400



STEEL PANTHERS II: MODERN BATTLES



Gary Grigsby goes modern—more high-tech toys of destruction, more explosions, different terrain—but still featuring that surprisingly brisk turn-based play. Gary and Keith Brors are also working to improve the AI, while the mysterious SSI Special Projects Group continues to weave its magic on interface and graphics. Only slightly more complex than the original (due to the newer technology of the weaponry), Modern Battles looks to be another direct hit from the SSI juggernaut.

SSI, (800) 601-7529, DOS

OVER THE REICH

FLIGHT COMMANDER in WWII—on steroids—and every bit as realistic: British Spitfires fly circles around German FW 190s; B-17s take incredible amounts of damage and still deliver their payloads; every weapon from machine guns to cannon to rockets is but a mouse click away. While the dogfights are fun, it's really the campaign game that sets this turn-based flight



strategy game apart, as you don the goggles and scarf of RAF, USAAF, or Luftwaffe pilots, to decide the world's fate in the skies of Europe. (For more, see Terry Coleman's Strategy/Wargame column on page 179.)

Avalon Hill, (800) 999-3222, Windows and Mac

"Your report said the villa was lightly guarded. My people are getting torn to pieces in this HELLHOLE!"...

*"WHAT?! I don't care what it costs!...
SCREW the damn budget—we need*

SUPPORT!"

NEW WORLD COMPUTING, INC.

WAGES OF WAR
THE BUSINESS OF BATTLE

AGE OF RIFLES

Norm Koger's done a lot of pacing, because his latest offspring has been in labor even longer than most sequels. But he might actually get to hand out those celebratory cigars, because the extra time has given Norm the opportunity to craft some 60 scenarios from the Mexican-American War to the turn of the century, liberally spiced with some nice-looking American Civil War



battles. Shock and fire combat vary according to the restraints of each conflict, and the game, while not as attractive as say, *STEEL PANTHERS*, fairly oozes historical flavor in an easily digested, entertaining format. Finally, the design-your-own function is a boon for those whose favorite obscure 19th century battles aren't included.

SSI, (800) 601-7529, DOS

THIRD REICH

The word from The Hill is that this monster WWII European-theatre wargame will finally ship (after reportedly going through three major re-designs). Even with the computer handling a lot of the economic and support functions so tedious in the boardgame, this is one intimidating product—mainly because the abstract, yet complex nature of the board game has been faithfully recreated, even to niggling details like Lend-Lease and those strange breakthroughs from beach-heads. Nonetheless, *THIRD REICH* offers a grand strategic look at WWII that's available nowhere else, and seri-

MORE ROUNDS IN THE CHAMBER

HPS Simulations is putting the finishing touches on *TIGERS ON THE PROWL II*, bringing it up to Panthers in the Shadows standards. Designer/owner Scott Hamilton is also hard at work wrapping up *Aide De Camp 2* to give your old board games new life on the computer. Speaking of old board games, AH's *AFRIKA KORPS*, designed mainly for e-mail play, is shaping up nicely. If the old *Desert Fox* does well enough at the box office, AH plans to revamp *Waterloo*, the original *D-Day*, and perhaps even *Gualdocalan* for the PC crowd. For even more WWII fare, there's *PACIFIC TIDE* from Arsenal (due late Fall), and the epic *THE LAST BLITZKRIEG* from SSG—whenever Roger Keating, Ian Trout and the lads feel they've finally captured the Bulge feel enough to release the game. And for those who need a "last stand" fix, *ZULUWAR!* will continue the tradition of *CUSTER'S LAST COMMAND* from Incredible Simulations.



ous wargamers are far more likely to finish a game via e-mail than over the board. And where else can you conquer (or liberate) France in one or two (admittedly long) turns?

Avalon Hill, (800) 999-3222, DOS

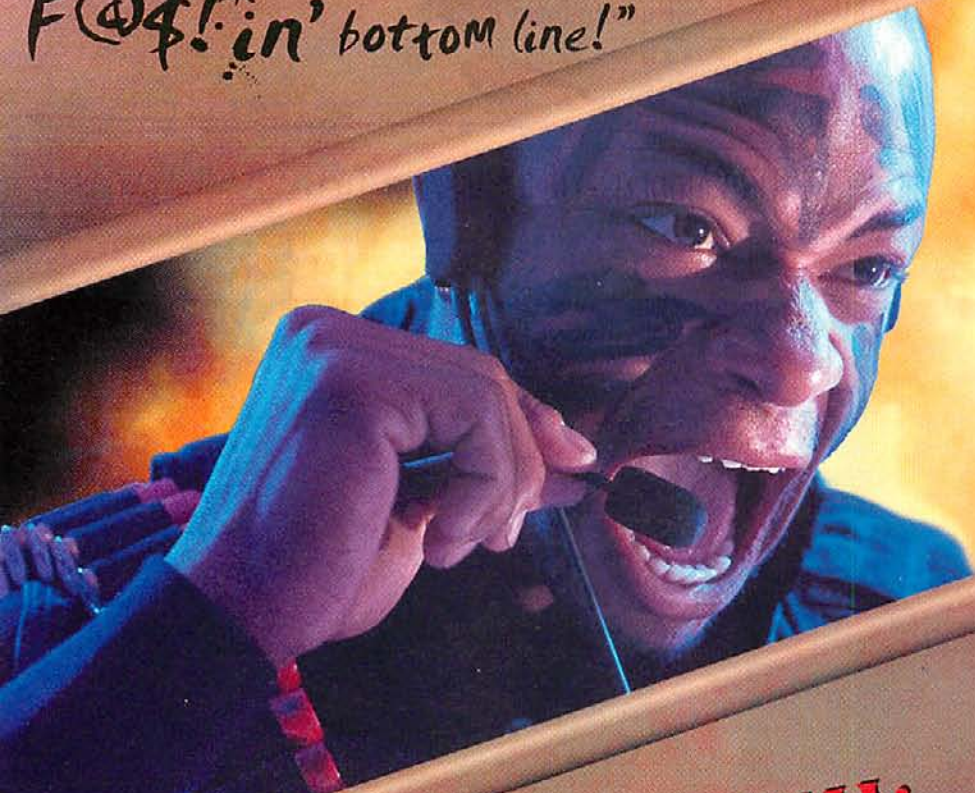
BATTLEGROUND: SHILOH

As the Talonsoft crew continues to hone its craft, these "battle-grounds" increase in both realism and sheer fun. The terrain here is a major obstacle for the Rebels, who must drive Grant's troops into the sea before General Buell arrives on Pittsburg Landing with fresh troops. The fighting around the Hornet's Nest is appropriately bitter, and even in this early stage, the game captures the ebb and flow of "Bloody April." Even Gettysburg fanatics are well-advised to march down south for this one. ☞

Talonsoft, (410) 933-9191, Windows



"Listen you BASTARD, all HELL'S breakin' loose!
Lord Salvatore and his boys have us pinned down. If I don't
get SOME back-up by 03:00, your client will NEVER see
his precious little angel AGAIN!!... And Johnson,
I don't care WHAT it does to your
F@#\$!.*in' bottom line!"



COMING THIS FALL:

<http://www.nwcomputing.com>

WAGES OF WAR

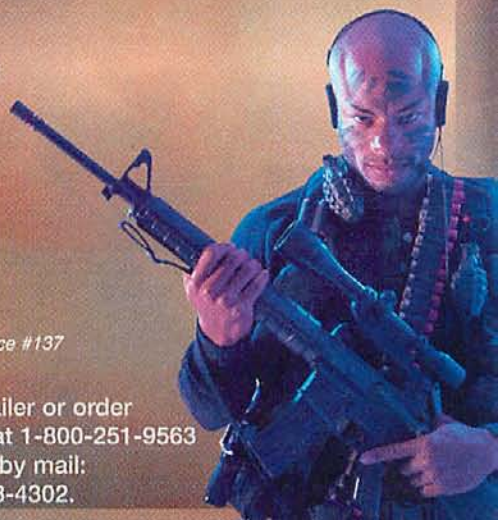
THE BUSINESS OF BATTLE

NEW WORLD COMPUTING, INC.

©1996 New World Computing, Inc. New World Computing, Inc. and its distinctive logo are registered logos of New World Computing, Inc. All rights reserved. IBM screens shown, actual screens may vary.

Available at your local software retailer or order direct from New World Computing at 1-800-251-9563 (818-734-9563 outside the U.S.), or by mail: P.O. Box 4302 Hollywood, CA 90078-4302.

Circle Reader Service #137



SCREAM AT
EACH OTHER AT
THE TOP OF
YOUR LUNGS
AND RUN YOUR
BEST BUDDY
INTO THE WALL
AT TURN 4.

SOUNDS LIKE
FUN, HUH?

With the new ACCURA 288
DSVD Modem, you and
a friend can get into some
real gaming action. It's
not just playing the game,
it's talking the game too.

Our new voice gaming
modem allows you to talk and
transmit data simultaneously

during a single phone call so that the two of you can challenge each
other fender to fender. Right now, our ACCURA Gaming Modem
comes bundled with **the** high-performance experience-Papyrus™
NASCAR® Racing (\$75 retail value). Authentic conditions. Crisp
detail. And two-way playing for the ultimate challenge. Plus, you're
getting a 28.8k bps ACCURA modem that's fast, reliable, easy to set
up and easy to use. All the benefits you need to make online gaming
an adventure you'll never forget.

**\$20
REBATE***



28,800 bps-
Quarterdeck® InternetSuite2™ (\$49 value)
-Papyrus NASCAR Racing CD-ROM (\$75 value)-WebTalk™
(\$69 value)-Smartcom™ Message Center (\$99 value) &
VoiceView™ Talkshop software



For a **FREE CD** highlighting your ACCURA Online Adventure,
call 800-377-4377. For product information, call **Hayes Fax
Response** at 800-HAYES-FX and select document 983. For Rebate
details, call 800-649-8017.

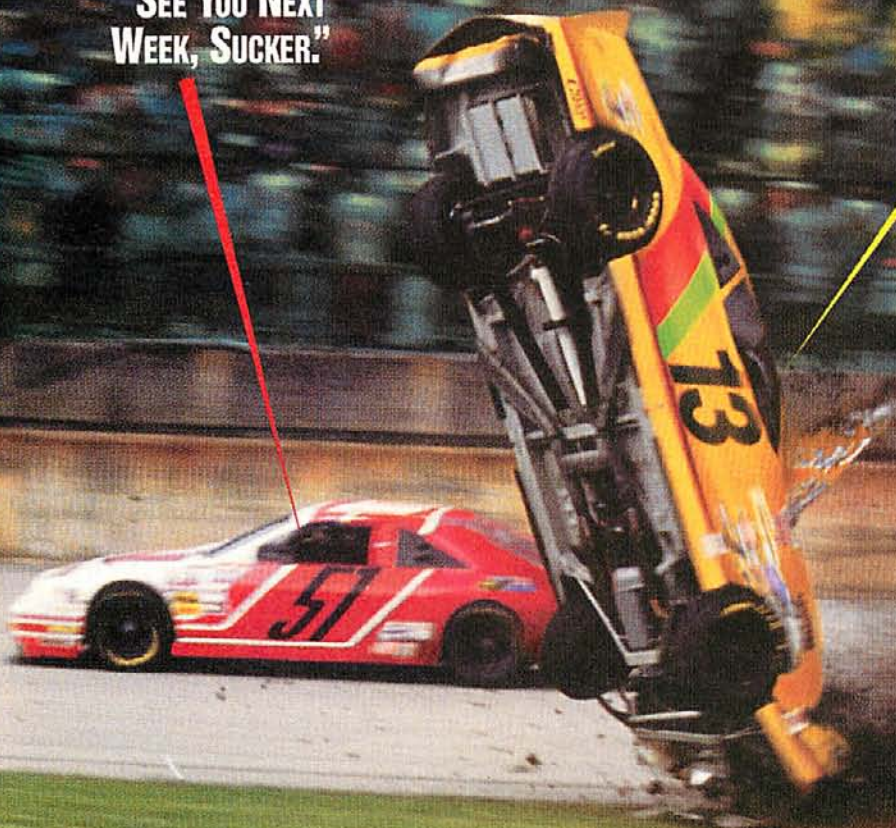


HAYES ACCURA MODEMS-YOUR PASSPORT TO GAMING ADVENTURES.

Call Hayes Online: 770-446-6336, Hayes Worldwide Web Site: <http://www.hayes.com> or Telnet to "hayes.com". ©1996 Hayes Microcomputer Products, Inc. P.O. Box 105203, Atlanta, GA 30348. Hayes, the Hayes icon and the Hayes logo are registered trademarks, and ACCURA and Smartcom are trademarks of Hayes Microcomputer Products, Inc. Papyrus™ and the Papyrus logo are trademarks of Papyrus Design Group, Inc. NASCAR Racing is officially licensed by NASCAR® Other trademarks and registration marks are those of their respective companies. *Applies to purchase made June 1 through August 31, 1996.

"SEE YOU NEXT
WEEK, SUCKER."

"OH, #\$\$@!+."



Hayes®
The Inventor
Of The PC Modem.

Dirty Video

Why Interactive Video Isn't, And What's Being Done About It

Interactive Video may very well be a contradiction in terms, but the use of digital video in computer games is on the rise. The use of DV (as it's commonly called) is somewhat controversial in the game community because good video requires a serious expenditure of resources, and many game designers worry that video shoots—and the associated costs—are adversely affecting the quality of new game titles.

But that's not what this column is about.

Like it or not, digital video is here to stay. Even games that don't purport to be "interactive movies" are now using digital video technology. Those games might not even use live actors—opting instead to use 3D animation. But rather than render the animation, it's often delivered to your screen as video. So let's dive into the underpinnings to better understand what's going on underneath the hood.

Remember the first digital video clips? At best, they had a resolution of around

160x120, they were jerky and the sound was often unsynchronized. Lately, I've been playing a lot of *CIVILIZATION II*, and have been quite impressed with the quality of the embedded video clips describing the Wonders of the World and the civilization advisors. An even more impressive game (in its use of digital video) is *ZORK NEMESIS*, which segues between video and computer animation on the fly. Even a year in this business can make a big difference: *WING COMMANDER IV*'s video clips are vastly improved over those in *WING COMMANDER III*.

Nonetheless, video on a PC has tended to look pretty awful. Most of us have seen videos replete with huge, blocky pixels moving around the screen, or bizarre color changes occurring on the fly. These distortions happen because of the high degree of compression used in most video streams.

ONE MOTHER OF A LOAD

Delivering video to the computer screen is one of the most demanding applications a PC encounters. NTSC is the standard video delivery medium (your television is

NTSC), and is an analog format. Digitizing NTSC can result in gargantuan amounts of data. Raw, uncompressed NTSC video has a resolution of 752x486. If you figure that each frame is 24-bit color, and there are 30 frames in each second of video, you're suddenly faced with a data stream of 32 MB *per second*—kinda makes your average CD-ROM seem downright puny.

Even if you had the storage space, you couldn't get 32 MB/sec from your computer out to the video screen without specialized hardware. And your average EIDE disk drive certainly couldn't move data that fast.

There are some clever ways to lighten the load: developers often decrease the frame size and color depth, reducing storage space enormously. But the real secret to delivering high-quality video to your computer screen is *compression*. The software engine that handles the compression and decompression is called a *codec* (coder-decoder).

There are two types of compression: lossy and non-lossy. Lossy compression simply means that some data is thrown away during the compression phase, which isn't necessarily bad since much of the video data is redundant. But lossy compression, poorly done, results in *compression artifacts*—blocky pixels, weird color blending and "sparkling" around the edges of areas with high contrast. Almost

“As 3D graphics and video begin to converge, the idea of 'interactive video' might really become viable.”

Copy Protection Fight Threatens DVD Release

DVD disk technology has the potential to truly cement the convergence between the media business (movies, television and music) and the computer industry. With capacities in excess of 4 gigabytes, DVD disks can hold entire movies, higher resolution music and all of *WING COMMANDER IV* on a single disk. DVD drives will even play current CD-ROMs.

Now a consortium of motion picture companies, led by the Motion Picture Association of America, is creating anti-copy technology, while urging the U.S. Congress to pass legislation to prohibit DVD player sales that do not include copy pro-

tection technology. It's exactly this kind of short-sighted approach that quashed widespread acceptance of DAT (Digital Audio Tape) players. If the movie business refuses to release their content on DVD, it could tremendously slow down the acceptance of DVD technology, and keep prices of DVD drives too high for most consumers.

The movie industry has had some other notable memory lapses. In the early '70's, they cried wolf when VCRs appeared on the scene. In the end, though, sales of prerecorded videos have added enormously to the revenue and profit stream of the media business. Those who do not observe the lessons of history...

all video codecs on PCs use some form of lossy compression.

FROM SMALL BEGINNINGS

One of the early attempts to put video on PCs was Apple's Quicktime technology from the Macintosh side. But Quicktime never really took hold in the Intel world, mainly because Microsoft decided it wanted to go its own way, and developed Video for Windows (VfW for short). Some of the early releases of VfW exhibited very poor quality, but things have since gotten much better. There are a host of codecs available for Windows, including Microsoft's Video 1 and RLE compression (neither are particularly good), Cinepak (from Radius, and originally developed for Quicktime) and Intel Indeo.

The latest twist in the codec game comes in the form of Quicktime VR and Intel Indeo Interactive. Indeo Interactive is interesting, because it features branching video streams and video sprites, allowing video to respond faster to user input.

Certainly some Windows games use standard Video for Windows files and technology (CIVILIZATION II being an example). However, things never remain the same, and Microsoft has announced its ActiveMovie technology, which will sit on top of the DirectDraw API. At the heart of ActiveMovie is the MPEG-1 (Motion Pictures Experts Group) codec, which can deliver fairly high-quality, full-screen video. MPEG is a lossy compression system, and is also *asymmetric*, meaning that it takes longer to compress than decompress. On

today's fast Pentiums, an MPEG-1 file can be decompressed in software delivering respectable frame rates. Only a couple of years ago, MPEG playback required dedicated hardware.

Interestingly, however, many games are not delivered with freely available codecs. For one thing, most DOS games couldn't use VfW, and had to implement something else. Companies like Rad Software came to the rescue with a product called Smacker (Smacker video files will have an .SMK extension). No one can claim that Smacker's video display quality is stellar, but it's fast and the files take up very little space.

Another company getting more involved in PC games is Duck Corporation, with their Truemotion S technology. ZORK NEMESIS, among others, uses Truemotion S, and the Windows 95 version of the game looks gorgeous. But why would a game developer pay to use Truemotion S when they can use Video for Windows for free? The answer lies in two areas: cross-platform development and video quality. Truemotion S runs on PCs, Macs, Sega Saturn and Sony Playstation. For a game developer looking to maximize their development dollars, this versatility is attractive. Duck has implemented Truemotion to be a self-contained video playback engine and codec-independent of QuickTime or VfW—which developers can embed in their applications. On top of that, Truemotion S, which is a software-only scheme and looks very good, even compared to MPEG-1.

HELLO DOWN THERE?

Finally, there's the issue of graphics cards. In the Windows environment, at least, your graphics card can have a big impact on the quality of digital video. Hardware can come to the rescue in two important areas: the first is colorspace conversion. Video color encoding differs from the standard RGB (red, blue, green) used in computer monitors and graphics cards, so there has to be a conversion from one color "space" to another. The second thing hardware can accelerate is *scaling*. When you enlarge a video clip, the pixels often get gigantic and the overall effect is pretty ugly. Newer graphics cards offer X-Y scaling—the hardware handles the scaling up of video resolution (which is fixed in the file) and *interpolates* between the pixels to make the image look more pleasing.

So the next time you boot up a game, and notice that the animation looks a bit strange, remember that it's probably a video file you're seeing. Maybe someday—when DVD disks arrive and we're running on Super!ellaColossal Pentium Pro 900 MHz CPUs—we'll have full screen, full resolution video on our computers. As 3D graphics and video begin to converge, the idea of "interactive video" might really become viable since hardware will exist to render video-like 3D worlds. Until then, we'll have to content ourselves with codec-crunched video whose image quality still isn't quite convincing, and whose interactivity—though making strides—is also less than ideal. ☹



Backing up the Windows 95 Registry

The Windows 95 registry is a database that contains all the information about your system, including what hardware is in your system, what software is installed and a host of other options and settings. The registry consists of two hidden files, USER.DAT and SYSTEM.DAT. Lose the registry, and your Windows 95 system is hosed.

You can back up the registry using REGEDIT, but there's a better way. On the Microsoft Windows CD, in the directory \OTHER\MISC\CFGBACK is a program called CFGBACK. It allows you to keep up to nine dif-

ferent backups of the registry, all with different names.

More Memory Without Spending More Money

If you can't free up quite enough memory under the Windows 95 MS-DOS prompt for that big DOS game, but don't want to spend \$60 or so for a third-party memory manager, then you can always use MEMMAKER. Wait a minute, you say, I can't find it anywhere. As it turns out, MEMMAKER is squirreled away on the Windows 95 CD-ROM, under the directory \OTHER\OLDMSDOS. Just copy the files into your \windows\command directory and type MEMMAKER at the DOS prompt.

Configuring Your Default Configuration

On Microsoft's web site, there's a section called "Free Software" (<http://www.microsoft.com/win->

[dows/software/knrltoy.htm](http://www.microsoft.com/win-)). One nifty little tool that's been added is a program called the MS-DOS Mode Configuration Wizard Customization Tool (or DOSWZCFG—now we know what happened to those defense department engineers), which is part of the Kernel Toys package. Despite its unwieldy name, DOSWZCFG is actually useful for gamers. If you've ever right-clicked on a DOS game icon and tried to configure its memory setting, you've probably been frustrated by the minimal entries that are added to the CONFIG.SYS and AUTOEXEC.BAT options. DOSWZCFG allows you to add lines to these default configurations. Although you're limited to adding a maximum of ten lines, with a little judicious fiddling, you'll never have to copy and paste from a configuration file again.

HEARING AIDS FOR THE GAMING IMPAIRED.



The speakers that came with your computer are fine when you're creating reports and spreadsheets. But when it comes to playing games, your speakers don't cut it. Our ACS55 three piece Dolby® Multimedia Surround Sound Speaker System is an integration of hardware and software that will revolutionize your gaming audio.

Satellite drivers fire multidirectional gaming audio for true surround sound. Combined with Dolby circuitry and our 30 watt subwoofer, you'll hear game sounds that will twist your head around. And our ACS55 system has WaveCube™ software for real time steering of your game's sound and TrueSound wavetable software for real and multidimensional sound. You can actually control it. Every game sound. Loud and clear.

Your games have sounds intended to amaze your ears. Don't let your computer speakers get in the way.

For more information on the ACS55, call 1-800-648-6663 Multimedia Division, Altec Lansing Technologies, Inc. Milford PA 18337
<http://www.altecmm.com>

©1996 Altec Lansing Technologies, Inc. Dolby® and the double-D symbol are trademarks of Dolby Laboratories Corp.

COMPUTER Express

WORLDWIDE SHIPPING

800-228-7449

CUSTOMER SERVICE, CALL 508-443-6125 9am-5pm EST M-F
Call for your Computing Needs ext 389



\$42

MAGIC
The Gathering

MICROPROSE
STRATEGY

Travel to the magical world of Shandalar, and duel evil wizards out to destroy the world in **Magic: The Gathering!**


CD Win95 #37926 Spectrum Holobyte



\$112

Arc throttle with trim controls, 3 programmable switches, & a mini trackball. **F16 TQS** is fully programmable thru FLCs.

Hardware #38156 Thrustmaster



\$224

The **100 Series Model 140 Soundcard** delivers flawless recording, 3D sound, & 100% gaming compatibility.

Hardware #44326 Crystalake



THIRD REICH
PC

\$41

Command the armies, air forces and navies of WWII's major powers & defeat Hitler's forces in **Third Reich!**

IBM CD #38595 Avalon Hill



BATTLECRUISER 3000AD

\$45

Lead both ship & crew in **Battlecruiser 3000AD**, the combination spaceflight sim, conquest & exploration supergame.

IBM CD #37205 Take2Interactive



Microsoft

\$37

CLOSE COMBAT

Take command of men who act like real soldiers

Non-stop WWII battle action! Lead troops through all the terrors of war in **Close Combat**, the ultimate challenge!

CD Win95 #43903 Microsoft

CD ENTERTAINMENT

32903 11th Hour	53
39478 A 10.2: Silent Thunder WIN95	45
40359 AH 64D Longbow	51
43114 Abuse	36
40774 Aces of the Deep CD Command WIN95	43
38164 Advanced Civilization	41
41353 Advanced Tactical Fighter	47
42932 Africa Korps	CALL
40882 Age of Rifles	37
41892 Bad Mojo	46
43661 Battle Isle 2220: Shadow	31
41601 BattleGround: Vol1 Ardenne	34
41628 BattleGround: Vol2 Gettysburg	41
42885 BattleGround: Vol3 Waterloo	41
40954 Beavis & Butt-head: Stupidity WIN95	31
42013 Black Knight/Marine Strike	44
44110 Blast Chamber WIN95	CALL
43573 Blood and Magic	44
40467 Caesar II	45
42747 Callahan's Crosshairs Saloon	CALL
43579 Catz: Your Computer Pet	21
42735 Chaos Overlords	29
41849 Chessmaster 5000 WIN95	33
40713 Chronomaster	32
41515 Civilization II	40
43581 Command & Conquer WIN95	49
42883 Command & Conquer: Covert Operations	22
43382 Complete Carriers at War	39
38673 Conquest of the New World	44
35768 CyberJudas	32
40650 Cyberia 2	47
43884 Cyllindrix	29
40129 Daggerfall: Arena Elder Scrolls 2	47
36302 Dark Forces	47
43301 Deadlock	46
41337 Deathkeep WIN95	37
41941 Deathtrap Dungeon	37
41406 Descent II	46
41585 Descent to Undermountain	44
41086 Destiny WIN95	48
40463 Destruction Derby	37
43300 Diablo	37
41430 Dogs: Your Computer Pet	21
41486 Dungeon Keeper	43
41236 Elk Moon Murder WIN95	26
40468 F 16 Fighting Falcon	45
40336 FIFA International Soccer '96	40
39485 FIF Sports Football '96	45
34740 Falcon Gold	52
42957 Final Doom	46
43670 Firelight	36
41337 Flight	26
43033 Flight Sim: Scenery Pack 5.1	29
36979 Flight Simulator 5.1	53

CD ENTERTAINMENT

36529 Flight Unlimited	40
43615 Formula One	37
42493 Frank Thomas' Baseball WIN95	42
40416 Fury WIN95	36
39461 Gabriel Knight II	49
41130 Gears of War	32
38140 G.I. Joe: A Real American Hero	30
40222 Grand Prix Manager	40
41557 Great Naval Battles IV	26
40752 Hardball 5	41
41083 Heart of Darkness	56
43441 Heidi's House	30
42560 Hind	48
42743 History of the World	41
41844 HyperBlade V	45
41092 I Have No Mouth, and I Must Scream	41
44356 ID4: Independence Day	41
42734 Into the Void	41
36388 Jagged Alliance	34
43121 Jedi Knight: Dark Forces II	40
44404 Jet Fighter III	49
37204 Jet Fighter III	49
41134 Lands of Lore 2: Guardians of the Void	56
38189 Last Blitzkrieg	39
41092 MIA2 Tank Abrams WIN95	42
40120 Mag Ball	39
43790 Marathon 2: Durandal WIN95	42
40234 Master of Orion II: Antares	40
44409 Mech Warrior 2 Mercenaries	CALL

CD ENTERTAINMENT

41354 Mech Warrior 2 WIN95	45
39482 Metaltech: Earth Siege 2	45
43599 Micro Machines II	30
42740 Monty Python & Holy Grail	45
41145 Monty Python & Holy Grail	47
40118 Monopoly WIN95	45
43157 Mortal Kombat II	32
41162 Muppet Treasure Island WIN95	37
40705 NBA Live '96	40
40340 NHL Hockey '96	43
43619 Need for Speed SE	43
43128 Nemesis: A Wizardry Adventure	43
44224 Noir	CALL
41407 Normality	44
44403 Outlaws	CALL
42193 Over the Reich	41
4293 P.T.O. II	34
40341 PGA Tour '96	36
43129 Pandora Directive	44
36481 Panzer General	20
40458 Realms of Arkania: Shadows	CALL
41226 Rebel Assault II	47
40471 Red Ghost	38
40417 Return to Arcade WIN95	28
43132 Robert Lee: Civil War General	45

CD ENTERTAINMENT

44344 S.T.O.R.M.	CALL
44113 Settlers II	38
36659 Shadow	35
41247 Shinra	37
40157 Silent Hunter	45
43606 SimCity 2000 Special Edition	46
43705 SimCity WIN95	32
43248 SimCity: The Incredible	33
41073 Spycraft: The Great Game WIN95	45
41255 Star Control III WIN95	45
40469 Star Rangers	26
34343 Star Trek: D59 Harbinger CD	38
40220 Star Trek: Generations WIN95	40
34568 Star Trek: TNG "A Final Unity"	46
40876 Steel Panther	26
43071 Steel Panther II WIN95	CALL
43779 Strife	40
42624 Strip Poker Pro #2	31
42315 Syndicate War	47
40430 TFX 2000	41
44347 TNN Motor Sports Hardcore 4x4 WIN95	CALL
44350 TNN Outdoors Bass Tournament 97	CALL
40649 Terra Nova: Centauri	41
44021 Terry Bradshaw Fantasy Football	27
42246 Time Commando WIN95	CALL
43148 Timepiece	40
36625 Tony La Russa Baseball 3 1996	32
38656 Top Gun: Fire at Will	42
42953 Total Mayhem	37
42069 Track Attack	47
38621 Triple Play '97	40
38487 Trophy Bass	45
41451 U.S. Navy Fighter Gold	47
41281 Ultimate Doom WIN95	38
43139 Urban Runner MPC WIN95	38
42700 VR Soccer '96	42
42914 Virtual Fighter	25
3671 Virtual Pool WIN95	37
34443 Virtual Snooker	33
43760 War College	30
41304 Warcraft 2: Tides of Darkness	46
44337 Warhammer 40000: Dark Crusader WIN95	37
41306 Warhammer: Shadow of the Rat WIN95	37
39880 Warlords II Deluxe	39
41264 Warcraft V: Conquest	32
40712 Wing Commander IV	47
44013 Wizardry	25
42412 Wizardry Gold	33
40573 Wizardry: The Prophecy	41
38344 X-COM: Terror from the Deep	40
43559 X-Files WIN95	CALL
44402 X-Wing Vs. Tie Fighter	CALL
41323 You Don't Know Jack	30
41834 Zork Nemesis WIN95	52

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で見解をお問い合わせ下さい。
 迅速に、無利便な御要望にも満足をもってお答え致します。

\$133



Get on the Internet easier, faster with **Sportster WinModem 28.8 Internal** with free software upgrade.

Hardware #43653 USRobotics

FRONT PAGE SPORTS

BASEBALL PRO '96 SEASON

PAPYRUS
IndyCar RACING

CALL

Purchase 2 of Sierra's selected hot sport titles and get a third game absolutely free! Call for details.

IBM CD #44415 Sierra

JEOPARDY!

Platinum Edition

Featuring host Alex Trebek, Jeopardy! Platinum Edition's 4,000 answers and questions bring hours of trivia fun!

CD Win95 #42749 Gametek

Virtual Auto Combat... Real 70's Fun!

Interstate '76

\$39

Auto vigilante Groove Champion must stop the enemy from destroying the US strategic oil reserve in **Interstate '76**.

CD win95 #44411 Activision

CHRONICLES OF THE SWORD

JOIN THE QUEST FOR A UNITED CAMELOT

\$37

Chronicles of the Sword pits players against evil in a valiant struggle to save King Arthur's Camelot from doom!

IBM CD #40983 Psygnosis

PLAY ANY DOS GAME FROM WINDOWS

Here's the breakthrough product every Windows user has been waiting for... Easily play any DOS game - run any DOS program - from Windows!

PowerPlay

For Windows 95 and Windows 3.1

\$26

PowerPlay allows gamers to play any DOS game from Windows or Windows 95!

IBM CD #44186 Software Labs

DRAGON'S LAIR II: TIME WARP

WINDOWS

Save Princess Daphne from evil wizard Mordoc! **Dragon's Lair II: Time Warp** is loaded with animation & humor.

IBM CD #35231 ReadySoft

Pro Throttle

\$95

Pro Throttle makes any joystick programmable! Has a left-handed throttle jet grip, four 4-way switches, & more.

Hardware #40803 CH products

KIDS/FAMILY/HOME

42343 AMA Medical Guide CD	33
41657 CleanSweep 95 2.0	27
40653 Encarta '96 Encyclopedia CD WIN95	46
40652 Encarta World Atlas CD WIN95	46
43664 First Aid 95 Deluxe CD	53
41672 Internet Phone WIN	39
37551 Lion King Animated Story CD	24
37156 Monty Python's Complete Waste CD	37
40616 Norton Antivirus WIN95	74
40018 Plus for Windows '95 CD	46
42252 QEMM 8.0 WIN	62
41384 Quicken Deluxe 5.0 CD	58
39744 Ram Doubler 1.0 WIN	55
42751 Time's Up! WIN	56
36594 TriplePlayPlus! Spanish CD	30
41334 Uninstaller 3.0 WIN95	30
40000 Windows 95 Upgrade CD	100

JOYSTICKS/MICE

40802 CH F 16 Fighter Stick	73
31417 CH Flight Stick Pro	46
36876 CH Pro Pedals	71
38462 CH Virtual Pilot Pro	66
39877 F 15 Eagle Tactical Stick	112
35133 Grovis Phoenix Control System	82
35458 PC Golf System	121
40602 Sidewinder 3D PRO	56
35104 Thrustmaster F 16 FLCs	112
44189 Thrustmaster F-22 Pro	124
38027 Thrustmaster FCS MKII	63
41348 Thrustmaster Formula T2	112
44191 Thrustmaster Phazer Pad	46
42753 Thrustmaster Pinball Wizard	30
44190 Thrustmaster Pro Rudder Pedals	104
31258 Thrustmaster WCS MarkII	93
36656 Wingman Extreme Joystick	43

SOUND CARDS

43419 3D DSP Wavetable PCMCIA Card	101
41653 Gravis Ultrasound PNP	120
34807 Sound Blaster 16 Value Edition	93
41396 Sound Blaster 32 IDE PNP	154
41394 Sound Blaster AWE32 PNP	226
30931 WaveBlaster II Game Pack	94
43854 Yamaha Waveforce SW60XG	185

CD DRIVES & KITS

44149 10xTreme INT CD ROM Drive	284
41911 6PIEX 6X EXT w/ISA16 Ctrl	390
43564 6PIEX 6X EXT w/PCI Ctrl	333
41632 Diamond 8000 8X CD Kit	335
42538 HP SureStore CD Writer 4020INT	1037
39975 MultiSpin 6X INT CDROM	251
41397 Sound Blaster 6X INT PNP	190

MACINTOSH TITLES

33603 11th Hour CD	53
43926 Afterlife CD	45
43584 Catz: Your Computer Pet	37
43904 Close Combat CD	21
39640 Dark Forces CD	21
41431 Darg: Your Computer Pet	21
40613 F/A 18 Hornet 2.0	44
43458 Heidi's House	30
40664 IndyCar Racing II CD	49
35257 Links Pro w/ HarborTown Course	35
41345 Marathon II: Durandal CD	42
43158 Mortimer	32
41964 Penthouse Interactive V CD	44
43608 SimCity 2000 Special Edition	44
40219 Star Trek: TNG "A Final Unity" CD	46
41716 Ultimate Doom CD	38
43626 Wing Commander IV	47
42937 Wizardry Gold	33

VIDEO CARDS

42018 3 D Blaster	312
41921 Diamond Edge 3D 2MB PCI DRAM	212
41923 Diamond Edge 3D 4MB PCI VRAM	485
44412 Diamond Stealth 3D 2000XL PCI	177
38319 Graphics Xpression 2MB VLB	155
39905 Imagine 128 1280 AMB PCI	624
39906 Imagine 128 1600 AMB PCI	854
42910 Jakarta PCI All in One Package	486
40809 MGA Millennium 3D PCI 2MB	248
40385 MGA Millennium 3D PCI 4MB	373

MODEMS/FAXES

42059 Courier 28.8 EXT V Everything	281
37602 Courier 28.8 INT DS PCMCIA F/M	267
42058 Courier 28.8 INT V Everything	246
42063 Sportster 28.8 EXT w/ Internet	165
42064 Sportster 28.8 INT w/ Internet	165
42065 Sportster 28.8 MAC w/ Internet	185
42068 Sportster VI 28.8 DSVI INT F/M	277
43652 Sportster Voice 28.8 INT F/M	178
41480 SupraExpress 28.8 EXT F/M PNP	139
40622 SupraExpress 28.8 INT F/M PNP	123

VR GEAR

40263 CyberMaxx 2.0 VR Headgear	448
42040 I Glasses! PC Version	768
43327 Simuleyes VR Eyewear	103
44411 VFX1 Head Mounted System	802

800-228-7449

CUSTOMER SERVICE, CALL 508-443-6125 9am-5pm EST M-F

Call for your Computing Needs ext 389

Complete on-line catalog with over 5000 software and hardware titles.

- Prodigy - Computer Express
- CompuServe - GO Express
- AOL - Computer Express

www.gttweb.com/game/

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

31 Union Ave. Sudbury, MA 01776 Info: 508-443-6125 Fax: 508-443-5645

Circle Reader Service #74 CGW AUG 96, Page 2

Gaming On The Big Screen

Gateway Moves Computing Into The Living Room

by Dave Salvator

Price: \$4698 as tested (includes Harmon-Kardon audio)
Gateway 2000 Computer, Inc.
Sioux City, SD
(800) 846-4208
Reader Service #: 316

It's a dessert topping. No, it's a floor wax. Don't argue, this one's both. Gateway wants their Destination to be your next home entertainment system *and* home PC/gaming rig. For all the talk about "convergence," Gateway has actually taken steps to bring a great idea to fruition. What makes the Destination any different from other systems? For starters, there's the big honkin' 31-in. monitor that wears both the TV and VGA monitor hats, and wireless keyboard and "Field Mouse" remote controls. Because their design focus was on home entertainment and more family-

oriented computing, there are some rough edges that gamers will have to tolerate. But Destination's performance numbers and smooth frame rates running action titles make it a respectable, though not optimal gaming rig.

First, here's the plumbing: Destination ships with a 133 or 166 MHz Pentium CPU, 256 KB pipelined burst L2 cache, 16 MB of RAM, a 1.2 GB hard-drive, 6x Wearnes CD-ROM drive, a 28.8 Kbps internal fax/modem, a 31-in. VGA monitor (can you say "big picture"?), an STB graphics board based on Brooktree's Btv chipset with 2 MB of VRAM and a TV tuner, and an STB sound card based on

AMD's InterWave chipset. A Harmon-Kardon Dolby Pro-Logic stereo amplifier/tuner with five speakers and a sub-woofer is optionally available with Destination for an additional \$700.

On the software side, Destination ships configured with Windows 95, and comes with a mess o' multimedia titles, and some game titles ranging from so-so (THE HIVE) to good (YOU DON'T KNOW JACK).

Installation was fairly straightforward, with a large, step-by-step manual to guide you through the process. You'll definitely want to conscript several burly friends to help schlep the monitor unless you're really fond of hernias. If you get the Harmon-Kardon audio system, you'll need some wire-strippers as well to cut and strip the speaker cabling.

Some of Destination's noteworthy features include an Interactive TV Guide where, with a subscription, you can download the weekly TV Guide via modem for quick reference. Double-clicking on a running TV program's entry in the Guide will take you immediately to that program. You can also set reminders that a certain program is coming on. Yes, you can run your VCR into the Destination since it has two video inputs, but unfortunately, there's no way to interface the Interactive TV Guide and your VCR's programming features, so you'll still have to face the dreaded task of manually programming the VCR. Since the TV viewer is a Windows 95 application, you can run it full-screen or size the TV picture so you can pretend to do work while watching *Love Boat* reruns.

continued on page 115 ►►►



Introducing WICKEDLY FAST MIND-BLOWING 3D

MATROX MYSTIQUE®



From the people who brought you MGA Millennium, the world's favorite graphics accelerator, comes the next wave of graphics innovation for your home PC.

Discover the new *Matrox Mystique*. At last you can experience truly immersive, wickedly fast 3D game play with all the high resolutions and color depths you've come to expect.

With *Matrox Mystique's* lightning fast 3D texture mapping engine, you can finally accelerate the avalanche of Direct 3D games coming to market. You'll also get the world's fastest DOS game play with its 32-bit VGA core.

Immerse yourself in no-compromise 3D game performance with up to 30+ frames per second at full screen and in realistic colors. That's twice as fast as the competition's 3D decelerators. And for the ultimate gaming solution, add on *Matrox Rainbow Runner Video* to play your PC games right on your big screen TV!

More than just another 3D game accelerator, *Matrox Mystique* integrates blazing fast Windows, video and DOS acceleration into a single board for the most complete 3D entertainment and multimedia solution.

Available in 2 (or 4MB) of SGRAM memory, you can boost your speed, resolutions and colors even more by upgrading to 4MB of memory for under \$90.

Also available are other *Rainbow Runner* add-ons for hardware MPEG playback, grabbing still frames from your VCR or video camera, and watching TV on your PC.

And as if that weren't enough, you also get three amazing free 3D games including: *MechWarrior 2™* from Activision, *Thunder Truck Rally** from Psygnosis and *Scorched Planet™* from Criterion Studios, plus a 3D Web browser and a software MPEG player.

So don't settle for the competitions' 3D toys. Transform your home PC into a complete 3D entertainment and multimedia system with *Matrox Mystique*. Starting at only \$199 (ESP for 2 MB, PCI bus)



matrox

1-800-362-9349 <http://www.matrox.com/mga>

Matrox Graphics Inc. 1025 St. Regis Blvd. Dorval, Quebec, Canada, H9P 2T4

Tel: 514-969-6320 Fax: 514-969-6363 In Quebec, call: 514-969-6330. *Working title from Psygnosis.



FREE GAME BUNDLE



SCORCHED
PLANET



PSYGNOSIS

THUNDER TRUCK RALLY

MECHWARRIOR 2
31ST CENTURY COMBAT

On The ViRGE

Testing The New Hercules And Diamond ViRGE 3D Boards

by Loyd Case

After much anticipation, game-oriented 3D graphic accelerators are finally beginning to hit the streets. I had the opportunity to take a close look at two cards, both based on the S3 ViRGE 3D accelerator, both with 2 MB of video memory (the same brand and speed of memory chips, no less) and both shipping with some titles that take advantage of the onboard 3D acceleration.

THE ViRGE: BOLTING ON 3D

As we noted in last month's 3D technology overview, the S3 ViRGE is based on the Trio64V+ chip, which is used in a number of multimedia accelerators, including those from Diamond and Hercules. The Trio64V+ is a fairly speedy chip in Windows and even has respectable, although not stellar, DOS performance. Although the ViRGE has all the features that game designers would want to use, there is a worry that the 3D acceleration may bog down when many of the features are turned on. The ViRGE's feature set includes perspective-corrected texture maps, MIP mapping of textures, bilinear filtering, z-buffering, alpha blending and fog effects. Unfortunately, the few 3D games around don't make extensive use of all features, so

only time and titles will tell.

The first wave of ViRGE-based cards will have 2 MB of EDO DRAM onboard, and will not be expandable. Although the ViRGE's specs call for potential expansion up to 4 MB, the initial product offering only supports 2 MB.

This lack of expandability may have some ramifications for gameplay and performance. Most DOS games (and even Windows games) these days will typically run at 640x480. But if the game needs to have a lot of textures loaded into the video memory, there's not enough memory left over for double-buffering, a technique for fast, 3D frame-rate performance. It's likely that we'll see resolution scaled down a bit (512x384 is the "sweet spot" here), but color depth can be increased to 16-bit (65,530 colors), which is far better than the old DOS VGA standard.

THE HERCULES TERMINATOR 64/3D

A few years ago Hercules stumbled into the game market by shipping graphics cards that had very fast DOS performance. Word spread through the gaming community, and Hercules began to realize how important the game market was to their success. The Terminator 64/3D is Hercules' first entry into the soon-to-be-crowded 3D accelerator market.

The Terminator 64/3D has 2 MB of single-cycle, EDO DRAM on board. Like most of the new 3D graphics accelerators, it's bundled with a set of software, but Hercules hadn't determined which titles to bundle when we reviewed the card.

Installation was pretty straightforward. If you're running Windows 95, you bypass the "New Hardware Found" message and run the Terminator 64/3D setup program, which installs the Windows drivers, and the Hercules Touch 95 utility for managing refresh rates and changing the resolution and color depth.

We did have one minor problem installing the DirectX drivers. (DirectX is the Microsoft software interface for fast Windows games.) Initially, the installation failed, but a quick perusal of the readme file uncovered problems installing from the CD. A quick copy to a floppy, then using the floppy as the installation medium, solved the problem.

Although Hercules hadn't released their PowerDrive Windows drivers when we tested the card, they did ship us their version of the S3 ViRGE driver set. On a P166, the Terminator 64 racked up fairly fast Winbench 96 scores (see table 1). DOS performance was a cut above past S3 chips, and about on par with the Matrox Millennium in VGA.

DIAMOND STEALTH 3D 2000

Diamond has taken the ViRGE's parentage as a Trio64V+ to heart, and has essentially built a replacement for their own Stealth Video 2201 card. The card looks very similar to the 2201, including connectors for the TV tuner and MPEG decoder. The only difference is the use of single-cycle, EDO DRAM.

Installation was the easiest we've seen, following all the conventions for Windows 95. When you boot Windows 95, you'll see a message box saying a "PCI VGA compatible adapter has been found." Just click on the "Install new driver," point to the correct directory on the Stealth 3D installation CD, and Windows 95 handles the rest. If you're installing for Windows 3.1, make sure that Windows is in VGA mode before running Diamond's install program. One minor annoyance was installing DirectX, which requires you to run the setup utility inside the DirectX directory on the CD, an additional step not handled by the installation process.

