

# STAR CRUSADER.



# SURE YOU COULD DIE, BUT THAT'S LIFE.

- \* The Gorene Empire is at war with the Alien Alliance. The ally you choose and the battle strategy you devise will determine who controls the Ascalon Rift.
- \* Choose your ally from either of opposing sides. Fly eleven different ships loaded with weaponry. Depart for over 100 varying missions. Then switch sides for unparalleled replayability.
- \* Plot strategies, orchestrate battles, fly stealth missions, and conquer territories, with full combat inside nebulas and asteroid fields.
- \* Riveting hyper-realistic 3-D graphics, with fully texture-mapped ships, on-the-fly translucency, Gouraud and Phong shading, and cinematic multimedia videos.
- \* Driving music, searing sound effects and, on the CD-ROM version, fully digitized speech delivered by professional actors.



FOR IBM PC AND IBM PC CD-ROM



Distributed by  
**GAMETEK**

**TAKE 2**  
INTERACTIVE SOFTWARE

Product Information Number 171

# PC GAMER CONTENTS

VOLUME 1 NUMBER 5 • OCTOBER 1994

## Cover Story: Dark Forces

As Doom has proven, first-person action games are one of the fastest-growing (and most popular) new genres in PC gaming. Now comes LucasArts and Dark Forces, combining the power of first-person shooting fun with the unbeatable appeal of George Lucas' Star Wars universe. If you think you know all there is to know about the Rebellion's struggle against the Empire, just check out this exclusive feature. And keep your eyes peeled for the latest news on the upcoming Star Wars movie trilogy!



*Matt*

*Steve*

### Same Great Mag, New Low Price — and CD-ROM!

We've got some good news for you, *PC Gamer* fans. Beginning with our December issue, we'll be bringing you a new version of this magazine — a CD-ROM version. You'll still get all the goodness you've come to expect from us, but when you look closely in the upper-left corner of the magazine, you'll see a special graphic indicating that you've purchased the CD-ROM edition of *PC Gamer*. And what that means is obvious: a CD-ROM disc with every issue, just stuffed with all the demos and extras we can get our hands on. And that's every month.

Best of all, you'll pay only \$7.95 an issue for all that entertainment: huge demos, lots of demos, and of course *PC Gamer's* monthly Scoops!, Eyewitness,

Features, Reviews, and everything else. So keep your eyes open for the December issue — we've already lined up exclusive demos of some of the years biggest games.

And for you floppy devotees, we'll still be producing the usual *PC Gamer* w/3.5" demo disk. But you'll only pay \$4.95 an issue. Why? Because that's the way we like to do things. This way, everybody wins. Stick with us for monthly CD-ROM demo discs, and the new "nice-price" *PC Gamer*!

— Matt and Steve

# Features

**34 Dark Forces**  
Just one read of this incredible feature will convince you that the best of Star Wars is yet to come!

**39 The Giant Killers**  
It seems that these days, some of the smallest companies are making the most noise in PC gaming. We'll take you behind-the-scenes with four up-and-coming game makers, and see how each one approaches the market.



## Scoops!

Your First Glimpse of Things to Come



**8 Full Throttle**  
As if LucasArts wasn't already busy enough with TIE Fighter and Dark Forces, they go ahead and dish up this tasty new adventure as well. What great guys!

**12 Zephyr**  
With full support for the new Virtual Reality peripherals, Zephyr stands ready to take us into the future of gaming.

**16 Dust: A Tale of the Wired West**  
CyberFlix aims to combine the graphic adventure with the interactive movie, creating the world's first Virtual Western.

**18 Menzoberranzan**  
One of the last of the SSI/TSR AD&D titles may turn out to be the best in the entire series.

**20 Warcraft**  
We predict big things for this title, a combination of strategy and world-building that had us all hooked right off the bat.

## Reviews

You know the rules: Don't buy another game until you've read the *PC Gamer* review!

- 75 AstroFire
- 69 Battle Bugs
- 58 Battle Isle 2200
- 50 The Blues Brothers' Jukebox Adventure
- 74 Elements
- 48 FIFA International Soccer
- 72 Little Monster at School
- 65 Mad Dog McCree II: The Lost Gold

- 52 Planet Soccer
- 61 Power Poker
- 54 Return To Ringworld
- 67 Robinson's Requiem
- 57 Sensible Soccer
- 77 Soccer Kid
- 62 Superhero League of Hoboken
- 46 TIE Fighter
- 74 Tubular Worlds