Diamond bundles DESCENT 2: DESTINATION QUARTZON and



Hercules Terminator 64/3D

Estimated Street Price: \$219
Hercules Technologies,
Fremont, CA
(800) 532-0600
<http://www.hercules.com>
Reader Service #: 318



Diamond Stealth 3D 2000

Estimated Street Price: \$199
Diamond Multimedia,
San Jose, CA
(800) 468-5846
<http://www.diamondmm.com>
Reader Service #: 317

"I just wasted my best
FRIEND...

...AND HES
STILL TALKING
TO ME"

HeadON 28.8Kbps DSVD Modem Digital Simultaneous Voice & Data

Eiger's HeadON DSVD Fax/Modem is the ultimate
ONLINE INTERACTIVE game experience. Now you can
SIMULTANEOUSLY talk and play games via your HeadON
MODEM ON a SINGLE PHONE LINE.



FULL VERSIONS
INCLUDED
FREE



COMPUTER **City**

COMPUSA
THE COMPUTER SUPERSTORE

DATAVISION
Intelligence

FUTURE SHOP.

visit our website at <http://www.eigerlabs.com>

Technology Made Easy, Performance Made Affordable (800) OK-EIGER

All tradenames referenced are the service marks, trademarks of the respective manufacturers. © 1996 Eiger Labs Inc.

Eiger
LABS INC.

REVIEW • DIAMOND STEALTH 3D VS. HERCULES TERMINATOR 3D

Bench Test

	Stealth 3D 2000	Terminator 64/3D
Winbench 96		
1024x768x256 colors	31.4	25.3
640x480x65,000 colors	21.5	30
Cbench SVGA	35.6 fps	35.6 fps

DESTRUCTION DERBY; both versions take advantage of the Stealth 3D's features. As we noted in our 3D overview last month, DESCENT 2 looked markedly better than the standard version because of the filtering of the wall textures.

The Stealth 3D scored very high on Winbench 96—about the highest score we've seen for an EDO DRAM card. The DOS Cbench scores are identical to the Hercules, as you might expect for an unaccelerated DOS benchmark running on the same chip with the same DRAM. (Cbench is a shareware DOS-based 3D benchmark that renders shaded 3D objects, and reports the frame rate.)

to its more straightforward installation and faster Windows performance. However, Hercules has an excellent reputation for support and upgrading their drivers, and their Touch 95 utility for managing video modes has some nice features, such as being able to measure the monitor's refresh rate.

However, we can't really comment on 3D performance until more 3D titles ship and a good 3D benchmark arrives.

Many game developers will be supporting the ViRGE, and more will be supporting Direct3D. Until then, either of these cards will perform quite well for the current crop of DOS games and run

THE 3D JURY IS OUT

Both these cards would be a very solid addition to any game player's system. The nod goes to the Diamond card, due

Windows applications pretty quickly to boot. But like Godot, the 3D-accelerated games are still yet to come—and we'll be waiting. **E**

DIAMOND STEALTH 3D 2000

APPEAL: Gamers looking for great 2D performance and good 3D performance.

PROS: Good bundled titles, well-priced.

CONS: 3D performance isn't stellar.



HERCULES TERMINATOR 64/3D

APPEAL: (same as above)

PROS: Handy Windows 95 configuration tools. Great 2D performance.

CONS: 3D title bundle is still unannounced; 3D performance probably won't be stunning.



DO

CALL TO
SUBSCRIBE TODAY!

Every month COMPUTER LIFE is packed with answers, clear-cut information, practical tips and how-to's — everything you need to wring more power and pleasure from your machine.

To stay on top of it all you've got to subscribe to it.

So call today. It's a better deal at a better price — FREE software, too — when you subscribe to COMPUTER LIFE!

FREE BONUS SOFTWARE
WHEN YOU CALL!

DON'T

MISS THE NEXT
COMPUTER LIFE!



CALL 1-800-926-1578

MOVING?

Please write to: Computer Gaming World,
P.O. Box 57167, Boulder, CO 80322-7167.
Include your mailing label from a recent
issue or call **1-800-827-4450** for faster
service. Please allow up to 60 days for
change of address to take place.

All you **DO** is call to subscribe.

DON'T miss the FREE software!

"When I created Doom I never imagined there'd be such a killer way to play it. WingMan Warrior is it."

John Romero

Id Software Stud and co-creator of Doom, Doom II, Heretic, Hexen and Quake.

4-way hat and multiple buttons eliminate most keyboard commands.

Two-handed digital control lets you move around in 3-D games like you're actually there.

SpinControl™ Technology gives you precise 360-degree spin control for faster turning. Just think where you want to be, and you're there.

Weighted steel base makes sure this baby stays put when you're busy dodging incoming explosive projectiles.

Analog and digital interfaces provide digital serial control in supported DOS games and Windows 95.

From the world leader in control devices comes the world's best way to play doom style games: WingMan Warrior. With 360-degree motion and two-handed control, it's the choice of hard-core gamers everywhere. For FaxBack information call: 1-800-245-0000, Document 8112. Or phone 1-800-732-3020. Visit Logitech and WingMan Warrior at <http://www.logitech.com>



™/® trademarks are the property of their respective owners.

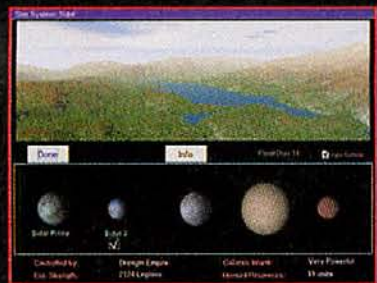
Circle Reader Service #281



LOGITECH

Products
people love™

NATURAL SELECTION?



There's nothing natural about it!

You had to kill off the Altarians to colonize Antares IV. Now, the Drengeon Empire plans to do the same to you. After all, it's only natural...isn't it?

These are strange, hostile worlds filled with inhuman races who may try to befriend you or destroy you as you build entire civilizations from mere dust and your own ingenuity. More than a game, *Galactic Civilizations 2* is a whole new universe of possibilities, where you can create economic, social, and military systems, negotiate trade rights, even fight intergalactic wars. You hold the fate of millions of life-forms in your hands. But, your decisions also carry the weight to determine your own destiny. Will your path be as a generous ruler? ... or as a shrewd negotiator? ... or will you become the most heinous warlord in the history of the universe? *Galactic Civilizations 2* is the ultimate in sci-fi strategy gaming!



GALACTIC
CIVILIZATIONS

Visit your local retailer to get your
claws on the Hottest OS/2 game
of all time.

Ready for
OS/2 WARP

Oil Those Weapons

CHRONICLES OF THE SWORD Offers Creaky Plot, Rusty Characters

Of the many computer games focusing on Arthur, the Knights of the Round Table and even

Merlin, none of them, really, were particularly good [although Christy Marx' XXX was a step in the right direction—ed.]. *CHRONICLES OF THE SWORD*, the latest adventure game from Psygnosis, is sadly more of the same. In this outing, you maneuver Sir Gawain, newly-created Knight, through a series of episodes beginning in Camelot and ending up in Morgana's castle at Lyonesse.

The game opens with an automated sequence of Gawain being knighted alternating with Morgana's brutal murder of a priest in the castle's chapel. As something must be done about that, Gawain is dispatched to deliver a magical indictment

to Morgana. This results in her banishment, and, not pleased, she attempts to kill Arthur. The king, in turn, is not pleased, and now Gawain is sent off to take care of Morgana once and for all.



IRON PUMPING Beefy heroes are OK, but when even Merlin and Arthur look like refugees from weightlifting contests, it's too much. And isn't that fellow in the back moonlighting from *STONEKEEP*?

Typical for adventure games, the interface is simple. The basic cursor is an arrow that changes to a pair of blue footprints when over an exit, or red when it moves over something of interest: an item to look at or pick up, a person to talk to,

etc. Items are used by putting them on the cursor and clicking them on other items or on a person. If the object is not appropriate to the situation, nothing much will happen. You can't lose something inadvertently, and there is no

way to drop anything.

Moving Gawain around is equally simple; he always walks automatically to the item, person, or exit clicked upon, if that is possible. You can also click elsewhere on the screen to move him, although that is rarely needed.

Conversations are an important part of the game; this is about the only way to obtain clues and information. Talking follows the familiar pattern of choosing questions or remarks from a list of topics. Topics can change over time as things happen in the game or Gawain learns new information, so it's usually necessary to talk to people more than once as the game progresses.

Happily for those whose sound cards are not supported, are hard of hearing, or

“ *CHRONICLES OF THE SWORD* is a mediocre product. For a taste of the real thing, read *Le Mort d'Arthur* instead. **”**

CRYSTAL BALL

► At press time, 3DO (believe it or not) had just purchased New World Computing. Our sources tell us that this will not adversely affect the next installment of the award-winning *MIGHT & MAGIC* series.

► Contrary to any rumors you may have heard, Avalon Hill currently has no plans to convert the classic *Runequest* paper RPG

system to the computer. Ironically, the time seems ripe for the introduction of tried-and-true systems into the market, given the recent dearth of quality CRPGs.

► Sierra has just announced that design work has begun on both *SHIVERS II* and *QUEST FOR GLORY 5*. More on this as details become available.

may just want quiet playing, text is automatically presented along with speech. Every spoken word can be seen as written words, and this includes the several automated sequences, so nothing will be

I AM SIR FED-EX

More irritating is Gawain's role in the game, which is to act as fetch dog for other people. Since he has no armor (a knight without armor; what a concept!),

Merlin must make a magical ring for him. Naturally, Gawain has to do the running around to obtain the ingredients. Later, on the way to Lyonesse, his traveling companion becomes ill, and once again, Gawain has to go hither and yon to gather the necessary healing items for her.

These two sets of actions comprise the mid-section of *CHRONICLES*, and they are essentially without purpose, except to pad out the game. No sooner is Helie well

again, then Morgana pops in and kills her. As for the magic ring, Gawain has to give that up to reach Morgana's castle.

It is frustrating to gamers to see their efforts go for nothing, and that is what happens here. One or the other of these incidents could be accepted, but both together are too much. There is no pleasure to be derived from watching much of what you've accomplished go down the drain. It makes you wonder what the designers were thinking of here, to present such a slap in the face.

You're not always told what you need to know right out, either. For example, Merlin sends Gawaine to get water from Guinevere's Well, which happens to be sealed shut, and Merlin knows this. Does he say anything about that? No, you have to parade through the woods, find the well sealed, then return to the castle and talk to people to find out why it was closed, and

what will break the seal. This is just so much busywork, and not real gaming.

MULTIPLE ANNOYANCES

The game is on two CDs. The events through forging the ring are on CD 1; the remainder, starting with the journey to Lyonesse, are on CD 2. Guess what? No sooner have you begun on CD 2, then you have to turn around and go back to Camelot, which is on the first CD. Why? Why set up a situation that makes you switch from 1 to 2, and then immediately back to 1 again? And this after having sat through a long automated sequence, too.

Adding to the dreariness is a distinct lack of period flavor, of any of the excitement and adventure associated with Arthurian legends and the Knights of the Roundtable. Along with several teeth-grinding anachronisms, and a Merlin who looks more like a weightlifter than a Druid, this did not in any way seem like the glory days of knighthood and chivalry.

The save game feature leaves much to be desired. You have only six slots for save positions. As each save takes less than 20K, there is no reason to be so cheap. Worse, there is no description allowed for the saves. You click on a slot, and a small picture of where you are is all you get. Since you can easily have two or more saves in the same spot, but at different times in the game, you have to keep track of the saves on your own.

Overall, *CHRONICLES OF THE SWORD* is a mediocre product at best, a mechanical exercise in "find the hot spot" and simple puzzles, with flawed design and little in the way of "when knighthood was in flower." Anyone wanting a taste of the real thing is better off reading *Le Mort d'Arthur*. ☞



A PETAL PLUCK'D There's little of the "flower of knighthood" in *CHRONICLES OF THE SWORD*, despite the well-rendered beauty in the foreground.

missed if you're playing silent.

There is a small amount of combat in the game, a few situations where Gawain must wield his sword. You have the choice of directing the fight yourself or letting the computer do it for you. I preferred the automatic combat myself, especially as this assures Gawain of winning.

I did not come across any bugs in *CHRONICLES*. The game played without trouble all the way through; no crashes or lockups, no bizarre happenings. The animation sequences were smooth, and the graphics overall quite decent. Sound quality on the Gravis Max (supported via the Ultramid driver) was good and clear.

As adventure games go, this one is not particularly difficult. Most solutions tend to be obvious, especially once you've found the right item to use. What could make for difficulties is finding that "right item."



CHRONICLES OF THE SWORD Hints

► In some instances, you can miss an object because it's in a very dark part of the screen; while in other circumstances, you may well miss an exit to

another screen that has what you need. The "hot spots" are far from consistent. Sometimes, they cover a generous area, and sometimes the area is narrow, so be patient. (And you thought the days of "look for the hidden pixel" were over!) ► It's likely you'll have trouble with the dragon egg, for instance. It's hard to

see that the exit to the next wave is a small hot spot at the extreme right of the screen (even I missed it the first time). At the Skull Bridge, to avoid a similar problem, don't bypass the necessary pole two screens back; it is extremely difficult to see on the dark screen, among all the other poles.



SCRATCH 'N SNIFF

*"I **fart** in your general direction"*

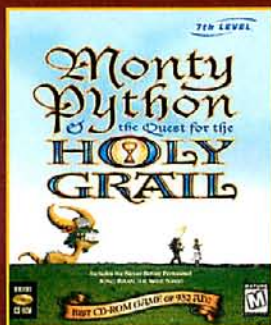
7th LEVEL



MONTY PYTHON AND THE QUEST FOR THE HOLY GRAIL

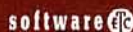
A CHALLENGING YET VERY SILLY CD-ROM STRATEGY GAME FROM 7TH LEVEL. THE ORIGINAL PYTHON CAST REUNITES LED BY BIG-SHOT, PART-TIME LLAMA BREEDER ERIC IDLE. UP TO THE MINUTE 10TH CENTURY HUMOR! INCLUDES SCRIBBLES FROM TERRY GILLIAM, UTTERANCES FROM TERRY JONES AND MICHAEL PALIN, A FAX FROM JOHN CLEESE AND A MISSING SCENE FROM THE ORIGINAL MOTION PICTURE.

(THOSE RESPONSIBLE FOR PUTTING THE FART SMELL IN THIS MAGAZINE HAVE BEEN SACKED.)



WWW.7THLEVEL.COM WWW.PYTHONLINE.COM 1-800-9PYTHON

DOWNLOAD MONTY PYTHON DESKTOP THEMES FROM THE WEB SITE AND GET YOUR LIMITED SPECIAL SIGNATURE EDITION FOR WINDOWS! 3.1 AND '95 AT THESE FINE STORES.



©1996, 7TH LEVEL, INC. 7TH LEVEL IS A TRADEMARK OF 7TH LEVEL, INC. THE TRADEMARK "MONTY PYTHON AND THE HOLY GRAIL" IS PROPERTY OF PYTHON (MONTY) PICTURES LTD. ALL RIGHTS RESERVED. ORIGINAL MATERIALS ©1975 THE NATIONAL FILM TRUSTEE COMPANY LTD. LIKENESSES AND ART ARE USED WITH PERMISSION. 7TH LEVEL, INC. RICHARDSON, TEXAS 75081.

►continued from page 104

The picture quality is good overall, though the TV tuner was less than stellar. VCR picture quality was better, but we did see some aliasing ("jaggies") during close-up viewing caused by the Brooktree's video scaler chip. However, the aliasing became much less noticeable when viewing from more typical distances. Destination's monitor has a maximum resolution of 800x600, though you probably wouldn't want to squint at tiny fonts displayed at 1024x768.

YEAH, WHAT ABOUT GAMES?

For the gamer, Gateway didn't quite put all the finishing touches on the Destination. We had to manually configure the DOSSTART.BAT file so that real-mode drivers for the CD-ROM, mouse, and sound card would be there for playing DOS titles in MS-DOS Mode. And though Gateway provides several batch files for setting up the STB sound card's Sound Blaster emulation, they're too many in number, and not necessarily intuitive. Also Destination's mixer applet has confusing labels on its controls that don't clearly indicate what they're controlling. For example, there are redundant faders that control Wave audio output.

Destination's wireless controls are a great idea, and work pretty well most of the time. Both the keyboard and the Field Mouse can control the TV tuner, enabling spousal remote control duels.

Rather than using infra-red, which requires line-of-sight alignment of transmitter and receiver, Destination's controls use radio-frequency signaling. The controls didn't quite require line-of-sight, but they did get sluggish at times when they weren't aligned in sight of the receiver. The keyboard's track-pad mouse control and the remote control's roller-ball are good for little more than menu navigation in action titles, but Gateway did put a PS/2 mouse-port on the keyboard where you can attach a regular mouse, though they didn't include one. Destination doesn't ship with rechargeable batteries for the keyboard and Field Mouse, though they would be a welcome addition, as would a recharger.

For joystick users, Gateway provides a six-foot 15-pin "extension cord," which

allows two joysticks to be connected. But we found that one of the connections didn't work at all, and the other didn't provide a CH Flightstick Pro with full functionality. The Flightstick Pro's hat switch didn't work correctly in DOS, and the stick didn't work at all in Windows 95 when connected through this extension cord. Running direct solved the problem, but it defeated the purpose of the cord.

Now the good news: Destination turned in some good WinBench numbers, though graphics performance was pretty sluggish (see table). In DOS, Destination did well running EF2000, LONGBOW, and DUKE NUKEM 3D, delivering smooth frame rates, and playing



MISSION CONTROL: Destination's keyboard and Field Mouse are ideal for the couch-inclined.

these titles on a 31-in. monitor with big stereo sound was pretty exhilarating. One sour note here: FLIGHT UNLIMITED crashed repeatedly. And because we couldn't resist, we put in a network card and ran the QUAKE Deathmatch (repeatedly), and again Destination delivered.

In Windows 95, MECHWARRIOR 2, which uses DirectDraw, ran very smoothly, and here again, the big picture and big sound really make the game that much more visceral.

THE BIG PICTURE

Gateway has gotten a lot right with Destination, though its irksome rough edges made for a fair amount of manual

configuration that shouldn't have been necessary. Gateway's other problem is that all of their business is through mail-order, so the Destination might be a tough sell because of its dual role as computer and home entertainment system. Most home entertainment equipment buyers want to go into a store and bang on the box before they buy it. Sony announced at PC Expo that they're getting into the personal computer market and, given their established presence in the AV retail channel, they're a natural to develop a Destination-like system. Other players are almost certain to bring out similar systems, though we've heard no announcements to date. So while others are scheming, Destination is here now.

Another concern is the glaring absence of any 3D graphics hardware. And because of the integrated TV tuner, Gateway's only option with this configuration is a 3D-only solution, though no such plans were announced at press time.

In summary, Destination will get you most of the way there, leaving you to tighten the last few screws. The 31-in. monitor and beefy audio system can really take action games to another level, and though its TV-specific components and controls weren't the best, they get the job done. If you've got a hankering for a really big picture and thundering audio—and aren't afraid to shell out major cash—you may have a date with Destination. **C**

APPEAL: Home theater and gaming enthusiasts who want a PC they can drive from the couch.

PROS: Big picture, great audio with optional amplifier, speedy performance running DOS games.

CONS: Gamers will have to contend with some annoying rough edges. Not for the financially impaired.



WinBench96 Test Results

	CPUMark16	CPUMark32	Graphics WinMark	Disk WinMark
Gateway Destination 166 MHz	316	325	21.1 ¹	1070
Zephyr Onyx 166 MHz	305	300	28 ²	791
Falcon Northwest Mach V 166 MHz	328	331	28.4 ²	1090

¹ screen resolution: 640x480x256 colors

² screen resolution: 800x600x256 colors

Get A Clue

The Queen of Arachnids Decrypts Those Puzzles For You

Well, the mail sacks were overflowing this month, so let's rip 'em open and jump right in! **ANVIL OF DAWN:** There are two ways over the chasm: by going through Gorge Keep or by way of the Elder Tree. It doesn't especially matter which route you take, although if you go the Tree route, Gorge Keep becomes superfluous. It has nothing important, except maybe experience if you need some. However, if you cross by the tree and enter the Keep by the back door, do *not* operate the winch. Early versions of the game have a bug that will prevent you from leaving by rear exit again, and you'll have a very long walk to the tree to get back over the chasm.

DARK SEED 2: Those who have managed to get into the back room of the



Morgue (cheery place) are having a bit of difficulty in obtaining the key from around the corpse's neck. This is an instance (one of many in the game) where conversations with the right people can help a lot. The carnival is the place for the answer here. Especially for seeing double and looking into the future. When you've taken care of that, getting the key won't be a puzzle.

EYE OF THE BEHOLDER II: A number of people have asked about the "nightmare level," where the party can't rest. Sorry to say, it's true: there just isn't any place down there where it's safe to sack out. Once you enter the level (preferably at max health and spells), you must go through the entire thing as quickly as possible (with plenty of saves!), and with as little damage to the party as you can manage. There is no other way. Fortunately, this is the only time you have to worry about being unable to rest in the game.

GABRIEL KNIGHT 2: Some of you are having a hard time getting into the basement of the Hunt Club. The key to the door is, of course, in the desk, but how to get rid of Xaver? You'd be cuckoo to try for the keys while he's around. So I guess you'll just have to plant something in the vicinity, and hope for the best.

I HAVE NO MOUTH: Corrister (and a few adventurers) are having some difficulties in landing the airship safely. Just ripping open some of the gas bags isn't quite enough, as they've found out the hard way (heh). A little sabotage is called for here. You have to gum up the works, only there's no gum, so it's time to think of something else.

RIPPER: Decrypting Catherine's journal can be a problem for a number of people. First, you won't find the key until Act II of the game. Second, it isn't in a very likely spot; you could easily look at

the word and not realize what it is. So, as you read various items in Act II, keep in mind that you want something astrological, no matter where you see it.

SHANNARA: Some folks may be having a little trouble healing up King Menion in Leah. Most of the ingredients are easy enough to come by, but the cloves are another matter. They don't seem to be around anywhere. Remember that cloves are a spice, and sometimes spices are used as air fresheners.

STONEKEEP: Here's a handy tip for those times when you don't want to get up close and personal with some of the critters: throw arrows! My friend Petra Schlunk (whose work you've seen right here in these pages) told me about this, and it works amazingly well. The arrows are much better than rocks, and kill monsters faster. Once you've gathered a few, try it out for yourself; I think you'll like the results.

For those who haven't started this game, or haven't gone too far with it yet, there's a terrific easter egg, right at the beginning. When

you're standing at the lever to open the door, pull it three times in a row. Turn around, step into the hall, and go around the corner left. About three or four walls down, on the left side, is a panel. Pulling the switch there opens a secret passage behind you. In the passage, on a left wall as you enter, is another panel. Behind that is a very powerful dagger, that will make most of the early (and even not-so-early) combats much easier. Note, however, that this weapon is available *only* if you have not yet gone down the stairs! Once you've entered Stonekeep proper, the dagger is lost to you (my thanks to Roe Adams).

Until next time, happy adventuring! ☿



Reach Scorpia at:

► **AOL (new!):** Scorpia's Lair (keyword: Scorpia).

► **Delphi:** GameSIG (Groups and Clubs menu).

► **GEnie:** Games RoundTable (type: Scorpia)

► **Internet:** scorpia@aol.com

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

Video Pinball Just Got a Whole Lot More Fun!

There are more pinball games than ever to choose from these days. Most claim realistic ball motion and offer multiple tables as if quantity might be more important than a superior table design. While we don't think any offer the super-real ball motion of Loony Labyrinth™, there's a lot more to great pinball than ball movement. Just like in the arcades, some pinball machines last for years and others come and go in a few months. The creators of Crystal Caliburn set the standard for championship table design and super-real ball movement. Now with Loony Labyrinth™ they've taken that standard one step further. If you're looking for a game that will keep you challenged all year, take a step up and see what real pinball is all about. With a 90-day money back satisfaction guarantee, you've got little to lose.



No scrolling during play!

Loony Labyrinth™

Windows® 3.1, 95, NT & Macintosh

Interactive demos available on AOL-Keyword:STARPLAY
CompuServe-Go:GAMAPUB;STARPLAY[11] Internet-ftp.usa.net/users/starplay

StarPlay Productions, Inc. • 1200 28th St., Suite 201 • Boulder, CO 80303-1701

Tel 303.447.9562 Fax 303.447.2739 Email sales@starplay.com

Loony Labyrinth™ is a trademark of LittleWing Co. LTD. Other trademarks are the property of their respective owners.

Circle Reader Service #76

Intelligent Gamer Online - "Loony Labyrinth is the most faithful, complex, and downright enjoyable reality based pinball game you can find on any computer platform or game console today." (Rating 92/100)

Computer Game Review - "This is still the best computer pinball game." (Rating 90/100)
Winner—Golden Triad Award.

MacUser - "Like all really great games, Loony Lab has a high just-one-more-try factor." (Rating 4.5/5)

Inside Mac Games - "...not only one of the best vid pins ever, but one of the greatest Macintosh games of all time." (Rating 4.5/5)

Designed for



386-33MHz or faster processor,
8 MB RAM, and CD-ROM drive.

Visit your local retailer
or call 24 hours to order.

COMPUTER
Express

1-800-228-7449



Diabolical Role-Playing Action

Blizzard Conjures What Could Be The Year's Best Action-RPG

by Elliott Chin

CG SNEAK PREVIEW
GAME STILL IN DEVELOPMENT

Let's be honest. Role-playing games have been pretty bad these past few years. In fact, CGW could only find two RPGs to nominate for the 1995 Premier Awards, and we had to do a lot of digging. The good news, though, is that the drought will end soon. This fall, a host of great RPGs will be coming to the PC, some of them sequels, like *RETURN TO KRONOR*, and some of them incredible originals.

Leading the renaissance is Blizzard, the folks who brought you *WARCRAFT II*, who will be taking the plunge into the shallow waters of RPGs with their first role-playing game, *DIABLO*. Due for a September release, *DIABLO* is an action-oriented RPG that is beautiful, full of depth and yet



THE REAL DIABLO All those red demons you've seen before aren't Diablo, they're his minions. Here's a first look at Diablo himself, and he is one mean sucker.

fully accessible to non-traditional gamers. Many have been waiting for this game with bated breath, and now that we've had a chance to play the alpha, we are too.

SO WHAT'S THE STORY?

As of this preview, Blizzard had yet to create a back story to *DIABLO*. What is known so far is that your village and family have been annihilated by a demon called Diablo, whose foul presence has unleashed a horde of evil upon the world. Your quest is to venture into his lair, battle his minions and vanquish him. As with any good RPG, many mini-quests will pop up along the way which you are free to solve or ignore in any

order you choose.

Before you begin, though, you must choose your alter-ego. There are no alternate races, only humans, but you can choose your class. Previous reports indicated that the three classes would be Warrior, Sorcerer and Archer, but Blizzard notes that the Archer class has been removed. Most game testers either favored the brute force of the Warrior or the magic of the Sorcerer, and Blizzard felt that there was nothing to distinguish the Archer. He has since been replaced by a female Rogue who is fairly good in both magic and melee and possesses a few unique talents, such as a larger sight radius and the ability to detect traps and secret doors better than the other two classes.

INTO THE DARKNESS

DIABLO is a different RPG for many reasons. The first one that will hit you is the gorgeous graphics. *DIABLO*'s look isn't the first-person perspective of modern-



MONSTER MASH *DIABLO*'s monsters are tough and varied. A quick sword and swift magic might save you from the monstrous circle at the right, but the Butcher will require more thinking to beat.

From the people who wrote the book on fantasy role-playing



...the final chapter.

It's here! The talented team that brought you the multi award-winning Star Trail has done it again! *Shadows Over Riva* leads you through the twists and turns of the most innovative and realistic role-playing adventure ever written. "Yards of detail and depth is precisely what sets the Arkania games apart from the competition", says PC Gamer magazine.

Shadows Over Riva is the stunning climax of the popular Realms of Arkania trilogy you have been

Shadows
OVER RIVA

waiting for. The full 360° 3D technology – combined with fully digitized music, speech and soundtrack features

– will capture your imagination like nothing before.

This is it! The fantasy role-playing adventure that goes beyond your wildest expectations. This is... "the final chapter".

**Coming soon to your favorite retail outlet,
or call (800) 447-1230**



PO Box 245, Ogdensburg, NY 13669 Tel: (315) 393-6633 www.sirtech.com

Realms of Arkania © is a registered trademark of Sirtech Software, Inc. *Shadows over Riva* application software copyright © 1996 by Altic Entertainment Software GmbH and Fantasy Productions GmbH.

SIRTECH
World Class Entertainment



A WELCOME SPLIT Both the character stats and inventory menus are half screen, allowing you to access them without disturbing the flow of the game.

day RPGs, but an isometric view as in *CRUSADER: NO REMORSE*. The graphics are SVGA and the characters and monsters are 3D rendered, with a beautiful and very realistic appearance. I found this view both refreshing and immensely satisfying, especially when I got to see my Warrior in crisp SVGA, hefting his mighty

ax over his head and cleaving a shambling zombie in half.

Monsters also move in great detail. Zombies limp slowly down corridors, the impish Fallen Ones jump up and down like the frantic little pests they are, and skeletons, when destroyed, scatter into loose bones on the floor. And because the graphics are high-resolution and clean, you can see every little detail in the creatures, not to mention the brick-by-brick textures of the walls and floor.

DIABLO also employs impressive light-sourcing to create a dungeon environment that is dark and gloomy. But your character has a range-of-sight that illuminates the darkness as if he carried a torch. As you move, your illuminated range moves with you. Torches and lamps also cast their own spheres of radiance; you can see the flames flickering and the shadows from the light dancing on the walls. Fireballs and lightning bolts likewise can dispel the darkness, casting their own

radius of light as they fly down corridors.

The sounds I heard were excellent, especially those of the clattering bones when you destroy a skeleton. Although there was no music in our alpha version, it will be added in the final version.

MENUS FOR THE MASSES

The interface in *DIABLO*, unlike in many RPGs, is very natural. You move around the dungeon by mouse-clicking where you want to go. In combat, you attack with the the same left-click, and cast spells with the right mouse button. Changing equipment is simply a drag-and-drop procedure in the Inventory menu. At the bottom of the screen is a bar with a red globe for health, a blue globe for mana, and an icon for your currently selected spell. There's also a display for information on items you pick up, monsters selected and movable objects, like doors or chests.

DIABLO's inventory menu and charac-



LINKS LS



NEW LINKS LS: TOUR WITH THE LEGENDS IN SPORTS

What's New About Links LS? Every Leaf, Every Contour, Every Chirp...



...Up to 16.7 Million Colors— New Links LS has unlimited screen resolutions and up to 16.7 million colors—resolution independent means that Links LS can match any monitor's maximum viewing capabilities (even 1600x1200 and higher) and up to 16.7 million colors means the finest in color quality possible. You've simply never seen any golf simulation software this good!



Features include new Post-Shot Reactions and Multiple Views!

...The Most Realistic Golf Simulation EVER— The totally new terrain rendering engine and ball flight give Links LS a realism never before achieved in the gaming industry. As Links has always done, we render not just the hole itself but the entire course and more—you literally can hit your ball a half-mile out of bounds! Now, authentic ground, sand, and grass textures combine with dynamic shadows and fog, to give you a course so lifelike you can almost feel the wet grass! Our engineers have reworked the ball dynamics giving you true-to-life ball flight. Fade your drive just like the pros or watch as your high arching wedge shot actually backs up on the green.

...Arnold Palmer— Arnold Palmer at Latrobe—the first in our Tour Player Series, delivers far more than 18 holes of golf. The Arnold Palmer experience includes a virtual reality tour of Arnie's workshop, office and trophy room. Roam freely in 360 degrees and examine the tools of the trade behind the legend. Listen to Mr. Palmer give insights and recollections about his PGA and Senior PGA tours through Access Software's exclusive multimedia footage. Then tee off *as* or *against* the digitized Arnold Palmer, who not only looks & sounds exactly like Arnie, but plays with the same style and tenacity that defined the Legendary Grand Master of Golf.

...Kapalua— Resting on the wind-swept plains of the Golf Coast, two glorious Hawaiian Island courses have been selected to inaugurate Links LS as the first in the series of Resort Courses. The Arnold Palmer-designed Kapalua Village Course has a distinctly European flavor and a commanding view of the West Maui mountains. The 7,263 yard Kapalua Plantation Course showcases expansive slopes, deep valleys and unique native vegetation. For more info, call 1-800-800-4880



ter stats menu are pretty straightforward. Best of all, each menu only takes up half of the screen, so you can switch equipment or look at your stats without disturbing the flow of the game.

REAL COMBAT

DIABLO's combat is in real-time and is very action-oriented, meaning battles can get pretty frantic at times. However, just because the combat is real-time doesn't mean it's a matter of who clicks fastest. Different weapons and different monsters have to observe different speed factors. The sabre is faster than the ax, but slower than the shortstaff. If you think you'll be able to click on the mouse really fast to make yourself hit faster, think again. Every click begins a new strike, so if you keep on clicking, you'll just be interrupting your swing before your weapon connects. Also, if you get hit while taking a swing, you'll be knocked back and your attack will be interrupted. Many monsters

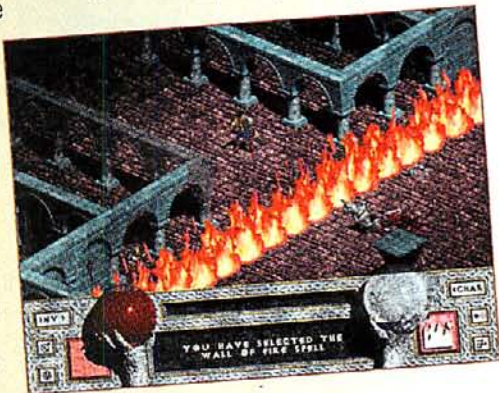
Magic Mania

At the time of this writing, DIABLO's spell system was being overhauled. In an earlier version of the game, characters gained spells automatically with each level advance. But that's been changed, so that you'll start out with one or two spells and have to find the rest on your own.

There will be two ways to expand your repertoire of spells: by locating spell books, which you can find in the various levels of the dungeon, or by studying at the mage guild in the town. After a period of memorization, the spell will then become available to you. Since DIABLO is in real-time, this will probably mean that once you discover a spell book, you won't be able to cast it until a certain period of time has passed. More powerful spells will, of course, also require that you be at both a certain level and have sufficient ability scores to handle the magic.

You'll also be able to cast spells from items such as scrolls, rings and staves. These spells won't draw any mana from you but will use up charges from the respective item. With all the types of spells at your disposal, spell-casting could get confusing, but

Blizzard will implement a spell inventory akin to the character stats and inventory menu. The spell inventory will be divided into separate categories for spells in memory, in scrolls or in staves. Each spell will be represented by an icon, which can be dragged and dropped to your current spell selection. In this way, you can choose to either cast a spell from memory, exhaust your scrolls first or use up your magic staves. You will also be able to simply cycle through spells without having to go through the menu by hitting a hot key.



2
LEVELS
OF PLAY

3
NARRATIVE
PATHS

7
DIFFERENT
ENDINGS

THE
Pandora
DIRECTIVE

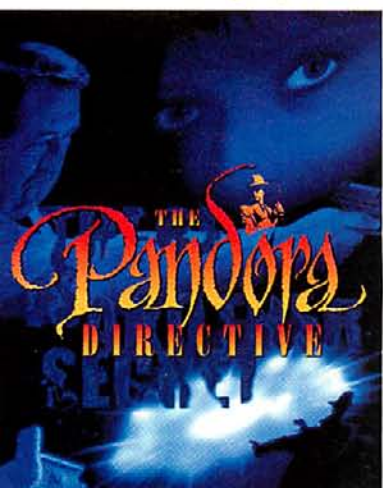
23
UNIQUE
CHARACTERS

58
PLAYABLE
ROOMS

360
DEGREES OF
FREEDOM

THE PANDORA DIRECTIVE: PLAY IT AGAIN, AND AGAIN...

Tex Murphy returns in the most replayable interactive movie ever made!



An Enormous Six-CD Cinematic Epic!

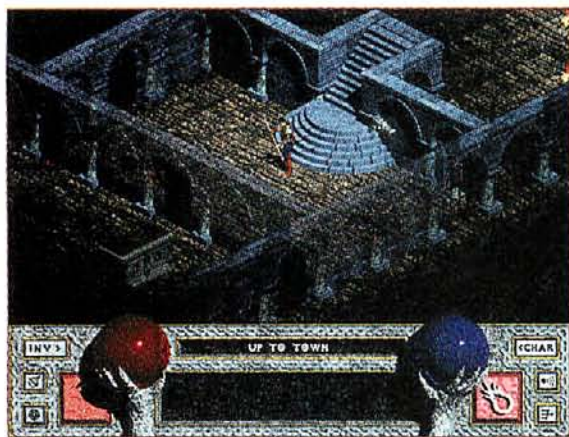
The Story— What is the truth behind the rumored UFO crash at Roswell, New Mexico? Why did the military suddenly shut down and seal off the Roswell complex? And why the frequent references to the lost Mayan civilization? It starts out like a hundred other cases. \$500 a day (plus expenses) to track down a missing person. As you pick up Thomas Malloy's trail, you realize you're not the only one looking for him. By the time you discover that he's ex-military and knows what really happened on July 6, 1947, it's too late. The government's biggest secret is loose and you're trapped in a deadly game of cat and mouse with the most powerful and ruthless agency in the world. Based on the novel by Aaron Connors.

The Features— The most replayability of any interactive movie to date! Follow one of three narrative paths leading to seven different endings. Choose between two levels of play. The first level offers a complete on-line hint system to help you through the tougher puzzles. The second level—for expert gamers—has no hints available, but rewards players with higher bonus points, extra puzzles and locations. Our unique "Virtual World" engine allows you to slip under desks, rifle through drawers, and see the flies tanning in the light fixtures. Without the restrictions of rendered paths, you can explore Tex's three-dimensional world with full freedom of movement.

The Cast— Enjoy the difference Hollywood cinematography, acting, editing, stunt work, music, and direction make as the world of Tex Murphy becomes amazingly real. Starring Barry Corbin (*Northern Exposure*, *War Games*), Tanya Roberts (*View to a Kill*, *Beastmaster*), Kevin McCarthy (*Invasion of the Body Snatchers*, *Just Cause*), and Chris Jones (*Under a Killing Moon*, *Martian Memorandum*, *Mean Streets*) as Tex Murphy. Directed by Adrian Carr (*Quigley Down Under*, *Man from Snowy River*, *The Power Rangers*). Original music by Richie Havens and Nicole Tindall.

For more info, call 1-800-800-4880

ACCESS
SOFTWARE INCORPORATED



THESE DUNGEON WALLS

DIABLO's levels will have several looks. The first few levels will be stone dungeons, but the lower levels will be volcanic caverns and pits befitting a devil.

will also gang up on you and hit you repeatedly from all sides, so that you won't be able to muster a swing at all. To say the least, combat will probably be frustrating for the less action-oriented RPG fan.

In those cases where the enemy is too fast or numerous, you'll have to employ your wits to win battles, leading your opponent to a door where you can hack them down single-file or casting spells from a distance. And if the enemies are still too powerful, no one says you have to fight them at all. Just ignore them and move onto the next mini-quest.

When you do down a creature, though, sometimes you'll see it release a few coins or items as it collapses. Click on them to gain treasure and new weapons and armor.

Aside from the real-time component, combat is also very challenging thanks to a tough monster AI.

Even in the alpha, monsters exhibited good intelligence—attacking in numbers, ducking behind walls to shield themselves from possible fireballs, and employing surround tactics to beat me repeatedly from all sides. The monsters

will even wait for you to cast spells, and then dodge until you catch on or lose your mana.

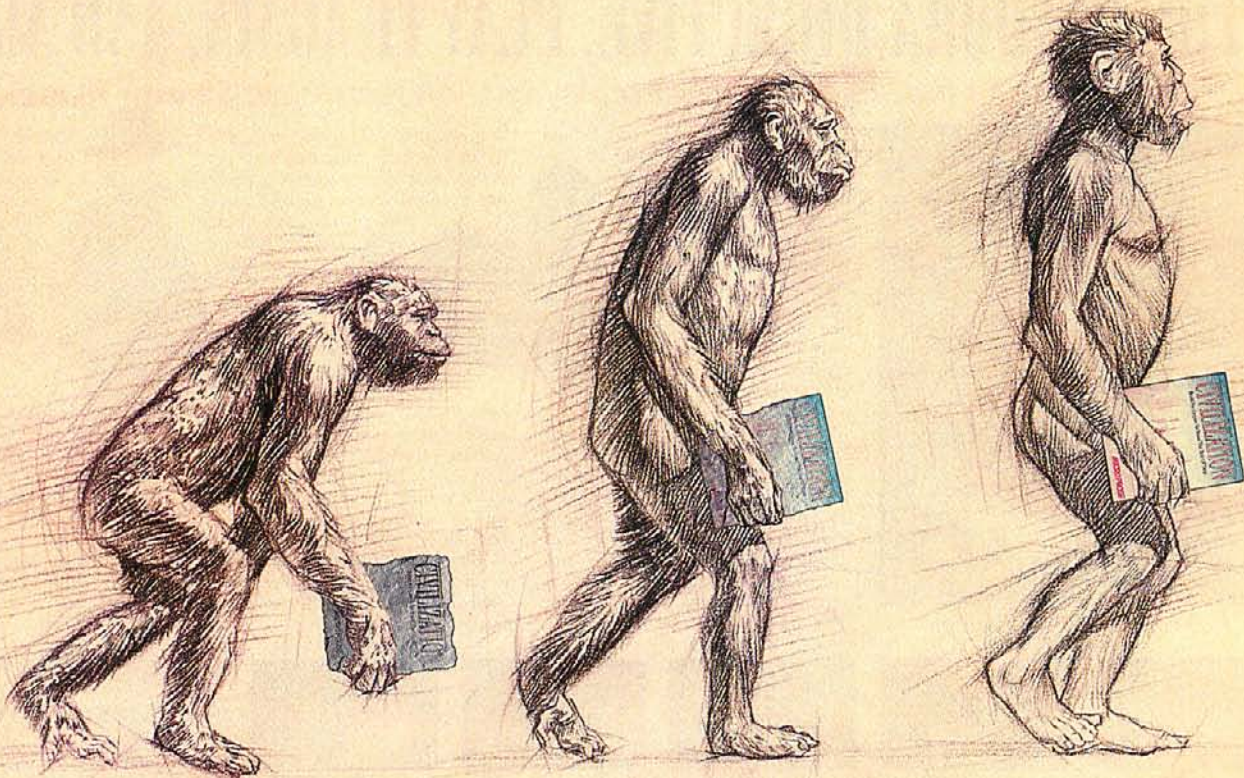
To help you with the challenging combat, Blizzard has decided to regenerate your health automatically. The regeneration is still slow, so you will have to hide in a room for a few minutes to recover all your health. I liked this, though, because otherwise it would be impossible to get past the first few monsters you encounter. This feature may rankle a few role-playing purists, but I look at it as the real-time equivalent of spending a night resting in a turn-based RPG.

MY GENERATION

DIABLO has two other features that really set it apart from the rest of the role-playing pack: random dungeon generation and multiplayer support.

The dungeons in DIABLO are never laid out the same way twice. There is a randomizer that places monsters, chests,

THE EVOLUTION OF CIVILIZATION



rooms and even NPCs at random, so that each time you play, you get a different dungeon to roam through. What will have you coming back to play over and over, though, is the random quest generation. Blizzard says DIABLO will have a database of 30 mini-quests, and from six to eight will be randomly generated from this pool per new game. While the quest to destroy Diablo is constant, each individual game will be different because you could have entirely new mini-quests to complete.

The biggest of DIABLO's many amazing features, though, is its multiplayer support. DIABLO will support up to four people over a local-area network or on Blizzard's upcoming, free "battle.net" gaming service, meaning you and your friends will be able to delve into DIABLO's dungeons together. Yes, you can engage in deathmatches, backstabbing your friends and stealing their treasure, but, even better, you'll be able to quest through the whole game together as one

party, mixing character classes and teaming up on the bosses and tough monsters along the way, until you all face down Diablo together.

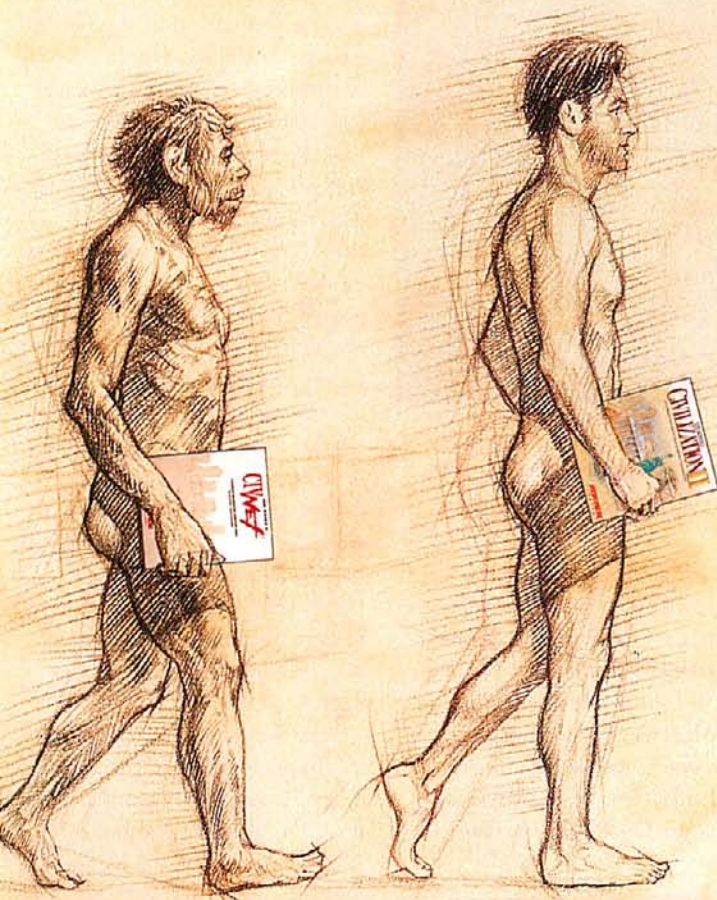
This is really one of DIABLO's most exciting selling points, bringing back the interaction that has thus far only been found on true tabletop RPGs. DIABLO will be the first stand-alone RPG to offer gamers a chance to roam a dungeon with a friend and collectively hack evil minions to death, just like in a classic *Dungeons & Dragons* campaign session.