## Departments

- 23 Eyewitness**  
News, Game Previews, Best-sellers, and much more
- 79 Sim Column**  
Our new simulations columnist takes the wheel, and whets our appetites for *NASCAR Racing* and *World Circuit II*.  
by Lee Buchanan
- 82 Alternate Lives**  
Neil's hopping mad again, this time about the fate of his beloved *Betrayal at Krondor*. And for answers, he's gone straight to Raymond Feist himself.  
by Neil Randall
- 85 The Desktop General**  
Bill casts an admiring eye over *Panzer General*, the first in-house wargame from SSI in years.  
by William R. Trotter
- 87 Extended Play**  
*Doomers*, rejoice! Tom's been recently converted, and takes us through the add-ons available for this classic.  
by T. Liam McDonald
- 91 Tim's Tech Shop**  
What's IDE, Extended IDE, and SCSI? We weren't quite clear on all the details, so we asked the Answer Man.  
by Tim Victor
- 93 The Learning Game**  
Educational software may be taking off, but Heidi thinks there's still room for further exploration.  
by Heidi E.H. Aycok
- 99 Peripheral Visions**  
Matt Firme launches our new column, devoted to gaming peripherals and accessories. As you'll see, it was a selfish decision...
- 101 Lupine Online**  
Remember that old Wolf, pacing around the simulations column like a caged dog? Well, we've put him on a new beat — the world of shareware and online gaming.  
by Scott Wolf
- 103 Strategy Central**  
You asked for it (man, did you ask for it), so here it is: The complete getting-started guide to *Outpost*, by designer Bruce Balfour himself.
- 113 Letters**  
Hello, you're on *PC Gamer*. Go ahead, caller. We're listening.
- 118 Contest**  
This month, the gang at Origin Systems gives you the chance to win a Pentium multimedia system, in celebration of the upcoming *Wing Commander III*.
- 120 Next Issue**  
Only a little less accurate than our initial studies indicated it might be!

## On the disk!

**Master of Magic**  
by MicroProse

With *Master of Magic*, MicroProse takes the winning formula of *Master of Orion* into a strange, fantasy realm. For an in-depth guide to playing our exclusive demo, just turn the page....



PC Gamer (ISSN 1059-2188) is published monthly by GP Publications, Inc., Suite 210, 1350 Old Bayshore Highway, Burlington, CA 94010. Second-class postage paid at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: One year (12 issues) US: \$89.95, Canada: \$103.95. Canadian price includes postage and GST (GST #128220988). Outside US and Canada: Add \$2.00 per issue. For customer service, write PC Gamer Customer Service Dept., Suite 210, 1350 Old Bayshore Highway, Burlington, CA 94010. Postmaster please send change of address to PC Gamer, Suite 210, 1350 Old Bayshore Highway, Burlington, CA 94010. Corporate, advertising sales, and circulation offices: Suite 210, 1350 Old Bayshore Highway, Burlington, CA 94010. Phone: (415) 696-1688. FAX: (415) 696-1678. Editorial and production offices: 300-A S. Westgate Drive, Greensboro, NC 27407. Phone: (910) 852-6711; FAX: (910) 852-1165. Editorial product information should be addressed to Editor, PC Gamer, P.O. Box 29384, Greensboro, NC 27429. Overnight delivery parcels should be addressed to PC Gamer, 300-A S. Westgate Drive, Greensboro, NC 27407. Unsolicited manuscripts cannot be returned or acknowledged. GP Publications, Inc., also publishes Game Players Sega-Nintendo, CD-ROM Today: The Magazine of Personal Multimedia, Computer Entertainment News, and Game Players Encyclopedias covering Nintendo, Sega, and PC games. Entire contents copyright 1994, GP Publications, Inc. All rights reserved. Reproduction in whole or in part without permission is prohibited. Game Players, Game Players Guide, and Game Players Encyclopedias are trademarks of GP Publications, Inc. Products named in these pages are trademarks or trademarks of their respective companies. GP Publications, Inc. is not affiliated with the companies or products covered in PC Gamer. Produced in U.S.A.

# COVER DISK

INSTALLING • PLAYING • QUICK TIPS

This month we're bringing you your first interactive look at *Master of Magic*, a hot new strategy game from MicroProse. Combining the best aspects of *Master of Orion* and *Civilization* with a unique fantasy setting, *Master of Magic* promises to be one of the most fun, innovative titles of this Christmas season.



## Master of Magic

by MicroProse

Like *Civilization* before it, *Master of Magic* doesn't have a whole lot of background or starting storylines for players to wade through. All you really need to know is that you play as a very, very powerful sorcerer (or sorceress — this is a game for politically correct megalomaniacs!) and that you've grown tired of sharing your world with all of the other wizards.

In our demo, your realm is plagued by only one other wizard, his or her town, and one neutral town that can be bent to your will — if you're smart enough and fast enough to get there first, that is. In order to win the game, all you need to do is capture all of your enemy's towns. Sound easy? Well, don't forget that the wizard sharing your wee little island has grown a bit annoyed having you around. So keep a sharp eye out for magical attacks, and always keep your troops well-fed and well-guarded.

Though you'll find plenty of gameplay in this demo, the final version of *Master of Magic* will contain tons of other features that we couldn't cram onto the disk. It will allow players to play as one of over a dozen different wizards, or design their own from a unique construction menu. There'll also be another dimension in which players can explore and build cities, moving troops back and forth between parallel universes. And naturally, the complete game will have more heroes, more spells, and more diplomacy, so *Master of Magic* should keep even the most experienced strategists busy for several months on end.



Build new structures or combat units by selecting "Change" from the lower-left corner of the City map. A menu of all available buildings and troop types will appear; just click on the structure or unit you'd like to have built.

### Getting Started

OK, we know you want to dive right in, but first you need to get the game installed properly. To run *Master of Magic*, you'll need a 386/33MHz, DOS 5.0 or higher, a VGA card, a mouse, and about 3MB of free hard-drive space. Those of you with a Sound Blaster or 100% compatible sound card will be able to get a taste of some of the game's sound effects, too.

To install *Master of Magic*, turn on your computer, and go to the C:\> prompt. Place the demo disk in your 3.5" drive and type in that drive's letter (A or B) followed by a colon and press Enter. Now all you need to do is type INSTALL, press Enter, and sit back and wait for the computer to do its thing. When installation is complete, you'll be asked some basic questions about your system. If you don't have a sound card, or your sound card is not shown in the list of acceptable choices, simply select "No Sound" to continue with the installation procedure. After you've answered all of the questions, choose "Exit Install" from the main menu to return to DOS and play the game.

To get from the C: prompt and play the game, switch to the directory you specified during installation (C:\MPS\MAGIC is the default) and press Enter. Now type MAGIC, press Enter, and the game will begin. That wasn't so bad, now was it?



Combat in *Master of Magic* is pretty simple: Just move your troops by placing the glowing box wherever a boot icon appears above it, and left click. If your troops have ranged weapons such as spears, arrows, or magic, you can use them by placing the cursor over an enemy unit and left-clicking the mouse. When you're adjacent to an opponent, you can attack by placing your cursor over the enemy and left-clicking. Initiate magical attacks by clicking the magic button at the lower middle of the screen, then selecting an appropriate spell from your book.

**FormGen**  
INCORPORATED

**New!**

# The Action Continues!

Accessory missions for id Software's **Spear of Destiny™**

## The Action Continues...

in two brand new missions for the fantastic virtual reality game - **Spear of Destiny™**! Now you can enjoy more of the heart-pounding, adrenaline-pumping excitement you loved in the original game! These terrific new missions feature all new floors, guards, bosses, graphics and sounds!

## New Challenges!

Each mission features 21 exciting new levels, with new enemy guards, new treasures and a whole new fortress to penetrate. New puzzles require thought as well as quick reflexes. Fantastic new art and unbelievable digital sound make these the most exciting games ever! Get the latest missions and get into the action!

Mission Disks were not developed or produced by id Software. Spear of Destiny is a trademark of id Software.  
FormGen Inc. 7641 East Gray Road, Scottsdale, AZ 85260 (800) 263-2390 (905) 857-4141



**City** — Here's a basic city square. By looking at the color of the banner hanging from the pole, you can tell who's currently in control of the town. Right-clicking on one of your own towns takes you to the City Screen, where you can change production values for that town; right-clicking on an enemy or neutral city displays what troops are currently stationed in your foes' fortress. New cities can be founded by sending out settler units to unoccupied land, right-clicking on one of the units, then selecting "Build" from the pop-up menu.

**Mana Node** — Mana nodes are locations that have an unusually high concentration of a specific type of magic. To access the power of a node, first send your troops to eliminate any monsters that may be guarding that area. Next, select Spells from the upper menu bar and flip through the pages of your spell book until you find the summoning spell "Magic Spirit." Cast this spell and wait until you see the "Magic Spirit Summoned" animation. Move the new spirit unit onto the captured node, then select "Meld" from the unit's menu. A large halo of magical sparks will appear around the node, indicating that you're receiving magic power from that square. This will increase your total input of mana each month, giving you more power for spellcasting, research, and improving your casting skills.



After you've completed your research on a spell it will be added to your spellbook, allowing you to start research on another spell. In this demo, you'll probably find that Combat and Unit spells will serve you better than any others.



More than just a place to adjust sorcery controls, the Magic screen is also where you'll go to engage in diplomacy. To start talks, simply click on the picture of the mage you want to talk to, and follow the menus from there.

## The Viewscreen

The main viewscreen is where you access all the information about what's going on inside your virtual kingdom. This map key will give you the basics of game play, as well as a few tips on how to best approach your enemy and his or her minions. Remember: You can access info on almost any aspect of the game by right-clicking on the object and/or menu item.



**Troops** — At some point in the game, you'll control combat units. To examine a unit, just position the cursor over it and click the right mouse button; for further info, right click on the various stats on the character screen to receive an explanation of each stat and its effects on combat. From the main view screen, you can order flashing units and troops to move by left-clicking on a town icon, then right-clicking on the square you wish them to travel to. Other options for that unit will be displayed on a menu in the lower right-hand corner of the screen. These include "Wait" (skip that unit until you've given orders to all other units); "Patrol" (orders the unit to patrol that location until you right-click on it during a later turn); and "Done" (used when you're through issuing orders). Special options for troops, like "Build" and "Meld," can also be found on this menu.

**Food** — Food, Grub, Vittles: No matter what you call it, it's the key to the growth of your cities and the survival of your troops. The food icon on the mid-right side of the screen shows the projected change in your food totals for the next turn. If the number is negative, some of your troops will succumb to hunger unless you acquire more food. To create more food, go to a city screen by right clicking on a town icon, and look at the upper-left-hand corner of the screen. You'll see a long line of people who live and work in this town. Left-clicking on these people lets you assign them to construction or farming. If food is low, make more citizens farmers (people on the left); if you need buildings completed quickly, hire more workers (people on the right).

**Map** — Here's where you can access the big picture. By left-clicking on a location in the box, your viewscreen will move to show that location in detail. Areas that are shown in black have not yet been explored.

**Mana and the Magic Option** — As an ace spellcaster, one of the most important factors you must keep track of is the amount of usable magical energy, or "Mana," that you have to wield. The small "M.P." icon toward the upper-right corner of the screen gives you a running count of the amount of usable mana points currently available for casting spells. The large icon toward the mid-right side of the screen shows the amount of mana you're receiving each turn. To produce more mana, you must either acquire magic nodes or change the ratio between research and mana production. To do the latter, go to the Magic screen by left-clicking on "Magic" on the top menu bar. The three bars that this brings up allow you to decide how much emphasis you want to place on the three different spheres of magic production: mana creation, spellcasting skill, and researching new spells. Experiment with different configurations to find out which one best suits your style of play.