Blizzard was very successful in mixing genres with WARCRAFT and WARCRAFT II. DIABLO, with its mix of action and role-playing, also looks like a winning formula. Non-RPG gamers, and many action gamers in particular, are sure to feel right at home with the real-time combat, friendly interface and rich, beautiful SVGA graphics. Traditional RPG fans needn't worry about a diluted role-player either, as DIABLO has a healthy dose of



CLOSE-UP The characters and monsters are rather small, but for close-range fights or to inspect objects close-up, you can zoom into the map.

non-linear adventure, side quests, character development and dungeon exploration. When you mix in the incredible multiplayer support and random level and quest generation, you end up with a game that, if it lives up to its promise, will definitely be in the running for Best RPG of the year. **E**



SID MEIER'S CIVILIZATION II

THE ULTIMATE VERSION OF
THE BEST-SELLING STRATEGY GAME.

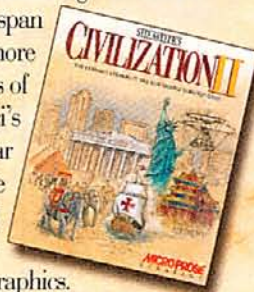
Great minds everywhere agree. Civilization has undergone a dramatic transformation. Introducing Sid Meier's Civilization® II. Build an empire to span history. But this time, have even more fun doing it! Create new Wonders of the World like Leonardo da Vinci's Workshop and Sun Tzu's War Academy. Encounter new tribes like the Celts, Japanese, Vikings and Sioux. It's new technology. New city improvements. And new SVGA graphics.

So, if you were challenged by the original Sid Meier's Civilization®, you better plan your every move carefully. Because in this game, it's survival of the fittest.

MICRO PROSE

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

© 1996 MicroProse Software, Inc. All rights reserved.
Circle Reader Service #123





Four Funerals And A Wedding

Activision Takes Venerable Text Adventure Franchise Into Mysty Waters

by Charles Ardai

First things first: I promise that for the remainder of this review I won't bitch about how remote the connection is between ZORK NEMESIS and any of the classic text adventures that proudly bore the Zork name many years ago. What's the point? It's like complaining that they don't write novels any more the way *Tirollope* used to, or that roadways sure were safer before you had all these horseless carriages zooming across them. Time moves on, and so must we.

Modern gamers want (or at least game companies think they want) to play *MYST* over and over again. Give 'em a gorgeous photorealistic environment full of fantastic landscapes, some quasi-liturgical groaning on the soundtrack, and a simple puzzle every so often to keep their brains engaged, and you'll be off to the bank to count your riches. Throw in some ghostly visions and a hint of the horrific and you can snag the 7TH GUEST crowd, too.

Anyway, that's how I explain ZORK NEMESIS. The story here—part fantasy, part horror—is that a quartet of alchemists has been murdered and is now in some sort of magical suspended anima-

tion, being tormented by a demon called "the Nemesis." The alchemists ask you to go on a series of quests to free them. Along the way, you get to chop the head off a corpse, handle a severed hand, receive shock therapy and watch some acts of really awful violence. You get to soar over a waterfall, race through a rocky trench, drive a tank and ride a mine car. You get to explore catacombs and corridors, conservatories and caves. And you get to face off against four or five dozen of the tamest puzzles it's ever been my pleasure to encounter. Mostly what you do is unlock doors. This is usually a matter of lining up a pair of astrological symbols, or

Anderson. Do we really have to abandon the cleverness, style and wit of the former in order to get the voluptuous visual appeal of the latter?

RETURN TO ZORK

The last time we saw the Great Underground Empire, it was in the clutches of a fiend called Morphiux. The game was Activision's *RETURN TO ZORK*, their first revival of the then-moribund Zork franchise. That game had some pronounced design weaknesses—navigation was choppy and disorienting, the scheme for communicating with other characters by clicking on "emotion icons" was indecipherable—but it was visually stunning and developed quite a following. So what if no one could make sense of the story? This may be the picture-postcard way of looking at things, more graphic design than game design, but heck, millions of postcards are sold every year, so it can't be a bad business to be in.

For ZORK NEMESIS, Activision has kept their "pretty pictures *uber alles*" philosophy, but they've eliminated or smoothed over all the problem areas that made the earlier game such a chore. For instance, movement is now more fluid than before: each location allows the player to view the surroundings in a fluid, 360-degree pan. Forward movement, from one location to another, still occurs in discrete leaps, so this is not a *DOOM*-style (or *UNDER A KILLING MOON*-style) environment that you can explore freely, but it's still a great improvement over *RETURN TO ZORK*.

As for character interaction, there isn't any. There are barely any characters other than the four alchemists, and they're dead. While they still talk to you from



DIE YOUNG, STAY PRETTY This fetching spirit is one of the characters—mostly dead—who urge you on in the game. You can't talk back, though, and spend most of your time alone.

something similarly uninspired. You've also got the usual sorts of adventure game effluvia: pull the levers in the right order, push the buttons in the right order, turn the knobs in the right order and so on.

What I want to know is, when did adventure games become so beautiful and so dull? Over the past 10 years we've gone from Dorothy Parker to Pamela



Price: \$54.95

System

Requirements: IBM compatible 486-DX2 or better, 8 MB RAM, 35 MB hard disk space, 2x CD-ROM drive, 16-bit SVGA graphics, mouse; supports Sound Blaster 16-compatible sound cards

Protection: None (CD must be in drive)

Designers: Cecilia Barajas, Laird Malamed, Mauro Borrelli

Publisher: Activision
Los Angeles, CA
(310) 473-9200

Reader Service #: 320

NOIR™

A SHADOWY THRILLER

The Mystery Unfolds in
Summer, 1996



CYBERDREAMS IS A REGISTERED
TRADEMARK OF CYBERDREAMS,
INC. NOIR IS A TRADEMARK OF
CYBERDREAMS, INC.



Circle Reader Service #258

23586 CALABASAS ROAD, SUITE 102, CALABASAS, CALIFORNIA 91302 TELEPHONE (818) 223-9990 www.cyberdreams.com

time to time, it's only in non-interactive video segments that play when you click on their sarcophagi. You do meet a few other stray characters—such as a monk in a monastery who goes mad before your eyes—but they aren't characters so much as set decoration.

What ZORK NEMESIS does have is graphic excellence. The five main areas for you to explore—the lair of the Nemesis and each alchemist's demesne—are beautifully rendered. Every room in every location, including

to another—your heart races.

The only downside to the abundance of graphic detail is that it's sometimes hard to notice everything in a scene that you can interact with. Some important objects blend into the background and go unnoticed. As in most games, the cursor changes shape when it passes over a "hot" spot on the screen, and this does help a little; but some of the critical hot spots are still too easy to miss.

A bigger problem is that, when you do find the hot spots, the interactions are very

limited. Almost all the objects you pick up (and there aren't a whole lot) are used on the same screen or one of the very next screens you come to. So, when you find a coin on the ground outside the monastery, you can be pretty sure you'll find a coin slot just inside the front door. If you find a key, you can be confident the keyhole is somewhere nearby.

While a little of this is good, the extent to which ZORK NEMESIS uses this simplifying tactic is disappointing.

When a puzzle doesn't require the use of an object, it is almost invariably a purely mechanical exercise. The game is full of very simple codes that aren't much fun to decipher and very simple processes that aren't much fun to step through. There are occasional moments of cleverness, but too few. You find a long-lost treasure by opening a coffin, lying down inside it and pulling it shut over you. (The treasure is on the underside of the coffin lid.) In the Nemesis' temple, a time travel room allows you to collect an icicle in the Ice Age and melt it in a volcanic era to get the pure water you need for a ritual. This is good stuff. But the bad puzzles outnumber the good by at least five to one.

The final element in the game is the story, which unfolds in video vignettes triggered by clicking on various objects and documents. Aside from the bad acting and the fact that they are not interactive, the video segments are fine. But the

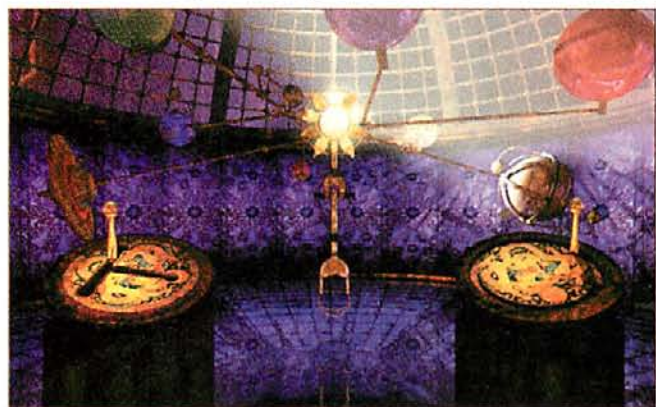
documents—mostly personal letters from one alchemist to another, plus some diaries and books—are far too numerous and mind-numbing. You sometimes find a half-dozen letters in a single room, and pretty much have to read all of them.

A family saga of sorts unfolds, something about how one alchemist's daughter wanted to marry another's son, but the intricate family politics the designers try to craft misfires—you end up merely confused. Whose son is Lucien? What is Sophia's relationship to Kaine? It's all like a particularly ornate soap opera of which you have missed the first few episodes. You're continually racing to catch up and, worse still, the nice rhythm of the game-play stops dead whenever you run across large chunks of text to read.

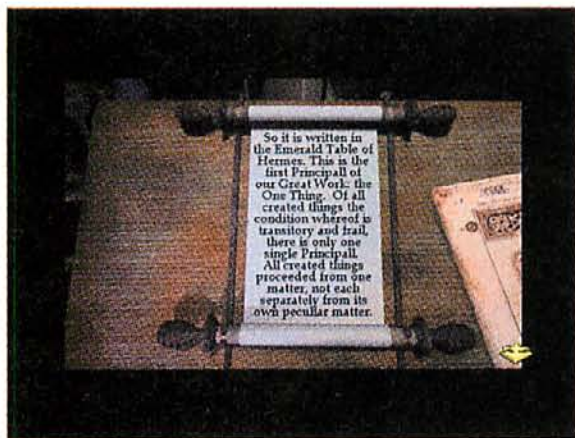
ZORK ETHIC

It's ironic that a perennial defender of text adventures would complain about having to wade through text. But there is a difference between text that paints a scene or tells a story and text that merely lards on extra layers of exposition, just as there is a difference between a puzzle that challenges a player's resourcefulness or imagination and one that merely challenges his patience.

ZORK NEMESIS is a pleasure to watch and has glimmering moments of promise, but a well-told story and a consistently inspired caliber of gameplay are two things it hasn't got. You'll probably show off your favorite scenes to your friends—I did—but I doubt you'll tell them about your favorite puzzle, the way we used to talk, in the old days, about catching the Babel Fish or the death of Floyd. ☞



WHAT'S YOUR ORRERY? Virtually every frame of ZORK NEMESIS is a highly detailed, beautifully rendered work of art, such as this colorful orrery.



TEXT ADVENTURE Despite all the hi-falutin' graphics, you'll actually spend a lot of your time reading text to figure out the story. Who says text adventures are dead?


the secret passageways and laboratories they all seem to conceal, is like a miniature painting. It's all rendered with great care and skill, down to the smallest architectural details. And when the occasional animations kick in—for instance, when you soar from one of the major locations

APPEAL: Fans of *Myst* and *BURIED IN TIME* will gobble up this photo-realistic fantasy adventure.

PROS: The visuals are truly stunning and the feeling of immersion in another world is delivered well.

CONS: Too many dull "filler" puzzles, the too-ornate-to-care-about storyline, and too much text bog down the game. Some strong horror content feels inappropriate.





Sure, there are cheaper PC, Mac, and 3DO™ game controllers. But if you're ready to get serious, you need the high-quality, built-to-play-rough peripherals from CH Products.

When you're ready To get serious, you're ready.

Our joysticks, throttles, flight yokes, rudder pedals, and other controllers are born in the USA, and made to take the heat of any battle, race or game you throw their way. So put on your game face, get down to your computer dealer and grab the game controllers made for serious players.

FlightStick Pro (PC, Mac & 3DO)

FlightStick

CH Pedals (PC & Mac*)

Pro Pedals

F-16 FighterStick (PC & Mac*)

F-16 CombatStick

F-16 FlightStick

Pro Throttle (PC & Mac*)

CH Throttle

Virtual Pilot Pro (PC & Mac*)

Virtual Pilot

Trackball Pro (PC & Mac)

Jetstick (PC & Mac)

Gamecard 3 Automatic

*Coming soon.

Visit our web site!

<http://www.chproducts.com>



CH PRODUCTS

970 Park Center Drive Vista, CA 92083
Phone 619 598 2518 • Fax 619 598 2524
<http://www.chproducts.com>
America OnLine: CHProducts@aol.com
CompuServe: Go GAMEDPUB

CH Products are available at American TV • Babbages • Best Buy • Circuit City • CompUSA • Computer City • Computerware • Egghead Software • Electronics Boutique • Elek-Tek • Fry's Electronics • The Good Guys • Incredible Universe • Infotel • J&R Computer World • JetStream • Lechmere • Media Play • Micro Center • Nobody Beats the Wiz • Office Max • Ricom Electronics LTD • Software Etc. • Susteen, Inc. • Ultimate Electronics • Wal-Mart

Circle Reader Service #60



A Compact Ford

Indiana Jones Meets His Doom In DESKTOP ADVENTURES

by Charles Ardai

For a genius, George Lucas sure has a lot of bad ideas. *Howard the Duck*, or *Radioland Murders*, or hiring the *Howard the Duck* screenwriters to pen the script for *Temple of Doom*. When will Lucas learn to recognize a bad idea when he sees one? Not soon enough, I say. Some time ago, someone from his computer game division must have come to him and said, "Hey, let's put out a really simple, randomly generated RPG-style adventure game, stick a whip in the hand of the main character, use the Indiana Jones name—and make it look really ugly." And Lucas must have said, "Sounds good to me."

DOWN MEXICO WAY

INDIANA JONES AND HIS DESKTOP ADVENTURES looks like one of the early ULTIMA games. Everything has a strange perspective, a sort of cross between an overhead and side view. Indy is a little, squarish lump in a foreshortened fedora, and your main activity is moving that lump across a grid-like terrain. From time to time you come across buildings, which you enter by bumping against the doorway; the scene then switches to a blueprint-style overhead view reminiscent of the original CASTLE WOLFENSTEIN, showing top-down images of walls, tables, beds, Nazis, rugs, chairs, and so forth.

The setting is 1930s Mexico, so in addition to Nazis you've got bandoliered banditos and loinclothed natives to contend with, plus—aiieee!—giant scorpions and spiders. Marcus Brody assigns you the inevitable quest: those bad Nazis are after a jade jaguar mask, and you have to find it first. Also, Pacal Hunac has been kidnapped and you have to rescue him (never mind that you have no idea who he is). To get you started, here are...a metal



FORGET SHORTY Much like the old pop ditty, INDY'S DESKTOP ADVENTURES sounds tinny and looks out of place in today's market.

file, bamboo pole and a funeral mask. Thanks a lot, Marcus. Then you're on your way, hunting through screen after screen of desert, forest, and jungle, dodging attacks from various and sundry meanies, in pursuit of your goal.

Like the quest, the landscape is randomly generated anew each game. As you explore, you run into random fights, puzzles, and sub-quests. So, there *are* "literally billions of possible games" as the game's package proudly proclaims. Problem is, it isn't worth playing even once or twice. To fight, just point Indy in the direction of an adversary and click the right mouse button; unless the bad guy moves, he's a goner—literally. Puzzles are equally "challenging." A branch moves a boulder out of your path; a key opens a locked door. Sub-quests are a parody of customary adventure game barter: "I'd be happy if I could be playing my favorite songs," says one jungle dweller, "but I need a GUITAR! Your assistance would be worth a small fortune in gold DOUBLOONS." Fetch and carry, Indy.

What else is there to do? Some of the forest scenes are maze-like, while other locations require you to pull huge stone

blocks into position or push them out of your way. Some runes teleport you from one part of the map to another. You find herbs and bananas when your life meter goes from green to yellow or red. A loafing Mexican named Bonifacio dispenses gameplay tips from the town square, a barmaid named Gabriella pours tequila, and a hut dweller named Jose hands over medicinal plants with great reluctance. With these caricatures, be thankful that LucasArts didn't set the game in Africa. There's almost nothing redeeming about the game, except maybe the picture of Harrison Ford on the splash screen—and even that is a steal from *Temple of Doom*. You need a 486 and 8 MB of RAM for this? ☹

APPEAL: Indy fans may get a kick out of the familiar theme music.

PROS: Games are short, if you're that hard up for a lunchtime diversion.

CONS: Embarrassingly retro; overly simplistic gameplay; crude visuals and sound; ludicrous ethnic stereotypes.



Price: \$19.95

System Requirements: IBM compatible 486-33 or better, Windows 3.1 or better, 8 MB RAM, 256-color graphics, 3 MB hard drive space, Windows compatible sound.

Protection: None
Designers: Hal Barwood, Wayne Cline, Mark Crowley, Paul LeFevre, Tom Payne

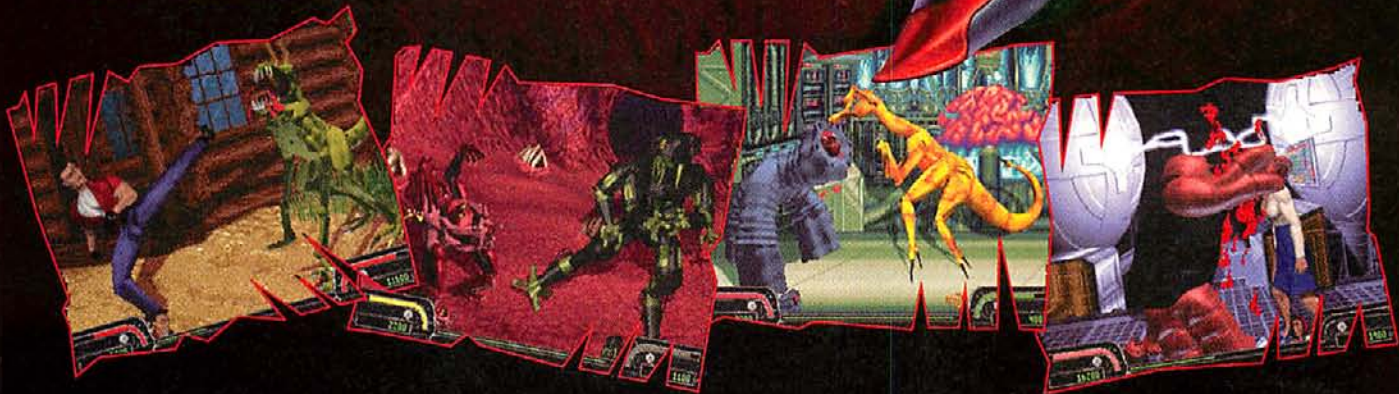
Publisher: LucasArts
San Rafael, CA
(800) 985-8227
<http://www.lucasarts.com>
Reader Service #: 321

Species are disappearing
all over the **UNIVERSE.**
No one is safe...

You will be next!

"...revolutionary game design, it may indeed knock fighting fans into another universe of apocalyptic action." — Strategy Plus

- By far, the largest, most detailed foes ever seen in a fighting game. Up to 3/4 of the screen's height.
- Innovative screen panning, zooming, real-time scaling, shadows, and special FX.
- Interactive, animated, and detailed backgrounds that often hide special dangers.
- 8 characters, 2 champions and a nasty surprise.
- Special moves, combos, resurrections, & humiliations.
- Blood sucking, claw slashing, tail whipping, karate kicking, fist ramming, body slamming, blood spurting action — need we say more?



XENOPHAGE

ALIEN BLOODSPORT

FormGen
INCORPORATED

Developed by Argo Games
Published by Apogee Software, Ltd.
Distributed by FormGen



Software Creations Web BBS (<http://www.swcbbs.com>)
WWW Site (<http://www.apogee1.com>)
CIS (Go APOGEE) AOL (Keyword APOGEE)



Circle Reader Service #247



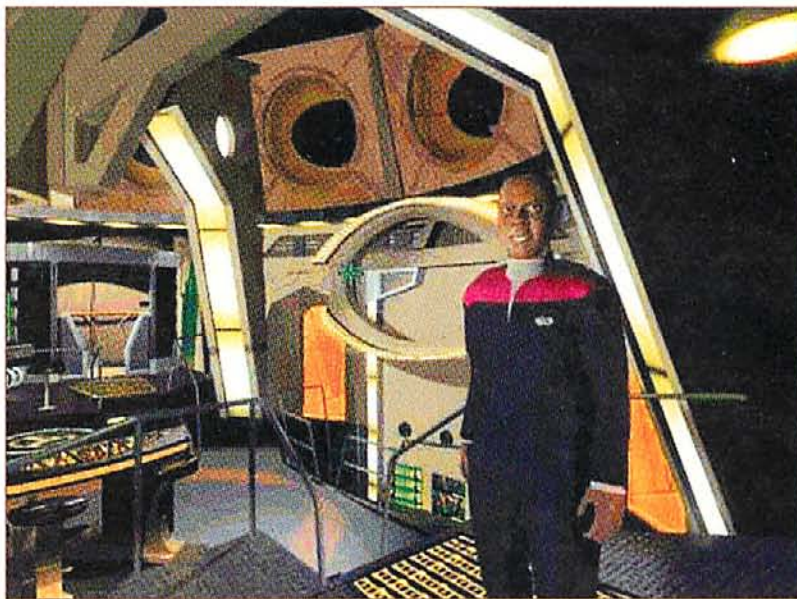
Phasers On Annoy

Arcade Sequences Make This Trek Drone On Too Long

by Denny Atkin

When a game sorely tempts you to toss your new, really expensive laptop out the window, that's

a good sign that there's an infuriating design flaw. When that single design flaw ruins what would otherwise be a very enjoyable game, it's doubly annoying. Such is the case with *STAR TREK: DEEP SPACE NINE—HARBINGER*, from Viacom NewMedia. An intriguing storyline, a decent set of puzzles and voiceovers from many of the actors from the television show set the game up as one of the better attempts at adventure gaming in the *Star Trek* universe. Unfortunately, a series of repetitive, out-of-place and just plain frustrating arcade sequences bring the game down.



STONEFACED SISKI The 3D-rendered characters are a bit stiff, but the effect is better than in previous attempts.

HABITAT RING

It's a real shame, because parts of this game are extremely good. You play the role of Envoy Bannik, sent to space station Deep Space Nine to assist the crew in a first-contact situation with the

Scythians. As you approach the station, you're attacked by a huge flock of drone spaceships. As the story unfolds, you'll work with the DS9 crew to solve the mystery of the drones, catch a murderer or two, and ensure the survival of an alien race. All in a day's work for a Federation envoy.

Most of the DS9 actors appear here in voiceover roles. Only O'Brien, Bashir and Jake Sisko are missing.

The "guest star" design works very well—it's a lot of fun to interact with Sisko, Quark, Dax and the others. Overall, the voice acting is very well done, with the odd exception of your character, Bannik. Whether his life is in danger or he's flirting with a Dabo girl, his tone remains equally uninterested. Armin Shimerman puts in a particularly good performance as Quark, whose greed—not surprisingly—ends up making your journey more challenging than expected.

The characters, like all the elements in the game, are 3D rendered. Their stiff movements and stoic faces make them look like puppet refugees from the old Gerry Anderson *Thunderbirds*! SuperMarionation TV series. That said, they look a lot better than the 3D models used in *SETI@HOME*—A FINAL UNITY. Interaction is of the "pick from

continued on page 136



Price: \$49.99

System Requirements: 486-66 or better; DOS 5.0, 8 MB RAM, 10 MB hard disk space, VESA-compliant SVGA graphics; 2x CD-ROM, mouse, Sound Blaster-compatible sound card.

Protection: None (CD must be in drive)

Designer: Stormfront Studios

Publisher: Viacom NewMedia

New York, NY

(800) 469-2539

Reader Service #: 322



QUARK'S QUIRKS The Ferengi bartender is a troublemaker, but he may hold the key to solving the Scythian mystery.

CD Sampler

CD Sampler

CD Sampler

CD Sampler

Can Anyone Fix This *@#! Game?!?

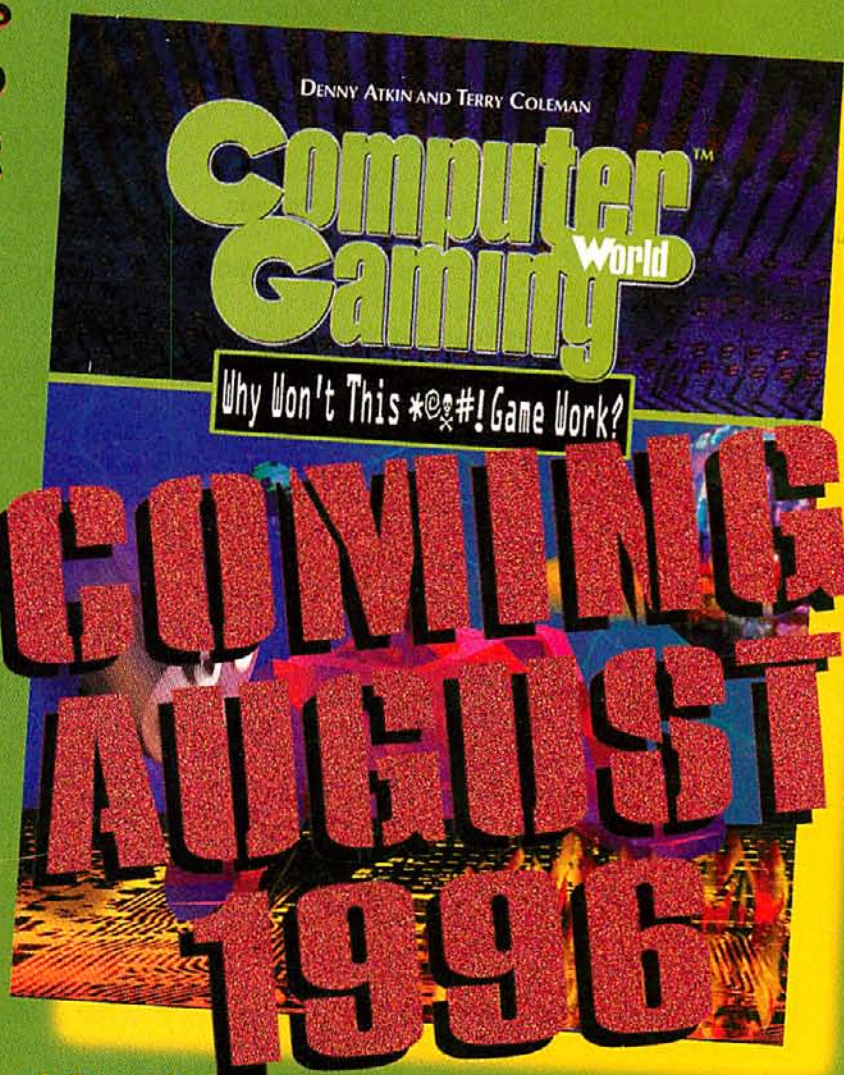
Every Gamer's
Guide to
Troubleshooting
PC Game
Problems

Out of Memory?
Forget It.

Game Won't Run?
Just Boot It.

No Sound?
No Problem.

And More EASY
Solutions.



Available at your Local Retailer

or for more information call 1-800-557-3344 and mention source code: BR23

Visit the BradyGAMES WebSite at <http://www.mcp.com/brady>

BradyGAMES
STRATEGY GUIDES

►►►continued from page 130

a group of responses" type, with a small real-time element added; some characters will react differently depending on the pace of your responses.

The Trouble With Klingons

It is hardly surprising that Klingons now walk the decks of *Star Trek: Voyager* and *Deep Space Nine*. At first considered a minor addition to *Star Trek: The Next Generation*, the Klingons have emerged as favorites among *Star Trek* fans. Now, in their continuing series of *Trek*-ware, Simon & Schuster has published *STAR TREK KLINGON* for those who simply cannot get enough.

In this combination tutorial and role-playing adventure, you are Pok, a young Klingon on the verge of adulthood. You are to take part in a ceremony known as the Rite Of Ascension, a major family event made even more significant by the presence of Gowron, leader of the Klingon High Council. Unfortunately, a horrible act of sabotage ruins the celebration, leaving you to uncover the dishonorable wrong-doer and bring him to justice.

But before you begin, you are advised to take a tutorial on a separate CD designed to teach you some Klingon language and expressions. However, despite packaging advisories to the contrary, it is quite possible to complete the adventure without sitting through the rigorous tutorial. In fact, it is somewhat of a dead-end, and probably not worth your time. Once finished, your only reward is the ability to speak to your Klingon buddies and advise them that the ship's engines are on fire.

The adventure itself contains lush production values, and was directed by the talented Jonathan Frakes, who plays Will Riker on *Star Trek: The Next Generation*. The sets, music and special-effects are full and lavish, and reflect the same care that is taken with any of the television episodes. Indeed, the adventure flows like a television episode, except for certain "decision points" at which a cursor appears so that you can make a choice or manipulate an object. Unfortunately, there are far too few of these points, so that old feeling quickly sets in that you are watching the game rather than playing it.

Though it may be enjoyable to watch, there is simply no challenge here. The game can easily be completed in one sitting, after which you are left with no feeling of accomplishment, only Gowron's invitation to run the program again sometime. And that's not much of a reward.—by Allen Greenberg.

The game's dialog is very well done, and there's some real humor here. HARBINGER's writer, Sarah Stocker, worked with prolific *Trek* scripter Hilary J. Bader on the script. The result of this collaboration is a story

with consistent plotting, unexpected twists and humorous breaks from the action. In fact, HARBINGER's storyline is one of the better original pieces of science fiction I've encountered in a computer game—it's a better story than most regular *DS9* episodes.

OPS AND COMMAND

Unfortunately, while it's a great story, it's also a very linear one. There's only one path in this game, winning or otherwise, and there are no big decisions to make along the way. You'll do four things in the game: explore *DS9* and an alien station, interact with other characters, solve puzzles and brave a barrage of arcade sequences.

The puzzles are well done. At first I was a bit disturbed, as they appeared to be THE 7TH GUEST-style puzzles disguised as efforts to repair Starfleet equipment. But surprisingly, they work in this environment—who's to say repairing an ODN Conduit wouldn't be a little like playing PIPE DREAM?

Unfortunately, the exploration doesn't hold together as well. You use arrow pointers to navigate a series of MIST-style pre-rendered frames. It's not always obvious which path you need to take to get around an object—early in the game it took me about three minutes just to get from one end of Ops to another to talk to Dax. You'll get the hang of it

after a few hours of play, but it certainly could have been made more intuitive.

Where the game really falls apart, though, is in the arcade sequences. You'll start the game being attacked by drones, you'll spend the middle of the game fighting drones and you'll end the game attacking drones. You'll fight real drones, and you'll battle drones in holodeck simulations. You'll fight drones in space and you'll fight them in hallways. Worst of all, you'll fight drones while you try to find your way through a multi-level maze. Even though the drones are convincingly integral to the plot, after a few encounters you'll hate drones.

It wouldn't be so bad if the arcade sequences were fun. But at their best they're rail shooters, where you move your mouse pointer and click to destroy drones while Kira pilots your runabout. At their worst, they're simple duck-shoots, where you stand in hallways and point the mouse at drones as they fly in from the sides of the screen. Add to that the fact that they're poorly programmed, with many dead-on shots left unregistered, and you have a very annoying game element that pops up just often enough to suck most of the fun from the game quicker than the salt vampire from Planet M113.

BEAM ME UP

It's a shame the arcade sequences are so poor and so ubiquitous, because otherwise HARBINGER is an enjoyable game. There's actually a really good story lying under the constant barrage of mouse-hand reflex tests and linear adventure quest. ☞

►APPEAL: *Star Trek* fans, gamers who need practice hitting the icons on the Windows desktop.

►PROS: A great plot, original aliens, and good dialog; humor that works; beautifully rendered space station.

►CONS: The linear storyline has lots of searches and puzzles, but little in the way of decision making. A near-endless barrage of dull, frustrating arcade sequences mars what could be a nice adventure diversion.



Play these games against live opponents @ www.mplayer.com

COMMAND & CONQUER

Command & Conquer by Westwood Studios: www.westwood.com

DEADLOCK

PLANETARY CONQUEST

Deadlock Planetary Conquest by Accolade: www.accolade.com

HAVOC

Havoc by Reality Bytes: www.realbytes.com

Terminal Velocity

Terminal Velocity by 3D Realms Entertainment and Terminal Reality:
www.3drealms.com and www.terminalreality.com

SIM CITY 2000

SimCity 2000 by Maxis: www.maxis.com

CHAOS OVERLORDS

STRATEGIC GANG WARFARE

Chaos Overlords by New World Computing: www.nwcomputing.com

WARCRAFT

ORCS & HUMANS

Warcraft Orcs & Humans by Blizzard Entertainment: www.blizzard.com

For a free Mplayer Games CD, visit www.mplayer.com
(secret password: joystick) or call toll-free 1-888-MPLAYER.

No latency. No waiting. No kidding. It's the first place to play
lots of fast-action games against live opponents over the
Internet. It's going to change the way you play games forever.



Mpath Interactive
10455-A Bandley Dr.
Cupertino, CA 95014
E-mail: info@mplayer.com



SPIRAL INTO THE SUBTERRANEAN TOMB OF QIN SHI HUANGDI.



DISCOVER THE WONDER AND MYSTERY OF CHINA'S MOST RUTHLESS EMPEROR.



LIGHT TORCHES. ILLUMINATE PASSAGES. ENLIGHTEN YOUR MIND.



EXPLORE FIVE PHOTO-REALISTIC REALMS OF PERILOUS BEAUTY AND SPLENDOR.



INCREDIBLY BEAUTIFUL, HIGH RESOLUTION, 3-D RENDERED GRAPHIC ADVENTURE GAME.

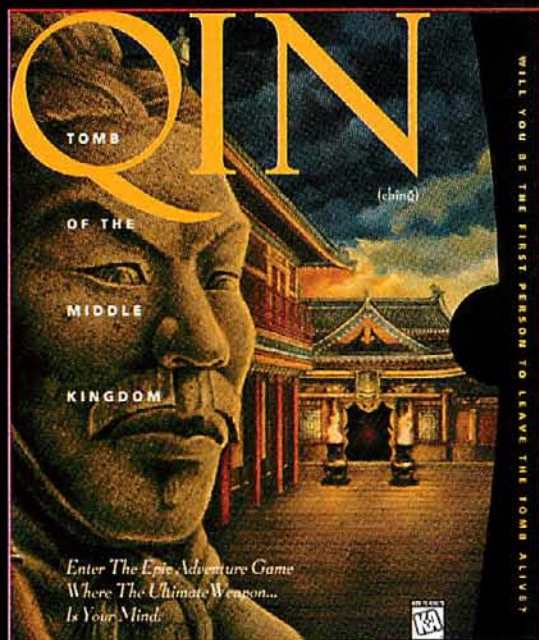
"Indiana Jones meets *Myst*."

—STEVEN GREENLEE,
COMPUTER GAME REVIEW

ENTER THE EPIC ADVENTURE GAME WHERE THE
ULTIMATE WEAPON IS...YOUR MIND.

(CHING)

COMING IN AUGUST



WILL YOU BE THE FIRST PERSON TO LEAVE THE TOMB ALIVE?



SOLVE PUZZLES AND AVOID TRAPS AS YOU FIND YOUR WAY TOWARD MULTIPLE GAME ENDINGS.



COMPASS GUIDED NAVIGATION WITH PULL-DOWN REALM MAPS TO GUIDE YOU THROUGH THE TOMB.



MUSIC SCORE RECORDED ON AUTHENTIC PERIOD CHINESE INSTRUMENTS CREATES A FULL STEREO SOUNDSCAPE.



DO YOU POSSESS THE WISDOM TO UNEARTH THE TOMB'S SECRET?

Circle Reader Service #286

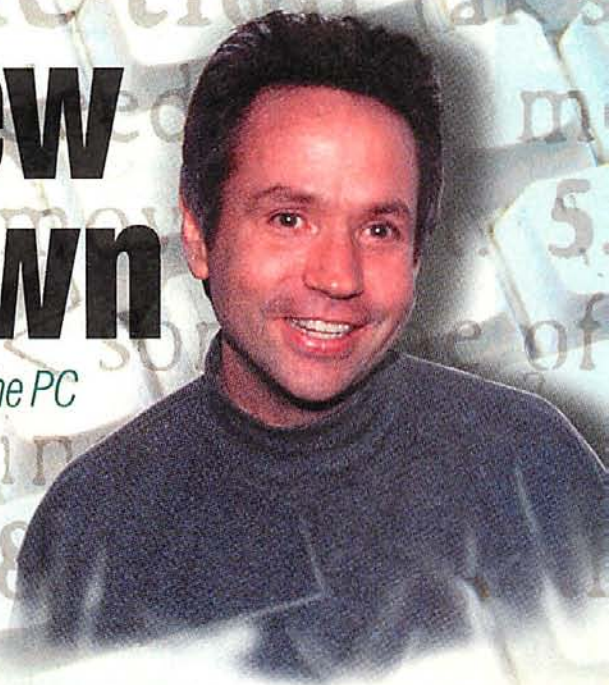


TOUR QIN ON THE INTERNET AT
[HTTP://PATHFINDER.COM/TWEP/PRODUCTS/QIN](http://PATHFINDER.COM/TWEP/PRODUCTS/QIN)
Distributed by WEA Visual Entertainment and Warner Books

© TWEP 1998 TIME WARNER ELECTRONIC PUBLISHING IS AN ARRANGEMENT OF WARNER BOOKS, INC. AND LITTLE, BROWN AND COMPANY (INC.)

There's A New Sheriff In Town

...And He's A Damn Good Shot: *VIRTUA Cop* Targets The PC



Fven Rodney Dangerfield would look down his nose at this genre. The shooting gallery has never gotten much respect, and

probably to this point hasn't deserved whatever respect it did get. Among computer-game genres, none is more like operating an interface—or participating in some modestly interactive demo—than this cybersideshow and its high-tech heir, the rail shooter. When these games have thrived, it has been chiefly on novelty value. *OPERATIONS WOLF* and *THUNDERBOLT* offered the novelty of a sideways-scrolling playfield. *MAD DOG MACCREE* and its many children offered the novelty of FMV and novelty by itself is never enough.

For the truly best in

shooting gallery games, though, we need to go to the arcades, where the most spectacular games of this genre thrive. But for those gamers who can't or won't go to the arcades, the good news is that it will be coming to you. The shooting gallery market is about to have its tail twisted as



BANG, YOU'RE DEAD *VIRTUA CITY P.D.* is sure to be an action hit, with 3D polygonal graphics, great gameplay and an immersive environment.

VIRTUA COP—a huge arcade hit and a best-seller on Sega's 32-bit Saturn console—moves to the PC this fall in a native Windows 95 version. An early version, christened with the curious working title of *VIRTUA CITY PD*, suggests that this

October release from Sega Entertainment, Inc. (Sega's PC arm) should be a blast. This is the first immersive shooting gallery. This is the first one that genuinely matters.

It's the "kill 'em all and let God sort 'em out" approach to police work. Armed initially with nothing but a revolver, you're a cop assigned to break a gun-smuggling ring and your task is to penetrate three 3D levels: a dock-side warehouse, a quarry and the gang's glass-walled HQ.

You don't choose your path through this environment; it's scripted by the program. It moves you in short, smooth steps, stopping every few yards to allow you to exchange fire with unfriendlies. And there are lots of them—obscured behind glass in the truck cab, hopping out of that trailer in the background, just barely visible at the top of the stairs. The levels aren't especially large, but they are densely inhabited—populated with hundreds of textured polygonal enemies apparently on parole from *Virtua Fighter* and dressed alternately like homeboys, mechanics, special-forces troops and music-industry executives.

They don't like you much, these men in sunglasses, and if you don't take them

“ This is the first immersive shooting gallery on the PC. It's the first one that genuinely matters. ”

INSIDE ACTION What was originally planned as a big patch has turned into a whole new suit. Bethesda's *FUTURE SHOCK* followup, *SKYNET*'s *REVENGE*, is now just



I'LL BE BACK *SSKYNET* should improve upon *FUTURE SHOCK*'s graphics with textured polygons and a true 3D environment, as well as adding multiplayer capability.

SKYNET. Look for this stand-alone autumn release to include new missions, multi-player support, SVGA graphics and a neat new gadget: a motion detector similar to the one in "Aliens."

out, they will eagerly ventilate your visor. Five holes in your visor, and you can begin looking for a new line of work—as a medical cadaver—or just hit the left mouse button again to use another credit, of which you have a maximum of nine (barring any cheat codes).

Finally, at the end of each level, you'll find a robust "boss" who makes a little gruff-voiced speech and fires barrages of

nums, rifles and machine guns are out there for the finding—and, if you're exceptionally quick off the mark, you can also pick up the odd extra life. Some of these can be grabbed after you've gunned down the owner, and others lie hidden in crates, which first have to be destroyed by gunfire.

Oh, yes, the environment is *highly* combustible. You can shoot out the win-

VIRTUA CITY PD something special?

Well, the 3D is a huge plus: It effectively puts you into this most removed of games. You won't be able to think of anything else. Moreover, while rail shooters like CYBERIA 2 and WETLANDS like to throw vehicles into your path, here you're dealing with polygonal people. When shot, they recoil, or go down in a heap, as though they've really been shot, and sometimes go down on one knee, or hold an arm as though they've just been winged. This is personal, and that makes it compelling.

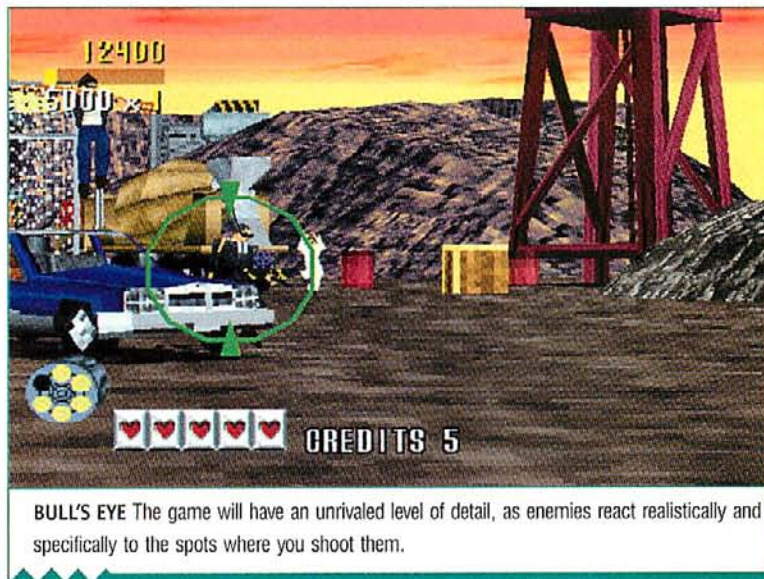
But what I think makes VCPD most exceptional is the methodical, very police-like way in which you progress through the levels. You don't miss the ability to move around yourself so much when the game moves much as you would—protecting your flanks, stopping to scan the horizon for a hint of movement, waiting for the opposition's next move.

Of course, the game is likely to suffer from the limitations inherent to shooting galleries. It is the same creature every time you play it. But that is a complex creature, and in some respects, the IBM version is likely to represent an improvement over the Saturn. The final version is expected to support two-player modem play, which means that you'll always have an opponent when the solo game finally wears thin. (Two-player play on a single machine is also available.)

The mechanics have been subtly improved. The Saturn game forced players to re-load by aiming off-screen and firing. In a sense, this was realistic. But it also removed the player from the game's ferocious flow—your aim was constantly bouncing back and forth—and in a David versus Goliath standoff of this sort, that would get you dead in a hurry.

In the computer version, you'll reload by just double right-clicking with the mouse. While this ability does make the game a little easier, you can disable the auto-target mechanism, ramp up the difficulty (there are nine levels) and play VCPD in mirror image.

You'll be pleasantly surprised by the challenge...and maybe a little more respectful. ☞



BULL'S EYE The game will have an unrivaled level of detail, as enemies react realistically and specifically to the spots where you shoot them.

missiles at you. Survive all three bosses and...well, I've no idea. Playing on "hard," I haven't survived longer than one full level at a sitting. Typically, I get massacred by music-industry executive types in Level 3's computer-cluttered secretarial pool. How's that for verisimilitude.

KILLING TIME AT THE OFFICE

It looks as though everyone's come to work, and gunmen are behind every article of cover. The game likes to throw them at you in sequence—enemies appearing one after the other in nearby positions—but you'll also find them erupting in the foreground, appearing in clusters, launching grenades and knives from distant cover and running across your field of fire. The bodies always wink out afterward—the better to keep up the 30 frames-per-second scrolling, I suppose—but the game keeps meticulous stats on your successes.

You'll start with just a six-shot revolver. Shotguns, automatics, mag-

dows of cars and set off a volcanic detonation of the gas tank sure to take out anyone dumb enough to be standing nearby. You can blow up certain barrels, which release nice explosions, which, in turn, can knock out nearby scenery. And even scenery you can't destroy often registers your fire in some unique way—rocking backward or giving off a metallic rattle.

And then there are the civies. These pitiful, wearisome creatures rise into your line of fire with hands raised, or scuttle, bent over, across the background, murmuring "Don't kill me!" I hold your fire entirely, and you risk taking heat from the less-sympathetic gunmen who are invariably positioned behind the hostages. Kill them—and I've been tempted to kill them out of simple frustration—and you'll lose a life to match the innocent one you've taken.