**Gold** — If you want to hire and keep mercenaries or heroes, you'll need gold — lots of it. You can check your total amount of gold by looking at the small "G.P." icon at the upper-right side of the screen. The large gold box displays the amount of money you'll gain or lose in the next turn. If you're losing money each turn, have one of your cities construct a building — like a farmers market or market square — that will generate cash, or eliminate any unnecessary combat units. If you run out of gold, you'll begin to lose combat units automatically until your gold box reaches zero or higher.



If combat isn't going your way, it's better to go ahead and flee than to lose all of your expensive troops and heroes.

Clicking on the Armies option from the upper menu bar will take you to this screen, where you can view all your troops and heroes. Click on items to hand out any magic weapons or armor you might have.



If your Cover Disk is damaged, just send it back and we'll replace it. Mail it to:  
**PC GAMER COVER DISK #2**  
 300-A S. Westgate Drive  
 Greensboro, NC 27407  
 We'll check it, and send out a new one.

# ADVANCED WAVE TABLE BY SOUND BLASTER. ACCEPT NO IMITATIONS.

## The New Sound Blaster AWE32.™



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

The Sound Blaster AWE32 puts the world's purest music synthesis technology (from E-mu Systems) inside your PC. It also includes effects like chorus and reverb for increased depth and richness. And QSound so you can position sounds in 3D. It even comes with downloadable

### SOUND BLASTER AWE32 INCLUDES:

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

SoundFont™ technology, so you can add to the library of sampled sound effects and instruments. And the latest speech technology, so you can navigate through all the major Windows™ applications using voice commands.

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



**CREATIVE**  
CREATIVE LABS, INC.

**WAKE UP THE REST OF YOUR BRAIN.™**

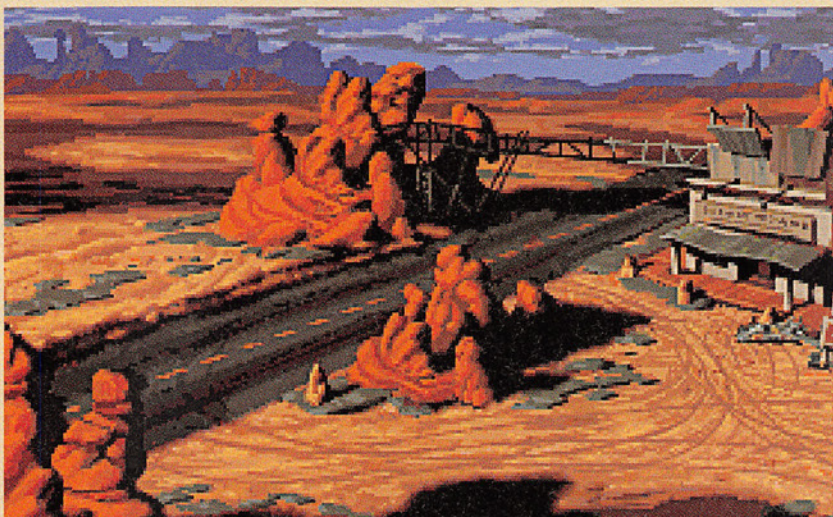
\*Suggested retail price. ©1994 Creative Technology Ltd. Sound Blaster, Sound Blaster AWE32, Advanced WaveEffects, Creative VoiceAssist, Creative TextAssist, Creative Ensemble, Creative WaveStudio, Creative Soundo'LE and the Sound Blaster and Creative logos are trademarks of Creative Technology Ltd.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

# Full Throttle

## LucasArts Re-Invents the Road Warrior

Forget that wuss MacGyver — here's a hero who believes in truth, justice, and banging some heads to get things done.

by Leslie Mizell



The game world of the futuristic adventure *Full Throttle* was designed so it would feel familiar. But you can bet there's very little that's old-fashioned about this Western town.



Game: *Full Throttle*  
 Developer: LucasArts  
 Publisher: LucasArts  
 Projected Price: \$63.95  
 Percentage Complete: 70%

### In a nutshell:

One of the most distinctive-looking titles we've seen in quite some time, *Full Throttle* is a futuristic biker adventure in which you've been framed for murder and must track down the real killer.

### What's so special?

Using a new graphic design that combines 3D and 2D images, *Full Throttle* has a brooding tone that's unlike any LucasArts adventure so far. No pixelated stick-figures here; *Full Throttle* has big, well-defined characters and great gameplay.

### Why should I care?

LucasArts is one of the premiere designers of graphic adventures, and for the past couple of years they've put out one excellent title after another. Now comes *Full Throttle* — a new look for LucasArts, but with the same great gaming experience we've come to expect from this quality-minded company.

### And when's it coming out?

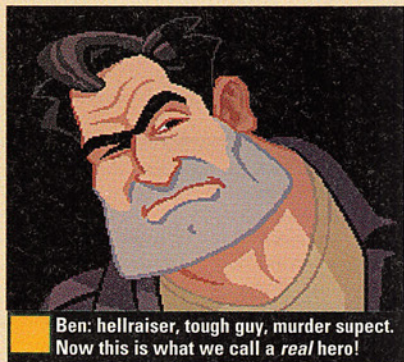
This bikerfest should roar into stores just in time for the holidays.