And yet, these are no more than marks of a good shooting gallery. They don't suggest anything extra. What make

**You've got a CD-ROM drive,
a wavetable sound card
and you've got computer
speakers with the
power and fidelity of a
1963 transistor radio.**

**You've got to get Yamaha
YST™ Multimedia Speakers.**

It doesn't matter if you're conquering virtual alien
hordes or calming your nerves with a Vivaldi CD while
balancing the check book.

Yamaha YST multimedia
speakers release the stun-
ning audio performance that's
already right there in your computer.

Try playing an audio CD in your CD ROM drive to hear how your speakers really stack up. If you had Yamaha YST speakers
you'd hear smooth, crisp, clean sound. And you'd have plenty of power—with ratings from 5 watts per speaker to 45 watts of total amplifier power.

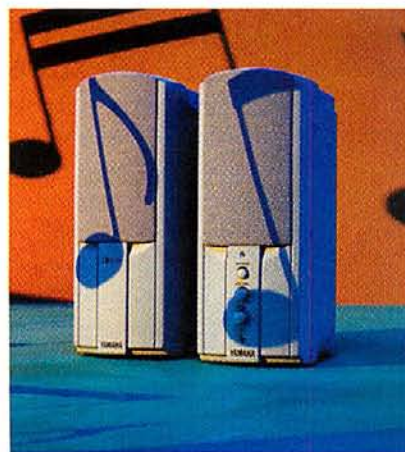


Thanks to Yamaha active servo technology the speakers, amplifier, and enclosure actually interact to deliver deep, tight, satisfying bass.

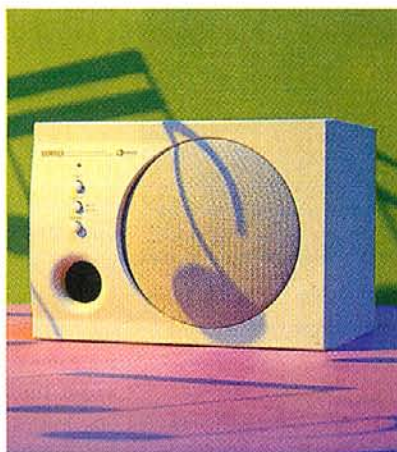
The kind of bass that brings energy and excitement to music and computer games. And for the ultimate in bass power and performance
you've got to have a subwoofer. For a complete satellite/subwoofer system choose the System 35 or System 45. Or add the MSW10 subwoofer to your existing
speakers to bring them to life.

And if you look at the bottom of this page, you'll find a computer retailer who's got Yamaha multimedia
speakers. You've got to go get them.

YAMAHA®
THE WAY YOUR COMPUTER
SHOULD SOUND.



YST-M7 Multimedia Speakers



YST-MSW10 Sub-woofer



System 45 Multimedia Speakers

Yamaha multimedia speakers MSRP from \$59.95 - \$249.95 at these fine retailers.



To receive product literature, call (800) 823-6414 Ext. 503. ©1996 Yamaha Corporation of America, Computer Related Products, 6600 Orangethorpe Avenue, Buena Park, CA 90620.
All rights reserved. Yamaha, YST, and the Yamaha logo are registered trademarks of Yamaha Corporation of America.

Circle Reader Service #182



Lots Of Mayhem

Eidos' CRUSADER Clone Falls Short Of Expectations

by Jack Rodrigues

Eidos, formerly Domark, is hyping *TOTAL MAYHEM* as a multi-player equivalent to Origin's *CRUSADER: NO REMORSE*, but it doesn't even come close. It is a real time, squad-level, tactical combat action game, set in a richly detailed isometric perspective world, but it is riddled with technical and design problems and falls far short of expectations.

The premise, like in other action games, is relatively simple. In *TOTAL MAYHEM*'s world, amidst a raging war between corporate syndicates, technologically advanced robots have overthrown and enslaved their masters. As a rebel human fighter, you've decided to fight back by taking command of a team of cyborg soldiers, called Mayhem, in order to defeat the ruling robots.

TOTAL MAYHEM's gameplay lies somewhere between a real-

sions and objectives are issued to you by the computer, and all the research and development is done by higher command. Even the soldiers are assigned to you. However, you have full control of the order in which you complete your objectives and in how you accomplish them. Along with the combat, missions are spiced up with the addition of keys, switches and hidden buttons to unlock secret doors that sometimes are essential

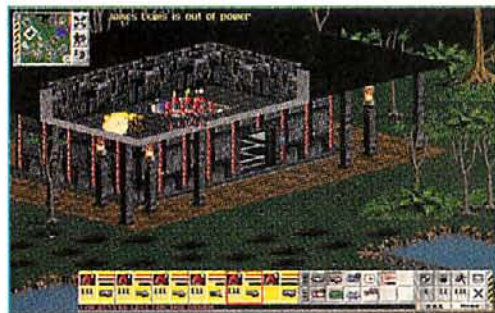
You start the game with two soldiers, but as they gain experience, you get additional troops. After a few missions, you'll end up controlling up to six soldiers for each mission, with replacements available at the base. The soldiers are promoted based on experience points, and their rank determines the individual soldier's skills.

HOWLIN' COMMANDOS

The game's twenty missions range from easy to overwhelming. The missions start off easy, but near the middle missions, things start to heat up. Keys become more scattered and hidden switches soon become essential to finding vital secret rooms. The latter missions see you combatting mobile weapons platforms and robots who are better armed, protected, and more numerous. At this point of the game, the task of finding keys or



CROWD CONTROL There is strength and superior fire power in numbers, but be warned that a crowd gets unwieldy when the action gets fast and furious.



THESE AREN'T COPPER TOPS As the troops join forces to obliterate the last objective, James Lewis #6 runs out of juice.

time combat and strategy game. The preparation for combat is similar to *X-COM* or *JAGGED ALLIANCE*. But unlike these strategy games, the only aspect you control on the field is the action. The mis-

sion to the completion of a mission.

After the game's video introduction, you find yourself at the Mayhem base. There, you can arm your soldiers at the armory or modify their armor at the repair facility. The briefing room is where you receive your missions and then teleport to the mission screen. The soldiers are

not nimble, fully articulated individuals who can run and jump as in *CRUSADER*. Instead, they act like dumb cyborgs who botch their orders, splitting up and getting stuck behind trees and machinery.

switches should take a back seat to clearing the perimeter of robots.

TOTAL MAYHEM lets you vary the aggressiveness of your troops. Controlling this aggressiveness, which ranges from cowardly to berserk, figures prominently in the success of your mission. Selecting the right attack mode is crucial when controlling troops with heavy grenade and rocket launchers. Giving these guys an itchy trigger finger will end your mission prematurely. The highly aggressive mode, Berserk Attack, sets the soldier running with guns blazing at the enemy regardless of life or limb and should be used judiciously. Sometimes it's best to reset to wimp mode or "Defensive Attack," in order to regain control after a heated offensive.



Look for the *TOTAL MAYHEM* demo on this month's CG-ROM.



Price: \$49.95
System

Requirements: IBM compatible 486/66 or better (Pentium recommended). Win 3.1 or Windows 95. 8 MB RAM, 2x CD-ROM drive, SVGA graphics, Sound Blaster or compatible sound card.
of Players: 1-8
Protection: None (CD must be in drive)
Developer: Cinematix Studios
Publisher: Domark
San Mateo, CA
(415) 513-8929
Reader Service #: 323

"Live Fast, Die Young..."

TERRA NOVA™

STRIKE FORCE CENTAURI

"EXPLOSIVE!"

— PC Gamer

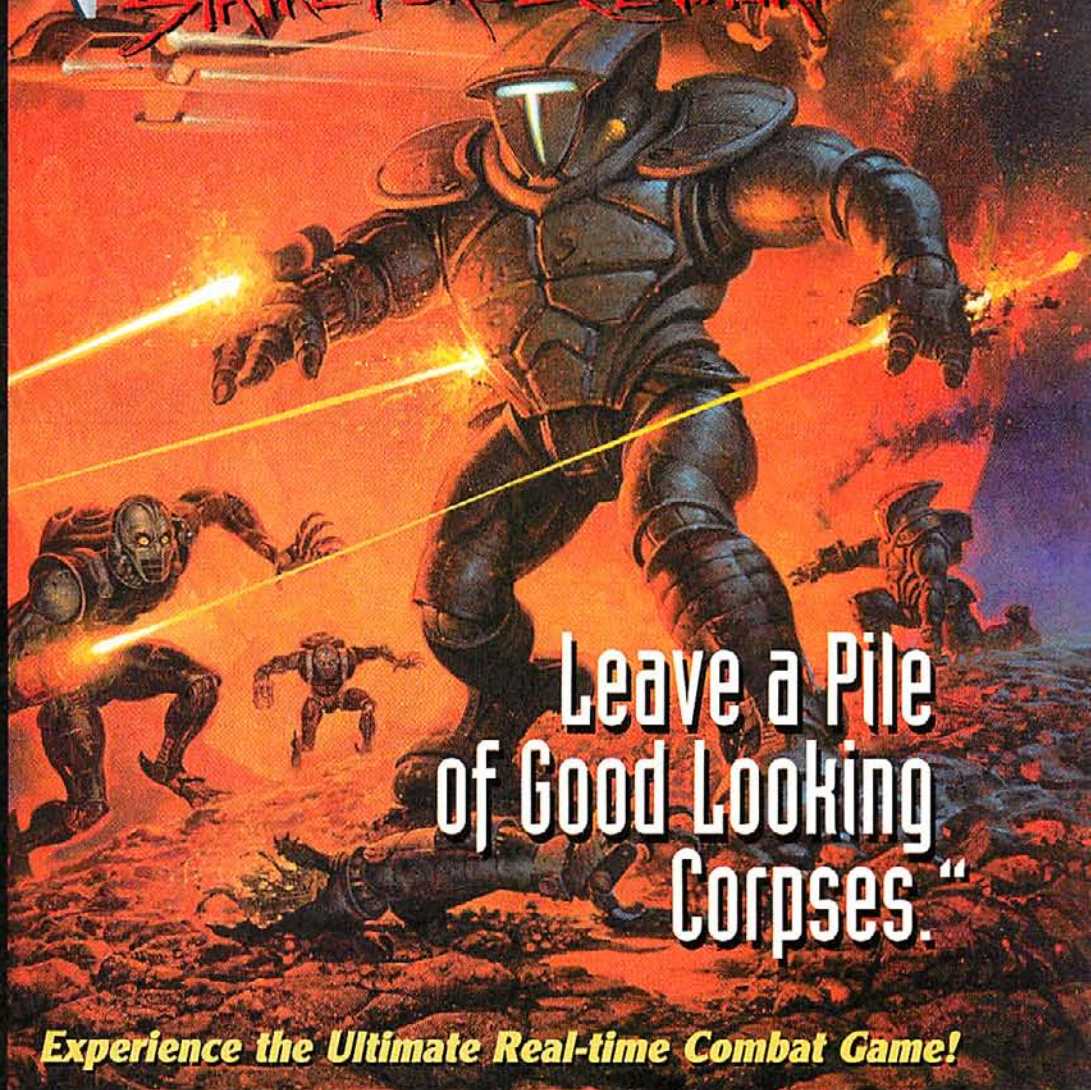
"Terra Nova...
equals, and some-
times exceeds
Mech Warrior2 or
Wing Commander"

— Computer
Gaming World

★★★★★

"Terra Nova
can't be beat.
Period."

— PC Games



Leave a Pile
of Good Looking
Corpses."

Experience the Ultimate Real-time Combat Game!



A Looking Glass
Technologies
Production

©1996 Looking Glass Technologies, Inc.,
Cambridge, MA. Terra Nova is a trademark of
Looking Glass Technologies. All rights reserved.

Available at major retail outlets or order direct

1-800-360-7455

**Download our demo:
www.lglass.com**

Status Report

TOTAL MAYHEM's technical difficulties are abundant. The first is the high system overhead. Windows 95 users with a Pentium 166 system, and fast CD-ROM drive, have all options available to them. Cinematic scenes and multiplayer mode are exclusive to Windows 95, which leave Windows 3.1 users, and gamers with modest systems, dry.

Getting the game to run after installation was a major obstacle. I had to fiddle with my video card and download a patch to run the game. Once I got the game running on my Pentium 166, I was rewarded with a high-resolution graphic screen with rich detail and cool CD audio background music. However, this minor triumph was offset by further problems.

Some missions could not be finished on the first try because of blatant bugs. In Mission 10, the green fail-safe key turned all the force fields back on, so I could not complete the mission. It was suppose to turn them off. On the subsequent replay of the mission, everything worked properly. After the transition video for Mission 20, the last mission, the game would cause the computer to hang up while loading, causing a Windows

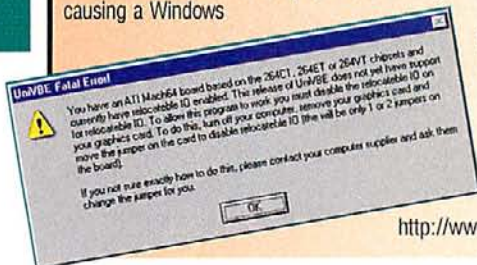
'There are only five types of weapons you can request during the game, but these are augmented by different types of ammunition. Your inventory is further supplemented by explosives and robot control devices. Be aware that if the soldier is lost in battle, you'll only be able to recover door and fail-safe keys, not his armament.

During missions, you can exchange any equipment, except for personal armor, shield, and power generator. However, the individuals involved in the transaction must be near each other. Be sure to load up on first aid kits and batteries. Yes, batteries. The use of these two items must be controlled

manually, while ammo and weapons are automatically swapped as needed. I found the requirement for replacing each soldier's battery tiresome, and more than once I felt like I was playing with toy soldiers. This was a major disruption in the suspension of disbelief, and was reminiscent of spoon feeding your party in ULTIMA: SERPENT ISLE.

INSUBORDINATE SOLDIERS

There is strength and fire-power in numbers, but a crowd can be unwieldy. Combining the weapons of a large team and concentrating their fire on one target in a fire fight has a quick and decisive outcome. Directing that same team through a zig-zagging corridor is a disaster. The soldier's AI lacks the ability to negotiate any obstacle without getting hung up. In passageways, where objects are scattered everywhere, your team disintegrates into a directionally challenged rabble. Traversing staircases can be just as chal-



Protection Violation—a fatal error. I could not enter this mission, even after playing the 19th Mission three times.

Look for the latest patch at

<http://www.domark.com/>.

Plant Trees for America™

Trees provide food, shelter, and nesting sites for songbirds.

Trees increase property values, and make our homes and neighborhoods more livable.

Trees help conserve energy. They cool our homes and entire cities in the summer, and slow cold winter winds. Shade trees and windbreaks can cut home utility bills 15-35%.

Trees clear the air we breathe. They provide life-giving oxygen while they remove particulates from the air and reduce atmospheric carbon dioxide.

America needs more trees

The United States has lost a third of its forest cover in the last 200 years.

Our towns should have twice as many street trees as they have today.

We need more trees around our homes and throughout our communities. We



need more trees to protect our farm fields and our rivers and streams. To provide wood for our homes and a thousand products we use every day.

10 Free Trees

Ten Colorado blue spruces, or other conifers selected to grow in your area will be given to each person who joins

the Arbor Day Foundation.

Your trees will be shipped postpaid at the right time for planting in your area, February through May in the spring or October through mid December in the fall. The six to twelve inch trees are guaranteed to grow, or they will be replaced free.

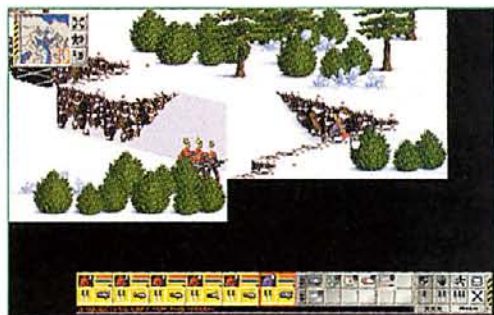
To become a member and to receive your free trees, send a \$10 member-

ship contribution to Ten Blue Spruces, National Arbor Day Foundation, 100 Arbor Avenue, Nebraska City, NE 68410.

Join today, and plant your Trees for America!



**The National
Arbor Day Foundation**



WHERE'S THE SWITCH? Some doors open with remote switches, which are hidden in obscure places, instead of keys. In the last few missions, you can only find hidden switches by scanning the walls with the mouse cursor.

lenging. You are reduced to having to give commands in short, straight, line-of-sight increments. To add further difficulty in controlling your troops, the individual's experience level determines how well they carry out your commands. The least experienced will shoot sooner, longer, and wander during a combat engagement,

you up on their sensors. They attack until one of you is destroyed or you vacate the area. There are no roving patrols, and they do not pursue you outside of their zone.

Lastly, Eidos is positioning *TOTAL MAYHEM* as a multiplayer *CRUSADER*, but CCW couldn't get the game installed in enough computers to play a multiplayer

sometimes ignoring cease fire orders.

The AI of your own troops isn't the only AI problem. The intelligence of the enemy BOTs is a disappointment as well. The robots who have evolved, improved, united and enslaved humanity, respond and fight like preprogrammed zone perimeter guards. The BOTs are stationary in a set area until they pick

match. Even with the patch we still couldn't get the game loaded. Multiplayer gaming is fun, but if you can't get the game to run properly, then you can't play multiplayer games.

TOTAL MAYHEM's hi-tech cyborg action adds a new background for real time combat gamers, but it will only satisfy the few who can get the game to run on their computer system. **C**

APPEAL: Gamers wanting combat action with a third-person perspective.

PROS: Detailed high-resolution graphics and cool industrial techno rave background music; assortment of armament and ammo that lead to some good pyrotechnic effects.

CONS: Installation problems, bugs and poor AI in a simplified action game.



Steal Some Thunder!

"A DOUBLE MUST HAVE!"
POPULAR ELECTRONICS

"VIRTUAL UTOPIA!"
STRATEGY PLUS



Originally developed for military air combat simulators, the ThunderSeat uses the sound output from your favorite sound card to generate realistic, vibratory sensations. You'll not only see and hear but **FEEL** your simulations literally reach out and touch you-- though "shake, rattle and roll" more accurately describes what you'll feel in a ThunderSeat! Prices starting at \$159.99

For a **FREE CATALOGUE** CALL
1 • 800 • 8-THUNDER

THUNDERSEAT

17835 Sky Park Circle • Suite C
Irvine, CA 92714-6106
714 • 851-1230 FAX: 714 • 851-1185



Talk First, Shoot Later

STRIFE Infuses A Doom Clone With Story And Characters

by Mark Clarkson

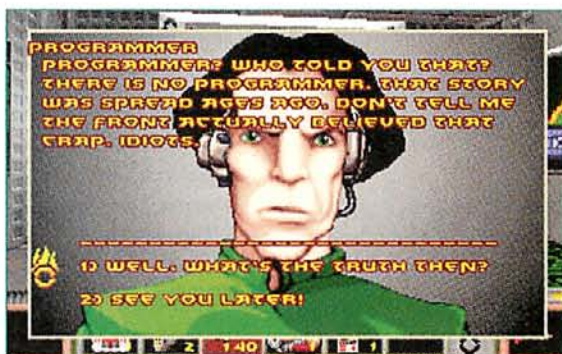
I thought I'd seen it all: DOOM clones in outer space, DOOM clones in a cab, DOOM clones in underground tunnels. Movie-inspired DOOM clones. Funny DOOM clones. But STRIFE is something really different; it's a DOOM clone with a plot and storyline. I know, I know, they've all got a storyline. The Mars base has been invaded—kill everything. I.A. has been invaded—kill everything. But STRIFE has a *real story* that unfolds as you play the game.

ONCE UPON A TIME

It all began when a comet crashed into the planet and released a plague that decimated the population. From the ruins of civilization, a new power arose. They called themselves the Order, and now rule the citizenry with an iron fist. But there are rumblings of discontent. A rebel underground is growing, massing its strength, biding its time until they have enough warriors with the guile, strength and skill to lead them into a brave new day.

At first, I approached STRIFE as another DOOM clone. I killed the first guy I saw, opened a door and killed another guy. When I scored an electric crossbow, I started taking guys out at long range. Soon after, they started shooting at me on sight. Still, all this carnage seemed somewhat pointless. Killing everybody didn't seem to get me anywhere. In fact, it turns out that killing everyone you meet actually makes it impossible to complete the game.

For example, I discovered a surly, one-eyed stranger lurking in the burnt-out ruins of the old town hall. He was rude to me, so I gave him a few crossbow bolts in



CAN WE TALK? In STRIFE, it's best to question first and then blow people away; you don't want to mow down an informant before he gives up all his clues.

the back. When I returned to the street, a guard took a shot at me, so I killed him, too. Then I had to kill his friends, and then their friends. After five minutes or so, the streets were jammed shoulder-to-shoulder with gun-toting acolytes of the Order. But as the body count mounted, so did the forces rallying against me.

It turns out that firing off a gun or an

electric crossbow within the city limits triggers an alarm which rallies the local constabulary into action. If you resist the urge to torch off a few rounds every now and then, you can walk around unmolested.

Further, it turns out that the rude guy in the old

town hall was my contact with the resistance. With him dead, I never found my way into their secret base. Once I stopped knifing everyone I met, the game moved along much more quickly.

To give you an alternate, non-lethal way of interacting with characters, STRIFE lets you talk to them. Most have nothing crucial to say, just, "Move along, Peasant!"



OUTTA MY WAY No mechanical spider's going to stop you from getting rest and ammo in town, especially when you have the body-burning flamethrower in hand.



Price: \$49.95

System Requirements:

IBM compatible 486-66 (Pentium recommended), DOS 5.0 or higher, 8 MB RAM, 70 MB hard drive space, CD-ROM Drive, VGA Graphics; supports Sound Blaster compatible sound cards; supports IPX network drivers.

of Players: up to 8 over a network

Protection: none

Designer: JimMolinets

Publisher: Velocity

San Francisco, CA

(800) VLOCITY

Reader Service #: 224

Run fast. Run smart. Stop and you're dead.

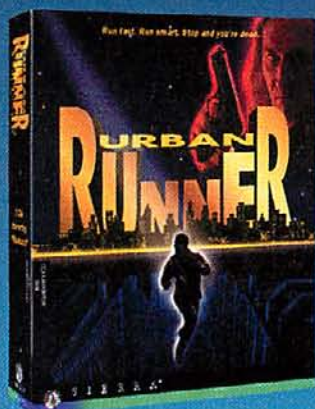
5 CDs of interactive suspense.

Real actors. Real time. Real tough!

A sheriff's deputy is **murdered**. You didn't see anything, but the bad guys **shoot** first and ask questions later. The cops want you for the murder, and at this point they seem like a better option than...

Your legs feel like lead. Your heart feels like it's going to **pound** right out of your chest. Your lungs are **screaming** for air. If you could just get to the...

Truth. **Innocence**. They don't mean a thing if you're **dead**!



See your software dealer,
call 1-800-757-7707, or check out
SierraWeb: <http://www.sierra.com>

©1996 Sierra On-Line, Inc. ® and /or ™ designate
trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.



SIERRA®

or, "Please don't hurt me!" But many have important clues to offer and several are key to the game. To speak with someone, hit the space bar, just as if you were opening a door. The pseudo-3D perspective is temporarily suspended, replaced by a single cell showing the character's face. No FMV or 3D-rendered character animation here; just the basics. At the bottom of the screen are your possible responses: "Sell me an assault rifle," for example or "Thanks, good-bye." This is not to say that you don't have to kill anyone in STRIFE, or even that you should spare everyone who has something to say. You can still kill plenty of evil acolytes, but do it *stealthily*; a knife in the back makes much less noise than a grenade.

CLONING THAT DOOM ENGINE

STRIFE follows the DOOM format for action. You can walk, run, spin, look up and down. You can jump but not crouch. As you move through the game, you pick up health, ammo, better weapons, money and the occasional artifact. The layout of the game is reminiscent of HEXEN, with its many sub-levels branching out from a central hub. In this case, the hub is a town, where you'll return repeatedly. Between missions, you can visit the town armorer, the weapon smith, or the hospital, to stock up on body armor and bullets, and to get those gaping wounds sewn shut. Radiating out from the town are the levels where the bulk of the game takes place: the prison where you'll lead a jail break, the power plant which you must sabotage, the castle you'll eventually assault, and the nasty sewers.

STRIFE's unusual save-game feature takes a little getting used to. When you start a new game, you select a name for your character. While you can have up to eight characters, each character can have only one saved game; each new save



A PAIN IN THE ACOLYTE When you mess with one, you mess with them all, so have your flamethrower ready.

overwrites your last one. The problem is, not everyone you meet can be trusted, and not every mission you're offered is a good idea. If you save after making a seriously wrong decision, you may have to restart the game. Luckily, such un-recoverable dead-ends are relatively rare. STRIFE is forgiving of most mistakes, including most that get you killed.

CODENAME: BLACKBIRD

The early missions are simple, but later missions become more convoluted: Smith wants the widget from Jones, but Jones will only trade the widget for the maguffin, but Brown has hidden the maguffin somewhere in the sewers. To keep you pointed in the right direction, STRIFE gives you a little help. Complete the first mission, a simple assassination, and you're given a communicator linking you to the resistance through a voice in your ear who calls herself "Blackbird." Unlike the irksome PIDA in ANGEL DEVOID, Blackbird is non-intrusive and usually has something to offer, pointing out clues you've walked by, directing you to people you need to meet and so forth. That's not to say she'll solve the puzzles for you. I got hopelessly lost in the winding sewers beneath the city many times, and all Blackbird had to offer was "I'm lost too. Sorry."

In the end, STRIFE suffers from a cou-

ple of handicaps, the first of which is a feeling that you've already seen too many DOOM-clones to care anymore. And in a genre that's always on the cutting edge of technology and cool graphics, STRIFE isn't. It uses the three-year-old DOOM engine, and after DARK FORCES, QUAKE and DUKE NUKEM 3D, it looks dull. My other problem with the game is that there is considerably less tension in it since everyone and everything is

no longer trying to kill you. Still, STRIFE is a solid, fun and playable game with a nice twist. Instead of trying to put in more bullets, more blood and more explosions than the other guys, Velocity went the other way, offering a plot, characters and a story. Granted, it ain't much of a plot, but it doesn't have to be a Beckett play to stand head and shoulders above the rest of the DOOMish crowd.

Prevailing at STRIFE requires not just twitchy reflexes and a hard heart, but also an unprecedented level of *restraint*. Not only do you not kill everything and everyone, you actually leave the overwhelming majority of people standing. Now what kind of a DOOM clone is that? Well, it's a pretty good one, actually. **C**

APPEAL: Anyone looking for a first person shooter with less emphasis on mindless violence and more on thinking, or RPG players looking for a first-person environment.

PROS: Story, plot and characters offer a unique twist on the Doom engine.

CONS: Unexceptional graphics and level lay-out, a quirky save game feature. STRIFE is too watered down for Duke 3D-hardened veterans.



**THIS SEPTEMBER,
YOU WILL MAKE THEM PAY.**



MECHWARRIOR 2

MERCENARIES

THE ALL-NEW SEQUEL TO MECHWARRIOR® 2



MS-DOS® AND WINDOWS® 95 CD-ROM

[HTTP://WWW.ACTIVISION.COM](http://www.activision.com)

ACTIVISION®

Activision is a registered trademark of Activision, Inc. © 1996 Activision, Inc. MechWarrior, BattleTech, BattleMech and 'Mech are registered trademarks and Mechwarrior 2: Mercenaries is a trademark of FASA CORPORATION. © 1996 FASA CORPORATION. All rights reserved. All other trademarks and trade names are the properties of their respective holders.



SPECTER'S Ghost

A Multiplayer Shooter That Looks Great, Is Less Thrilling

by Martin E. Cirulis

In the old days of netgaming, there was a little multiplayer arcade action wonder called SPECTER. It wasn't much by today's standards, mainly a high-speed BATTLEZONE with tanks that could be modified, but it was the first networkable title of its kind, and with eight people zooming around its stylish cyberspace levels, blasting away at each other, it was a sure crowd pleaser. These days, with all the improvements in technology, I've been looking for a title that supplies those same quick and dirty arcade thrills, but with updated, bleeding-edge graphics and sound. And when I first spotted ASSAULT RIGS from Psygnosis, I thought I had my super-sequel. Unfortunately, from the very opening setup for the game I realized that, once again, I had wandered into the Euro-Zone, where software standards are nothing like those we Colonials are familiar or happy with.

NOT EXACTLY REVOLUTIONARY

ASSAULT RIGS (AR) makes no bones about its arcade origins. In fact, the opening animation is pretty much a statement of AR's place in the evolution of the video game. The entire premise here is to take one of three different vehicles and go from level to level, blasting enemies and collecting gems. Not exactly UETIMA, but hey, it doesn't pretend to be anything more than a twitch game anyway.

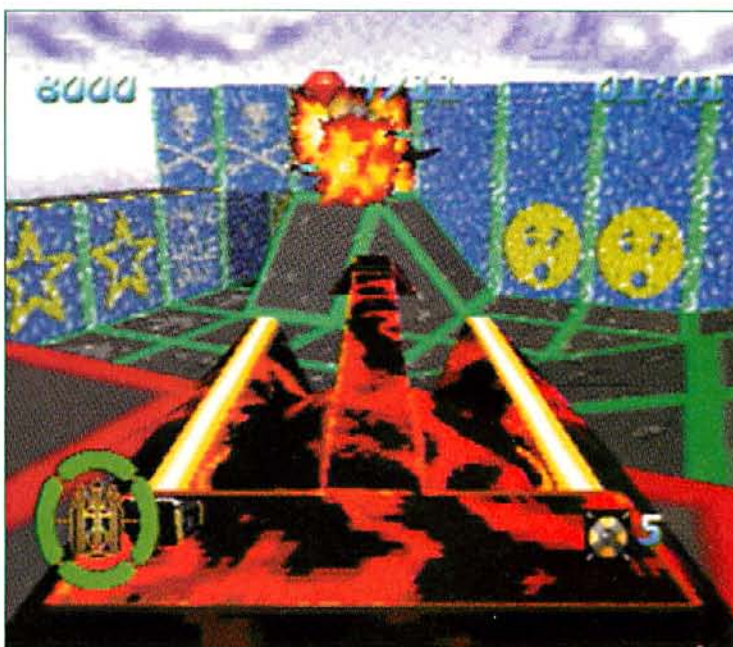
Unfortunately, it isn't even particularly good at that. The major problem here is that while things look great and sound pretty darn good, the designers didn't really seem to grasp that vehicle games need room. What's the point of being able to career around and blast away if most the terrain is more closed and claustrophobic than your average DOOM level? While the ramps, turns, bumps and elevators you come across are interesting up to a point,

you are supposed to be driving a vehicle and very little of that comes through until you make a bad turn and flip over. AR succeeds in being prettier and more complex than SPECTER, but fails to capture that same sense of wide open, fast action.

Despite these shortcomings, this game

splashy menu effects that become numbingly tedious and, of course, the utter lack of save game slots.

So if you want net arcade thrills, dig SPECTER out again and save yourself some money and aggravation. Otherwise, for the lone vehicular maniac out there,



TRON REVISITED You'd have more fun watching the old movie than playing this beautiful but sorry multiplayer tank game.

could have redeemed itself as a network game if it allowed you to host a couple of guests, as in WARCRAFT 2 or CONQUEST OF THE NEW WORLD. But no, Psygnosis demands each player have their own copy of the CD in order to play a net game. All I can do is wish any fans of this game lots of luck conning five or six of their friends into shelling out \$60 for this dog.

For me, the final nail in the coffin was the fact that once again, the North American consumer is expected to purchase a product that doesn't quite meet North American standards in software. All the clichés of the import biz are here: the annoying techno-pop soundtrack, the

ASSAULT RIGS may make a good cartridge game for the PC, but there's nothing here that ZONE RAIDERS didn't do better. **E**

APPEAL: Those who dig navigating futuristic tanks around close quarters decked out in splashy graphics and sound.

PROS: A good-looking game that's quick to jump into and sounds great.

CONS: Restrictively small levels, uninspired gameplay and blatant cartridge game-isms.



Price: \$59.00

System

Requirements: IBM compatible 486-66 or better, DOS 6.0 or higher, 8 MB RAM (16 MB recommended), VGA graphics, 2x CD ROM; supports Sound Blaster compatible sound cards

of Players: 1-8

Protection: None

Designer: Psygnosis, Ltd.

Publisher: Psygnosis, Ltd.

Foster City, CA

(800) 438-7794

Reader Service #: 325

FREE Solutions '96

What are the myths and musts of PC protection? What are the 10 most common power protection mistakes? The top tips for adding reliability to your PC? Get your FREE copy and find out!



..... ☐ **YES!** Please send me a FREE Solutions '96 Catalog
For prompt service, please fill out all information completely.

Name Title:

Company

Address

City: State: Zip:

Phone: Fax:

E-Mail:

Brands of UPS used:

servers/PCs to be protected:

☐ End User ☐ Reseller

☐ Is this your first contact with APC?

Dept. R1

© 1996 American Power Conversion. All Rights Reserved. All trademarks are property of their owners.BBO002

APC[®]
AMERICAN POWER CONVERSION



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT NO. 36 WEST KINGSTON, RI

POSTAGE WILL BE PAID BY ADDRESSEE

APC[™]

AMERICAN POWER CONVERSION

Dept. RI

132 Fairgrounds Road

P.O. Box 278

West Kingston, RI 02892-9920



Who would have thought connecting a modem could kill your computer?

Back-UPS Office's Internet Ready Fax/Modem Protection prevents surges from damaging internal & external modems, motherboards, input/output cards, and other system components.

Six outlets guard your hardware with full-time surge protection. Three of the six outlets provide instantaneous battery back up to keep your system from crashing in the event of a brownout or blackout.

Full Time Surge Protection

Battery Power Supplied

Convenient BlockSafe™ outlet spacing can accommodate all size plugs, including large transformer blocks.

Back-UPS Office's compact design installs easily on a desktop, floor or mounts to wall.

Introducing new Back-UPS® Office™... Multipath™ power protection for Internet & network PC workstations

Facing the issue is hard, but inevitable: You have a better chance of winning the lottery than of escaping power problems. They're the single largest cause of computer data loss and hardware damage. If a power sag makes your modem drop the line while you're downloading from the Internet, or locks your keyboard before you've saved work, you lose time, money and spend another late night at the office to meet your deadline.

Multiple peripherals and data lines to and from your system are vital, but dangerous. Without them, you can't do your job. However, plugging a phone line into your computer doubles your vulnerability to power problems; add any peripheral, and it triples. Even if your AC power-line is shielded, when a surge hits an unprotected peripheral, it can blaze down serial and data lines, and toast your expensive PC.

protection for your entire system. Instantaneous battery backup ensures uninterrupted operation of your CPU, monitor and external storage devices. Full-time surge suppression and site-wiring fault protection spreads a true Multipath™ safety net around any remaining integrated peripherals, like modems, printers, faxes and phone systems. Back-UPS Office provides convenient BlockSafe™ outlet spacing to handle all size plugs – even large block transformers.

Back-UPS Office means true Multipath™ protection, clean, safe power to every peripheral, and instant battery backup to keep your cutting edge system and O/S from crashing. It means protection for less by integrating the

security of a surge suppressor with the power of a UPS, guaranteed up to \$25,000.

Figure 1: Multiple Outlets Leave PC Vulnerable to Voltage Differential

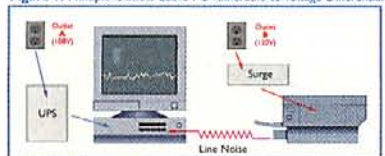


Figure 2: Computer Protected With Common Ground

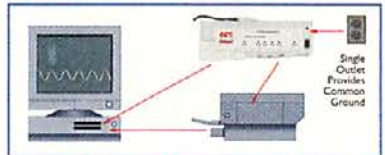


Figure 1, the voltage differential between multiple outlets create line noise and data glitches. In Figure 2, Back-UPS Office's common ground design eliminates the risk of a voltage differential.

THE MULTIPATH™ POWER PROTECTION ADVANTAGE	TRADITIONAL SURGE PROTECTOR	TRADITIONAL UPS	BACK-UPS OFFICE
Protected Paths			
AC	•	•	•
Data			•
Phone			•
Total Outlets	7	2	6
Number of Block Outlets			2
Protection from			
Surges	•	•	•
Spikes	•	•	•
Blackouts		•	•
Brownouts		•	•
Typical Runtime in Minutes			
with Pentium 100 watt monitor		10	10
Battery backup for			
PC		•	•
Monitor		•	•
Storage Devices/Zip Drives		•	•
Full-time surge protection for			
Fax/Modem	•		•
Laser Printer	•		•
Speakers	•		•
Data-line protection for			
Internet or Network			•

Traditionally, protecting all your equipment meant buying both a surge suppressor and a UPS. Even then, only your AC line was protected. New back-UPS Office protects all the paths to your equipment.

Protect yourself before you kick yourself. Get your new Back-UPS Office today (list price: \$179.99), or call APC for a FREE 60-page catalog!

APC®
AMERICAN POWER CONVERSION

(800)800-4APC
<http://www.apcc.com>

(401)788-2797 Fax • (800)347-FAXX PowerFax
132 Fairgrounds Road, West Kingston, RI 02892 USA

Dept. RI

Until now, protection for your entire system required several devices. But multi-device protection can leave you vulnerable to line noise and unwanted data glitches created by the voltage differential between outlets. Back-UPS Office provides reliable, common ground

APC products have won more awards for reliability than all other vendors combined





A One Track Game

It's Time To Don Another Straightjacket In Xatrix's CYBERIA 2

by Elliott Chin

Let's get one thing straight: Rail shooters are not inherently bad, they just get a bad rap. After all, there are rail shooters in the arcades, such as the stunning *Virtua Cop 2*,

which are incredible games. On the PC, though, if you take a look at the typical rail-shooting fare, you quickly discover why this genre has been getting a bad name. Case in point: *CYBERIA 2*.

CYBERIA 2 is the follow-up to the original, and takes place three years later, after an evil scientist, Dr. Corbin, has captured you and used the cyberium in your body to craft a deadly poison. You've broken free of your bondage, though, and now you must put a stop to his nefarious scheme.

On the plus side, *CYBERIA 2* isn't nearly as slow as its predecessor. The action scenes come more frequently and there aren't nearly as many annoying puzzles. The gameplay, though, is still just as tedious. You sit through several minutes of cut scenes, play through a team of rail-shooting sequences, see a few more cut scenes, solve a few puzzles for good measure and then shoot your way through another batch of rails.

While there is a lot to blow up, the limited action in *CYBERIA 2* results in a very disappointing experience. All you do is move your mouse over an enemy and click, as the computer moves you down a rail. You can't move yourself or interact with your environment; you're simply propelled down a corridor, tunnel or road at the same monotonous speed. There is also no freedom of movement



SHOOT TO KILL If you like monotonous shooting, sprinkled with annoying cut scenes and pointless puzzles, then *CYBERIA 2* might be up your alley.

whatsoever. Even *REBEL ASSAULT II*, another rail shooter, lets you move your ship around the screen to dodge attacks and move around a little. But in *CYBERIA 2*, you feel as if somebody has gripped your head in a vise and is pulling you along a straight line.

Xatrix further dilutes the gameplay with adventure elements such as cut scenes and puzzles — and therein lies the other problem with *CYBERIA 2*. The advantages of rail shooters are that they offer fast, unadulterated, shooting action. But when you add cut scenes to the shooting, you slow down the action, and the game isn't nearly as much of a rush. This is definitely the case in *CYBERIA 2*, because every few minutes, you are force-fed another cut scene, and some of them literally run for minutes. What's worse is that every time you die, you can't just jump back into the same spot you left off. You have to watch the *CYBERIA 2* logo pop-up, sit through the opening animation before the rail sequence and then start over.

The puzzles also distract from the action. Thankfully, there are less of them this time around, but they are still frustrat-

ing and pointless. The dialogue, which you have no choice but to listen to, is especially atrocious, and the voice acting is even worse.

So what is there to recommend this game? Well, the graphics certainly are rich, but that's about it. Fans of the original *CYBERIA* or *THE HIVE* might find *CYBERIA 2* to their liking, but those who want more from their action games will find it extremely disappointing. My advice: head to the arcades or target this month's action column for a peek at a *good* rail shooter. ☹



Price: \$49.95
System

Requirements: IBM compatible 486/50 or better, 8 MB RAM, 2x CD-ROM, less than 1 MB hard drive space, SVGA graphics; supports Sound Blaster compatible sound cards.

Protection: None
Designer: Xatrix
Publisher: Virgin Interactive
Irvine, CA
(800) 874-4607

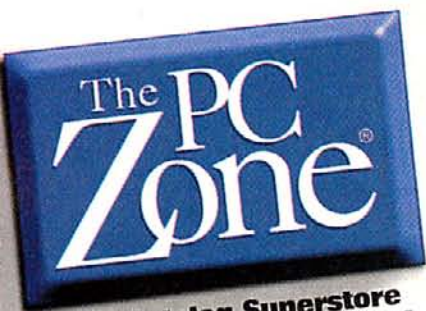
Reader Service #: 326

APPEAL: Fans of the original *CYBERIA* who want the same mix of simple rail shooting and adventure.

PROS: It's pretty to look at, and the action segments come faster than in the original *CYBERIA*.

CONS: The gameplay is extremely limited, the cut scenes and puzzles dilute the action and can't be escaped, the dialogue and voice acting are poor.





**Your Catalog Superstore
for Games & Accessories!**

Ultimate Doom

An all-new episode features levels so tough, previous episodes (included) will seem like a stroll in the park! Order #26087

\$29⁹⁸



Duke Nukem 3D

"It's the ultimate game for unleashing all your pent-up aggression."
— PC Power

Order #34300

\$44⁹⁸

Descent II

Prepare yourself for 30+ new levels of outrageous, 360-degree, 3D, power-blasting sensory insanity!

Order #31923

\$44⁹⁸



Dark Forces

Features exclusive Jedi™ 3D technology, realistic lighting, and incredible atmospheric effects!

Order #22623

\$49⁹⁸

NewCom 8X IDE CD Drive Kit

\$119⁹⁸

Order #35110



#35108 NewCom 6X IDE CD Drive Kit \$74.98
#35106 NewCom 4X IDE CD Drive Kit \$49.98

Nakamichi Speaker System with Subwoofer

This 3-piece, state-of-the-art system delivers exceptionally natural and dynamic sound.

Order #30628

\$169⁹⁸



8MB SIMMs

\$89⁹⁸
ea

Order #06755



THE LOWEST PRICE ON THE LEADING VR HEADSET!

Virtual i-O 80"
field-of-view i-glasses!™

\$599⁹⁸

Order
#27450

Field of View = Like watching an
80" screen from 11 feet

Combine these first-
person games with
Virtual i-glasses!™ for
mind-blowing action!



- TRUE, 3D-stereoscopic capability out of the box!
- Featherweight - 8 oz.
- Rapid-response head tracking!

Supported by more
PC games than any
other VR headset!

Winner of every virtual reality product award, VIRTUAL i-glasses!™ provide the most immersive, mind-bending VR experience around. And now, The PC Zone is offering the 80" PRO PC set (normally priced at \$799.98) for the price of the 63" VPC set — just \$599.98! The 80" PRO PC set features a higher resolution of 180K pixels per LCD, 3D capability out of the box, and rapid-response head tracking. Great

for watching movies, too! And at just 8 ounces, they're incredibly comfortable. We've also lined up four award-winning games that take maximum advantage of your i-glasses' capabilities. Call The PC Zone today. And prepare yourself for the ultimate VR experience!

CAUTION: EXTREME EXHILARATION CAN BE HABIT FORMING

Call for a
FREE
PC Zone
Catalog!

Call The PC Zone

ORDER ANYTIME
**24 HOURS A DAY
7 DAYS A WEEK**

1-800-419-9663

- Over 20,000 products
- Knowledgeable sales advisors
- Great customer service

Credit cards are not charged until the order is shipped. Most products ship the same day for overnight delivery. Packages shipped overnight at \$7 for the first 7 pounds and \$1 for each additional pound or via UPS ground. Call for international shipping rates. Packing and handling \$4 per order. Returns subject to a restocking fee. Prices and product availability subject to change without notice. Specials and promotions may be limited to stock on hand. Not responsible for typographical errors.



Your Source Code

CG608

Circle Reader Service #135

©1996 Multiple Zones International. All rights reserved.



THE GREATEST CHESSMASTER[®] OF ALL TIME CAN COACH YOU OR CRUSH YOU. IT'S YOUR MOVE.



A 27,000 game database lets you relive, replay or revise every move of famous matches like Fischer vs. Spassky.

Battle real-life experts or, if you choose, edit their playing style just for fun.

Pick your 3D chess set. The Chessmaster[®] has ten new ones and 13 classics.

More than 20 tutorial modules, from beginner to advanced, help you improve your game.

For over ten years, Chessmaster has reigned as the leader with the right moves. And now, he's got even more.

For experts, the big challenge is the raw power of a new 32-bit Windows 95 chess engine – even more powerful than the program that beat three grand masters at the 1995 Harvard Cup. For beginners, the Chessmaster guides players of all skill levels through 20 new interactive lesson plans to teach the game of chess.

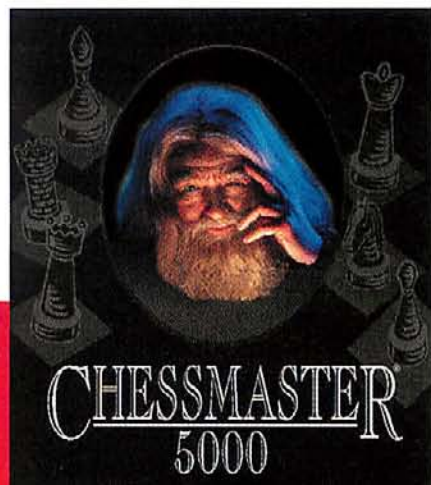


Want to learn from thousands of games played by masters like Kasparov, Fischer and Karpov? No problem. Need advice? A personal tutor is only a window away.