LucasArts politely invites other graphic adventures to eat the dust of its new *Full Throttle*. This one-of-a-kind adventure, scheduled for release in November, not only has a different look from any of the company's previous games, but the strategy has a harder edge, too.

Set in a futuristic world that may or may not be Earth, the story centers on Ben, leader of the Westside Polecats biker gang. Ben is hired as an escort/bodyguard for Malcolm Corley, the local motorcycle magnate. But when Corley turns up dead, the cops come looking for Ben, and the outcast biker must locate the lost heir of Corley Motors in order to clear his name. Naturally, he runs up against the law, rival bike gangs, and the actual murderer.

"*Full Throttle* is set in a parallel kind of world," says project leader Tim Schafer, "where everything is basically the same as today — only it's much, much cooler. There's a lot more depth and plot in it than in *Day of the Tentacle* — on which both Schafer and lead artist and animator Peter Chan worked. It's more emotional, and the characters are more real."

Another big difference between *Full Throttle* and previous LucasArts' graphic adventures is in its puzzle-solving. Most adventures set you up with some sort of task list before you can solve the big puzzles. The designers of *Full Throttle* wanted to fine-tune the strategy so answers didn't require such leaps of logic. For example: You need gas. There's an enormous tank full of the stuff in the desert. Do you climb it and devise a complicated method of carrying the gas back to your hog? Or do you wait until a hovercraft lands, then siphon fuel from its tank? In a refreshing change of pace from most graphic adven-



Ben: hellraiser, tough guy, murder suspect. Now this is what we call a *real* hero!



# FIGHTER WING™

**It's combat  
no matter  
how you  
look at it!**



**Fighter Wing** is a new breed of flight simulation game, offering the ultimate arcade flight combat experience with the world's top fighter aircraft, but without the steep learning curves. Armed with the high performance Gemsoft™ 3-D engine with real time terrain generation using real maps, a wide variety of challenging combat missions, and actual combat video footage, **Fighter Wing** packs an awesome arsenal that can outgun any flight combat simulator.



- **Fighter wing** provides a "sit and shoot" experience in a matter of minutes
- Featuring actual video footage from the award winning TV series **FirePower™**
- Choose from **Training Missions; Multiple player Missions for up to 16 players playing over a Local Area Network; and Complex Missions for 1-3 players competing against the computer**
- Pilots can fly all of today's state-of-the-art aircraft from the world's most powerful nations, in the world's most dangerous hot spots.



Product Information Number 220

Published by  
**Merit Software**  
Dallas, Texas 800-238-4277

Developed by  
**GEMSOFT CORP.**

tures, *Full Throttle* takes the shortest distance between point A and point B.

Here's how Schafer recently explained the puzzles, using Ben and *Day of the Tentacle*'s Bernard as examples: "Let's say Ben and Bernard both walk up to a door. It's locked. The only tool they have to help them get through the door is a ham-and-cheese sandwich on white, with a toothpick holding it together. Bernard would inspect the keyhole and see that the key was still in the lock, sticking out the other side. He'd lubricate the floor with mayonnaise from the sandwich and

much more dramatically than in our previous games. There's a lot of detail in the background, but we didn't want it to look busy — so there are a lot of long, black shadows and animations in pure silhouette. All the bikes and other vehicles are animated in 3D, but rendered in a style that fits with the 2D backgrounds. The combination of 2D and 3D is a nice marriage of the two — the 3D is so clean, and the 2D doesn't look flat like it can.

"We've also got really cool angles; it's not your typical straight-on view. You can jump right into the scenery and feel

■.....  
**"Full Throttle is set in a parallel kind of world, where everything is basically the same as today, only it's much, much cooler."**

**— Tim Schafer, project leader**

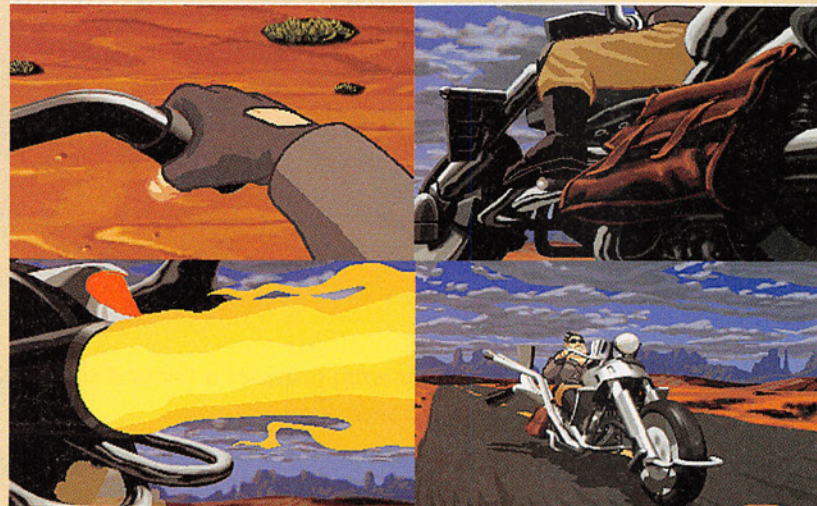
slide a piece of bread under the door. Then he'd pull the toothpick from the sandwich and use it to push the key back out the hole so it would drop onto the bread, then pull the bread back under and open the lock with the key. Ben would eat the sandwich and kick down the door. See?"

The goal for the artists and animators working on *Full Throttle* was to put their own new spin on the old graphic adventure. The game offers both first- and third-person perspectives, presented in a dark-looking art style that's reminiscent of "Batman: The Animated Series."

like you're in an old-fashioned Western setting, but once you do you'll see we've tweaked the images slightly. Take the bar scene, for instance: You see a poker table, a bar, and a piano — but then you notice that there's scaffolding all over the ceiling. And though the bar looks wooden, it's actually metal. And in the back of this 'Old West' bar is a modern dumpster."

But why bother with art and animation at all? Why not go the route of some other recent graphic adventures, and just hire actors and digitize everything?

"We see technology as a means to an end," says LucasArts' public relations



LucasArts has forgone the use of digitized video for *Full Throttle*, opting instead for cartoon-style animation. One glance at these pics shows that they've made the right choice.

Chan says he and the art team — consisting of lead animator Larry Ahern (who worked with Chan on the excellent *Sam & Max Hit the Road*) and 3D artist Richard Green, who created the 3D levels for *Rebel Assault* — turned to comic-book artists Nicholas de Crecy and Mike Mignola, as well as industrial architect Lebbeus Woods, for inspiration.

"It's a cinematic adventure game," Chan says. "And the action is shown

director Sue Seserman. "We choose the best art style for a game, not just to prove we have the coolest technology. *Full Throttle* has a dark, *Batman* feel, and that's what works best for this game."

"Besides, it's a challenge to create what Tim comes up with," Chan says. Schafer quickly counters: "Artists are just more fun to work with than actors."

So there.

PCG

## Chin Ups!

A character like Ben just doesn't spring full-formed from the head of the designers — his jaw's too big to fit! So where did they look for motivation when creating the firm-mandibled antihero? Here are ten possible models:



10) Jay Leno: The "anvil-headed" Jay Leno is into motorcycles, but would he crack jokes or crack heads in a bar fight?



9) Andrew Jackson: "Old Hickory" isn't exactly a good nickname for a biker.



8) Lyle Lovett: His hair increases his wind resistance, making those quick getaways nearly impossible.



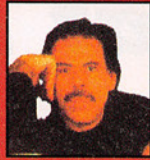
7) John Lithgow: A good villain in *Cliffhanger*, but ruined his chances when he showed his sensitive side as Roberta in *The World According to Garp*.



6) Mufasa: Sure, he's leader of the pack, but a lack of hands is a big drawback to revving a motorcycle.



5) Sara Paretsky: The mystery writer would be great at tracking down killers....



4) Peter Max: The artist should realize that five-o'clock shadow is the only facial hair approved by the Polecats.



3) David Letterman: His chin's not that big, but he's so much better than Leno we had to include him.



2) Peter Fonda: The *Easy Rider* star would be a natural, but he obviously believes in the helmet law. A no-no for real bikers.



1) Bruce Campbell: Under intense interrogation, the *Full Throttle* team admitted they used a picture of the star of "Brisco County" and *Army of Darkness* as inspiration for Ben.

ORIGIN<sup>®</sup> Presents ...



# WING COMMANDER III

THE INTERACTIVE MOVIE

AN ORIGIN PRODUCTION IN ASSOCIATION WITH ELECTRONIC ARTS<sup>®</sup> "WING COMMANDER III: HEART OF THE TIGER"<sup>™</sup>

STARRING MARK HAMILL, JOHN RHYS-DAVIES, GINGER LYNN ALLEN AND MALCOLM MCDOWELL



**MP-13** VOLUNTARILY RATED FOR MATURE PLAYERS

PRODUCED AND DIRECTED BY CHRIS ROBERTS AND FRANK SAVAGE ASSOCIATE PRODUCER PREM KRISHNAN

MUSICAL SCORE COMPOSED BY GEORGE OLDZIEY ART DIRECTOR CHRIS DOUGLAS POST PRODUCTION SUPERVISOR ADAM FOSKHO



© 1994, ORIGIN Systems, Inc. Heart of the Tiger and Origin Interactive Movie are trademarks of ORIGIN Systems, Inc. Origin and Wing Commander are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. 3DO is a trademark of The 3DO Company.

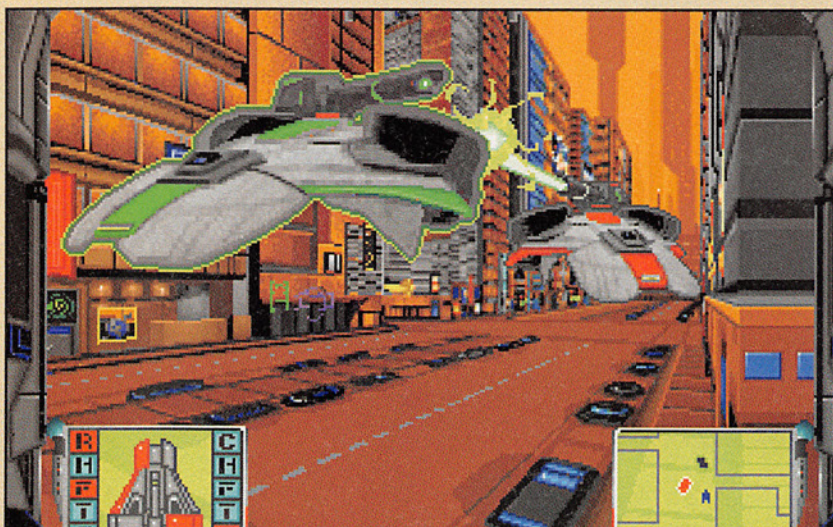
Product Information Number 102

# Zephyr

## Wall Street Gets Serious

More than just a high-tech shoot-'em-up, *Zephyr* bridges the gap between today's best games and tomorrow's virtual reality wonders. This one's hot.

by Trent C. Ward



*Zephyr's* interface offers all the information you need without cluttering up the screen. Check your shields and ship damage in the lower left corner, and watch for enemies on your radar.