And graphics? Well, the new Chessmaster 5000 has more sets, more boards and more dazzling 3D game views than anybody's ever offered. Add that to a new library of 2,000 named opening variations, 60 new opening books, 30 new playing personalities, a

custom designed True-Type chess font and again, you've got the world's finest chess program ever.

WANT TO PLAY HEAD-TO-HEAD?
MOVE TO OUR ON-LINE NETWORK DEBUTING JUNE 30TH AT:
WWW.MINDSCAPE.COM
AND CHECK OUT THE EXCITING CHESSMASTER NETWORK!®



CHESSMASTER 5000[®]

IT'S TIME YOU PLAY THE MASTER.



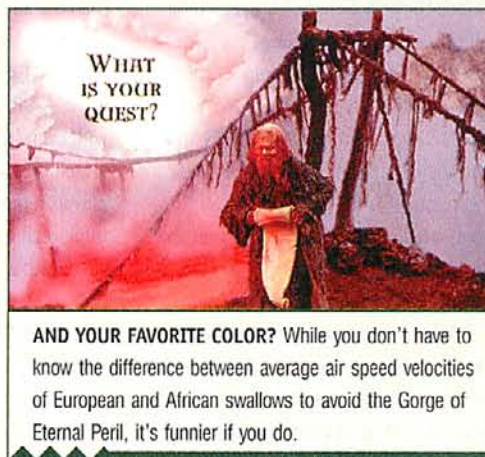
Something Completely Different?

Not Entirely, But Grail Is A Game Worthy Of Python's Best

The mist swirls, muffling the sounds of hoofbeats off in the distance. The music swells with that mixture of pomp and circumstance reserved only for royalty (or perhaps English Church music). Finally, figures emerge from the fog. One has a grim determined visage, accentuated by the soot covering him from head to toe; obviously, he is a manservant, laden with burdens both literal and figurative. And his master? Clothed in the finest available on this

budget, he is swathed in velvet and a shiny coat of mail. Atop his head is the crown—yes!—this must be Arthur, King of the Britons!

Just about this time you notice: there are no horses; the manservant (or squire if you prefer) has been banging two coconuts together. Unless you've been living in a very dark cave—with no cable telly at all, mind you—you'll smile, knowing that you are about to plunge headfirst into the rampant, creative silliness that is Monty Python.



AND YOUR FAVORITE COLOR? While you don't have to know the difference between average air speed velocities of European and African swallows to avoid the Gorge of Eternal Peril, it's funnier if you do.

“**Monty Python is back, and even better than in COMPLETE WASTE OF TIME.**”

CHECK!

► If you enjoy anything Python-oriented, you should check out www.7thlevel.com and www.pythonline.com. Also, A COMPLETE WASTE OF TIME has been re-released at bargain prices in most retail chains. And of course, there is the inevitable *Signature Edition* of Holy Grail for collectors. ► What exactly is going on with CHESSMASTER 5000? Well, the producer, Glen Hendrickson, has moved on to OT Sports, although Mindscape claims that has nothing to do with the delay in ship-

ping the product. Evidently there's a lot of tweaking going on in the Internet play. More on this game next month.

► We may finally see a reasonable version of TRIVIAL PURSUIT for the computer. Hasbro Interactive has worked time into their ambitious schedule to bring the best-selling board trivia game to Windows 95—but with all the games they have in the pipeline (see this month's feature story), don't expect this one until Christmas season at the earliest.

STOP GROVELING!

There are no men with three unlikely anatomical appendages here, just a glorious re-telling of the quest for the Holy Grail, as only these kings of British humor could pull off. Your first thought must be that MONTY PYTHON AND THE QUEST FOR THE HOLY GRAIL must be short; after all, the movie was less than two hours. How long could they possibly stretch the game out to? Rather far, actually.

What the creative team at 7th Level has been able to do is recapture that hilarious drop-jawed Terry Gilliam-esque animation, using digitized film clips and renderings from the film. The great irony is that



NONE SHALL PASS One of the silliest bits of *HOLY GRAIL*—even by Python standards—is the struggle ‘gainst the Black Knight, definitely not for the politically correct (or weak of limb).

the SCVA graphics give the game a far better look than the original film. Of course, 7th Level probably had a bigger budget than Python did, since the movie sometimes looks as though it was shot with a Super-8 camera. One reason for the crisp look of the game is that it uses the new MPEG 5 technology—see the difference in the screen shots shown here. *HOLY GRAIL* is the best mix of new and old media since *REBEL ASSAULT*—and a lot more fun.

In any case, what's good for gamers and Python fans alike is that there are probably 25+ hours of silly things to do. 7th Level, in the proud but equally silly tradition of well-meaning marketing teams everywhere, is determined to spread confusion as to what type of game *MONTY PYTHON AND THE QUEST*

ing persons—this just isn't that kind of game. Neither is it a pure action game, nor does it have enough plot to be called an adventure (although in all fairness, *HOLY GRAIL* is a lot more coherent than the aimless meandering of say, *THE 11th HOUR*). No, *MONTY PYTHON AND THE QUEST FOR THE HOLY GRAIL* is really *A COMPLETE WASTE OF TIME* with even better subject matter and better technology. In short, it's an instant classic, a model for how to take classic traditional media and transform it into a computer game.

ENTER PYTHON, TALL

Eric Idle is a prime reason why *MONTY PYTHON AND THE QUEST FOR THE HOLY GRAIL* turned out so well. He knew little about this strange new breed before A

FOR THE *HOLY GRAIL*, actually is. Supposedly, it is “An action-strategy game for hard-core strategists.” Now, as much as I would love to scale the walls of Castle Anthrax, my staunch knights braving the taunts of silly, obnoxious French-speak-

COMPLETE WASTE OF TIME. Since then, Eric has done more than dabble in games; he starred in *Pygnosis' DISCWORLD* game (where his sense of comedic timing made a huge difference). Now, Eric's knowledge of Python lore has made him the obvious choice as the executive producer (along with 7th Level's Bob Ezrin) of *HOLY GRAIL*. His control over the project made it easier for 7th Level to land not only Idle, but other Python members for audio recordings. Terry Gilliam added new illustrations as well, so that even the newly-generated material has that authentic Python silliness.

Essentially, gameplay consists of moving to the various locations made famous by the film, then playing a puzzle or arcade game. You can Spank the Virgin at Castle Anthrax, Burn the Witch, Bring Out Your Dead, all while traipsing through a medieval England that your history professors never imagined. Make a daring escape from the three-headed knight, always hungry (and always arguing with itself). Attempt to Catch the Cow outside of Lombard castle. Bravely fight the Black Knight in his dark, brooding and dangerous (if silly) forest. Face unspeakable furry horrors in the fell and unpronounceable Caves of Caerbannog. Oh, yes, lest we forget—there is a “point” of sorts: to find hidden clues and items strewn about the Pythonesque landscape, so that you may safely cross the Bridge of Death. But with a game as much fun as this, why would you even want a thing like plot to get in the way? That would be *truly* silly. ☞

GTIPS!

► Of the classic games showcased in

MAURICE ASHLEY TEACHES CHESS, one contest in particular teaches several lessons. Bobby Fischer is still, in my opinion, the greatest chessplayer of all time, and in his “Game of the Century” against US Grandmaster Donald Byrne, he was definitely “in the zone.” Notice how Byrne, as white here, seems to have the advantage: his knights are well-posted, and he controls more of the board than his opponent. But Fischer takes advantage of Byrne's king, at risk in the center, while simultaneously attacking white's queen. Fischer sees every opportunity, first putting pressure on one flank, then the



other, then making a surprising—and effective—queen sacrifice. Despite Byrne's tough defense, the combinations spring from Fischer's position. Once you can understand this game, you can't help but be a better chessplayer.

For more on Bobby Fischer and his life, as well as his incredible chess skills, I heartily recommend *Bobby Fischer: Profile of a Prodigy*, by Frank Brady (whose new book on Orson Welles is also worth reading, even though Welles was master of a different medium than chess).

Sports Illustrated®

P R E S E N T S

MICROLEAGUE BASEBALL

REAL PLAYERS . . . REAL STATS!

- ★ Advanced motion-capture technology for added realism
- ★ 28 fully-rendered 3D Big League stadiums
- ★ Features play-by-play with Harry Kalas, broadcaster for the Philadelphia Phillies™ and NFL™ Films
- ★ Over 1200 statistics per player dictate game play
- ★ Includes actual 1995 and 1996 schedules
- ★ Over 850 1995 and 1996 MLBPA® players
- ★ Full 40-man roster availability
- ★ Waiver wire, trading, active and disabled lists
- ★ Head-to-head modem play
- ★ **SPATIALIZER®** 3-D STEREO sound technology
- ★ Real time Internet play



actual game screens may vary

Sports Illustrated® Presents MicroLeague Baseball 6.0, a new brand of baseball for the serious sports fan. MLB 6.0 gives you the chance to show off your Big League manager, general manager and owner skills. You call the shots! Fill out the lineup cards, call to the pen, make late-season blockbuster trades, build the ultimate dream team, even construct the perfect ball park.

And for unmatched realism only MLB 6.0 offers over 1200 detailed statistics per player. Unparalleled statistics that STATS, Inc., the authority on statistics, painstakingly developed at our request. Re-create seasons of old, play the fantasy game of a lifetime, or use the included 1996 pro baseball schedule to manage your way to the October Classic.

Choose from any of seven fixed camera angles, all presented in stunning 256-color SVGA graphics, or use our Advanced Camera Direction System to see the game from any seat in the house.

So come on in, claim your seat, grab a dog and watch as MicroLeague revolutionizes baseball.

Available on PC CD-ROM
See your local retailer or order direct by calling:

1-800-222-1233

<http://www.mmi.com>

Circle Reader Service #56



Officially licensed by the Major League Baseball Players Association. Sports Illustrated is a registered trademark of Time Inc. MS-Windows, MS-Windows 95 and the Windows 95 logo are registered trademarks of Microsoft Corporation. The MLBPA and its logo are registered trademarks of the Major League Baseball Players Association. Spatializer is a registered trademark of Desper Products, Inc. Phillies is a trademark of Major League Baseball. NFL is a trademark of the National Football League. Statistics provided by Sports Team Analysis and Tracking Systems Inc. ©1996 MicroLeague Sports. MicroLeague Sports is owned and operated by MicroLeague Multimedia Inc. All rights reserved.

Do you have

Do you have over 100 football

Do people at the NFL™ Hall of Fame

Do you use your frequent
flier miles for NFL™

Do you paint your face for

ARE YOU READY FOR

ABC'S MONDAY NIGHT

Check out our demo at
<http://www.otsports.com>



total recall of every NFL™ stat?

magazine subscriptions?

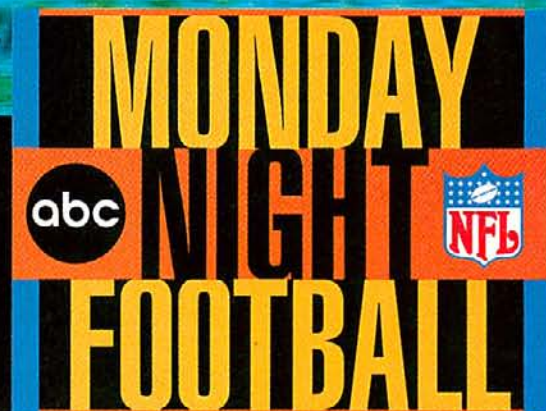
know you by name?

Have you visited
every football web
site in the world?
games?

Monday Night
Football Games?

FOOTBALL...
THE GAME?

Coming soon.



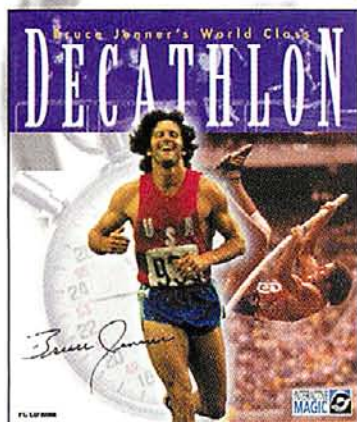
PLAY IT ALL DAY
EVERY DAY ON CD-ROM.

Available for PC CD-ROM for Windows '95. ABC's Monday Night Football is a registered trademark of ABC Sports, Inc. Stats is a registered trademark of Stats, Inc. Officially licensed product of Players Inc. The Players Inc. logo is a trademark of the NFL Players. NFL team names, logos, helmet designs and uniform designs are registered trademarks of the team indicated. NFL and the NFL shield are registered trademarks of the NFL™/© 1996 NFLP.

Circle Reader Service #294

Bruce Jenner's World Class DECATHLON

Take home the gold, with Bruce Jenner as your coach!



PC CD-ROM

You feel the sweat dripping off your brow, hear the roar of the crowd, taste the sweetness of victory. Your pulse races as you await the shot from the starter's pistol. Today is the day. This is the moment you've been training for your entire decathlon career.

Bruce Jenner's World Class Decathlon, using real-time action, is a realistic simulation of the World Class Championship. Endorsed by the World Champion, Bruce Jenner, the title promises to bring all the excitement of this year's Summer Games directly to players so they can compete for the gold in their own homes!

- Includes all ten decathlon events, from the 100 meter dash to the pole vault, the discus, and more!
- Practice in single events, one by one, or start and compete through a full 10-event decathlon.
- Assume the role of one of eight competing athletes from around the world.
- Bruce Jenner, the World Champion Decathlete, appears as your "on-line" coach, providing hints and tips on how to excel throughout the game.

To order call: 1-888-446-2440 (North America only) or 919-461-0722



Look for the **DECATHLON Demo**
on our web site!

www.imagicgames.com

Developed by:

Holy Mackerel Media
and



DALLAS
MULTIMEDIA

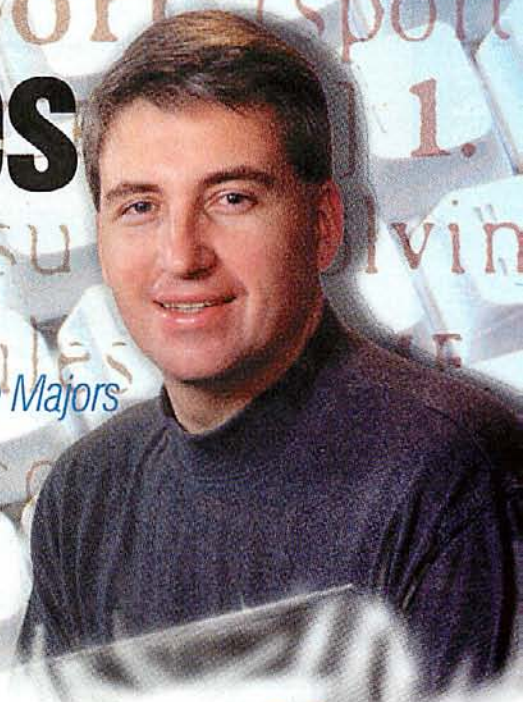
Published By:



© 1996 Interactive Magic

Gramps Makes A Comeback

Old-Timer MICROLEAGUE BASEBALL Gets Re-Equipped For The Majors



The Friday before Memorial Day dawned sunny and warm—a great day for a ball game. The aged red brick monument I'd come to visit loomed before me as I climbed out of my battered Subaru. With excitement hanging in the air like a Ralph Branca curveball, I imagined the thrills that this weathered structure had provided baseball fans over the years. Passing through the entrance I sensed that I was visiting a true shrine to the national pastime.

What made my pilgrimage even more intriguing was that I had come to bear witness to perhaps the year's most anticipated birth.

No, I wasn't at Wrigley Field or Fenway Park. Rather, I was at the old APBA Game Company building. Nestled in rolling farm country not far from Gettysburg, APBA HQ, with its 1950's architecture, quirky interior layout and endless stacks of player cards is a retro trip down memory lane. And the celebrated birth I'd come in search of? It had nothing to do with Madonna's pregnancy, but rather the reincarnation of MICROLEAGUE BASEBALL, the original heavy hitter among computer baseball games.

BALL BEARINGS

MICROLEAGUE BASEBALL debuted back in the days when Apple IIs and Commodore 64s battled IBM PC XT's for computer entertainment dollars, but it has been on the MIA list for several seasons. That's why this summer's release, officially called SPORTS ILLUSTRATED PRESENTS MICROLEAGUE BASEBALL 6.0, has sports gamers' anticipation level going into extra innings.

A lot has transpired in the years since the game dropped off the radar in 1992. Newer releases like Sierra's FRONT PAGE SPORTS BASEBALL, Accolade's HARDBALL 5 and Stormfront's TONY LARUSSA 3 have established themselves as perennial pennant contenders in the graphics-oriented baseball sim arena. Even stat-oriented products like Miller Associates' BASEBALL FOR WINDOWS have stepped it up a notch, adding limited multimedia elements such as play-by-play announcers and stadium backdrops. With the competition getting better every year, will MICROLEAGUE BASEBALL enjoy a triumphant return, or will it end up as just another face in an ever-growing crowd?

While the late alpha version I saw was far from complete, the game clearly has some intriguing features. If the finished product can deliver the goods, it's sure to

**“ MICRO-
LEAGUE
BASEBALL 6
should
appeal to
both stat-
and graphics-
oriented
sports
fans. ”**

ON DECK

► Philips Media and BlueSky Software are kicking off their TOTAL CONTROL sports line later this year with NFL TOTAL CONTROL FOOTBALL, which will purportedly focus heavily on front office management strategy as well as on arcade action.

► For something completely different, zip up your windbreaker and keep your eyes peeled for Vivid Simulations Inc.'s SAIL 2000, a 3D simulation of the America's Cup yacht match. Targeted for Christmas, the new version is a sequel to last year's SAIL 95, adding head-to-head modern play and the ability to race ice boats as well as IACC yachts. No word yet on whether you can sink your

opponents with torpedos (hey, we can dream).

► At press time, we put on our fake caddy outfits and snuck onto the fairway for a closer look at VR GOLF, the next game to be released by Interplay's VR Sports division. The game will ship with two fictional courses (one in the U.S. and one in Scotland), eight modes of play, three commentators, variable weather conditions, and the ability to change your player's gender, skin tone, and—thank goodness—clothing (no green pants for us, thank you). The company has reportedly lined up licenses for four real courses (with more possibly to come) to be offered on an expansion disk.

cause a stir among baseball fans. In fact, it should have enough crossover appeal to bridge the traditional gap between stat- and graphics-oriented players. Why? Because the game, while heavy in statis-

game not only allows for solitaire and modern action, but also commissioner-run league play via the Internet. Gamers will be able to join a league through MicroLeague's Web site. Once the league

is formed, drafting takes place. The commissioner will then publish a schedule, and teams can begin duking it out in real time. Gamers will also be able to monitor stats and standings, and make roster moves online.

With real-time Internet action as the major component of MicroLeague's game plan, the company also intends to release pro football, basketball, and ice hockey sims in the coming year. Each will offer online league play.

"We're looking to

establish ourselves on the Web as the place to go for sports replay," product director Scott Cianci says. "We want to be the authority on statistics. We're not out there to compete with the EAs of the world in the joystick arena."

In fact, they are so committed to statistical accuracy that the game no longer has subjective ratings factors. Each player aspect is based on a mind-boggling 1,200 statistical categories licensed from Stats, Inc. The heavy numbers orientation forces the game to buck at least one hot trend in sports simulation: career mode. Because play is totally rooted in past performance, the game offers exhibition and single-season play only. The designers saw no way to adjust performance for player aging or to introduce fictitious rookie replacements without a major deviation from the game's statistical emphasis.

The initial release of MICROLEAGUE BASEBALL 6.0 includes teams from the 1995 and 1996 seasons. The company has plans for at least six past season disks which should be available by September. All 28 major league stadiums are included with the game, with old-time stadiums also in the pipeline for later in the year.

BUILDING A DYNASTY

MICROLEAGUE BASEBALL 6 is the flagship product of MicroLeague Multimedia Inc. (MMI), formerly known as Sports Associates, Inc. The parent company's name change was timed to coincide with a recent public stock offering. Along the way, MMI purchased APBA.

"We really thought the synergy was there," Cianci explained. "What better way to build a winning team than to get the granddaddy of sports boardgame simulations mixed in with the creator of the original sports computer baseball simulation. It was the right fit."

And what of the company that pioneered baseball simulation gaming some 40 years ago?

"APBA continues on," Cianci assured me. The APBA products should benefit from increased access to retail channels via MMI's distribution connections.

MMI's acquisition of APBA is sure to have ripple effects in the sports gaming community. While the APBA board games will continue, future releases in the APBA computer line, especially MS-DOS versions, are in doubt. In fact, at least one discounted CD-ROM compilation, featuring the APBA baseball, football, and ice hockey games has found its way to market, indicating that these products are being phased out. On the up side, MMI is developing a statistical boxing game, which will probably be the first product released as a joint MicroLeague-APBA venture.

MMI's commitment to APBA seems firm. The parent company has relocated its offices from Delaware to APBA's quaint Pennsylvania facility. Some key APBA people still hold positions in the new organization, and floor-to-ceiling stacks of APBA player cards fill storage areas, awaiting shipment to board game customers.

Less clear, however, are the potential effects that the ownership change may have on BASEBALL FOR WINDOWS, since publisher Miller Associates licenses certain aspects of its game from APBA. Here's hoping the Millers don't wind up as odd men out in the MICROLEAGUE BASEBALL revival. **E**



I LIKE TO WATCH MICROLEAGUE BASEBALL 6.0 promises to combine its traditional stat-intensive, managerial mode of play with new 3D-rendered graphics.

tics, also has a very appealing graphical flavor.

The game uses motion-captured animation, with each player individually scripted. This means gamers can expect to see things like infielders bouncing on their toes as they get set for the pitch. Like the older versions, the game defaults to a press box view of the diamond. That's where the similarity ends, however. With a click, gamers can zoom down to field level and check things out from a near endless variety of camera angles. The Windows 95 native product also features DOOM-like 3D movement within the playing field, allowing gamers to observe the action from any perspective.

The key word here is *observe*. Unlike most graphics-oriented games, MICROLEAGUE BASEBALL is strictly a managerial sim. There are no arcade elements. You can't pitch, bat or field. If the final version works as planned, the result will be a product that has a flavor all its own—a heavy statistical orientation that rides along on state-of-the-art graphical coattails.

The most exciting thing about the new version is its potential for online play. The

YOU CAN WATCH HIM ON TV.

YOU CAN READ ABOUT
HIM IN THE SPORTS SECTION.

OR YOU CAN SEND HIM IN TO
PITCH RELIEF IN THE BOTTOM OF THE NINTH.

No matter how you slice and dice the Lineup, when you play *Front Page Sports: Baseball Pro '96* you'll be playing the Big Unit of baseball sims. It's the only game that relies on more than stats to put the ball in play. It also goes deep to take a look at wind, humidity, ball spin, and bat speed on every single swing. Graphics hit a dinger too, with ultra-realistic motion-captured 3D animation, and camera controls that let you watch from anywhere in all 28 big league ballparks. Then there's the section where you can slip into the body of any active major leaguer and show your stuff at pitching, hitting, and fielding. The coolest thing, though, is that you get to make managerial decisions that are highly questionable. Or, possibly, pure genius.

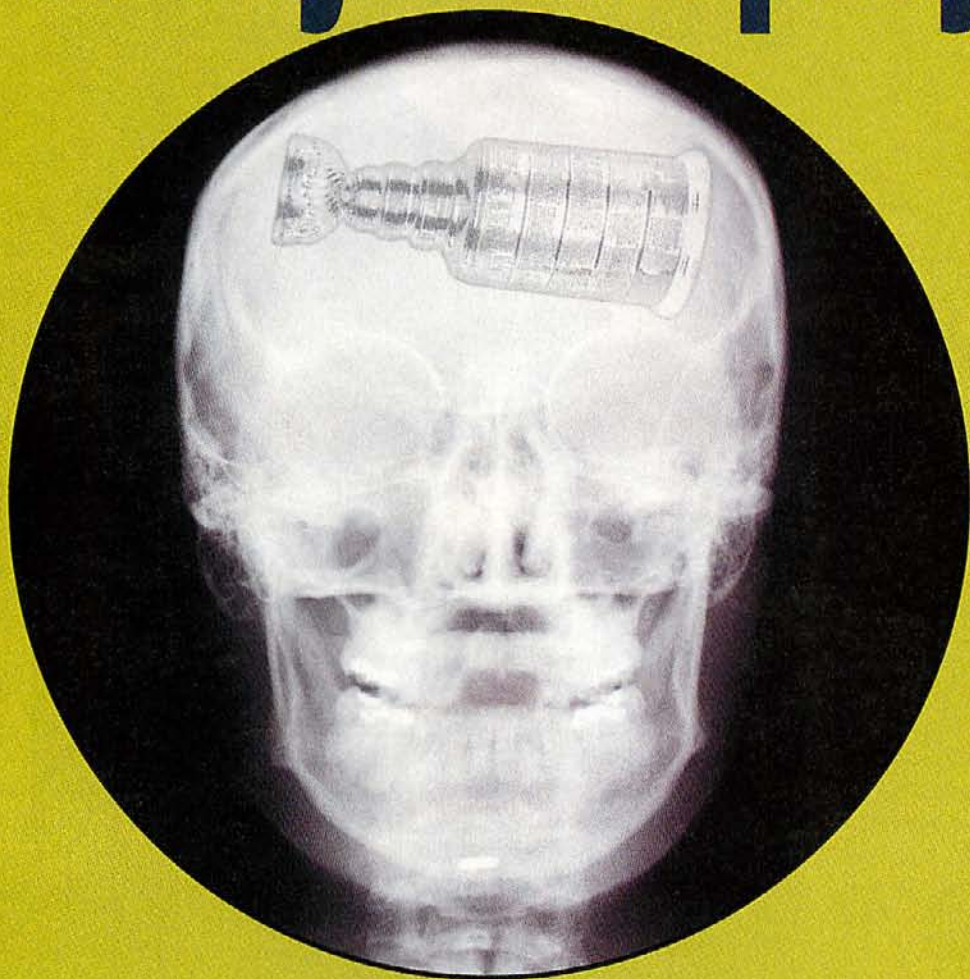


S I E R R A®

Wanna see some amazing screen shots? Log on at <http://www.sierra.com>, AOL or CompuServe. To order the game, call 1-800-757-7707.

©1996 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to, Sierra On-Line, Inc. All rights reserved. Logo: ® (MLB) (MLB) Officially licensed by the Major League Baseball Players Association. Circle Reader Service #154

**through exhaustive
research, this game has been
painstakingly programmed
with the exact thoughts
of every NHL® player**





The first game that lets you control **offensive and defensive plays**. Run the trap, pinch the defense, dump and chase and play pro hockey...well, like a pro hockey player.



Artificial intelligence so advanced, players think and react to you like real pros. They know if they're winning or losing. And they hate to lose.

a new standard of artificial intelligence. the most realistic gameplay ever.

"...sports gaming just stepped up to the next level." COMPUTER GAME REVIEW

"...just like real pro hockey..." GAMEPRO

Take on the best teams and players in the NHL*. Then, if you live through that, try international play in our exclusive **World Tournament**.



Exclusive **motion-captured** players that move and skate so real, you can almost smell the ice.

NHL POWERPLAY '96

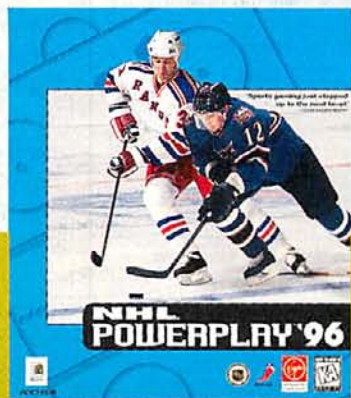


© 1996 VIRGIN INTERACTIVE ENTERTAINMENT, Inc. and RADICAL ENTERTAINMENT LTD. All rights reserved. NHL is a registered trademark and Powerplay is a trademark of the National Hockey League. All rights reserved. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, Inc. © 1996 NHL. Officially licensed product of the National Hockey League. All NHLPA, National Hockey League Players' Association and the logos of the NHLPA are registered trademarks of the NHLPA and are used under license by Virgin Interactive Entertainment, Inc. Officially licensed product of the National Hockey League Players' Association. Copyright NHLPA 1996. Virgin is a registered trademark of Virgin Enterprises Ltd.

Photo credit: Al Bello/Allsport. Cover photography by J. Gamundo/B. Bennett Studios

www.vie.com

Available for:



Circle Reader Service #183



Virtually Playable

VR SOCCER '96 Has Chrome Galore, But Gameplay Misses The Goal

by Gordon Goble

As any buzz-conscious computer sports fan knows, the latest Big Thing is "virtual 3D." Head Cams and Ball Cams lend new perspectives and up-close-and-personal looks of our favorite sporting events. At first glance it's all quite impressive, but in practice just how many of these amazing new angles and 3D renderings actually give the player a better grip on gameplay? Sometimes, you get the feeling that good old-fashioned 2D wasn't so bad.

Such is the case with VR Sports' VR SOCCER '96, a game that tries so hard to look good that it ends up being just plain hard to play, mainly because there isn't one consistent viewing perspective. Every possible floating camera (and there are a grand total of seven!) is either confusing, far too isolated or prone to wild panning. The lesson here is: what works in DOOM doesn't necessarily work everywhere.

PENALTY KICK

VR SOCCER's head and ball cameras provide superb replay potential, but critical cross-field player movement is nearly impossible to monitor from such limited perspectives. Likewise, the game's more distant viewpoints are often too much so, with players becoming mere blips on the horizon. Electronic Art's FIFA 96 is guilty of this too, but at least it includes a couple truly workable gameplay views among its otherwise replay-oriented options.

VR SOCCER trips up elsewhere too, particularly in the game's scaling. Shotmaking from well beyond the halfway mark, camera positions that seem to shrink the field down to the size of an



ALL DRESSED UP You'll swear you're looking at real people in VR SOCCER, but watching them play soccer is not much fun.

indoor soccer pitch, and super-speedy player motion that further intensifies the bang-bang "hockey rink" feel simply don't blend well. In fact, offensive thrusts happen so frequently that the game designers seem to have constructed a built-in buffer so scores won't hit the stratosphere.

Then there are the little things: balls that pop out of play with annoying consistency, a dark screen that hampers important visual information such as ball shadow, and an announcer who is wont to exclaim "he'll be pleased with his team's performance today" and "he'll not be pleased with his team's performance today" in almost the same breath.

ON THE OTHER FOOT

This is all quite sad, since VR SOCCER towers over its peers in some respects. The game's realistic player structure and fluid animation is second to none—just watching a player fall down and get back up again is a real treat. Even up close, players look like real people rather than an assemblage of pixels.

The game also boasts superb visual aids. The player with the ball will have one of several indicators under his body depending on the circumstance, including a triangle that points in the direction of the intended shot or pass, and a square

when he's in a position to "square" the ball.

VR SOCCER comes with 44 international teams; league, tournament and practice modes; and a host of graphic options including high/low resolution shifting on the fly. Technicalities such as offsides, substitutions and bookings (penalties) may be turned on or off, and referees range from

the nearly blind to the positively telescopic. Network and modem play for up to 20 players is supported but an after-match stat summary is not.

When the inevitable comparison tests are made, however, VR SOCCER just doesn't cut the Grey Poupon, and is nowhere near knocking FIFA 96 from its reigning position as king of digital soccer. Despite FIFA's penchant for predetermined goals, tackles and decisions, it more correctly recreates the environment and mood of soccer in a cleaner setting that simply beckons you back for more. VR SOCCER '96 looks great, but this is a classic example of too much glitz and not enough game. **C**



Price: \$49.95

System Requirements:

486DX-33 or better, DOS 5.0, 8 MB RAM (16 MB recommended), 120 MB hard disk space, VGA graphics card (SVGA supported), CD-ROM drive (2x recommended), Microsoft-compatible mouse, supports most major sound cards, joystick optional

Protection: None (CD must be in drive).

Designer: Gremlin Interactive Ltd.

Publisher: VR Sports Irvine, CA (714) 955-9592

Reader Service #: 327

APPEAL: "Virtual 3D" and animation freaks who appreciate a great replay.

PROS: Uncannily authentic, state-of-the-art player animation, an infinite variety of camera angles, cool ball control indicators.

CONS: For all the fancy camera angles, there's no practical gameplay perspective. The action is far too fast, and the field is far too small—a bad combination.





You're coach, player and general manager of an NFL team.
Better kick ass if you want to protect your assets.



Coming in August for Windows 95 and DOS CD-ROM.



PHILIPS



Do men carrying bats fear you?

Do you throw fastballs the batter only hears?

Do you have shoulders that can support an entire city?

**TRIPLE
PLAY97**

Can you prove it? Head-to-head or multiplayer, this is the ultimate judge™ of who's best. Where you'll not only s



EA SPORTS, the EA SPORTS logo and the Ultimate Judge are trademarks of and "If it's in the game, it's in the game." is a registered trademark of Electronic Arts. All rights reserved. MSA. Officially licensed by the Major League Baseball Players Association. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. S



hear, and feel competition, you'll taste it. On the PlayStation™, PC-CD, and Sega™ Genesis™ www.ea.com/easports.html



reserved. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. MLBPA logo © MLBPA
and Genesis are trademarks of Sega Enterprises, Ltd. Windows is a registered trademark of Microsoft Corporation. Feature sets vary among platforms.



SILENT HUNTER™

The Ultimate Underwater Experience!



On PC-DOS
CD-ROM
for IBM and
Compatibles


A feature-packed World War II submarine simulator, **SILENT HUNTER™** is without equal.

As commander of a U.S. submarine in the Pacific, your task is simple — *sink as much enemy tonnage as possible!*

Choose from a variety of American submarines — and let the hunt begin! Prowl the shipping lanes. Steal into enemy harbors. Embark on Special Operations missions. Authentic WWII film footage, cinematics and narration throughout provide a historical feel for the submarine combat experience.

Play individual missions or an entire campaign. And prepare to be blown away by magnificent SuperVGA graphics, an original sound track and action so real you'll want a life jacket!

TO ORDER: Visit your retailer or call 1-800-601-PLAY with Visa/MC (North America only). ©1995 Strategic Simulations, Inc., a Mindscape Company. All rights reserved.



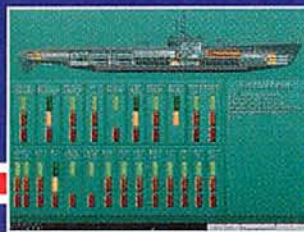
Technical Advisor William "Bud" Gruner commanded the submarine USS Skate during WWII, and was awarded the Navy Cross and the Silver Star. Commander Gruner provides narration of technical and tactical matters as well as personal anecdotes of his vast WWII experience.



Call 1-800-771-3772
for Game Rating
Information.



A MINDSCAPE® COMPANY

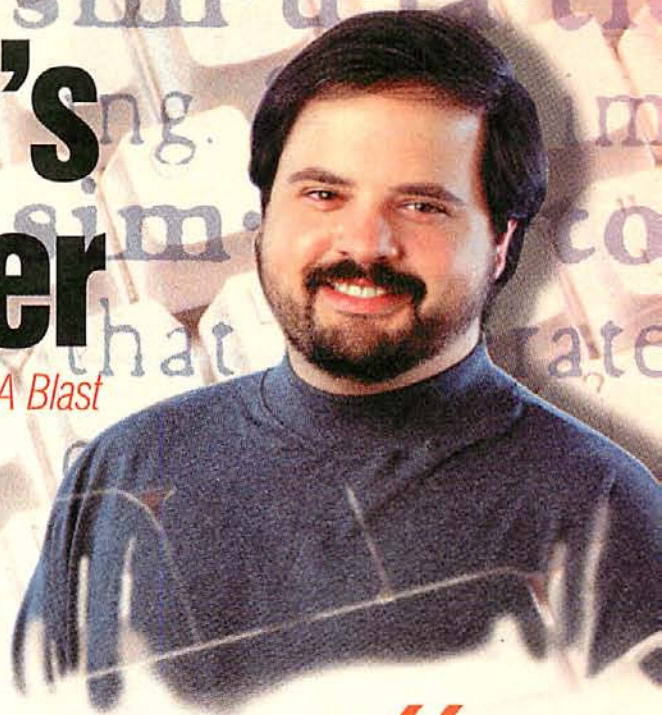


Circle Reader Service #207

IBM 256-color SVGA

Multiplayer's Final Frontier

PLANETARY RAIDERS Promises To Make Capitalism A Blast



Have you been spending more time flying into the ground in **WARBIRDS** and **AIR WARRIOR** than attacking enemy planes? Tired of fighting for God and country, and ready to make some cold, hard cash for your efforts? Or are you just frustrated that nobody (except a bunch of computer-generated Kilrathi) knows just what an amazing space pilot you are?

If any of these describe you, then you'll want to watch www.icigames.com for the newest effort from the creators of **WARBIRDS**, called **PLANETARY RAIDERS**.

STATION KEEPING

At the core, **PLANETARY RAIDERS** is very much a multiplayer homage to Origin's

PRIVATEER series. Players start with a basic space ship and enough money to buy essential equipment for it. From there, it's up to you what strategy you want to take. Do you earn a proud living as a hard-working trader, or go for the big bucks as a smuggler? Or does space piracy sound more exciting? ICI plans to leave the game as open-ended as possible, so those possibilities and more are open to you.

But **PLANETARY RAIDERS** is about more than space combat and personal wealth. The game promises to have a full-blown resource-management element as well. Players will fly from one of 12 space stations in a planetary system. Each of these stations both produces and requires resources, and none is completely self-sufficient. That's where the trade element comes in. When you take a mission to pick up, say, defensive weapons, you're helping to keep your base supplied. If you succeed, not only do you profit, but you build the strength of your home base as well.

Of course, this works both ways. If you

can intercept other players as they attempt to bring supplies back to their stations, you can hit them in the pocketbook and cripple their station. Be careful, though. Once you're marked as a nuisance, the station you're bothering can put a bounty on your head, and players the solar system over will be gunning (or lasering) for your ship.

ELEMENTS OF SUCCESS

The best way to survive with a bounty on your head is to fly with friendly forces at your side. Players can form squadrons, and these squadrons can form corporations, which in turn run the stations. Once a corporation is in control of a station, players won't be able to just sit back and watch the credits roll in. Someone will need to manage the station's resources, sending players out on missions both to sustain the station and increase the bankroll. Of bigger concern are station raiders. Players with the cash and resources will be able to build invasion robots, which can be shipped *en masse* to competing stations in an effort to take them over. In the initial version, the victor will likely be determined simply by the size of the attacking and defending forces. Eventually, look for a fully interactive invasion module to go online.

“Take **PRIVATEER**, mix in a little **CAPITALISM**, and sprinkle with some **CIV...**”

ON THE RADAR

►You won't have to wait idle while **DID** wraps up **TFX 3**, the sequel to **EF2000**. The coming **TACTCOM** add-on for **EF2000** will breathe new life into the game. Along with all the fixes and enhancements included in the various **EF2000** patches, **TACTCOM** will add serial and modem play, including a number of new multiplayer mission options. The new Tactical Mission Planner will allow you to plot your own combat sorties in the campaign, choosing which target to take out, the strike package to use, and

how to get there. A new smart camera system will let you view other aircraft, going straight to where the action is without forcing you to key past dozens of planes sitting on the tarmac.

►Also in the works is **SUPER EF2000** for Windows 95, essentially **EF2000** and **TACTCOM** in one package with full Win 95 support. **SUPER EF2000** will include detailed online help and reference material. Both products should be available sometime this summer.

C TIPS!

► You have a hot new Pentium 200 and you can't wait to see the smooth frame rate on your classic sims and space games like CHUCK YEAGER'S AIR COMBAT and WING COMMANDER II. Then you discover that in the bad old days program-

mers never anticipated machines as fast as we have now, and the games are unplayable at hyperspeed. No need to worry, though. Just hit the net and find the MoSLo utility, which allows you to run programs at anywhere from 1 to 99 percent of normal speed. You'll find the utility at [ftp://ftp.ea.com/pub/patches/moslo.exe](http://ftp.ea.com/pub/patches/moslo.exe).

In the same way that you can enhance and update your fighters and transports, you'll also be able to update the infrastructure of your corporation's station. You can enhance the station's production by improving the planet you're orbiting. If you produce food, terraform the planet; if you produce raw resources, build automated mines.

If you're looking for that extra edge, go visit the Starman. This Jabba the Hut-style character inhabits a corner of the solar system and is the local black marketeer. The Starman can sell you contraband weapons not available anywhere else, perfect for that space station assault you're planning.

SHIP SHAPE

All this resource management may be fun (and indeed, you can just play clerk and not fly at all if that's what you want to do), but it's the action that will be the primary interest of the majority of players. Initially, PLANETARY RAIDERS will sport three types of fighters and three types of transports. But you won't be able to let appearances indicate who's safe to attack. That top-flight fighter may have broken the bank of the owner and thus be equipped with simple lasers, while that little starter ship may be loaded with all the hottest systems.

As your wallet fattens, you'll be able to buy a better radar, more powerful communications systems, and of course bigger weapons. On tap so far are lasers, rail guns, and a variety of missiles. You can even customize your ship's color scheme.

The "flight model" will be a real departure for the accuracy fanatics at ICI—it will offer simple, WING COMMANDER-style control. ICI considered doing real

space physics, but what's the fun in spending half of your flight accelerating, then turning around and then spending the rest of the journey decelerating? Instead, you'll be able to alter speed and direction easily, and jump-gates will take the drudgery out of going from planet to planet (as well as providing good spots for pirates to lie in wait).

Along with station defense, bounty hunting, transport escort, and trade runs,

day, eh? Double-cross him, though, and you'll quickly gain a negative reputation.

So what happens if your hard-earned ship gets blown away and you don't have any credits in the bank? Along with the corporations, there's also a military presence in the solar system. When you reenter the game, you can join the military, where you'll be given a free ship and steady pay. Look for the military to keep any corporations that grow too big for their britches in check.

STATION ASSEMBLY

Of course, a universe this extensively modeled and with this much freedom of action is going to be quite a task to model. Look for a free, open beta test with a subset of these features to start soon after you read this. As time passes more features will be added, and once the main structure is in place, the billing clock will be turned



SPACE BLANKET BABYLON The ships in PLANETARY RAIDERS may be a bit polygon-light, but the smooth motion and huge space stations give you a great sense of scale.

you can work to disrupt your opponents' economics as well. Resources from planets and asteroids will be shipped to the stations via unmanned cargo pods, which can be destroyed en-route, for instance.

Look for some other unique possibilities. For example, you could radio a near-dead opponent and tell him that if he drops his cargo, you'll let him go. Better to surrender today and live to fight another

on. The features outlined here are what ICI plans for the basic game, but they have some amazingly elaborate plans for versions to follow. After getting a look at an early alpha version of PLANETARY RAIDERS and grasping the scale as relatively small ships flew around huge space stations orbiting even more gigantic planets, this free trader is definitely ready to beam aboard. ☼

As your pulse races,
your throat tightens

and your breath comes
in ragged little bursts,

keep reminding yourself:
"It's only a game."

Look for Sierra's
Sports Spectacular
in July!

Now on
Win 95
& Mac!

PAPYRUS™

INDYCAR® II



Instant Replay feature lets you view racing highlights from 8 cool angles.

Get ready for the ride of your life with IndyCar® Racing II. It's the cutting-edge racing simulator that's as close to real racing as a body can take. IndyCar Racing II blows the doors off any other game in its class. With totally authentic handling. Eye-popping graphics. "You are there" stereo sound effects. And ruthlessly realistic spinouts. With IndyCar Racing II, an officially licensed product of IndyCar, you can race against the professionals—or challenge a friend via modem. Plus, you can test your nerve on 15 heart-stopping international race tracks. Is this cool, or what?



Crisp, clean SVGA graphics let you see the competition ahead and behind you.

Gear up for the ultimate thrill. Race to your nearest software dealer this June, hit us at <http://www.sierra.com>, or call 1-800-757-7707.

★★★★★
Computer Gaming World
February 1996

Winner, 1996 Best Simulation

Winner, 1996 Best Sports Software

©1996 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved. Papyrus is a trademark of Papyrus Design Group, Inc. IndyCar and helmet logo are registered trademarks of the Indianapolis Motor Speedway Corporation, under exclusive license to Championship Auto Racing Teams, Incorporated. Runs on Windows 95, Macintosh and DOS. Sports Spectacular promotion at participating retailers only.



S I E R R A®

Circle Reader Service #158

KIDS TO ADULTS
AGES 6+



Mac Boot

The Macintosh Surfaces For A New U-boat Mission

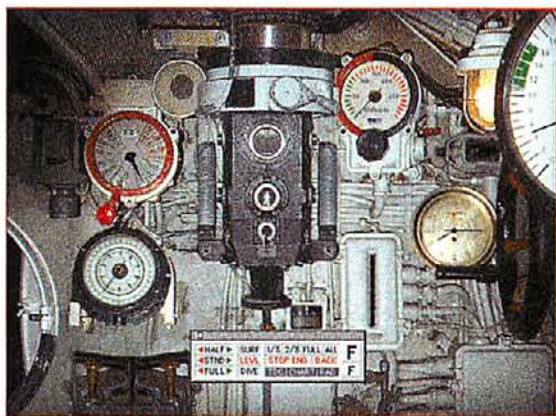
by Kevin Turner

Operation *Drumbeat* was the code name for U-boat operations off the East Coast of the United States during World War II. After America entered the war, Admiral Donitz, the chief architect and commander of the German U-boat fleet, sent his U-boats to America to intercept and destroy convoys and disrupt the sea lanes. He almost succeeded. U-boat commanders found a country ill-prepared for submarine warfare. There were no coastal blackouts, and ships traveled up and down the East Coast without escort or convoy. The British tried to relay the lessons they had learned, but found the U.S. Navy disinterested. Meanwhile, the Germans went hunting in seas much friendlier than those they had left behind.

DRUMBEAT, the game, is a Macintosh submarine simulation (a Windows version is under development) where you take on the role of a U-boat commander during this East Coast campaign.