### FOR YOUR INFORMATION

Game: *Zephyr*  
 Developer: New World Computing  
 Publisher: New World Computing  
 Projected Price: \$79.95  
 Percent Complete: 85%

#### In a nutshell:

*Zephyr* is a fast-paced, smooth-scrolling action game with all the trimmings, from the same guys that brought you the *Might and Magic* series.

#### What's so special?

One of the first games to offer compatibility with VR technology, *Zephyr* is introducing a whole new category of play to computer gaming. Even without the add-ons, its multi-player support and top-notch graphics make it one of the most impressive titles to come from New World in a long time.

#### Why should I care?

Before VR can ever emerge as a new force in computer gaming, companies must come forward and provide support to build a consumer base. By releasing *Zephyr*, New World has ensured themselves a place in the future of VR.

#### And when's it coming out?

Around the middle of October



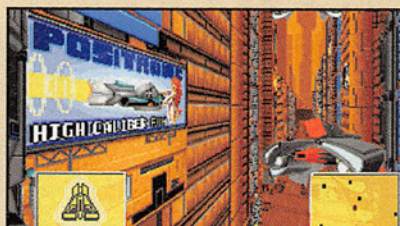
these days, it seems like you can't find a new title that doesn't claim to be "pushing the envelope" of computer gaming. But all too often, what this ends up meaning is that the programmers have

created a title that's going to run slowly, with choppy animation, on all but the latest and fastest machines. So when I first heard this old claim made about New World Computing's new action game *Zephyr*, I was more than a little skeptical.

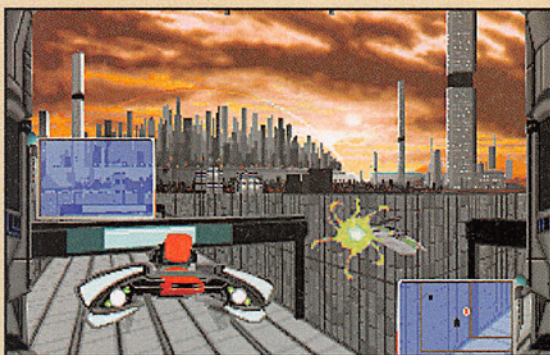
But after taking a look at this impressive title and talking to some of the development staff, I began to realize that these guys really are trailblazing, and in the right way. By offering support for a host of 3D mice and VR headsets — while still featuring incredibly addictive gameplay for those who don't own these devices — *Zephyr* is helping to accelerate the development of new technology without leaving anyone out in the cold.

As is the case in most good action games, the story behind *Zephyr* is pretty basic: In a Gibsonsque future, mega-corporations have found an entirely new way to compete with one another. Scattered

over several planets are the arenas of the Interplanetary Battle Circuit, where corporate-sponsored champions compete in life-or-death struggles for the good of the company. Instead of resorting to all the unpleasant legal action of the past, business deals, hostile takeovers, and even arbitration settlements are decided in the arena by blazingly fast hover tanks known as Zephyrs. Companies will go to any length to ensure that their pilot has the best chance of winning, and each have their own secret technologies that they build into their tanks. Winning pilots must have the best weaponry, and the fastest tanks and reflexes. Fortunately for you, New World's development team also made those Zephyrs mighty easy to control.



The game's arenas are detailed down to the last billboard. Say, I wonder if I can pick up one of those guns for my tank?



The background landscapes are one of the most impressive features of this game. Too bad you won't get much time to sit back and admire them....

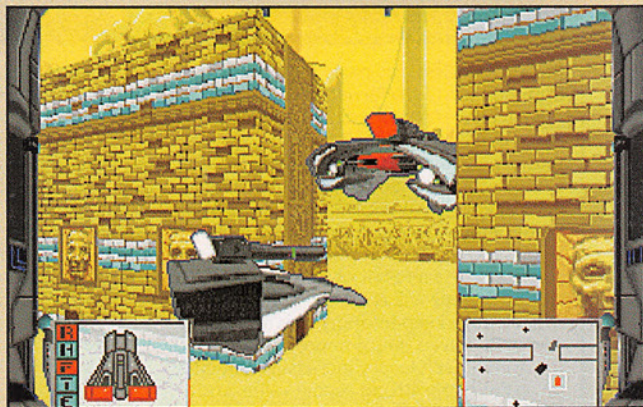
Like the storyline, the point of the game is simple: don't get killed. Players who've managed to survive for more than a few minutes will be ready to start mastering some of the more complex actions like running away, hiding, and perhaps even firing a few shots into another player's back. No matter how far you go into the game's dozens of different levels, these three skills will always be the most helpful. If the coward's life isn't good enough for you, you can employ search-and-destroy tactics to ferret out opponents, then use your powerful armaments to teach them a little lesson about the way *your* company does business. Depending on the fighting styles of the different players, gameplay can range from a cat-and-mouse, guerrilla-style war to explosive, no-holds-barred carnage. Whichever the case, you can bet the results will be exciting.

explains, "The initial concepts of the tanks and environment underwent multiple stages of development. *Zephyr's* buildings and vehicles evolved from beginning concepts, design documents, pencil sketches, and color storyboards before finally becoming computer-rendered graphics."