PHOTO REALISM

The first thing that really impressed me about *DRUMBEAT* was the graphics. The control room is an actual photo of a control room, altered slightly so that all the gauges and controls fit on the screen. Clicking on the hatch takes you to a photo of the captain's stateroom. From the stateroom, you can tour the aft end of the submarine. Each stop on the tour is a photograph, although there is nothing do in the other compartments. From the control room, you can head forward and tour the business end of the U-boat. This tour isn't functional, but it shows you what the confines of a U-boat were like.



WHAT A DIVE You can't fault the realism of *DRUMBEAT*'s interiors, as *Deadly Games* used photos from real U-boats.

Heading to the bridge, you'll find a set of binoculars for surface attacks, and a voice tube used to receive status reports. Checking the horizon is done in 90-degree jumps, instead of the panning that most PC sub games support. The sea moves, although the effect is hampered by a demarcation line on the horizon where the sea seems to flatten. Day turns to night in a hurry, meaning sun one moment and stars the next.

The sounds were more impressive. When you give an order, it's not merely acknowledged and carried out—the entire process is audible. For instance, a depth change order is acknowledged, the instructions are given to the helmsman and planesman, and the sounds of pumping or blowing tanks can be observed. As I left the sub pens in Lorient, France, a horn sounded and I could hear the engine running and the wind going by.

SUB PAR

Game play wasn't quite up to the standard set by *ACES OF THE DEEP*, but was entertaining nonetheless. The interface for ship's control was hard for an old PC hand to learn. I spent a lot of time looking for familiar ways to accomplish tasks, only to end up with the same control window that follows the player everywhere.

The game is heavy on strategy, and this is reflected in the manual, which is nothing more than a well-written treatise on sub operations and strategy. Animation is minimal, and a lot of the standard sim perks, such as tactical aids and sonar input, simply don't exist. But what *DRUMBEAT* does do, it does very well.

The U-boat has a Target Data Computer that is to die for. Once a target is spotted, it's viewed through

either the binoculars or the periscope. Input the masthead height, divisions in the reticle, and angle-on-the-bow into the TDC, then press the "generate solution" button. Presto, one working solution. While the TDC is being operated, the target seems to freeze, which makes life much easier.

Aircraft attacks are frequent, and the only possible solution is to dive. The sounds around the dive are so well done that I felt myself flashing back to my submarine days. Yes, it did sound a lot like that, sans the German accents.

If you have a Mac and an interest in sub warfare, I recommend this game. If I had one wish, it would be for developers to put *DRUMBEAT* and *ACES OF THE DEEP* in a blender. Then you'd have the ultimate submarine simulation. ☞



Price: \$44.95
System Requirements:
 Macintosh LC III or faster (PowerMac native supported); 8MB RAM; 16-color or 16-grey display
Protection: None
Designer: Rene Vidmer
Publisher: Deadly Games
 Bridgehampton, NY
 (516) 245-4525
Reader Service #: 328

APPEAL: Mac users ready to plunge into the world of submarines.

PROS: Well-done targeting systems; the photograph-based graphics work surprisingly well; the sound effects will have you checking the walls for leaks.

CONS: Control interface is quirky, and there's little in the way of moving objects here.



It took a dragon to cram all this on one CD-ROM

The ADVANCED DUNGEONS & DRAGONS® CD-ROM Core Rules includes:

3D map maker—an exclusive way to create maps with all the AD&D® conventions, and then render them into 3D!

Character generator—a complete generation system based on the *Player's Handbook* rules.

Encounter generator—random monsters, and you can put them on your own maps!

Treasure generator—any type, any size treasure can be created in a few mouse clicks.

- **MONSTROUS MANUAL™** database—and it's customizable, too!
- **Player's Handbook**
- **DUNGEON MASTER® GUIDE**
- **Tome of Magic**
- **Arms and Equipment Guide**
- **And more!**



TSR #2167 • ISBN 0-7869-0602-2

**Jump on the
AD&D CD-ROM Core Rules
demo on September's
demo disk!**

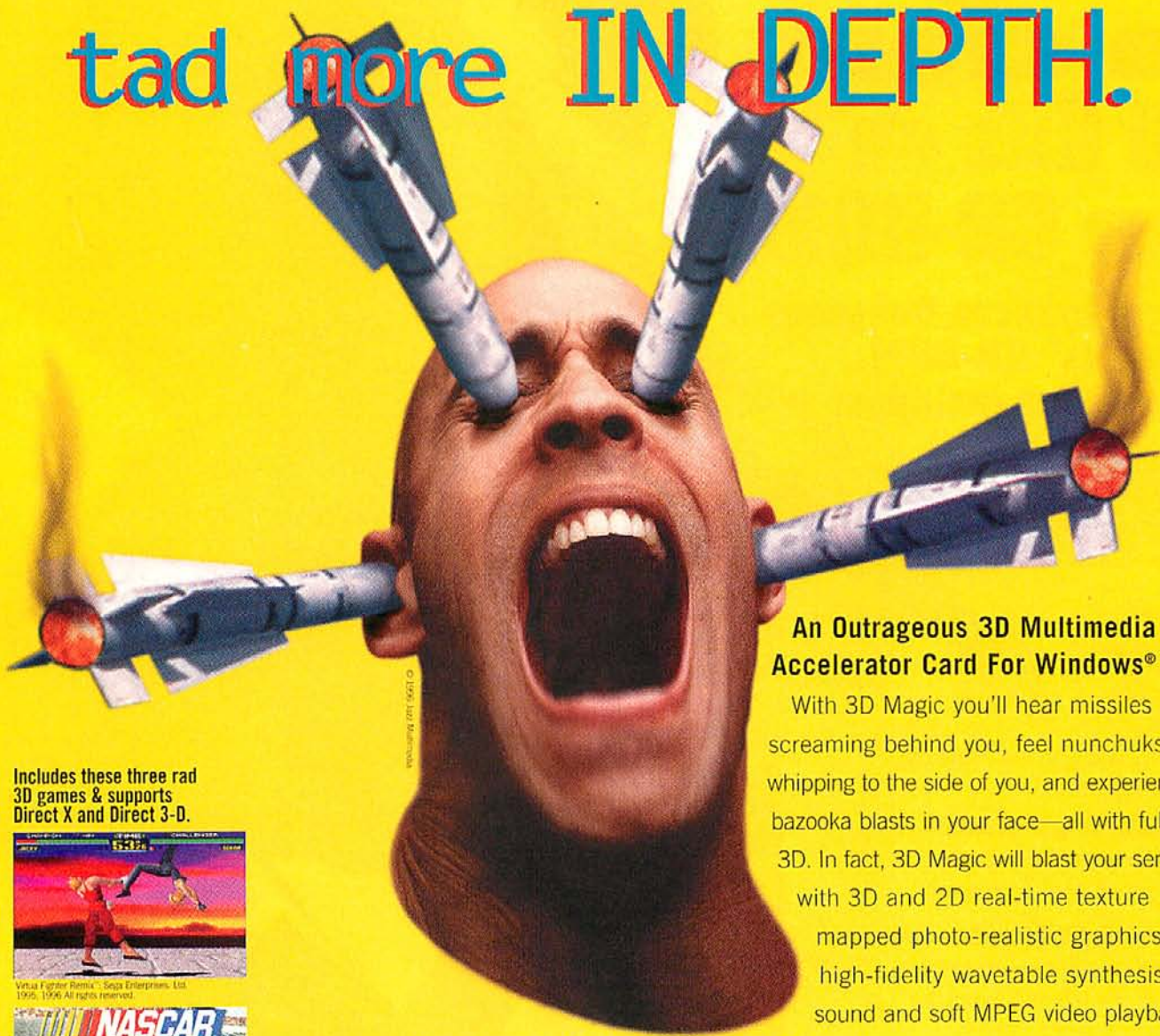
Circle Reader Service #218

The demo is also on the internet at
ftp.mpgn.com/Gaming/ADND/CD-ROM-demo



and ® designate trademarks owned by TSR, Inc. ©1996 TSR, Inc. All rights reserved.

GAMES with 3D Magic tend to be a tad more IN DEPTH.



Includes these three rad
3D games & supports
Direct X and Direct 3-D.



Virtua Fighter Remix™ Sega Enterprises, Ltd. 1995, 1996 All rights reserved.



NASCAR® Racing by Playmate™



Panzer Dragoon™ Sega Enterprises, Ltd. 1995, 1996 All rights reserved.

An Outrageous 3D Multimedia Accelerator Card For Windows® 95

With 3D Magic you'll hear missiles screaming behind you, feel nunchuks whipping to the side of you, and experience bazooka blasts in your face—all with full-on 3D. In fact, 3D Magic will blast your senses with 3D and 2D real-time texture mapped photo-realistic graphics, high-fidelity wavetable synthesis sound and soft MPEG video playback.

What's more, 3D Magic comes equipped with an enhanced digital game port featuring two Sega Saturn™ controller ports for multi player games, three free cool 3D games and true Plug-and-Play. So before your butt is kicked again, get a new perspective on gaming with 3D Magic. It's as real as it gets.



Circle Reader Service #87

For more information call toll free
1-888-367-5200 (9-5 pst)
www.jazzmm.com

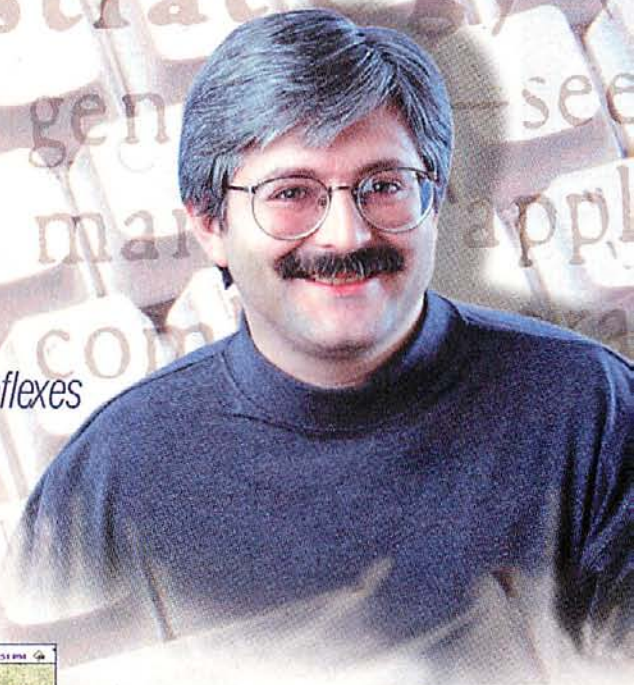


SEGA PC



No Joystick Required

OVER THE REICH Emphasizes Aerial Strategy Over Reflexes



The siren call is seductive, even mesmerizing: "Come to me, O lost and lonely boardgamer. Reject thy hexagonal ways! Foreswear your outdated turn-based beliefs and embrace the new, the fast-moving, the *real-time* strategy game." Certainly, games such as *WARCRAFT II* and *COMMAND & CONQUER* are a riot to play—especially multi-player. But all the claims being made about these two games ignore the basic fact that they were successful because they were well-designed, not just because they were real-time. And, as good as they are, both *WARCRAFT II* and *C&C* still fail to address one of my pet peeves: that all real-time strategy games eventually descend into arcade action, despite their loftier aspira-

tions. If I want fast action with little real strategy to get in the way, I'll play *QUAKE*, thank you.

Evidently a lot of gamers feel as I do, since *STEEL PANTHERS*, *CIV II* and *FANTASY GENERAL* are getting as much



FLAK ATTACK The sequel to *FLIGHT COMMANDER 2* will offer better AI and even more detailed combat, bringing turn-based buffs back for some more aerial wargaming.

attention as the real-time conflicts. In fact, it can be argued that the runaway success

of *PANZER GENERAL* (see *Briefings* below) has put turn-based wargames back on the map, at least for the foreseeable future. All of which is welcome news for Avalon Hill, as it continues to refine methods to bring its classic gaming line to the computer.

Actually, the "new" era at Avalon Hill started some three years ago, with the

release of *PC KINGMAKER*, which to date has sold 40,000+ copies—decent for a computer wargame. But those kind of numbers have not been duplicated by any other AH product—not even the well-received *WORLD AT WAR* series.

AIR STRATEGY MARSHAL

In particular, Avalon Hill was disappointed with sales of *FLIGHT COMMANDER 2*, especially since the game made every critic's "best of" list. So, designer Charlie Moylan decided to spice up the next game in the series. Like its predecessor, *OVER THE REICH* is a game where the outcome is determined by thinking rather than reflexes. It isn't a flight sim, but an aerial strategy game, much like the old *SPI Air War*—only with less hassles and far

“ **OVER THE REICH** could be Avalon Hill's breakthrough computer game. ”



►Find the demo of *OVER THE REICH* on the CGW website at <http://www.zdnet.com/gaming>

BRIEFINGS

►In case you are confused by the rumors flying around, it's official: Sid Meier has left MicroProse as speculated in last month's column. Check out this month's Read.Me for the full low-down. ►Talonsoft continues to roll with the popular *BATTLEGROUNDS* series. Not only did *BATTLEGROUNDS: GETTYSBURG* debut as the number three wargame in the CGW Top 100 readers' poll (confirming my contention that it was the best American Civil War game in nearly a decade), but it also has

reported sales of over 60,000 units. In addition, BG: *WATERLOO* had, according to Empire (the distributor for Talonsoft in the US), the highest "buy-in" at retail chains of any historical wargame they've released this year.

►After BG: *SHILOH*, the *BATTLEGROUNDS* series travels to the Middle East with BG: *SINAI*. It will be interesting to see how the system—so well-suited to 19th century warfare—is adapted to simulate the high-tech armor-heavy combat

continued on page 158 ►►►

BRIEFINGS

►►►continued from page 157

between the Arab and Israeli armies. The good news is that Talonsoft plans scenarios for all the famous engagements, including the Six-Day War.

►More good news for strategy gamers: GMT Games (after parting ways with SSI) has signed a letter of intent with Interactive Magic to bring its sophisticated *Alexander the Great* board game to the computer; the game will likely be in Windows format, for release sometime next year.

►After *HISTORY OF THE WORLD* is completed, the next big project at Avalon Hill will be PC *PANZERBLITZ*. The big questions are whether this mega-boardgame hit (it's sold over 275,000 copies, making it second only to *Axis & Allies* in board wargame sales) can be updated from its 1970 rules to a more modern mindset without damaging the feel and quality of play.

►*PANZER GENERAL* continues to sell very well—CGW was able to confirm sales data of over 250,000 units. When you consider that a new Windows 95 and

Macintosh version has just been released, it seems fair to say that PG will be incontestably the best-selling historical computer wargame of all time, not even including bundling agreements. Our congratulations to SSI and all the talented people involved.

►Never been to a game convention? Two of the best are but weeks away. GenCon (Milwaukee, \$40, 414-248-0389 fax, tsrinc@aol.com) is the largest board/computer game convention, with an average annual attendance of over 20,000. Every major (and many minor) board and computer game vendors are there to ply their wares, run tournaments, and pontificate on the state of the art of gaming. If you are an RPGer, this is the place to be, as it hosts the official RPGA championships. AvalonCon (Baltimore, \$35, 800-999-3222, Avalon.Hill@genie.geis.com) is a much smaller con, averaging about 1400 attendees. There are no lectures, seminars or other distractions from the more than 100 boardgame tournaments—all featuring AH games.

more realism. It could be Avalon Hill's breakthrough computer game.

The big differences in *OVER THE REICH* and *FC2* involve more than just moving the venue from the modern era to WWII. A big contributor to the project has been J.D. Webster, whose prolific boardgames on air combat have been praised by aficionados ever since his first project, *Air Superiority*, used 12-point movement (remember, this was on a hex-based game map) back in the mid-eighties. Freed from the restrictions of cardboard and paper, Charlie and J.D. will

now be able to add even more details than in J.D.'s boardgames.

OVER THE REICH has the potential to be not just the best game ever produced on the Air War over Germany—it is that already—but one of the best WWII games we've seen, period. If you read my column on computer opponents a couple of months ago, you know how highly I rate the AI for *FC2*. *OVER THE REICH* should give you an even tougher fight, because the planes perform with a consistent internal logic. The exemplary research becomes more than just mere number-crunching and wind tunnel

effects algorithms piled on top of one another. Spitfires turn in exquisitely tight circles around ME-109s, while Focke-Wulf 190s make up for their lesser maneuverability with devastating firepower. The early German jets blast through Allied propeller-driven craft and quickly leave, their hit-and-run tactics necessitated by low fuel reserves.

MULTIMEDIA BOMB RUNS

Like *PANZER GENERAL*, *OVER THE REICH*'s real strength comes from strong campaigns, each featuring a heap of authentic WWII archival film footage: strafing runs, screaming jets, fighter sweeps, *et al.* But these little multimedia touches never get in the way of the combat-rich environment. You arm your fighter group, choose your pilots, decide which route to take and charge toward the target. As you fend off attacks from interceptors, with each loss, you must make the tough decisions. Do I attack the secondary target? Have I enough fuel to make it home? And you face similar decisions with your pilots, who gain in expertise and fall prey to fatigue, adding role-playing elements to the mix.

Eleven types of Allied aircraft are modeled in the game, including the P-38 Lightning, the P-51B and P-51D Mustang, and the famous B-17 Flying Fortress. Should you get tired of playing the Americans, you can switch to the British or German sides; in the latter, you'll find out just how experimental the Komet rocket fighter really was. And it looks as though not just e-mail play, but Internet play will be included as well. Now, if you'll excuse me, HQ has just informed me that Her Majesty has authorized our use of the new Gloucester Meteor jet fighter. We'll will give those Jerries what for! ☺




►In *CHAOS OVERLORDS*, grab and defend every Casino and Bar in your

immediate area first. They'll give you the money to buy the necessary gangs and equipment. Later, seek out a research lab and purchase a gang with a good research bonus to be your weaponsmith. Your first research project should be the Katana or high-powered firearm, followed by some cheap advanced armor.

Remember that your choice of three gangs-for-hire are cards that will sit in your purchase area until you either buy them or discard them. So if you don't have the funds or inclination to hire a gang during a turn, discard the one that you find least appealing until you have three prime ones waiting for you. Always try and have at least one good butt-kicking bunch waiting to be hired at all times.

CHAOS OVERLORDS tips by Martin Cirulis



You blasted your way
through an onslaught of
undead marines and

hell-spawned hordes in
Doom, Ultimate Doom and

Doom II. Now you can ~~RM~~
retire, right? Wrong.

Seems flesh-eating mutants
have the mortality rate
of a cockroach and are
alive and kicking in Final
Doom—the last of the ~~XX~~
legendary Doom products.
It's two new 32-level
episodes complete with

new stories (Evilution
& The Plutonia Experiment),
new frighteningly realistic
graphics and new pulse-
~~RM~~
pounding music. It's time
to finish what you started.

OLD SOLDIERS NEVER DIE,
THEY JUST TURN INTO
BLOODTHIRSTY

MUTANT ZOMBIES

<http://www.gtinteractive.com>

id
SOFTWARE

GTTM

Distributed by
GT Interactive Software
16 EAST 40TH ST., NEW YORK, NY 10016



**FINAL
DOOM**

End of story.

Final DOOM™ ©1996 Id Software, Inc. All Rights Reserved. Created and Published by Id Software, Inc. Distributed by GT Interactive Software Corp. All trademarks are the property of their respective companies.



Beef Wellington

TalonSoft's *BATTLEGROUND: WATERLOO* Has The Beef And The Dessert

by Johnny L. Wilson

The Napoleonic Era is often considered to be the Grand Age of Warfare. Indeed, this era had everything: advancements in technology, innovation in tactics, large armies, colorful uniforms, impressive martial airs, and famous battles of grandiose size.

Napoleon, for example, fielded a massive army of 175,000 at the battle of Leipzig, whereas his famous predecessor, Frederick the Great, had a "mere" 77,000 at Hohenfriedberg as his largest force. Napoleon is well-known, of course, for his successful use of cavalry as shock troops, but he also added to the infantry manual. Where the accepted 18th-century tactic was for armies to attack in line, Napoleon had refined the art of massive column attacks by the early 19th century.

BATTLEGROUND: WATERLOO does the best job yet of any computer game to capture the glory, spirit and tactics of this fascinating era of warfare. Yes, the game "only" covers the Waterloo battle. But the historical game takes 44 turns, you have the option of playing shorter scenarios (various venues within the battle), and the real treat is a longer "What if the weather had been better?" version of the battle that's even longer than the "big battle."

Like the previous games in the *BATTLEGROUND* series, the game takes place on a thinly veiled hex map adorned by beautiful terrain, and you get to command brightly colored units that gleam like painted miniature soldiers—soldiers that are slightly larger than those in previous releases of the series. The visual cues of battle are everywhere evident: dead horses, soldiers, and the flotsam of battle

make clear that there is a cost to the pageantry of war. Additionally, multimedia film clips of Napoleonic reenactments combine with audio files of martial songs and shouts of "Vive le France!" to really make the battle come to life.

Huguenot) Use of skirmishers is particularly advantageous for defending armies, but they are also useful for cautiously advancing armies.

Just as Napoleon used cavalry so effectively at Eylau, cavalry really makes things interesting in BG:

WATERLOO. Whenever cavalry is lined up facing an enemy unit (unless it is disordered), it can charge the enemy during the Cavalry Charge Phase. This adds to the effectiveness of the cavalry in the next phase, Melee. Unless that enemy is infantry which has formed into square (literally a square formation designed to keep the faster cavalry from being able to flank line infantry), the cavalry's value is tripled for that



CHAOS THEORY A simultaneous cavalry charge and flank attack by line infantry make these British regulars retreat into a well-ordered unit—with messy results.

THE AGE OF MANEUVER

The game flow is most similar to BG: GETTYSBURG. The action is divided into turns with five phases per player in each turn: Movement, Defensive (Opportunity Fire and Formation Changes), Offensive Fire, Cavalry Charge, and Melee. This time, skirmishers and cavalry have significantly more important roles, and infantry can fight in column formation. Skirmishers can slow down line battalions just as they did in real life. Even facing 1:6 odds, skirmishers can usually take more than they give in terms of lives. As you would expect, skirmishers are particularly devastating in certain types of terrain (in this game, most notably in the orchards surrounding

melee. This reflects the demoralization which units usually feel when facing those tons of horseflesh descending upon them.

Of course, once a unit is lined up in the square formation to repel a

Tirailleurs for dessert, monsieur

The use of the column formation in *BATTLEGROUND: WATERLOO* reflects an interesting historical insight. When Napoleon's campaigns first began, many of his troops weren't disciplined enough to fight in line. So, initially, he used a lot of tirailleurs (skirmishers supported by columns). Later, as the troops became better trained, he was able to move large rectangular columns against the Allies' line battalions and break through them. By the time of the Waterloo campaign, Wellington had learned to counter the column attacks and they were no longer as effective.



Price: \$49.95

System Requirements: 486-DX33 minimum (P70 or better recommended), Windows 3.1 or 95, 8 MB RAM (16 recommended), 2x CD-ROM drive, SVGA graphics, 5 MB hard disk space (130 MB recommended), mouse, supports all Windows-compatible sound cards.

of Players: 1-2

Protection: None (CD must be in drive)

Designers: John Tiller, Jim Rose and Joseph Hummel

Publisher: TalonSoft Software

Forest Hill, MD (410) 821-7282

Reader Service #: 329



TOTALLY IMMERSE YOURSELF in exquisite state-of-the-art 3D environments. Pursue your opponents across towering bridges and up sloping ramparts, then plunge headlong into deep murky waters below. Includes optional SVGA high-res modes.



ENJOY UNLIMITED FREEDOM OF MOVEMENT as you run, jump, crawl, climb, swim, and fly your way against an onslaught of vicious enemies bent on your destruction.



WREAK VENGEANCE ON YOUR ENEMIES with your razor-sharp sword, flesh-ripping throwing stars, a crossbow with explosive-tipped bolts, a fully automatic uzi, concussion grenades, and a wide assortment of even deadlier magic spells and special effects.



TAKE THE CHALLENGE and fight for your life as you show your skills playing 2 players via modem or up to 8 players by network. Also, start your own ninja clan and play in cooperative matches against the ancient gods.



"Detail is everywhere. No other game has Shadow Warrior's sweep and splendor. This is going to be an epic."
— Electronic Entertainment

"Bar none, the BUILD engine is one of the finest engines to sculpt a world in, as it allows for incredible special effects and a sheering frame rate."
— Strategy Plus

Also Supports



NO FEAR. NO MERCY. NO RETURN.

SHADOW WARRIOR™

COMING SOON

FOR MORE DETAILS, ASK YOUR LOCAL SOFTWARE RETAILER.

Developed by 3D Realms Entertainment. All rights reserved. Distributed by FormGen. All other trademarks are the property of their respective owners.

WWW Site (<http://www.3drealms.com>)

CIS (Keyword REALMS)

AOL (Go 3D REALMS)

Software Creations Web BBS (<http://www.swcbs.com>)

Circle Reader Service #43

FormGen
INCORPORATED

3D REALMS™
REALITY IS OUR GAME.™

Battleground Tactics



BATTERY POWER Placing artillery side-by-side within the same hex is particularly effective, if you fire each battery separately. Firing the batteries in the same hex simultaneously will almost always produce the same result for both batteries, while firing them independently means you'll usually hit the target at least once.



MELEE MASSACRE Skirmishers can chalk up disproportional results when defending in well-covered terrain such as this orchard near Huguemont. Just because we think the skirmishers are too effective to be historically accurate doesn't mean you shouldn't take advantage of it.

cavalry charge, they have effectively spread their firepower out around the square. That means that if you can bring a column of infantry or line infantry to bear upon them while they are in square, their return fire will only be about 75 percent as effective as it would have been if you had faced them while they were in line formation.

Finally, artillery is as important to success in *BC: WATERLOO* as it was dear to Napoleon's heart. There are more artillery units in this game than in any computer game I can ever remember. Manuevering the guns into firing position and choosing

the right targets seems easily the most critical factor in the game.

PERILS OF WAR

BC: WATERLOO is almost the perfect Napoleonic wargame, with a few quibbles. I fainted cavalry charges, so that the British AI would form squares, allowing me to decimate them. Alas, I didn't even need to show my cavalry most of the time. The AI forms squares all too readily. Not only that, but the calculations just don't look right for infantry in square. They are supposed to lose 25 percent effectiveness, but it doesn't look like this is always the case.

Also, it may be just because I only like to play the historical scenarios, but it doesn't seem to me like the artificial opponents are aggressive enough. Of course, it may well be that this is a factor of the units forming squares so easily. It's tough to move aggressively in square formation.

And while I agree that skirmishers were effective historically, they're *too* effective here. I have pretty

serious doubts about the number of 6:1 attacks at 1,650 troops to 50 in which the attacker can lose 150 troops and the defender none. I suppose those could be really thick woods, though. Those South Carolina swamps worked for Francis Marion in the American Revolutionary War.

Another complaint I have has nothing to do with the underlying calculations. It's just that in order to get the most of the visuals in the game, you have to play much of the game zoomed in to the max. Unfortunately, that also means you'll face a lot of scrolling that slows the game down, even on my Pentium 70 laptop. The bigger figures are nicer, but it means you'll usually see less of the map at one time when you're enjoying them.

SPOILS OF WAR

Yet, when it comes down to it, *BATTLEGROUNDS: WATERLOO* is the best Napoleonic gaming experience I've ever had. I've played miniatures with rules authors, classic board games with champion players, and tried every Napoleonic computer game I could get my hands on. This one captures the flavor, the strategy and the spirit of the era like no other game I've played. If it only had a map and unit editor, it wouldn't leave my hard drive until DVD games use active movie technology to make the figures in the game look like the film clips in the multimedia enhancements to the game. Of course, considering the e-mail and head-to-head capabilities, it may reside permanently on my hard drive anyway. ☺



SQUARE PEGS Only one French cavalry unit can possibly charge the British who are pictured here, yet an amazing amount of infantry units have formed into square. We think this algorithm needs tweaking—but the cavalry charges are still loads of fun.

APPEAL: Anyone interested in the most fascinating era of warfare in history.

PROS: New formations and tactical challenges transform a very good system to excellent. Multimedia enhancements that add to instead of diminish game excitement. Massive troops to command over gorgeous terrain.

CONS: Overuse of square formations, slow scrolling on some machines at closest zoom level and lack of a scenario editor.



Two kings,
two kingdoms,
one determined to
destroy the other...



Multiple boards and
pieces in high color
SVGA graphics!



Real battles with each
captured piece that puts you
on the battlefield!

CHESS WARS

A MEDIEVAL FANTASY

Chess will never be the same!

CHIPS & BITS INC

POB 234 Dept 10734 Rochester, VT 05767

CALL NOW TO ORDER 800-699-4263

Fax 802-767-3382 Int'l 802-767-3033 Source 10734

Orders/Questions: chipsales@over.net Customer Service: chiserv@over.net

Available Mac & PC CD ROM

Download the demo at:

<http://www.artdata.com>





Tactical Errors

Arsenal Fires A Dud Into Windows Territory

By Patrick C. Miller

When Arsenal Publishing released TACOPS for the Macintosh nearly two years ago, PC wargamers like myself could hardly wait for the Windows version of this modern

armored warfare game. The long wait is at last over, but many will probably be disappointed with the results. The reasons are numerous: TACOPS for Windows lacks realism in significant areas, appears out-

Canadian and former Soviet weapon systems from the recent past and near future is impressive. In addition, the point-and-click interface that's used to give units orders and provide information on their status and capabilities is very intuitive, thus reducing the learning curve of an otherwise complex game. The artificial intelligence is quite good and provides challenging solitaire play. The thick manual is also very informative, and Arsenal has good support for TACOPS, offering on-line technical help and playing tips, and releasing patches quickly.

While you might expect a game that runs under Windows to have at least some visual appeal, TACOPS has a face that only a grognard could love. The maps are ugly and since most of the terrain is in identical shades of green, determining effects on combat and what you can see is difficult. It doesn't help that the line of sight routine is a convoluted process or that you can't zoom in the map view. Without zoom, you sometimes feel as if you're playing a tiny board game using a pair of tweezers to move unit markers.

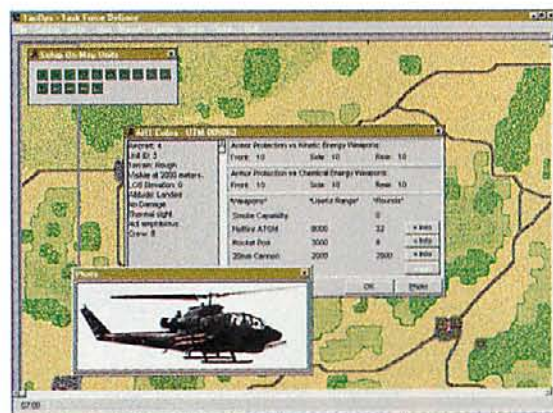
TACOPS supports play by e-mail, network and null modem connection.

Modem play is much too bothersome though. Rather than providing built-in modem support, the game requires both players to connect with a third-party communications program and then send their orders files back and forth. It's not all that easy and probably not what most players have in mind.

Despite TACOPS' poor showing on Windows, Arsenal is planning a sequel using a more up-to-date engine. Given the company's lagtime in porting TACOPS over to Windows, it will probably be another year before we see it. From the look of things, though, they probably need all the time they can get. &

BAD EXECUTION

However, it's the glaring oversights and inaccuracies that prevent TACOPS from being all that it can be. There is no attempt whatsoever to model command, control and communications issues on the modern battlefield. Vehicles equipped with anti-tank guided



HARDWARE HEAVEN TACOPS' database of weapons systems is an informational bonanza for those who thrive on details.

dated with its crude graphics and sound and has numerous bugs.

GOOD STRATEGY

Some aspects of the game are done well: TACOPS accurately portrays the lethality of modern ground combat, as well as the tactics that commanders today try to drill into their troops. Those who employ combined arms teams, emphasize reconnaissance, use bounding overwatch on the attack and properly set up engagement areas on the defense will win many battles. The database of U.S.,

missiles (ATGMs) can fire with great accuracy while moving at full speed, a nearly impossible feat. The time required to reload ATGM launchers isn't taken into account, enabling some units to unrealistically spew missiles like Roman candles at a fireworks display. The type of ammunition and point of impact for artillery fire can be changed seconds before a barrage arrives. Because morale isn't modeled, all units fight until annihilated, creating the impression that you're commanding an army of mindless robots rather than living, breathing humans.



Price: \$44.95
System

Requirements: IBM compatible 386/33 DX or better, Windows 3.x, 4 MB RAM, 8 MB hard drive space, VGA graphics card, mouse, Windows-compatible sound card.

of Players: 2

Protection: None

Designer: I.L.

Holdridge

Publisher: Arsenal

Publishing, Inc.

Reston, VA

(800) 247-1877

Reader Service #: 330

APPEAL: Wargamers whose primary interest is in shooting and moving modern hardware rather than a realistic simulation of tactical combat from the command perspective.

PROS: Challenging AI, two-player capability, good manual, low system requirements, extensive database of modern weaponry.

CONS: Bugs, lack of realism and command perspective, poor graphics and cheesy sound make TACOPS a mediocre simulation.



THE ULTIMATE BATTLE



BACK TO BAGHDAD™

Now you can hone your skills with the same accuracy as the military. "Back to Baghdad" is created directly from "Red Flag" and "Top Gun" flight simulators used in Air Force Pilot training. "Back to Baghdad" is the most realistic and accurate flight model on the market, complete with satellite photos from the U.S. Department of Defense, precise geographic data and 40 missions packed with Air to Ground attacks. "Back to Baghdad" will provide you with the most advanced combat simulation you have ever experienced...

Are you ready for the challenge?

F-16 FLIGHT CONTROLS

When you're flying "Back to Baghdad," only the best controls will do. Bring it back home with the ThrustMaster F-16 FLCS*, F-16 TQS and Rudder Control System. ThrustMaster's F-16 flight controls are specifically designed to compliment the "Back to Baghdad" flight model.

When you're flying the best combat simulator, only the best controls will do...

* F-16 FLCS Required for the F-16 TQS to Function

Circle Reader Service #129

MILITARY SIMULATION INC.

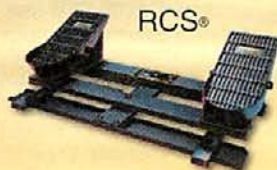
5910 N.E. 82nd Avenue Vancouver, WA. 98662

PHONE (360)254-2000 FAX (360)254-1746

World Wide Web: [HTTP://www.military-sim.com](http://www.military-sim.com)



F-16 TQS™



RCS®



F-16 FLCS™



WORLDWIDE DISTRIBUTION LIMITED

MultiGen Inc. INCORPORATED FAAC



Nuns With Guns?

New World Reinvents Gang Warfare, And It Ain't Pretty

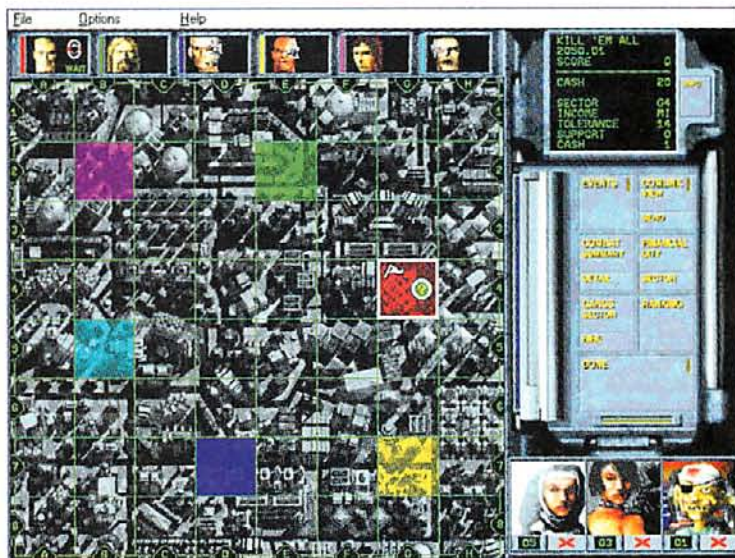
by Martin E. Cirulis

Nobody is happier than I am that we live in an age when dozens of new computer games arrive every quarter. Sometimes, though, I wonder if we are in danger of missing some rough gems in favor of all the shiny baubles. In the old days, there wasn't much to choose from, and consumers were more likely to squeeze all the gameplay they could get from a game before passing judgement. I'm afraid many will overlook **CHAOS OVERLORDS** because it does not make a good first impression; there are no flashy graphics, no live action video and gameplay isn't anything incredible. But remember the old days and stick with this game, because it definitely rewards the player who's willing to put in a little extra effort.

CYBER-M.U.L.E.?

CHAOS is a multiplayer, turn-based strategy game about various crimelords vying for control of the city. There isn't a lot of chrome here. Instead, this game is a trip back to simpler, pre-IBM supremacy days, when an audience didn't think twice about a game set on a 8x8 grid, where units were blatant reproductions of wargame info cards, and where the manual explained combat resolution in terms of simulating six-sided die.

Though **CHAOS** allows players to play a number of different scenarios, what they all boil down to is the same style of game with different victory conditions. This is a game of territory control and economics, where each neighborhood serves as a movement square to be entered and fought in, as well as an economic resource to be exploited. As a Crimelord, your existence depends on hiring criminal gangs to control territory, which in turn produces the money to hire more, and nastier, gangs. Each neighborhood con-



GRID WARS This interface is pretty ugly, and none too intuitive, but once you get past it, you'll find a challenging strategy game with a surprising level of depth.

tains three structures that range from casinos to bars to research labs, and all cough up varying amounts of money every turn, in what must be the future equivalent of "protection" payments. Structures also confer other benefits according to their purpose, such as improved recovery rates

for units healing in hospital squares, or increased research ability for those gangs in squares with a lab.

As for the gangs themselves, they are your eyes, ears and fists; without them you have nothing. Each gang has a long series of attributes that cover both combat and



DON'T SHOOT ME The name of the game is extortion; you need money to finance your gang, and you get money by controlling businesses in your squares.



Price: \$49.95

System Requirements: IBM-compatible 486 or better, Win 95, 8 MB RAM, 15 MB hard drive space, SVGA graphics card, 2x CD-ROM drive, mouse; supports major sound cards

of Players: 1-6

Protection: None (CD must be in drive)

Designer: Stickman Games

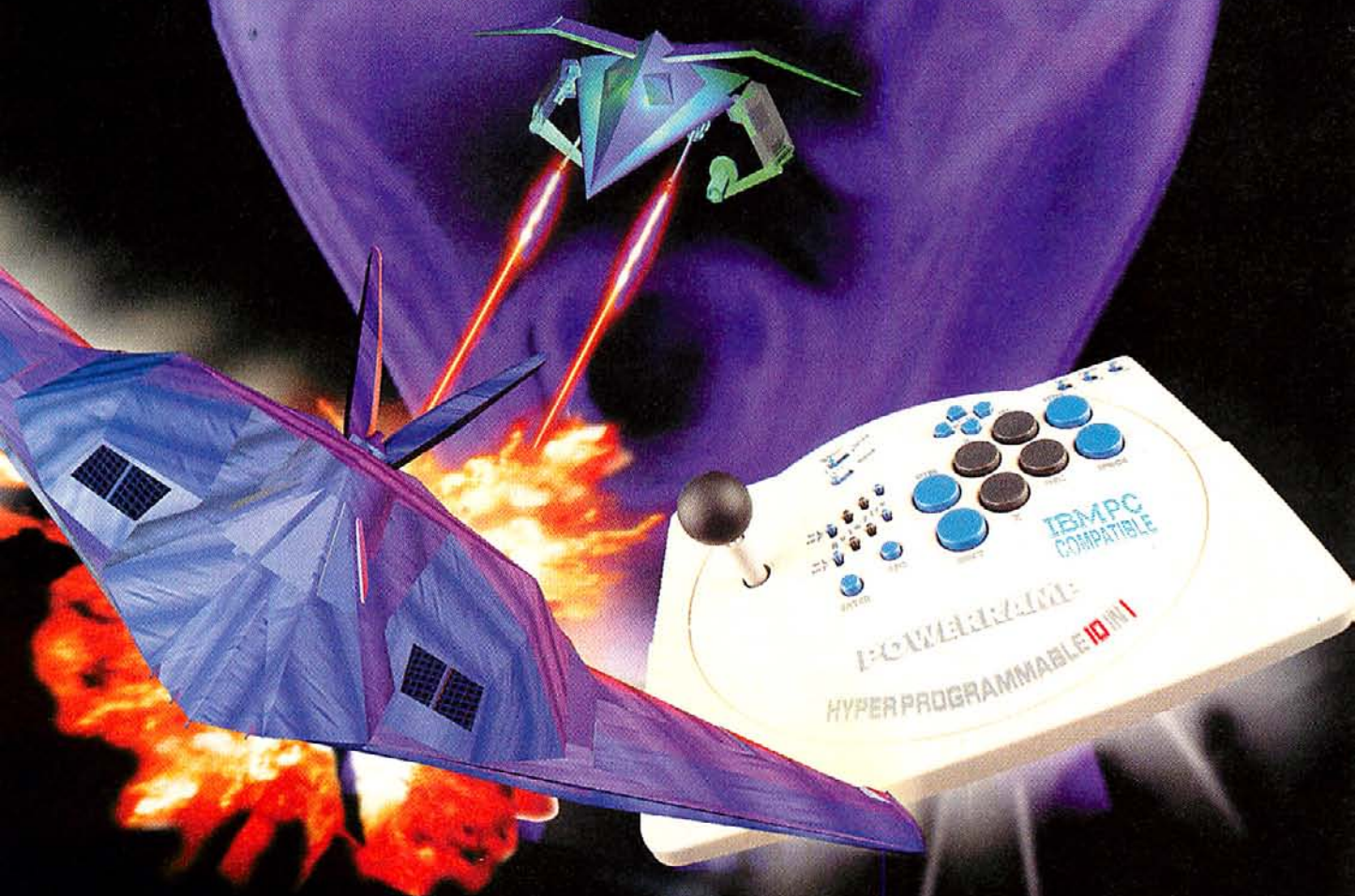
Publisher: New World Computing

Hollywood, CA

(800) 325-8898

Reader Service #: 331

POWERRAMP™



IT'S TIME TO SPANK SOME EVIL ALIENS.

S, I'd like to spank some evil aliens. I'd like some more info before I spank some evil aliens.

-800-980-9997

www.actlab.com/inventions.htm



REVIEW • CHAOS OVERLORDS

administrative skills for the running of your empire. To take a neighborhood into your pocket, you must first send in at least one gang to initiate control of the sector. Once that is achieved, you may begin taking over the buildings within that sector, or, if you are pressed for cash, a gang can shake down the entire neighborhood for loose change. Be warned, though. Populations can only be shaken down so many times before they get angry and call in the cops for a crackdown. Then the cops will call in the big guns, kill every

center of the game. Instead of just random decoration, which is how they initially come across, each gang is actually a carefully constructed unit that can have an important effect on your basic strategy. Because the gangs you can hire are random, you are forced to adopt subtle changes to your strategy with every new game. For instance, you may have discovered a killer gang/weapon combo, but if you're never dealt the right gang to research the weapon or the ideal one to carry it, you will be in a fair amount of

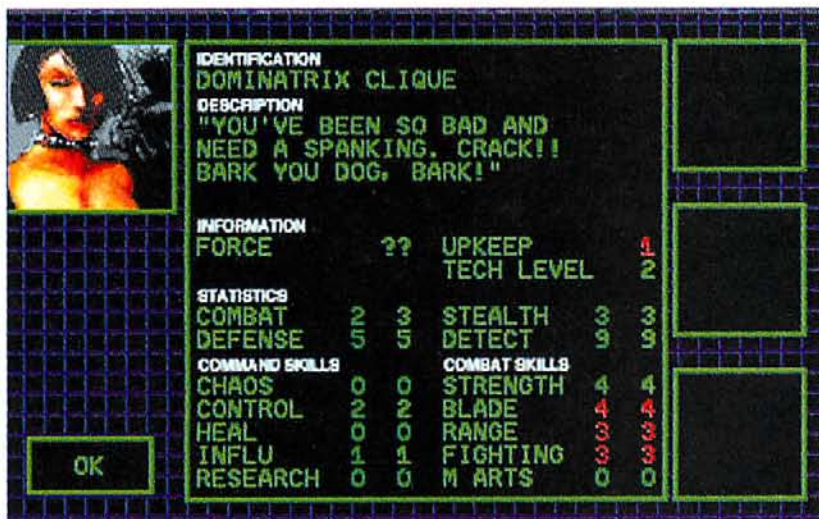
open up with shotguns on the Disgruntled Postal Workers, who are packing rocket launchers.

ORDER FROM CHAOS

CHAOS OVERLORDS is basically a good little boardgame translation with a few rough corners in presentation, which may turn potential fans off before they reach the gold. For a supposedly Win95 game, it functions more like a proprietary DOS game, with no window shrinking controls. Players minimize the screen at their own risk.

Graphically speaking, this game is incredibly monotonous. CHAOS could use a few random combat resolution effects for truly spectacular match-ups, as well as a more rewarding end to the scenarios and a permanent record of player achievements. Also, the interface is fairly daunting and confusing, requiring a few reads of the manual before any competent usage. As far as gameplay goes, the only real flaw is that the AI plays "Kick the Human" a little too much in a game that is supposed to be a free-for-all.

In the end, what we have here is proof that sometimes your first impressions can be wrong. Of course, this depends on what kind of person you are as well. If you are looking for a slick package that delivers up-front wargame thrills like PANZER GENERAL, then I doubt this game will ever rock your world. On the other hand, if you have the time and patience to play a strategy game that is original and challenging instead of just pretty, then you might want to rent a stronghold in this twisted little neighborhood. **E**



BREAK OUT THE WHIPS The gangs in CHAOS conjure up some hilarious images, and help give the game a little demented personality.

gang in the neighborhood for a few turns, and return everything to its pristine, unexploited state.

Speaking of killing, no matter which scenario you choose to play, conflict with your fellow crimelords is inevitable. So don't forget to hire some nasty hombres and outfit them with the best weapons you have on hand. Gangs attack with a combination of their own attributes and modifiers from equipment they carry, while the defender gets a counter-attack at half-strength. Should a combat round end with a gang at zero hit points, they are gone from the game, and whatever expensive equipment you provided goes to the grave with them.

LOOKING BEYOND THE GRIME

The key to getting your money's worth from CHAOS is realizing that the gangs aren't just a gimmick but are the whole

trouble if you can't come up with something else fast. And the gangs aren't just for fighting. The subtle interaction of their attributes with the economics of the game means you're always eager to find the right bunch for the job you have in mind. You can spend entire games using your favorites to their best advantage (such as bankers for squeezing out extra cash), while desperately trying to protect them from harm. It is this level of the game which truly differentiates it from the pack.

While this may seem a small detail, it was enough to change the game from something I played because it's my job to something I will play long after this assignment is over. Not since the old Illuminati card game have I openly chuckled at some of the images created by a game. You'll know what I mean the first time you see the Angry Nun gang

APPEAL: Only for dedicated strategy gamers who crave a challenging management game and have the patience to look beyond the surface.

PROS: A novel, truly strategic wargame that offers plenty of play and humor with excellent multiplayer potential.

CONS: CHAOS OVERLORDS is not pretty by any means, and it's very hard to get into. It also starts off slowly, and, while deep, is never really exciting. Interface is also confusing.



Citizens of Planet Earth:

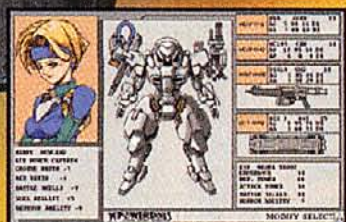
You Are the Enemy.

POWERDOGS

25TH CENTURY FREEDOM FIGHTERS

You traveled across the galaxy to attack us. You claim our parents freely chose to colonize this world for you! No, This is our world! You drew first blood. Now you must die!

A Futuristic Paramilitary Simulation: Plan and lead a realistic rebellion. At your command is an elite force of highly trained, extremely deadly, female cyberwarriors ready to kill and die to defend their planet!



Circle Reader Service #125

MEGATECH

To order, call 1-800-258-MEGA

KOGADO
Software Products

AP
ALL PLAYERS



What You Say Could

COMBINING FIRST PERSON 3-D SHOOT EM UP ACTION WITH RIVETING ROLE PLAYING ELEMENTS, STRIFE BECOMES THE FIRST GAME TO FUSE THE SPECTACULAR **Doom™ engine** WITH AN ALL-CONSUMING INTERACTIVE MULTI-PLAYER ADVENTURE. THROUGH CHARACTER DEVELOPMENT, 30 MASSIVE LEVELS, OVER 200 VIRTUAL SQUARE MILES TO EXPLORE, AND A CAPTI-

VATING STORYLINE—**essential** TO THE GAMEPLAY YOU WILL BE THRUST INTO A WORLD WHERE YOU MUST FIGHT TO CRUSH THE **Order**. UTILIZING YOUR BRAIN, YOUR WIT AND OF COURSE, AN **awesome** ARSENAL OF WEAPONS YOU'D BETTER BE PREPARED TO FIGHT FOR THE TRUTH, AS YOUR VIGILANT ENEMIES AND BACKSTABBING TRAITORS WILL MAKE YOUR TASK A LIVING HELL. REMEMBER **trust no one**.



Trust no one

STRIFE™

Get You Killed!

"Strife makes
the story
integral to
the gameplay."

-Peter Olafson,
Computer Gaming World,
May 1996

VELOCITY™
Check it out at <http://www.velocitygames.com> or call 1-800-VLOCITY

©1996 Velocity™ All Rights Reserved. Velocity™ and Strife™ are trademarks of Velocity Inc.
This product contains software code owned by Id Software Inc. (the "Id Code"). Id Code ©1993.
1996 Id Software, Inc. All Rights Reserved. DOOM™ is a trademark of Id Software, Inc.



RPG
ADVENTURE WITH
Doom™
STYLE ACTION

DOS CD-ROM
RUNS UNDER WINDOWS™

MULTIPLAYER
CAPABILITY: SUPPORTS
8 PLAYERS OVER A
NETWORK OR ONE TO
ONE COMBAT PLAY
OVER MODEM.
INTERNET SUPPORT
coming soon!

World Conquest Made Easy

Essential Tips For Winning At Any Level In CIVILIZATION II

by Tim Carter

Work, work, work. Megalomania is a tough calling, you know, and world domination isn't all it's cracked up to be. What's a world conqueror to do? Well, since this is *Computer Gaming World*, not *Psychology Today*, the best your humble scribe can offer is a few tips for more effective conquest in SID MEIER'S CIVILIZATION II, the current state-of-the-art in games of world domination. Actually, and unfortunately for the more violent dictators in the room, Civ II is much more concerned with development than destruction. Winning requires

a much greater emphasis on building than its predecessor, and it's the peaceful (or restrained) megalomaniac who will be rewarded with victory.

THE BIG PICTURE

Winning in Civ II at the all-new Deity level of difficulty is challenging. The computer opponents develop very quickly and are quite unforgiving in their diplomatic attitudes. Screw them over once and they are unlikely to forget it—ever. Also, if you gain any kind of substantive lead over the computer players they will eventually form an alliance against you, trading technology until they have caught up with or exceeded your empire's technological development.

This competitive environment can

dramatic and often irreparable harm if they are inadequately defended. The computer AI in Civ II likes sneak attacks, and is quite capable of using combined arms to overwhelm several cities quickly.

Make sure your empire always grows in all three directions at an equal pace. Plan your empire to provide you with all of the necessary resources from the start. Your growth will be continuous, your empire secure, and success considerably more likely.

Tip: In Civ II, the square you build on automatically generates a shield—even if no resources exist on the terrain. So, build beside resources, rather than on top of them. This can literally double the early productivity of your city.



THE ART OF STONE WALLS Build fortresses around your cities early; they can provide a second line of defense and can also be used as springboards for invasions of neighbors.

punish players that neglect any particular aspect of their empire for very long. If you concentrate on military forces, for instance, you had better capture many enemy cities quickly, or you will find that all or most of the other players will have built up a substantial technological edge while you were busy bashing heads.

Likewise, strong economic and technological empires can suffer

IN THE BEGINNING

As with all exploration and development games, one of the most important elements of success is a fast start. In Civ II it is absolutely imperative that players get as many cities as possible started early in the game.

Build your first city as quickly as possible, definitely within the first five turns. Build a militia unit first, then settlers. Until the territorial borders of your empire are reached, every second unit/improvement built by all cities should be a settler. Garrisons are important to keep barbarians away, but barbarians are fairly rare on regular settings.

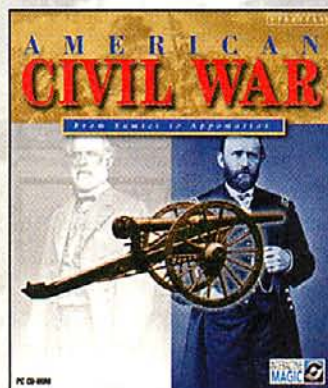
At deity level, population unrest is a problem right from the word "go." Therefore, the first improvement built in each city should be a temple. Barracks and granaries must wait until your citizenry is placated, otherwise there won't be

AMERICAN CIVIL WAR

From Sumter to Appomattox™

2 CD's

Strategy Game plus Historical Multimedia CD with CD-quality soundtrack!



*"...the only strategic-level
Civil War game worth buying."
-Computer Gaming World*

PC CD-ROM

Its 1861 and the nation is divided against itself. Brother against brother. Father against son. You stand at the brink of one of the greatest apocalypses, the American Civil War.

Confederate or Union, history buff or strategic gaming fan, with its great attention to detail and dead-on realism, American Civil War is the choice for anyone ready to face the challenge of refighting, and rethinking, the most devastating war in American history.

Play American Civil War, From Sumter to Appomattox
- all the decisions are yours!

Strategy Game

- Play the entire Civil War, Union or Confederate - or enter the war in the spring of 1862 or 1863.
- Choose from various political and military victory options.
- Recruit and organize your own Divisions, Corps, or Armies.

Bonus CD! Narrated Historical Multimedia CD

- Review the War through narrative text, interactive maps, color graphics, and recordings.
- Watch exciting video clips of recent battle reenactments.
- Listen to the songbook including history and lyrics representing famous songs of the period.



YOU CAN WIN...

An exciting historical tour through famous Civil War battlefields!
Automatic entry with the return of the warranty card, or register for the sweepstakes at our website.

See our website for details!
www.imagicgames.com

Designed by: Frank Hunter
Published By:



© 1996 Interactive Magic

To order call: toll free 1-888-546-2442 (North America only) or 919-461-0722

STRATEGY • SID MEIER'S CIVILIZATION II

enough workers in the fields to keep cities growing, to produce trade, and to generate the resources needed to build all those settlers.

Trade is important also—not the technological advancement, but the money generated by each city. All city squares that are in use should be generating trade of some kind (except mines), and it is worth building roads right from the start of the game to make sure this happens. Without a healthy cash flow, it is very difficult to start and sustain an aggressive research program.

Another key to starting quickly is con-

TIP: Huts in unexplored territory can provide free military units as well, not to mention cash and technology, so go after them as quickly as military production allows. The many benefits outweigh any possibility of unleashing a barbarian horde.

verting to a monarchy as soon as possible. Monarchy allows greater food production, reduces corruption and makes limited military production more affordable. Research monarchy as quickly as possible. As a rule of thumb, only build enough

Dictating A Democracy

Waging war while ruling by democracy is a little tricky. Here are a few tips on how to do so effectively.

- 1) Manage unrest with wonders. Woman's Suffrage and the Cure for Cancer both diminish the negative effects of large overseas armies. J.S. Bach's cathedral is also nice, since it effectively gives you a cathedral in every city. Use freight or caravans to accelerate wonder production so enemy civs don't build these essential wonders first. The AI will typically begin construction of a wonder immediately after it acquires the appropriate advance.
- 2) Increase production with the Hoover Dam. This wonder will boost production in all your cities and also cleans up pollution. The production boost will help you build units and space ship parts, while the clean air will help in your final score.
- 3) Use railroads for a rapid deployment force that can move anywhere on your continents instantaneously. This military striking force can then be rapidly shifted via rail from one trouble spot to the next.
- 4) Once your cities have SAMs, build airfields a few squares away and garrison them with fighters. Bombers have a tendency to overcome intercepting fighters defending a city. Let the bombers expend themselves on infantry defenders, then mop up during your turn.



RIVER BONUS Your first cities should be built on rivers to take advantage of their increased trade and rapid movement bonus.

military units to explore the surrounding area and to provide a minimum defense—usually two phalanxes per city is plenty. Do not go to war with any civilizations you happen to meet unless they are very close to your heartland and threaten to cut off your settlers from further expansion. Even then, it is often wiser (and cheaper) to look for other areas to expand into rather than take on a well-established empire.

On the other hand, if you encounter a computer opponent early in the game, with only a few cities, it is usually a good idea to suspend all other activities and concentrate on eliminating them as quickly as possible. This way you'll clear away a larger area in which to grow.

HOLDING ON TO MOMENTUM

Once your empire is underway, focus on keeping your growth rate as high as possible. Switch some settlers from city building to irrigation, mining, and road building. Somewhere around 1 AD my empires usually hit a cash crunch. Upgrading to the republic will generate more revenue—thus keeping the people happy and research moving at the right speed, but at a cost to shield production. If you plan to go to the republic early in the game, begin digging mines as soon as you have the settlers to spare. This will allow your key industrial cities to keep building once maintenance costs rise.

I prefer to remain in monarchy for as long as possible. Because military units are cheap, particularly if you remain on the defensive, your overall economic growth is better under a monarchical government than a republic. To keep your research from stagnating, make extensive use of caravans to boost your trade figures. Most large cities should produce three caravans, and you should endeavor to have your caravans reach the best foreign cities.

This strategy can double the trade generated by big cities under a monarchy, thus keeping research moving at a decent pace. Caravans also generate cash when they first arrive at their destinations. If

TIP: For a good defense in the early and middle stages of gaming, the most useful wonders are the Great Wall (automatic peace) and Leonardo's Workshop (automatic upgrades). These two wonders will allow you to defend yourself relatively easily without burdening your economic growth or your research efforts.

your caravans go to foreign cities which demand the goods they are carrying, this initial payment can be substantial. By using this money to buy city improvements, you can accelerate the development of your empire considerably.

Once your cities have the minimum

The battle doesn't begin until I say it begins.

It's my game and I control the course of conflict.

If you want to play then you better get serious.

This ain't no lily-livered,

thumb sucking mama's boy game. Nuh-uh.

This is war. Messy and mean.

Somebody's going to get hurt

and it ain't gonna be me.

I've got you in my sights

and you look like a sucker.

A puny little Cybrid sucker.

MISSIONFORCE

CyberStorm™



"EARLY CONTENDER FOR BEST STRATEGY GAME OF 1996." - STRATEGY PLUS MAGAZINE

Introducing the strategy war game from the EarthSiege™ universe.

See your software dealer, call 1-800-757-7707, or check out <http://www.sierra.com>.



SIERRA®

Circle Reader Service #161

©1996 Sierra On-Line, Inc.® and/or TM designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

FREE
EXTRA
MissionForce™
CyberStorm™ CD
PLAY ON-LINE WITH A FRIEND

STRATEGY • SID MEIER'S CIVILIZATION II

improvements (bar-racks, granary, temple) and have sent their caravans overseas, it is usually a good idea to start thinking about building a wonder or two. During the middle game, I don't recommend extensive military action.

DEMOCRATIC WARFARE

The increases in production and mobility that come with the discovery of the railroad make it possible to continue economic and military growth even under a democratic government. Once your empire begins to feel the effects of the railroad, switch to democracy and stay there.

The extra trade established through caravan routes earlier in the game pays even higher dividends under a democracy. You can afford to spend 30 percent on luxury items as well, ensuring a happy population in general and repeated "We love the president days," which greatly increases the power of your cities.

Combined Arms And City Bashing

The computer not only does a good job of attacking cities, but is also pretty good at defending them. Here are a few tips on the effective use of combined arms to reduce enemy defenses.

1. Begin your attack by using aircraft, naval units, or cruise missiles to destroy the bulk of the defenders.
2. Use spies to sabotage key defensive improvements such as city walls, coastal batteries, and SAM sites.
3. Try to surround the city before capturing it. The more units you have in the countryside, the less partisans you will have to deal with later.
4. Often the computer sues for peace following the fall of a city, then counterattacks a few turns later. If you are ruled by a democracy and cannot break treaties yourself, make sure that key defensive positions (such as forts or mountains) are in your hands before making the final assault.
5. Make sure you have adequate units to defend a city before taking it. Trading control of a city not only reduces its value, it can provide the computer with an easy way to steal a lot of your technology as well.
6. The computer often sends spies into newly fallen cities to take technology as well. Remember to include spies of your own in all frontier garrisons.



BOTTLENECK The thin land strip here makes for great defense. Always fortify key mountain squares and garrison them with several strong defensive troops to create nearly invincible positions.

else, speed. Your points will improve with a large cargo, but getting there first is far more important. Even if you have SDI, a determined opponent with nuclear weapons can keep you away from his capital city for the 8-10 turns that the computer's ships usually take to reach Alpha Centauri. You are much better off keeping your opposition from launching, and launching your own ship as soon as it is capable of reaching its destination in under 15 turns. Once your colony is guaranteed of success, shift your spending to



TRADING PLACES Trade is an indispensable part of any large empire's economy. This city derives half of its income from trade, leaving more financial resources for research and luxury.

Start building the appropriate wonders (see Democracy sidebar), and once you have them all built, you should be on your way to a balanced civilization that no longer depends on immediate city improvements for growth or stability. At this point, and with the advent of bombers, you should be able to go on the offensive (see Combined Arms sidebar). You'll want to lean especially hard on any civs with space ships under construction.

The race to space requires, above all

luxury items or to buying enemy cities. Boosting overall happiness pays very high dividends when the final points are tallied. By holding off on major military spending until your empire is stable, and by keeping economic development and research moving forward regularly, smart players should have little trouble staying ahead of the computer opponents. In the endgame, go for the throat. Once you have SDI there is nothing to lose, and a good multipower war can make those long final turns a lot more fun. **E**

EXPLORE THE

HEART OF DARKNESS™

COMPUTER GAME SAMPLER

FREE!

With two wrappers from GUMMI SAVERS.®*

Check out more information
on Heart of Darkness and
other games at the new
GamePlayers Internet site:
<http://www.gameplayers.com>



SQUISHY FRUITY FUN

*To receive your free "Heart of Darkness" PC CD-ROM Sampler, send:
1. Two (2) proofs of purchase (UPCs) from any size Gummi Savers Package,
2. This completed Official Gummi Savers/Heart of Darkness
Sampler Offer Form.

Mail to: Gummi Savers/Heart of Darkness Sampler Offer,
P.O. Box 5760, Unionville, CT 06087-5760

NAME _____ D.O.B. _____
ADDRESS _____ SEX M F
CITY _____ STATE _____ ZIP _____

Completed requests must be received by December 31, 1996. Limit one (1) completed request per envelope. Limit one (1) request per family, household or address. Offer limited to residents of USA, its territories and Puerto Rico. Offer not good in conjunction with any other offer and is void where taxed, restricted or prohibited by law. Nabisco, Inc., Virgin Interactive Entertainment, its parents, subsidiaries, affiliates, directors, officers, agents and employees shall not be responsible for any damage, compensatory, direct, incidental, consequential or otherwise, with respect to, or in any way arising from the offer. Wrappers (UPCs) may not be copied, reproduced, traded, or sold. Not responsible for lost, illegible, delayed, misdirected, damaged, incomplete or postage due requests. All requests for Official Forms and completed requests become the property of Nabisco, Inc. and will not be returned. Allow 6-8 weeks for delivery. ©1996 Nabisco, Inc. Heart of Darkness is a trademark and copyright ©1996 of Virgin Interactive Entertainment (Europe), Ltd. and Amazing Studio. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. CGW

Circle Reader Service #296



The
ultimate
computing
resource
online

ZDNet™

<http://www.zdnet.com>

From the
sources you trust:

PC Magazine

PC Week

PC Computing

Computer Shopper

Windows Sources

MacUser

MacWEEK

Inter@ctive Week

Computer Life

FamilyPC

Computer Gaming World

Yahoo! Internet Life

Be sure to
sign up for
Personal View

ZD Net's FREE
news service that
you can easily
configure to track
only the companies
and products that
interest you most.

Click into
ZD Net's world-
renowned
Shareware
Library
and start
downloading!

Over 10,000
programs —
all tested, rated
and reviewed by
ZD Net editors.

Join in!
There's a lot
going on —

from wide-ranging
discussions with
industry leaders,
to topical weekly
chats with editors
and ZD Net
personalities —
there's always some-
thing new, exciting
and insightful
happening at
www.zdnet.com.

**See You
Online!**

IT'S AS EASY AS 1,2,3

1. Fill in your name and address and check off your answers to the seven research questions.

2. Circle the numbers on the card that correspond to the ads or articles you'd like more information about.

3. The literature will be mailed to you from the advertiser free of charge.

CIRCLE FOR FREE INFORMATION

Void after November 30, 1996

001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016	017	018	019	020	021	022	023	024	025
026	027	028	029	030	031	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047	048	049	050
051	052	053	054	055	056	057	058	059	060	061	062	063	064	065	066	067	068	069	070	071	072	073	074	075
076	077	078	079	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095	096	097	098	099	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200
201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225
226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250
251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275
276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300
301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325
326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350
351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375
376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400

1. What is the highest level of education that you completed? (Check one only)

01. ☐ Some high school or less
 02. ☐ Graduated High School
 03. ☐ Some College or Technical school
 04. ☐ Graduated College
 05. ☐ Post Graduate school

2. Computer currently owned is: (Check all that apply)

01. ☐ IBM compatible (Intel standard)
 02. ☐ Macintosh
 03. ☐ Amiga
 04. ☐ Dedicated game machine
 05. ☐ None

3. If Intel, what level? (Check one only)

01. ☐ Power PC
 02. ☐ Pentium (586)
 03. ☐ 486
 04. ☐ 386
 05. ☐ 286

4. Do you own (or plan to buy in next 6 months) a CD-ROM? (Check one only)

01. ☐ Own
 02. ☐ Plan to buy (6 months)

5. How often do you usually buy computer games? (Check one only)

01. ☐ Once a week
 02. ☐ Once every two to three weeks
 03. ☐ Once a month
 04. ☐ Once every two to three months
 05. ☐ Once every four to six months
 06. ☐ Once a year

6. Where are you most likely to purchase games? (Check all that apply)

01. ☐ Independent computer store
 02. ☐ Consumer electronic store
 03. ☐ Mass merchandising store
 04. ☐ Computer store chain
 05. ☐ Direct from vendor
 06. ☐ Mail order

7. What is your (and others in household) favorite type of game? (Check one in each column)

	Youself	Other 1	Other 2
01. Strategy			
02. War/Military			
03. Role Playing			
04. Brain Teasers			
05. Card			
06. Sport			
07. Action/Adventure			
08. Educational			
09. Adventure			

Name

CGW 8/96-4

Title

Telephone

Company Name

Address

City

State

Zip

4. ☐ Please send me a one-year (12-issue) subscription to Computer Gaming World for \$27.94 (U.S. price); all other countries add \$16.00 for additional postage.

In a Hurry? Fax This Card To: 609-829-0692

FOR QUICKER RESPONSE
FAX TO
(609) 829-0692

**Free Product
Information**

BUSINESS REPLY MAIL

FIRST-CLASS MAIL

PERMIT NO. 433

RIVERTON, NJ

POSTAGE WILL BE PAID BY ADDRESSEE

**Computer
Gaming**
World

PO BOX 10126
RIVERTON, NJ 08076-8626

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



ADVERTISER INDEX

FREE

FREE

R.S. #	COMPANY	PRODUCT	PAGE
144	The 3DO Company	StarFighter	18,19
248	Access Software, Inc.	Links LS	120
246	Access Software, Inc.	The Pandora Directive	121
292	Accolade	Deadlock	C5-C7
*	Acer	Aspire	51
191	ACT Laboratory Ltd.	Power Ramp	189
39	Activision	Hyperblade	85
98	Activision	Interstate 76	75
41	Activision	Mechwarrior 2: Mercenaries	149
37	Activision	Spycraft	59
38	Activision	Time Commando	24,25
245	ActSoft, Inc.	Mail Order Products	205
52	Altec Lansing	Hearing Aids	101
261	American Power Conversion	Back-UPS Office	153
168	The Avalon Hill Game Company	Third Reich	21
51	Bethesda Softworks	Daggerfall	29
265	Blizzard Entertainment	WarCraft II	2,3
254	Blue Byte	Settlers II	92
75	Bungie Software	Marathon 2	15
60	CHI Products	Game Controllers	127
195	Chips & Bits	Adult Mail Order	213
69	Chips & Bits	Chess Wars	185
68	Chips & Bits	www.cdmag.com/chips.html	87-89
76	Computer Express	Loony Labyrinth	117
74	Computer Express	Mail Order Products	102-103
78	Creative Labs, Inc.	AWE 32 Plug & Play	46
258	Cyberdreams	NOIR	125
205	Eiger Labs	Head On 28.8 DSVD Modem	107
90	Electronic Arts	Need For Speed	52,53
104	Electronic Arts	Triple Play 97	170-171
71	Entertainment	"KING" Entertainment	205
*	Epic MegaGames, Inc.	Fire Fight	13
92	Falcon-Northwest	Falcon MACH V	211
70	FormGen, Inc.	Duke Nukem 3D	C2-C4,1
43	FormGen, Inc.	Shadow Warrior	183
247	FormGen, Inc.	Xenophobe	129
93	Gamer's Gold	Mail Order Products	208
295	Gateway 2000	Destination	79-82
73	GoldTree Enterprises	Cylindrix	207
242	GT Interactive Software	Final Doom	181
224	Hayes Microcomputer Products	Accura 288 DSVD Modem	98
108	Interactive Magic	American Civil War	195
105	Interactive Magic	Bruce Jenner's Decathlon	162
59	Interplay Productions	Normality	65
279	Iomega Corporation	jaz drive	4,5
87	Jazz MultiMedia	3D Magic	178
281	Logitech	WingMan Warrior	109
118	LucasArts Entertainment Co	AfterLife	61-63
82	Macmillan Publishing USA	Can Anyone Fix This Game?	135
249	Matrox Graphics, Inc.	Matrox Mystique	105
72	Media Wave	Mail Order Products	206
125	Megatech Software	Power Dolls	191
228	Merit Studios	Cyberjudas	43
56	MicroLeague	MicroLeague Baseball 6.0	159

R.S. #	COMPANY	PRODUCT	PAGE
123	Microprose	Civilization II	122-123
*	Microsoft	Close Combat	10,11
244	Midnight Games	Swords of Perlum - Legends II	205
129	Military Simulations, Inc.	Fighting Falcons	187
134	Mindscape	Chess Master 5000	156
99	Mission Control Software	Mail Order Products	212
199	Mpath Interactive	MPlayer	137
135	Multiple Zones International, Inc.	Mail Order Products	155
296	Nabisco Foods Group	Gummy Savers	199
136	New World Computing	Heroes of Might & Magic II	68-69, 71, 73
137	New World Computing	Wages of War	93, 95, 97
223	Novalogic	Armored Fist 2	38
221	Novalogic	Comanche 3	37
220	Novalogic	F22 Lightning II	35, 36
219	Novastar Game Company	Wargames	205
139	ORIGIN Systems, Inc.	AIH-64D Longbow	C8
294	OT Sports	Monday Night Football	160-161
173	Pandemonium	Ultimate Gaming Rig	210
284	Philips Media	Total Control Football	169
177	R & G Games	Used Game Software	205
190	RandomSoft/Smart Games, Inc.	Smart Games	27
154	Sierra On-Line	FPS: Baseball	165
300	Sierra On-Line	Gabriel Knight 2: The Beast Within	17
158	Sierra On-Line	Indy Car Racing	175
155	Sierra On-Line	Lighthouse	55
161	Sierra On-Line	MissionForce: Cyberstorm	197
227	Sierra On-Line	Urban Runner	147
162	Sir-Tech	Jagged Alliance Deadly Games	30, 31
165	Sir-Tech	Nemesis A Wizardry Adventure	44, 45
164	Sir-Tech	Shadows Over Riva	119
48	Stardock Systems, Inc.	Galactic Civilizations 2	110
207	Strategic Simulations, Inc. (SSI)	Silent Hunter	172
121	ThunderSeat Technologies	ThunderSeat	145
218	TSR, Inc.	AD&D - CD ROM	177
194	United CD-ROM	Mail Order Products	209
80	Velocity Development	Strife	192-193
149	Viacom	Enemy Nations	23
287	Virgin Interactive Entertainment	Heart of Darkness	67
183	Virgin Interactive Entertainment	NHL PowerPlay	166-167
186	Virgin Interactive Entertainment	Terra Nova	143
184	Virgin Interactive Entertainment	Z	57
275	Virtual I/O	i glasses!	8, 9
286	Warner Books	Qin	138
182	Yamaha Corp. of America	YST Multimedia Speakers	141
290	ZD Net	ZD Net	200
288	Zephyr	Speed Demon	94

COMPUTER GAMING WORLD

Mail Order Mall

**Save Time and Money
Ordering Games by Phone**



- Local Stores don't always have the games you're looking for or the expert advice you need. Take a few minutes to shop the courteous and experienced salespeople in the pages of *Computer Gaming World's* Mail Order Mall.

"KING" ENTERTAINMENT**To All CD Dealers:**

BURRED IN TIMES	NORMALITY	DUKE NUKEM 3D
JUST ME & DAD	FRONT FOOTBALL	WING COMMAND 4
CIVILIZATION 2	CYBERIA 2	QUAKE
DESCENT 2	COM.&COQ.	RIDDLE MAS. LU
SPYCRAFT	TREASURE QUEST	ZORK NEMISES
WAR CRAFT 2	NBA JAM	MUCH MORE.....

Please call 818-338-5189 for Dealer's price.**Dealers ONLY, No END USERS****\$\$**

Circle Reader Service #71

SSI'S IBM CD-ROM 20 WARGAME CLASSICS

This unbelievable CD-ROM bundle is **ONLY \$33** and includes 22 games plus over 50 additional scenarios. Panzer General, TANKS!, Battles of Napoleon, War in Russia, Clash of Steel, Pacific War, Warlords, Panzer Battles, etc.

***** ASK FOR OUR FREE STEEL PANTHER PREMIER NEWSLETTER ISSUE (7 SCENARIOS)! *******STEEL PANTHERS SCENARIO DISKS:**

\$25 Disk 1: Dnepr River Crossing	\$25 Disk 2: British in Normandy	\$25 Disk 3: Battles for Okinawa
\$25 Disk 4: Patton in North Africa	\$25 Disk 5: Guadalcanal/Tarawa	\$25 Disk 6: Stalingrad Campaign
\$25 Disk 9: Marshalls/Marianas	\$25 Disk 11: N. African Campaign	\$35 Disk 20: Barbarossa Campaign

\$39 Steel Panthers	\$39 WCS3: Rifles	\$42 Allied General	\$45 Silent Hunter	\$42 Panthers-Shadows
\$42 DDay America Invades	\$48 SU-27 Flanker	\$46 Battle: Getty.	\$46 Battle: Ardennes	\$30 Road Sumter-App.
\$15 Battles of Napoleon	\$15 Gettysburg	\$15 Warship	\$20 Defend Alamo	\$42 Tigers on the Prowl
\$32 Custers Last Command	\$15 Mech Brigade	\$15 Stellar Crusade	\$10 War in Russia	\$42 Last Blitzkrieg

We also carry Scenario Disks for Empire II, WCS3: Age of Rifles, Battles of Napoleon, WCS2: TANKS!

\$15 Pacific War Editor v. x1.22 \$10 Mo' Slo (Slows down fast computers) \$15 TANKS! Ultra Modern Database

Add \$4.50 (\$6 Airborne) Shipping. CA add 7.25% tax.

Hours: 8:00 am to 5:30 pm PST Monday-Saturday

NOVASTAR GAME CO.

PO Box 10, Rocklin CA 95677

Visa, M/C, Am. Exp, Checks, Money Orders (916) 624-7113 • Fax (916) 630-1009 • novastar@vfr.net

Circle Reader Service #219

R&G GAMES

PO BOX 5008 Glendale Hts. IL 60139

We Buy & Sell New & Used IBM Games & Hintbooks
Top Dollar paid for newer games. Check or 10% more for credit usually processed in just 1-2 days. Our Used games have boxes disks & manuals more in stock call for prices:

Used Games	NHL Hockey95CD	\$25
Allied General CD	Phantasmagoria	\$36
Apache CD	Police Quest 5 CD	\$36
Ascendancy CD	Primal Rage CD	\$35
Beavis & Butthead	Shivers CD	\$30
Caesar 2 CD	Space Quest 6	\$32
Civilization 2 CD	Spacebucks CD	\$36
Command&Conquer	Stonekeep CD	\$35
Conqueror 1086 CD	Terra Nova CD	\$36
Cyberia 2 CD	Tie Fighter	\$20
Dark Forces CD	Top Gun CD	\$33
The Dig CD	Torin Passage CD	\$36
Dragon Lore CD	Warcraft CD	\$25
EF2000 CD	Witchaven CD	\$30
Earthsiege CD	Wing Comdr 3 CD	\$33
Entombed CD	Wing Comdr 4 CD	\$41
Frt Pg Sp Bbl 94	***New Games***	
Frt Pg Sp Ftbl 95	ATF CD	\$36
Full Throttle CD	Buried in Time CD	\$28
Gabriel Knight 2	Conqst New World	\$38
The Hive CD	Descent 2 CD	\$40
Jewels of Oracle CD	Jagged Alliance	\$22
Mechwarrior 2 CD	Lion CD	\$22
Nascar Racing CD	Spycraft CD	\$42
NBA Live 95 CD	Zork Nemesis CD	\$42

For details or to order Call **1-800-525-GAME**

Free UPS Shipping with purchase of \$75 or more

Visa, M/C, Discover, Amer Ex, Cashier Check, Money Order accepted
9am-9pm mon-fri Shipping UPS \$5, Overnight \$9 COD available \$10
All games must have original boxes, disks & manuals (NO COPIES) in good condition, working, complete & virus free. Any unacceptable games will be returned at your expense \$5 ups per box. Prices Subject to change & Availability.

Circle Reader Service #177

ORDER NOW!**1-800-560-6234****FAX: (908) 359-0833****HOT SELLERS****GAMES**

Hexen	\$39.95
Mech Warrior 2	\$33.95
Myst	\$29.95
Sim City 2000	\$18.95
PGA Tour 96	\$36.95
Rebel Assault 2	\$35.95
Crusader No Remorse	\$34.95
Indy Car Racing 2	\$37.95
Jagged Alliance	\$28.95
Aces of Deep	\$20.95
Lords of the Realm	\$18.95
Warcraft 2	\$41.95
Psychic Detective	\$37.95
NBA Live 96	\$40.95
Destruction Derby	\$41.95
Buried In Time	\$36.95
System Shock	\$14.95
Rise of Triads	\$16.95
Phantasmagoria	\$42.95
Need For Speed	\$39.95
Mortal Kombat 2	\$27.95
Great Naval Battles 3	\$17.95
Falcon 3.0	\$18.95
Even More Incredible Machine	\$18.95
S.W.A.T. Police Quest	\$41.95
Shivers	\$36.95
Relentless	\$31.95

21 AND OVER

Sey More Butts 2	\$36.95
Vampires Kiss	\$32.95
Intimate Possibilities	\$34.95
Latex	\$35.95
Virtual Sex Shoot	\$34.95
Dream Machine	\$31.95
Net Erotique	\$31.95
Porno Poker	\$34.95
Virtually Yours 2	\$31.95
Virtual Sex	\$34.95
Deep Throat Girls 4	\$27.95
Space Sirens	\$31.95
You're the Director	\$27.95
Night Watch 2	\$28.95
Chameleons	\$34.95
Sorority Sex Kittens	\$34.95
Virgins 3	\$31.95
Hot Leather	\$27.95

21 & OVER BUNDLES

Seymore Six Pack	\$38.95
Deep Throat Girls 1-4	\$35.95
New Machine Six Pack 1 or 2	\$35.95
Platinum Six Pack	\$35.95
Sexy Six Pack	\$36.95
Glowing Icon 4cd Bundle	\$31.95
Bacchus Bundle	\$35.95

MIDNIGHT GAMES INTRODUCES**A LEGENDS II MODULE**

Midnight Games has been in business continuously for 10 years. We are proud to continue with the trend of expanding the capabilities of the Legends II new engine, with our newest module: The Swords of Pelarn. The module book is the most extensive to date, being over 100 pages long, with a full color map.

Games played by e-mail via the Internet Computer Front End Program
200 Players per Game

Features include:

56 starting races
5000 NPC locations and forces
Advanced features for races with flying capabilities
Astral gates to other worlds/dimensions
Advanced militant levels
Leadership functions to get into faction
Political Structures for religions

4000 NPC characters
12 factions
11 starting religions
Priest-Mage characters
Multiple faction membership
Automated adventures
Wall plaques for winners

Rules and Module are \$45.

Prices:

e-mail turns: 14 cents per order, minimum turn charge \$5.00
Fixed price games at a rate of \$6.50 per turn for the first year, then \$7.50 for the second year of play.

Payment can be made by Visa, Mastercard, or American Express.

Midnight Games Phone# 541-772-7872
PO Box 280 Fax# 541-772-0636
Medford OR 97501-0019 BBS# 541-857-8537
Net: info@mgames.com Web site: http://www.games.com

Circle Reader Service #244

CATALOGS
AVAILABLEOVER 300
ADULT TITLES



media wave we trust

media wave

Business Hour: 9:30am-6:30pm PST

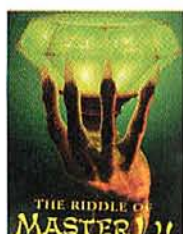
Monday-Friday

FAX:510-490-8286



Conq. New World

\$43



Master Lu

\$25



Burried Times

\$25



Duke Nukem 3D

\$39



Jagged Alliance

\$20



Muppet Island

\$42

MP 100 MHZ Systems



PCI MOTHERBOARD W/256K PIPELINE CACHE

1.08 GB EIDE HARD DRIVE

1.44 Floppy Drive/ 2 Button Mouse

2 Serial 1 Parallel

1MB PCI SVGA CRAD

\$999.00

14" Monitor .28Dot

4 x CD ROM / 16 Bit Sound Card

60 Watt Speaker

Mini Tower W/Power Supply

Windows 95

Free Software Includ: Compton's Encyclopedia 96

Burried In Times, Mosbys Medical, Jagged Alliance

Note: INTEL PENTIUM Logo and All other Name Are properties of their Respected Corporations. Case Shown May Not be Actual Case. Monitor Size May Not be Actual Viewing Sizes. Good only While Supply Last. Price not Includ shipping charge. 3% Surcharge on credit card purchase.

11th Hour	\$ 35
3D Pinball	\$ 38
A102: Silent Hunter	\$ 44
Aces of Deep2	\$ 42
Apache	\$ 43
Buried in Time	\$ 25
Battleground: Gettysburg	\$ 39
Bad Mojo	\$ 39
Breach 3	\$ 39

Batman forever	\$ 39	Lion	\$ 29
Caesar 2	\$ 39	Magic Carpet 2	\$ 41
Civilization 2	\$ 46	Master Lu	\$ 25
Command & Conquer	\$ 40	Mechwarrior 2	\$ 35
Crusader No Remorse	\$ 45	NBA live 96	\$ 36
Cyber Mage	\$ 51	NHL Hockey 96	\$ 33
Dark Force	\$ 43	Panic in the Park	\$ 31
Dawn Patrol 2	\$ 40	Phantasmagoria	\$ 47
Descent 2	\$ 43	Pit Fall	\$ 37
Dig	\$ 35	Rebel Assault 2	\$ 42
Doom2	\$ 45	Red Ghost	\$ 25
Druid	\$ 32	S.W.A.T.	\$ 39
Duke Nukem 3D	\$ 39	ShangHai	\$ 39
Destruction Derby	\$ 32	Sim Tower	\$ 27
Earth Worm Jlm	\$ 42	Shivers	\$ 36
Earthsiege 2	\$ 45	Silent Thunder	\$ 40
Empire Pinball	\$ 35	Shockwave Assault	\$ 32
Exploration	\$ 37	Terra Nova	\$ 39
Fox Hunt	\$ 35	EF 2000	\$ 39
Fifa Soccer	\$ 39	Tie Fighter	\$ 36
Full Throttle	\$ 41	Top Gun	\$ 39
Frankenstein	\$ 39	The NEED for SPEED	\$ 39
Front Line	\$ 25	Trophy Bass	\$ 41
Gabriel Knight 2	\$ 47	Virtual Pool	\$ 37
Gadget	\$ 36	War Craft 2	\$ 40
Hardball 5	\$ 45	Wing Commander 4	\$ 41
Hexen-death Knight	\$ 27	ZORK NEMSIS	\$ 49
Indy car 2	\$ 43	Zone Raider	\$ 22



media wave
GAMES/EDUCATION

1-800-552-7835

<http://www.mwcd.com>

No surcharges on credit card orders. C.O.D. add \$5.00 extra. Returns require authorization # and are subject to 15% restocking fee. Shipping charges are apply. We are not responsible for any typographic errors. All price are subject to change without notice.

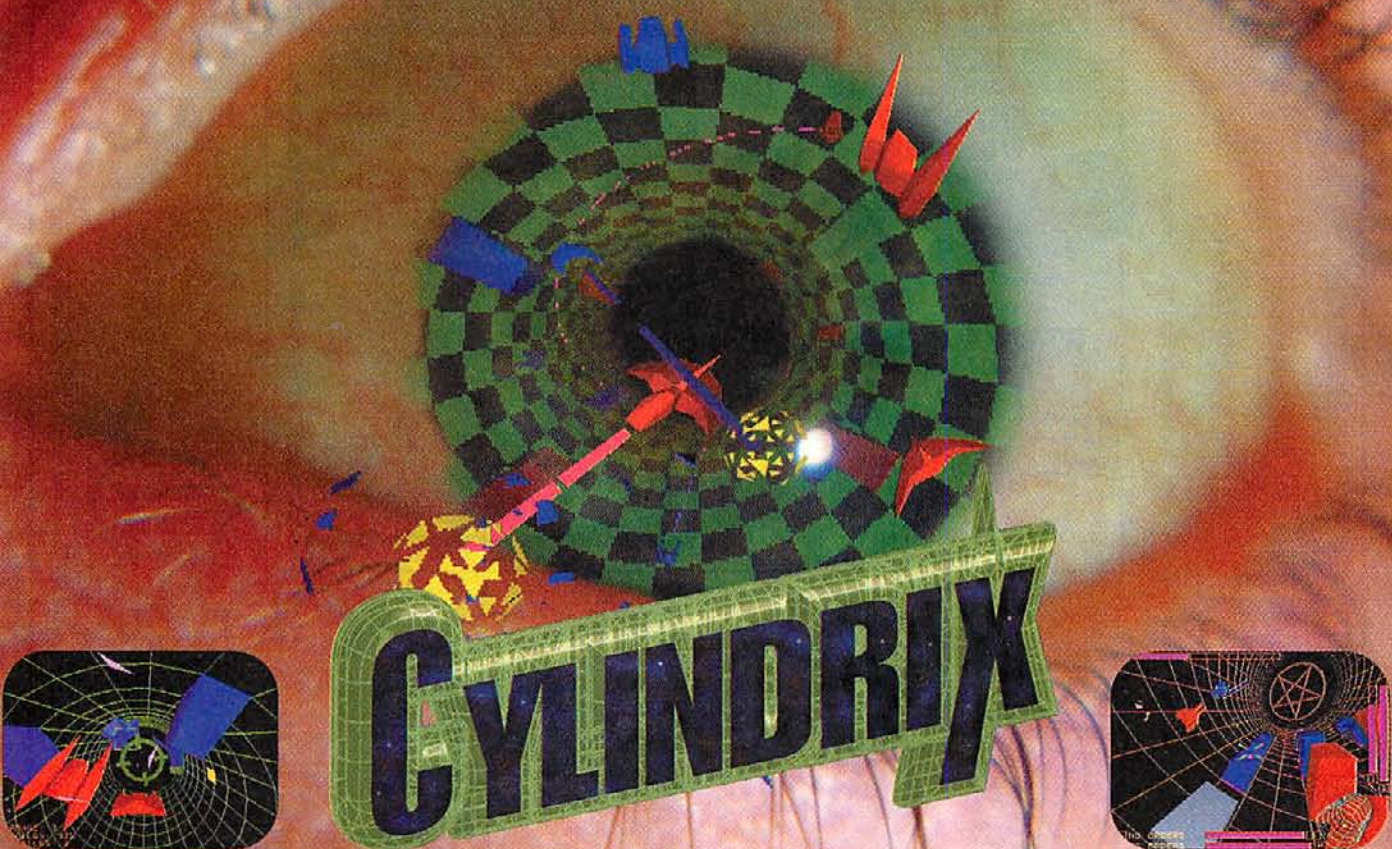


EXPERIENCE 3D AI

DEMO: <http://www.goldtree.com/>

"CYLINDRIX IS A NO HOLDS-BARRED BATTLE TO THE DEATH!"

-PC GAMER



**360° OF DEATH. 37 WARRIORS. 10 ALIEN RACES.
GROUND BREAKING ARTIFICIAL INTELLIGENCE.**

PURCHASE - **1-800-746-3772** - GET DEMO

INFORMATION : GOLDTREE@COMMUNIQUE.NET

Min. Req: 486/66DX, MSDOS ver5+, CD-ROM, 100% Soundblaster Compatible, 8 Megs RAM.

Circle Reader Service #73

GOLDTREE
ENTERPRISES



Ask for the
FREE
LucasArts Sampler*
with your order

United CD ROM

Free Software
with every purchase!*

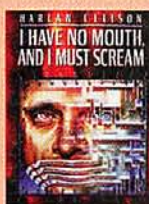
Call for a free
catalog!

1-800-UNITED4
1-800-864-8334
<http://www.unitedcdrom.com>

Over 5,000 PC & Mac
Titles in Stock Daily!



Darkseed II
by MGM
The horror of Darkseed is back. Explore the hidden Dark World and try to foil the Ancients' new plot.
47672 **\$24**



I Have No Mouth and I Must Scream
by MGM
5 damned souls are trapped in an insane computer. Plunge into their tortured pasts to save them.
47673 **\$24**



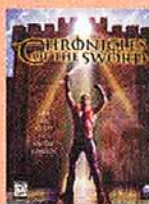
Terra Nova
by Virgin
The Battle Alarm sounds, and without hesitation, you & your elite squadron spring into action. Suit up and cross check!
45121 **\$42**



Flight Unlimited
by Virgin/Looking Glass
Capture the joy of flight. Soar over beautiful scenery. Fly the hottest, fastest, sexiest planes ever built. Now for Windows 95.
49220 **\$35**



Lemmings 3D
by Sony Interactive
The world famous lemmings are lost in a 3D world. Give them the skills and powers they need to reach safety.
43409 **\$37**



Chronicles of the Sword
by Sony Interactive
The legend of Arthur brought to life. Match your wits against the evil Morgana & battle foes with an innovative combat interface.
43421 **\$37**



Destruction Derby
by Sony Interactive
Smash your way to glory in a car race with no rules. It's easy—last car standing wins. Use any means necessary.
43416 **\$37**



Password Master
by Int'l Systems
The fast, safe & easy way to store, protect & recall all of your account information, passwords & other data.
48527 **\$17**



Battery Disk Combo 2
by Int'l Systems
Saves the computer's vital CMOS settings & restores them when the CMOS battery fails. It keeps your PC working.
48529 **\$17**



Alleycats
by Atlantean Int.
Welcome to Twin Peaks Bowl-O-Rama. Strike up conversations with the classiest alleycats in league play. Rated R.
49764 **\$24**



The Way Things Work
by Dorling Kindersley
Sophisticated animation and great audio. David Macauley's illustrations brought to life before your eyes—see and hear how things work.
44703 **\$41**



Hexen
by GT Interactive
First there was Doom, now it's better than ever. A sword and sorcery battlefest so awesome it's unbelievable.
40277 **\$52**



Emergency Room
by IBM
So, you want to be an emergency room doctor? Evaluate patients & prescribe treatments in a real world environment. Ages 12+.
36515 **\$38**



Heretic Shadow of Serpent Riders
by GT Interactive
In a twisted medieval dimension, encounter mutants & other horrors. Your nightmare has just begun.
49175 **\$36**



WIZONE
by Wizard Works
All Warcraft lovers beware! 50 completely new, custom design battlegrounds to play with Warcraft II.
51709 **\$17**



Encyclopedia of Science
by Dorling Kindersley
Ages 10 & up. Build an invaluable base of general scientific knowledge & understanding.
37721 **\$32**

ORDER AS LATE AS 9:30 PM!
SAME DAY SHIPPING**
Hours: M-F 8 AM - 10 PM
Sat. 8 AM - 5 PM
Sun. 12 NOON - 5 PM
(All times listed are CST)

CONTACT US!
CompuServe: 76043,1605
America On-Line: UNITEDCD
BBS 1-217-352-9654
Fax back info 1-217-352-8123
Fax orders 1-217-352-9794
Int'l orders 1-217-352-8737
<http://www.unitedcdrom.com>



Links LS
by Access Software
Links "Legends in Sports" gives you Arnold Palmer on his home course. Exclusive footage of his meticulously digitized swing.
50390 **\$44**



Strip Poker Pro II
by Artworx
5 Card Draw with some very different stakes. 4 gorgeous opponents are waiting to "beat the pants off you".
45826 **\$30**

* While supplies last. All prices in U.S. dollars. Shipping charges apply to free offers.
** 2nd day air available for in-stock product orders received as late as 9:30 PM (CST). Call for other deadline times. Special offers, item availability and prices may vary according to format and are subject to change without notice. Not responsible for inadvertent errors.
ALL MAJOR CREDIT CARDS
VISA MasterCard American Express Discover
CODE 047
ACCEPTED

Clients Internationaux, veuillez faxer vos commandes a USA
217 352 9749 ou e mail a
UNITEDCD@aol.com. Vous pouvez egalement consulter notre site sur le World Wide Web a <http://unitedcdrom.com>



F/A 18 Hornet 2.01
by Graphic Sim. Corp.
Take the ride of your life. Fly against the newest technology & the best trained pilots the enemies of freedom can produce.
50602 **\$44**



Doom II
by GT Interactive
Welcome to Hell on Earth. Return to Earth City & take on even more & deadlier nasties. 30 new levels to test you.
36140 **\$44**

GET FAST...

MACH V

OR GET OUT OF THE WAY

"The Mach V may cost a bit more than other systems, but hard-core gamers will find it worth the investment."
- PC Magazine - 4/4 stars

"In terms of raw performance, the MACH V easily bested the other systems in our roundup. It surpassed the other systems in every benchmark."
- Computer Gaming World

"Best Hardware of the Year" [1995]
- Computer Game Review

"If you want to cut out the detective work and be certain you're getting a deadly serious PC designed by hard-core gamers for hard-core gamers, give Falcon Northwest a call."
- PC Gamer

TOLL FREE:
1-888-FALCON-1

<http://www.falcon-nw.com>

The MACH V basic system for \$3,495:

- Intel Pentium® 166 MHz Processor -
- 100% compatible with all PC software
- Falcon dual voltage PCI bus motherboard - accepts 75-200 MHz CPUs
- 256K of 8ns burst cache - expandable to 512K
- 64 bit PCI 3D accelerator with 2 megs EDO RAM
- 16 Megabytes of 60ns EDO RAM expandable to 128
- 2.1 gigabyte 10ms mode 4 Enhanced IDE hard drive
- 8x speed CD-ROM drive - 130ms access time
- Creative Labs SoundBlaster 16™
- Sony SRS-D2KPC satellite/subwoofer speaker system
- CH Products Flightstick PRO™ & high-speed dual gameports
- CTX 15" digital SVGA monitor, 28dp, flatscreen
- 104 key Windows 95™ ready keyboard with wrist rest
- Microsoft Mouse™
- WINDOWS 95™ pre-installed and configured
- One year parts & labor warranty including one year on-site service

All of our systems are custom built

**NOW WITH
3D ACCELERATION &
ACTIVE REFRIGERATION &
COOLING SYSTEM!**

FALCON NORTHWEST
COMPUTER SYSTEMS



Circle Reader Service #92



Trademarks are the property of their respective owners. Optional equipment pictured.

Satisfy the Pleasure Sirens...Or Die Trying!

- Navigate through a mind boggling 3D Virtual World filled with deadly and erotic beauties.
- Experience a new realm of 3D visuals and special effects.
- Control Victor's every movement. Full interactivity.
- Propel Victor's Psion-Cycle to his sexy and dangerous encounters in the pleasure dome.
- Victor's intense vocal-simulator speaks your every desire.
- Instant position changes that you control.
- You must be 21 or over to order this product.

VIRTUAL VICTOR

All Rise for the Judge!

"VIRTUAL VICTOR is the new Super Hero of Cyberotica!"
-IQ MAGAZINE

HOT NEW GAME

\$49

ORDER NOW!

Mission Control Software

800.999.7995

International: 201.783.3600

fax: 201-783-3686

Send orders to: Mission Control, 7 Oak Place, CGW0696, Montclair, NJ 07043

MC, Visa, Discover, Checks & Money Orders. Shipping \$

e-mail to: missioncd@aol.com

DEVELOPED BY
CYBERBOY
STUDIOS

See Virtual Victor at www.missioncd.com

Exclusive Worldwide Distributors: Call Bruce at Interactive Distribution 201-783-3600

FOUR ADULT CDs - Only \$29.95!

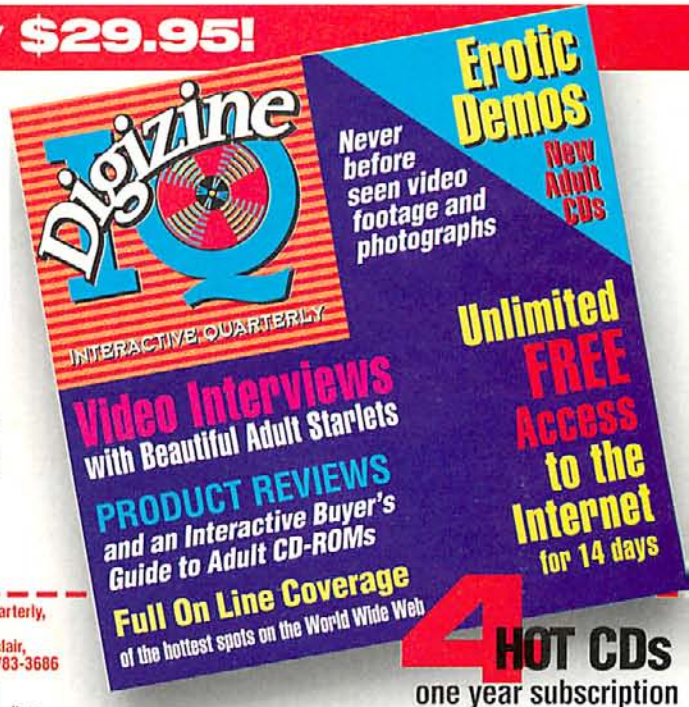
Experience Digital Erotica

IQ Magazine presents its new digital edition... the first ever digizine to fully cover interactive erotica, packed with reviews and demos of the hottest adult software. Get a full year subscription to the most amazing CD-ROM ever produced!

This is not a sampler- it's an interactive multimedia CD-ROM experience putting hours of fascinating, erotic, exploration at your fingertips with each exciting issue. Subscribe NOW! Must be 21 or older to order.

Interactive Entertainment for Men
Visit us @<http://www.iqmag.com>

Circle Reader Service #99



Mail to: Interactive Quarterly,
Dept. CGW0796
551 Valley Road, Montclair,
NJ 07043 or Fax: 201-783-3686

YES!

Please start my one year subscription to Interactive Quarterly for only \$29.95 and send my digital erotica today!

Name _____

Address _____

City _____

State _____

Payment Enclosed: ☐ check or money order (allow 14 days to clear)

Card # _____

Signature _____

(I certify I am 21 years of age or older)

Charge my: ☐ MC ☐ Visa ☐ Discover

Expires: _____

Date of Birth _____

(Must be filled out)

ADULTS ONLY

CALL
NOW TO
ORDER

800-273-7910

PO BOX 14 DEPT 10740 HANCOCK, VT 05748

INT'L 802-767-3033 FAX 802-767-3382 SOURCE 10740

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. Cannot guarantee Customs clearance. Order at your own risk. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under \$200 same as cash. CDD \$8. Defectives 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. MUST BE AN ADULT TO ORDER. Each order will include a 6 month subscription to Computer Games Strategy Plus magazine, for which \$6 of the order cost will be allocated. Current subscribers will be extended.



'TOKYO NYMPHS'
Totally hot Asian women in an action packed sex fest. All around you these sex starved women fight for tease and please their shared boyfriend. They give new meaning to the word "insatiable".
CD \$16



'CYBER PHOTOGRAPHER'
After entering the MacDaddy cyber-studio choose from 3 different models. Choose lighting, camera lens, music and start on your photographic adventure snapping a roll of 36 exposure film. When you finish choosing your favorite pictures print out a calendar, birthday card or Christmas card!
CD \$34



'VIRTUAL SEX SHOOT'
Imagine being transported to a mysterious island and having nearly infinite possibilities as you create your own visual fantasy by controlling cameras that are capturing every intense moment of highly charged erotic sex.
CD \$44



'ROMSOFT 6 PACK' Double Down, Doors of Passion 2, Sensuous Girls in 3D, Massive Melons, Touch Me, Feel Me and Private Screenings are what you'll get in this sexy 6 pack!
6 CD'S \$39



'SEXY SIX PAK'
This incredible money saver (a \$150 value) delivers to you six of the hottest adult CD ROM titles released by Digital Play-ground. Enjoy these titles: The Barlow Affairs, Baby's Got Butt, Inferno, Dripping with Desire, Erotic Virtual Sampler and Elite European Models.
6 CD'S \$44



'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!
CD \$36

INTERACTIVE

- Alleycats \$45
- Buster Cherry \$45
- Casting Couch \$44
- Chameleons \$39
- Club 21 \$35
- Come Play W/ Me \$36
- Crystal Fantasy \$29
- Cyber Photographer \$34
- CyberStrip Blk Jck \$36
- CyberStrip Poker \$36
- CyberXperience \$44
- Designer Bodies \$29
- Desktop Mistress \$49
- Desktop Voyeur 1 \$49
- Dirty Debutantes 2 \$39
- Dirty Tricks \$46
- Diva X Ariana \$38
- Diva X Rebecca \$38
- Dream Machine 2 \$49
- Dream Machine \$36
- Electric Swing \$29
- Encyclopedia of Sex \$49
- Eros 2 \$24
- Fantasy After Dark \$35
- Girlfriend Teri \$39
- Girlfriend Tracy \$39
- Heidi's House \$36
- Hot Slots \$37
- Hump Towers \$39
- Intract Seymour Bt \$249
- Intractive Sex Thrpy \$46
- Internat Strp Poker \$22
- Intimate Journey \$24
- Intimate Possblts \$39
- Japan Interactive \$44
- Ladies Club Poker \$26
- Latex \$44
- Luscious Lady \$24
- Lust Connection \$39
- Maddams Family \$29
- Mind Teazer 2 \$32
- Mustang Interactive \$42
- Mystik Mistress \$36
- Nightwatch Int 3 \$46
- Passion Poker \$29
- Penetration \$19
- Penthouse Intract 6 \$52
- Poker Party \$45
- Porn Mania \$49
- Porno Poker \$44
- Private Prison \$44
- Sex Castle \$29
- Space Sirens 2 \$29
- Strip Poker Pro \$24
- Strip Poker Pro 2 \$36
- Strip Tease \$24
- Surfin' Sam \$39
- Texas Table Dance \$24
- Time Warp \$52
- Vampire's Kiss \$36
- Venus Playhouse \$35
- Virtual Director \$39
- Virtual Golden Eye \$44
- Virtual Sex 2 \$39
- Virtual Sex Shoot \$44
- Virtual Valerie 2 \$36
- Virtual Vibrations \$8
- Virtual Vixens \$24
- Virtually Yours 2 \$39
- Wander Lust \$44
- You're the Director \$39

MOTION

- 101 Sex Posits 2 \$24
- Adult Movie Almnc \$49
- Adventure Kid \$22
- American Blond \$24
- Amorous Asia Girl 2 \$19
- Asian Paradise \$39
- Babes Illustratd 2 \$25
- Bacchus Six Pack \$45
- Bangkok Nights \$24
- Big Bust Babes \$29
- BodyCello Six Pck \$48
- Bustin' Out \$19
- Bustin' Through \$21
- Butt of Course \$24
- California Girls \$9
- Casting Call 2 \$36
- Caught in the Act \$24
- College Girls 2 \$24
- Dark Side Shayla \$29
- Day Dreams \$25
- Deception \$24
- Deep Throat 2 \$22
- Deep Thrt Grls 4Pk \$49
- Dirty Debutnt 6 Pk \$44
- Dirty Western 2 \$25
- Doors of Passion \$19
- Evil Seductress \$26
- Extreme Gail \$16
- Extreme Sex \$24
- Fantasy Lifestyle 2 \$19
- Ghostly Desires \$44
- Girls on Girls \$22
- Glamor Girls 2 \$19
- Glimpses Interactv \$19
- Hidden Obsession \$25
- Hot Talk \$16
- House Slp Beautie \$12
- Immortal Desire \$25
- Insatiable \$24
- Justine \$39
- La Blue Girl 3 \$22
- Lap Dancer \$25
- Legends of Porn 2 \$19
- Love Bites \$26
- Mystique Orient 2 \$24
- Natural Instinct \$18
- Naughty But Nice \$24
- New Lovers \$24
- New Mchne 6 Pk 2 \$44
- Oriental Action \$26
- Oriental X-Press \$22
- Passion Files \$16
- Platinum Six Pack \$42
- Pleasure Dome \$28
- Private Collection \$48
- Racquel Released \$24
- Racquelle in Wild \$24
- Romsoft Six Pk 2 \$39
- Seduction of Suki \$19
- Seductions \$24
- Select a Pet 2 \$29
- Sensuous Summer \$25
- Sex 2 \$24
- Sexual Instinct \$26
- Sexy Nurses 2 \$25
- Seymore Six Pack \$39
- Sharon Starlet \$19
- Silent Strangers \$24
- Southern Beauts 2 \$32
- Steamy Windows \$25
- Stiletto \$24

MOTION

- Strap on Sally 2 \$26
- Super Cybersex \$19
- Superstars of Porn \$24
- Taboo 13 \$24
- Temptation \$19
- The Coven 2 \$20
- Tokyo Nightlife \$48
- Tokyo Nymphs \$16
- Tracy I Love You \$24
- Twin Angels 2 \$28
- Ultimate Tokyo \$39
- Ultra Sex 2 \$12
- Urotsukidoji Pft Col \$48
- Virgins Vol 3 \$39

GAY

- Bacchus Six Pack \$45
- Beef 2 \$25
- Bike Bang \$20
- Black Workout \$20
- Boyfriend \$20
- Boys Next Door \$20
- Boys of Paris \$17
- Cruising Ground \$20
- David \$20
- Dream Lovers \$29
- Home Boys \$24
- Manpower \$24
- Prime Beef \$24

STILLS

- 3D Darling \$19
- 3D Dream Girls \$19
- Adult Palate 2 \$22
- Adult Pict Libr 4 \$19
- Art of Olivia \$30
- Asian Hot Pix \$19
- Asian Pearls \$29
- Asian Pleasures 2 \$39
- Blond Brnits Rdhd \$25
- Busty Babes 4 \$39
- Celebrity Nudes \$25
- Domin-A-Trix \$19
- Elite College Girls \$24
- Erotic Playground \$22
- Fantasy Flash \$16
- Heavenly Bodies 6 \$39
- Japnse Pearls W55 \$28
- La Femme Venus \$29
- Legs Lace & Lngre \$24
- Nova Collection 2 \$24
- Oriental Stars \$32
- Select a Pet \$29
- Tabloid Beauties \$26
- Tokyo Glamr Girls \$29
- Visions of Erotica \$28

CDI

- Immortal Desire \$19
- Poison \$22
- Vice \$19

3DO

- Blond Justice \$29
- Love Bites \$29
- Neurodancer \$39
- Sex \$29



'DREAM MACHINE 2' A conspiracy has subverted technology, enforcing absolute restrictions on all sexual expression. You are mankind's only hope for sexual liberation.
CD \$49



'CRYSTAL FANTASY' Venture through the cave of lust and find the secret crystal. Interact with the sexiest young jewels of the MacDaddy harem. Take snapshots of the girls and play with them in your own private portfolio. Six highly interactive, three dimensional gorgeous babes!
CD \$29



'TABLOID BEAUTIES' What's behind the headlines of Tabloid Beauties? See 16 bodacious beauties bare their hard bodies in more than 500 hot, wet, interactive nude photos. Hear the girls reveal their most intimate secrets in over an hour and a half of lusty interactive phone conversations.
CD \$26



'ALL NIGHT LONG' Over a thousand all original never before published images. All full screen, all full color, all different images. Beautiful women and couples engaging in explicit sex captured on the sets of over 50 adult motion pictures. Viewer with thumbnail menu and slide show feature!
CD \$16



'ROMSOFT MPEG 3 PAK' Triple your pleasure with this hot adult 3 pak. This tremendous value includes: Massive Melons, Touch Me Feel Me and Double Down.
3 CD'S \$29



'HEIDI'S HOUSE' is the most stimulating CD game ever played and is automatically designed to change each time you play it, offering dozens of combinations for hours of fun.
CD \$36

Spend \$60. Get a Phone Sex CD or BodyCello sampler disk FREE.

Request must be made at time of purchase. Quantities limited. Offer subject to change or cancellation at any time.

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

Alone in the Dark

I-Motion, 1993

When you talk about the decline in action-oriented adventure games, no story is more telling than the ALONE IN THE DARK series. The original earned a place in our Hall of Fame because of its creative use of 3D technology to place gamers within a chilling adventure game context. ALONE IN THE DARK's immediate ancestor, OUT OF THIS WORLD, proved that 3D technology was useful for cinematic action games, but AITD went much further in creating an effective gaming atmosphere. Despite the number of times that I-Motion and others have returned to themes of Lovecraftian-style horror, ALONE IN THE DARK is the only time they've been fully successful. The private investigator you portray looks awkward now, but at the time, the 3D character walking into the dark and mysterious house was wonderfully creepy. Hell-hounds, pianos that played by themselves, creaky stairs—this game made every gothic horror cliché fun again. While some of the maneuvering could be tedious, line of sight and maneuvering around objects became an integral part of the adventure game experience. The action portions of the original AITD have sadly been over-emphasized in the sequels at the expense of the storyline; let's hope that I-Motion can recapture the magic. We can always use another classic horror game.



Wolfenstein 3D

id Software, 1992

WOLFENSTEIN 3D is the grandfather of modern-day 3D shooters like DUKE NUKEM 3D and QUAKE. If you had to put it on the evolutionary chart, it would go somewhere between *homo erectus* and penicillin (there's a pun there somewhere, but we're not looking). The original CASTLE WOLFENSTEIN had you running around in an old castle guarded by Nazi jailers. Fairly typical of early Apple II games, it was soon forgotten. WOLFENSTEIN 3D took the simple line-and-fill graphic mazes of the earlier game and transformed them into a smooth-scrolling, rapid-fire, texture-mapped environment. The details of the castle were fewer than those of ULTIMA UNDERWORLD, but they featured Nazi banners, stained glass windows starring old hairlip himself, and lots of nice touches like chandeliers and coats of armor. Gamers hungry for action quickly warmed to the fast pace of the game, accentuated by the large active area of the screen, and the excellent use of sound and perspective—all of which would later be perfected with id's masterpiece, DOOM. Although newer, sexier 3D games have now replaced WOLFENSTEIN as the fastest adrenaline pumpers around, the game should be remembered for putting shareware back on the gaming map, and for sparking a first-person shooting craze that lives to this day.



Modern Inductees

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)

ALONE IN THE DARK
(I-Motion, 1992)

BETRAYAL AT KRONDOR
(Dynamix, 1993)

DAY OF THE TENTACLE
(LucasArts, 1993)

DOOM
(id Software, 1993)

FALCON 3.0
(Spectrum HoloByte, 1991)

FRONT PAGE SPORTS FOOTBALL PRO
(Dynamix, 1993)

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)

MASTER OF ORION
(MicroProse, 1993)

RAILROAD TYCOON
(MicroProse, 1990)

RED BARON
(Dynamix, 1990)

SID MEIER'S CIVILIZATION
(MicroProse, 1991)

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)

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.

Allied General Victory

Conditions This self-extracting zipped file contains a text and Word For Windows file outlining all of the victory conditions for every scenario in ALLIED GENERAL.

Angel Devoid Update Fixes a problem with the SONY CDU 33A CD-ROM Player accessing Disk 2 of ANGEL DEVOID. If you do not have this CD-ROM player, DO NOT download this update. Once unzipped, follow the instructions as outlined in the Readme.txt file. Although this update has only been tested on the CD player listed above, if you experience a lockup while inserting Disk 2, you may opt to try this patch.

ATF MIDI Sound Update

Allows gamers with IRQ 10 to play the game with sound. This file is for ATF users who selected the MIDI Install. To run this self-extracting executable file, follow the instructions in the text file.

ATF Digital Sound Update

Allows customers with IRQ 10 to play the game with sound. This file is for ATF users who selected the Digital Install. To run this self-extracting executable file, follow the instructions in the text file.

The Civil War: 1861-1864

Update Fixes lingering crashes especially regarding naval units. You must have V1.13 to use this update. Unzip this file directly into your Civil War directory.

Civilization 2 V1.11 Upgrade

The latest upgrade includes several fixes.

Conquest of the New World

V1.06 Provides updates and additions to the game. Instructions are as follows: 1) Copy the file CNW106.ZIP to the directory that contains your

copy of CONQUEST. 2) At the DOS prompt in the directory where CONQUEST is installed, type PKUNZIP CNW106 -d -o to install the update.

Dark Seed II Update Fixes problems with options menu, save game, sound and more. Unzip DS2PAT2.ZIP and copy the files into your DARK SEED II game directory.

Duke Nukem 3D V1.3d Patch

Updates your shareware copy of DUKE NUKEM 3D V1.1 to V1.3d. This patch requires that you have your copy of V1.1 on your hard drive and installed before use.

DUKE NUKEM 3D V1.1 Patch

Updates your shareware copy of DUKE NUKEM 3D V1.0 to V1.1. You need to have your copy of V1.0 installed before use.

Strife 1.2 Update

Fixes a bug in multiplayer mode that kicks out one of the players with a "Consistency Failure" message. The patch is called V12_DOS.EXE (or V12_WIN.EXE for Windows users).

Rise and Rule of Ancient

Empires Updates RISE AND RULE to V1.01. Adds modem play to Windows 3.1, addresses problems building 3rd-level buildings in city mode and enhances the AI.

Silent Thunder: A-10 Tank

Killer 2 V1.01 Updates the game to V1.01. Adds joystick calibration feature, enhances DirectSound capabilities, allows weapons to be fired even without a weapons lock.

SU-27 Flanker V1.1 Upgrade

Updates V1.0 of SSI's SU-27 Flanker to V1.1 and includes a detailed list of fixes and new features including rearview mirrors, network head-to-head play (using IPX or TCP/IP),

increased rearward view, Mig-31 opponent, improved run graphic, and many others. Download this file into a temporary directory, go to that directory and type SU27V11 to extract files. README.11 text file contains complete installation instructions.

The TACOPS for Windows

V1.02 Update Contains 10 new user-requested enhancements, 4 new US/Canadian units, 13 new OPFOR units (including North Korean MBT's and IFV), and a number of bug fixes. The update consists of an update installation program, several data files, and a text file detailing the features of the update. You must have the retail version of TACOPS for Windows V1.00 or V1.01 to use the patch. Use either WinZip or PKUNZIP 2.04g to unzip the patch.



► New Patches are on disk.

ZDNet

These patches can usually be downloaded from the major online networks (CompuServe, GEnie, ZDNet) and *Computer Gaming World's* Web site (<http://www.zdnet.com/gaming>) but can also be obtained from individual software publisher's Web sites or direct from the publisher with proof of purchase.

Publisher Web Sites

Many of these patches are available directly from the publishers, at the following sites:

Accolade: <http://www.accolade.com>
Activision: <http://www.activision.com>
Apogee/3d Realms: <http://www.apogee1.com>
Bethesda: <http://www.bethsoft.com>
Blizzard: <http://www.blizzard.com/tech.htm>
Bullfrog: <http://www.ea.com/bullfrog.html>
Domark: <http://www.domark.com>
EA: <http://www.ea.com>
Interactive Magic: <http://www.imagicgames.com/games.html>
Interplay: <http://www.interplay.com>
Looking Glass: <http://www.vie.com/igt/utility.html>
LucasArts: <http://www.lucasarts.com>
MicroProse: <http://www.microprose.com/mpsfiles.html>
Microsoft: <http://www.microsoft.com>
Mindscape: <http://www.mindscape.com>
New World Computing: <http://www.nwcomputing.com>
Ocean: <http://www.ef2000.com>
Origin: <http://www.ea.com/origin.english/index.html>
Papyrus: <http://www.sierra.com>
Philips: <http://spider.media.philips.com/media/games>
Sierra On-Line: <http://www.sierra.com>
Spectrum HoloByte: <http://www.trek.microprose.com/shfiles.html>
SSI: <http://www.ssionline.com>
Take 2: <http://westol.com/~taketwo/ripper.html#patches>
Velocity: <http://www.velocitygames.com>
Virgin: <http://www.vie.com/html/viesupport.html>

THE COMPUTER GAMING POLL • A MONTHLY SURVEY OF THE READERS OF COMPUTER GAMING



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. 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.

TOP ACTION GAMES

GAME	COMPANY	SCORE
1 Crusader: No Remorse	Origin	9.95
2 Marathon 2	Bungie	9.86
3 DODM II	id Software	9.77
4 Dark Forces	LucasArts	9.70
5 Virtual Pool	Interplay	9.52
6 Magic Carpet	Electronic Arts	9.48
7 System Shock	Origin	9.19
8 The Need For Speed	Electronic Arts	9.12
9 TerraNova: Strike Force Centauri	Virgin	9.11
10 Heretic	id Software	9.08

TOP ADVENTURE GAMES

GAME	COMPANY	SCORE
1 Gabriel Knight 2	Sierra	9.84
2 Zork Nemesis	Activision	9.57
3 Full Throttle	LucasArts	9.44
4 Mission Critical	Legend	9.35
5 Woodruff & Schribble	Sierra	9.28
6 Relentless	Electronic Arts	9.12
7 Ecstasia	Psygnosis	9.09
8 Under A Killing Moon	Access	9.04
9 Ripper	Take 2	9.01
10 Legend of Kyrandia 3	Virgin/Westwood	8.94

TOP CLASSIC/PUZZLE GAMES

GAME	COMPANY	SCORE
1 You Don't Know Jack	Berkeley Systems	9.01
2 Incredible Toons	Dynamix	8.86
3 Incredible Machine 2	Sierra	8.85
4 Monopoly	Virgin/Westwood	8.73
5 Connections	Discovery Channel	8.56
6 Clockwerx	Spectrum HoloByte	8.25
7 Hodj n' Podj	Virgin Interactive	8.16
8 Shanghai-Great Moments	Activision	7.75
9 TriTryst	Virgin	7.71
10 Lemmings 3D	Psygnosis	7.50

TOP SIMULATION/SPACE COMBAT GAMES

GAME	COMPANY	SCORE
1 Wing Commander 3	Origin	10.57
2 Wing Commander IV	Origin	10.22
3 MechWarrior 2	Activision	10.05
4 NASCAR Racing	Papyrus	10.01
5 U.S. Marine Fighters	Electronic Arts	9.76
6 U.S. Navy Fighters	Electronic Arts	9.60
7 EF2000	Ocean	9.56
8 Wings of Glory	Origin	9.56
9 Flight Unlimited	Looking Glass	9.51
10 Aces of the Deep	Dynamix	9.38

TOP SPORTS GAMES

GAME	COMPANY	SCORE
1 NBA Live '95	EA Sports	9.86
2 NHL Hockey	EA Sports	9.70
3 Front Page Sports Football 95	Sierra	9.64
4 FPS Football Pro 96	Sierra	9.19
5 PGA Tour Golf 486	EA Sports	8.93
6 Front Page Sports Baseball	Dynamix	8.76
7 Grand Prix Manager	Spectrum HoloByte	8.72
8 Hardball IV	Accolade	8.70
9 Hardball 5	Accolade	8.36
10 Tony LaRossa 3	Stormfront Studios	8.12

TOP STRATEGY GAMES

GAME	COMPANY	SCORE
1 Civilization II	Microprose	10.58
2 Warcraft II	Blizzard	10.50
3 Command & Conquer	Virgin/Westwood	10.00
4 Jagged Alliance	Sir-Tech	9.81
5 Heroes of Might & Magic	New World Computing	9.77
6 Master of Magic	MicroProse	9.66
7 Warcraft	Blizzard	9.64
8 Fantasy General	SSI	9.64
9 C&C: Covert Ops	Virgin/Westwood	9.48
10 X-COM: Terror from the Deep	MicroProse	9.38

TOP ROLE PLAYING GAMES

GAME	COMPANY	SCORE
1 Might & Magic: Clouds of Xeen	New World Computing	9.07
2 Anvil of Dawn	New World Computing	9.04
3 Ravenloft: Stone Prophet	SSI	8.98
4 Wolf	Sanctuary Woods	8.64
5 Stonekeep	Interplay	8.44
6 Menzoberranzan	SSI	8.26
7 Mordor	TDA	8.00
8 Dark Sun: Wake of the Ravager	SSI	7.64
9 Thunderscape	SSI	7.63
10 Druid	Sir-Tech	7.00

TOP WARGAMES

GAME	COMPANY	SCORE
1 Panzer General	SSI	10.46
2 Steel Panthers	SSI	10.36
3 Rise of the West	RAW	9.63
4 Flight Commander 2 Mission Bldr	Avalon Hill	9.48
5 Battleground: Gettysburg	Talonssoft	9.40
6 Stalingrad	Avalon Hill	9.38
7 Flight Commander 2	Avalon Hill	9.35
8 Custer's Last Command	Incredible Simulations	9.12
9 Perfect General II	QOP	8.96
10 Romance of 3 Kingdoms IV	Koei	8.75

Reader Poll #143

	GAME	COMPANY	TYPE	SCORE
★ 1	Civilization II	Microprose	ST	10.58
★ 2	Wing Commander 3	Origin	SI	10.57
3	Warcraft II	Blizzard	ST	10.50
★ 4	Panzer General	SSI	WG	10.46
5	Steel Panthers	SSI	WG	10.36
6	Wing Commander IV	Origin	SI	10.22
7	MechWarrior 2	Activision	SI	10.05
★ 8	NASCAR Racing	Papyrus	SI	10.01
9	Command & Conquer	Virgin/Westwood	ST	10.00
★ 10	Crusader: No Remorse	Origin	AC	9.95
11	Marathon 2	Bungie	AC	9.86
★ 12	NBA Live '95	EA Sports	SP	9.86
13	Gabriel Knight 2	Sierra	AD	9.84
14	Jagged Alliance	Sir-Tech	ST	9.81
15	DOOM II	id Software	AC	9.77
	Heroes of Might & Magic	New World Computing	ST	9.77
17	U.S. Marine Fighters	Electronic Arts	SI	9.76
18	NHL Hockey	EA Sports	SP	9.70
	Dark Forces	LucasArts	AC	9.70
20	Master of Magic	MicroProse	ST	9.66
21	Front Page Sports Football 95	Sierra	SP	9.64
	Fantasy General	SSI	ST	9.64
	Warcraft	Blizzard	ST	9.64
24	Rise of the West	RAW	WG	9.63
25	U.S. Navy Fighters	Electronic Arts	SI	9.60
26	Zork Nemesis	Activision	AD	9.57
27	Wings of Glory	Origin	SI	9.56
	EF2000	Ocean	SI	9.56
29	Virtual Pool	Interplay	AC	9.52
30	Flight Unlimited	Looking Glass	SI	9.51
31	C&C: Covert Ops	Virgin/Westwood	ST	9.48
	Flight Commander 2 Mission Bldr	Avalon Hill	WG	9.48
	Magic Carpet	Electronic Arts	AC	9.48
34	Full Throttle	LucasArts	AD	9.44
35	Battleground: Gettysburg	Talonsoft	WG	9.40
36	Stalingrad	Avalon Hill	WG	9.38
	X-COM: Terror from the Deep	MicroProse	ST	9.38
	Aces of the Deep	Dynamix	SI	9.38
39	Mission Critical	Legend	AD	9.35
	Flight Commander 2	Avalon Hill	WG	9.35
41	Silent Hunter	SSI	SI	9.31
42	Woodruff & Schnibble	Sierra	AD	9.28
43	Warlords II Deluxe	SSG	ST	9.27
44	System Shock	Origin	AC	9.19
	FPS Football Pro 96	Sierra	SP	9.19
46	Custer's Last Command	Incredible Simulations	WG	9.12
	The Need For Speed	Electronic Arts	AC	9.12
	Relentless	Electronic Arts	AD	9.12
49	TerraNova: Strike Force Centauri	Virgin	AC	9.11
50	Ecstatica	Psygnosis	AD	9.09

	GAME	COMPANY	TYPE	SCORE
51	Heretic	id Software	AC	9.08
★ 52	Might & Magic: Clouds of Xeen	New World Computing	RP	9.07
	Advanced Tactical Fighters	Electronic Arts	SI	9.07
54	Hexen	Raven Software	AC	9.04
	Under A Killing Moon	Access	AD	9.04
	Anvil of Dawn	New World Computing	RP	9.04
57	Ripper	Take 2	AD	9.01
★ 58	You Don't Know Jack	Berkeley Systems	CP	9.01
59	Ravenloft: Stone Prophet	SSI	RP	8.98
60	Perfect General II	QQP	WG	8.96
61	Rayman	Ubisoft	AC	8.95
62	Riddle of Master Lu	Sanctuary Woods	AD	8.94
	Legend of Kyrandia 3	Virgin/Westwood	AD	8.94
	Transport Tycoon	MicroProse	ST	8.94
65	PGA Tour Golf 486	EA Sports	SP	8.93
66	Earthsiege 2	Sierra	SI	8.88
67	Descent	Interplay	AC	8.86
	Incredible Toons	Dynamix	CP	8.86
69	Incredible Machine 2	Sierra	CP	8.85
70	Front Page Sports Baseball	Dynamix	SP	8.76
71	Romance of 3 Kingdoms IV	Koei	WG	8.75
	Star Trek: TNG, Final Unity	Spectrum HoloByte	AD	8.75
73	Monopoly	Virgin/Westwood	CP	8.73
	Allied General	SSI	WG	8.73
75	1830	Avalon Hill	ST	8.72
	Grand Prix Manager	Spectrum HoloByte	SP	8.72
77	Hardball IV	Accolade	SP	8.70
78	Buried In Time	Sanctuary Woods	AD	8.65
79	Mortal Kombat 3	GT Interactive	AC	8.64
	Wolf	Sanctuary Woods	RP	8.64
	King's Quest VII	Sierra	AD	8.64
82	Caesar II	Sierra	ST	8.62
	Superheroes of Hoboken	Legend	AD	8.62
	Phantasmagoria	Sierra	AD	8.62
85	1942 Pacific Air War Gold	MicroProse	SI	8.61
86	CivNet	MicroProse	ST	8.59
87	Chronomaster	Intracorp	AD	8.58
88	Destruction Derby	Psygnosis	AC	8.57
89	Magic Carpet 2	Electronic Arts	AC	8.56
	Connections	Discovery Channel	CP	8.56
	The Dig	LucasArts	AD	8.56
92	Shannara	Legend	AD	8.55
93	Werewolf vs. Comanche	NovaLogic	SI	8.50
	Death Gate	Legend	AD	8.50
95	FX Fighter	GTE Entertainment	AC	8.46
96	Stonekeep	Interplay	RP	8.44
97	Apache	Interactive Magic	SI	8.43
	Dark Legions	SSI	AC	8.43
99	Lords of the Realm	Impressions	ST	8.42
100	Top Gun	Spectrum HoloByte	SI	8.39

Games on unnumbered lines have scores equal to the line above. ★ = Top game of type. Red = New Game. AD = Adventure, RP = Role Playing, SI = Simulation/ Space Combat, ST = Strategy, WG = Wargame, AC = Action, SP = Sports, CP = Classic/Puzzle. Games are retired after two years and become eligible for the Hall of Fame.

What's The Deal With... Windows 95?

Sooner or later you knew I was going to mouth off about Windows 95 and share my gamer's take on things. But before we get on to the merriment, I'd like to get a couple of things straight.

First of all, I could give a rat's fanny about the inane "Microsoft takes over the world" tales that pervade the 'Net these days. As far as I'm concerned, there is enough real industrial villainy in the world that the shenanigans of a boy genius really don't cut it. Anybody who thinks computer software skulduggery is worth droning on about should go hang out in Bhopal, and see what real corporate greed can do.

Second, I thought the marketing blitz last summer for Win95's release was the most ridiculous thing I had ever seen. Every time the mainstream media fell for it I couldn't help snickering. My favorite was the "Midnight Release Parties" that were thrown at goofy software stores in just about every city. Did anybody go to these things? What were they thinking? "Hey Bubba! C'mon! Get that waitress off yer lap and come over to my place. You can watch me transfer a file! Yeehah!" I mean, c'mon, this was a bloody operating system, not the Beatles reunion album with John chiming in from the netherworld.

With those two background checks in place, I guess it's time to get on with the main event. After all, it's pretty much been a year since I've started working with this beastie, and I think I can safely say that my opinions have left the realm of the knee-jerk long ago. The bottom line is: "It seems to work OK, but it's no bloody Theory of Relativity either"—and that's really what bugs me about it. For all that hype, it should have really been something special...but guess what? It's just another damn operating system.

I admit, as a big network gaming kinda guy, I am pretty happy about the improvements over the crotchety-old-guy-in-the-attic that was Windows for Workgroups. Nowadays those network hooks, once established, are as solid as can be, and make gaming through anything Win95-compatible a real breeze. I am tickled pink over that improvement. In fact, the whole setup is completely user-friendly, right up to the point something isn't working—and then all that endless "Plug'n Play" crap boils down to a help file message saying a) *Maybe your card is bugged or you didn't put it in all the way* or b) *Maybe you should ask somebody much smarter than you.*

The other great promise of Win95 for gamers: the end of the 640K limit and the dreaded boot disk. This is another mixed bag, from the Maxwell Smart "It was this close..." depart-

ment. Once again things have gotten easier, but at the same time they are nowhere near what they were promised to be. The very fact that the wise and courageous Loyd Case must spend each month diving through BIOSes and defining optimal boot systems is a big clue that Win95 isn't

“ Hey Bubba! Get that waitress off yer lap and come over to my place. You can watch me transfer a file! ”

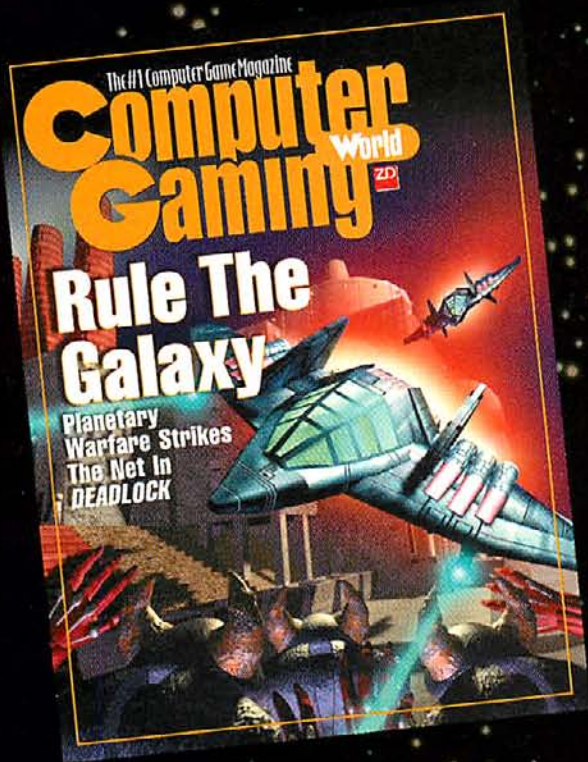
exactly the gamer's complete "friend in a box" yet. I can hear the trade reps screaming that these things aren't needed for games designed for Win95, and they're right. But who gives a fig, while the current games designed for the OS are so dubious?

Oh sure, there are a few sweet dedicated titles, the odd quality ones from Sierra like the command cut of *Acres of the Deep*, with actual useful voice commands, or the very pretty *EARTH SIEGE 2*, which had far more impressive frame rates than gameplay or character, but which at least demonstrated that the next half-step in sim technology could exist quite nicely under Win95. On the other hand, I am getting pretty tired of half-baked cartridge machine rejects that need a Pentium and 16 megs, but proudly display "Compatibility" stickers.

And speaking of compatibility stickers: here's a news flash to all those folks who put on those "COMPATIBLE WITH WIN'95!!!!!!!" stickers, footnoted at the bottom with: "in MS-DOS mode." For all intents and purposes, that is the same bloody thing as saying it's NOT bloody compatible!

So, while Win95 is definitely a step in the right direction, and I'm sure of 'Uncle Bill' deserves to make the odd buck off of it, I'd really hate to see all the back-slapping media mongers go blind to the fact that Microsoft ain't quite done yet, and there's a ways to go before gaming and Windows are comfortable in the same sentence. ☹

DEADLOCK



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

-Computer Gaming World

"Absorbing gameplay... the best visuals and sound effects that today's technology offers."

-Next Generation

"A solid multi-player game fest."

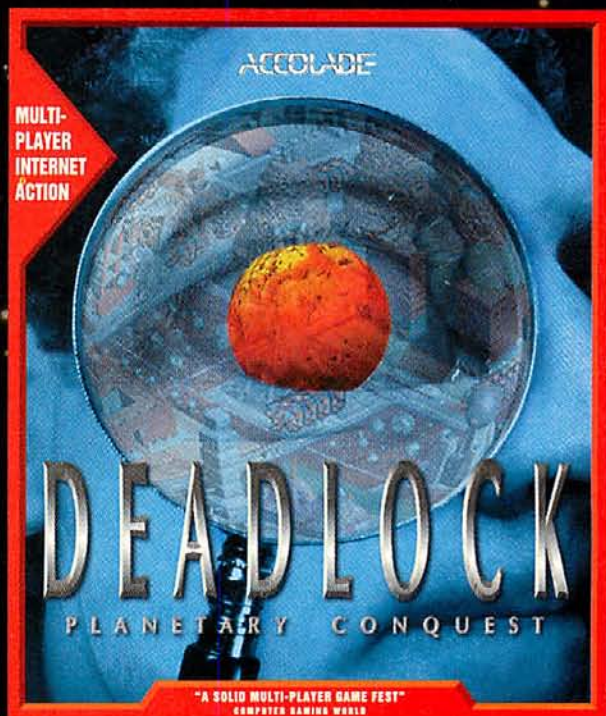
-Computer Gaming World

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

-Strategy Plus

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

-Computer Gaming World



DEADLOCK. ONE PLANET. ONE Take It Before They Do.



Multiplayer Action. Play against the computer, or up to six
opponents via modem, network, Internet, or e-mail.

Zoom in for a close and amazingly detailed look at the situation, or
zoom out for a global view.

Struggle Begins. Each species lands their first colony, equally-
equipped with basic supplies - and a powerful instinct to survive. Will
your drive and abilities extend to total world domination?

Look for the Deadlock playable demo in select magazines or online at
<http://www.accolade.com>

Explore and Expand Your World. Scouting areas to expand is just one
of the ways to build an effective empire. Mines work best in rocky
regions. Cracked earth is best for producing energy. Ancient ruins and
artifacts hold strategically useful technologies.

CHANCE.

"A solid multi-player game fest."

-Computer Gaming World

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

-Strategy Plus

"Absorbing gameplay... the best visuals and sound effects that today's technology offers."

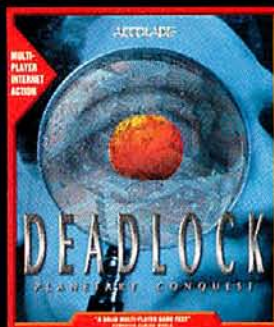
-Next Generation



Resource Management Like No Other. Manage your initial population and scarce resources and build a self-sufficient, expanding colony. Choose wisely from farms, mines, factories, power plants, R&D and military expansion to achieve final victory.

While a peaceable victory is possible, war may be inevitable. Deadlock takes you there in incredibly realistic detail. Engage your opponents in a bitter struggle to destroy - or be destroyed. Find out why Computer Gaming World called Deadlock "A solid multi-player gamefest."

Interactive Enemy A.I. Your incredible 3D-rendered opponents possess unique attributes that will tilt the balance of power. Intimidation is key as they hurl insults and carry out strategies that can mean your doom.



For Windows 95 and
Windows 3.1 CD-ROM.

ACCOLADE™

Call 1-800-245-7744 to order, or for more information.

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



"Longbow isn't just the best chopper sim ever ..."



Actual SVGA gameplay screenshot

"... it's one of the best flight sims, period." 94% — PC Gamer



— Computer Gaming World

AH-64D
LONGBOW

Jane's
COMBAT SIMULATIONS



Jane's Combat Simulations is an Electronic Arts® Brand. Actual SVGA screen shots used.
© 1996, ORIGIN Systems, Inc. Origin is a registered trademark of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. Jane's is a registered trademark of Jane's Information Group, Ltd.

An Electronic Arts® Brand

Circle Reader Service #139