Often, after going through this process, the team found that the final result was even better than they had envisioned. The initial *Zephyr* hovertank, for example, originally had more wings and flanges. But as the storyline developed and more sketches were



The long straightaways of this arena will give you plenty of chances to draw a bead on your favorite enemy.



Your trip will take you to some of the galaxy's most exotic locations. These ruins offer all kinds of opportunities for ambush.

**"Computer foes will run from you when they're hurt, keep hitting you when you're down, and even guard important areas of the arena."**

— Scott McDaniels, *New World Computing*

Converting the strange sights of *Zephyr* from artists' renderings to fully-animated computer images was by no means an easy task, but one look at the end product will convince you that it was worth the effort. In order to create the game's 3D visuals, the developers utilized a myriad of graphic tools including Power Animator, 3D studio, Deluxe Paint and Animation, DeBabilizer, and PhotoShop,

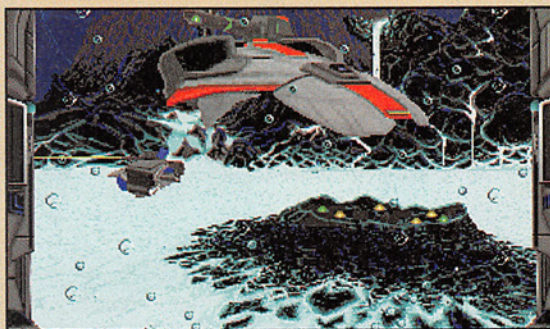
drawn, the artists decided on a sleek, aerodynamic vehicle that had more of the 24th century look they were going for.

With the objects completed, the next step was for the team to animate them. In order to do so, the team used a new, smooth-scrolling engine originally developed for use with the new *Might and Magic*. This engine's ability to handle complex graphic images at high speed made it

a perfect choice for an arcade-style game like *Zephyr*. The end result is blindingly fast action with none of the frame jerk that cripples so many of today's power-hungry games. The total package of rendered 3D graphics, beautiful landscapes, and accelerated animation still manages to perform just fine on 386 — definitely a novelty in today's era of Pentium processing.

To complete your immersion in this futuristic world, the *Zephyr* development team included some pretty impressive audio. The title features several original scores that sound a lot more like a techno album than they do a computer game. The audio effects are equally as impressive, bringing the player right into the middle of the action with dozens of fully digitized sounds ranging from weapon blasts to the bone-jarring crunch of a collision. The CD version of *Zephyr* will contain loads of voice acting to set the stage before each one of your missions.

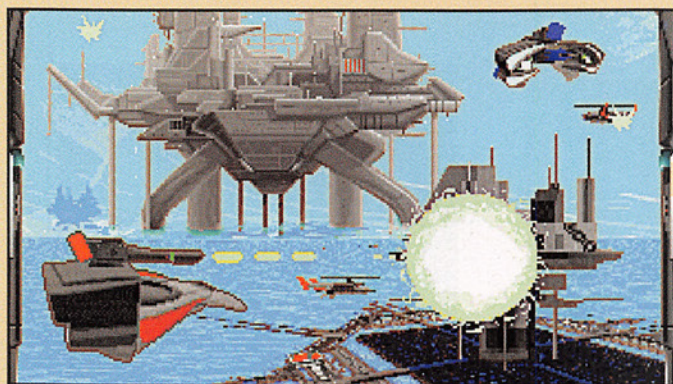
One of the most difficult things to get right in any action game is the creation of a challenging computer opponent. *Zephyr's* development team spent long hours designing AI that would provide cagey foes of varying levels of difficulty. Scott describes this process, saying, "We broke down the AI into several different cate-



Underwater missions are some of the hairiest you'll find, so keep an eye on your radar at all times.



Though the ice worlds make it easy to spot your enemy, your ship will also stand out like a sore thumb.



Looks like that's one less enemy you'll have to deal with. Better clear out before the aggressor turns that gun on you.

gories. The first was basic movement, getting the tank to perform three basic maneuvers — patrol, pursue, and evade. Once this had been implemented, we went to the next step, goals. We prioritized each ability and objective by assigning points to each action. Then we created a logic tree that would allow the computer to make the best choices based on time, damage, point value, etc." As a result of this process, computer foes will run from you when they're hurt, keep hitting you when you're down, and even guard important areas of the arena. Each level's increasing difficulty gives the game strong replay value, and will continue to challenge even the most skilled of players.

New World is providing support for just about every input device you can imagine. In addition to the usual trio of keyboard, joystick, and mouse, *Zephyr* will support the extended functions of CH Products' Flight Stick Pro, Logitech's Cyberman, and most impressively Forte's VFX1 and VictorMaxx's Cybermaxx



When you've got 'em in your sights, go ahead and take the shot. Who knows how long it will be before you get another opportunity like this one?

Virtual Reality headsets. Scott was understandably excited about the new devices. "*Zephyr* utilizes the headsets and other VR devices to the fullest. While wearing the headset, players can turn their head to the left or right to move the turret, and use the keyboard, joystick, or VR mouse to control the rest of the tank. This offers natural movement by allowing the player to look around while driving along. For example, if you were driving down the freeway and saw an accident on the other side of the road, you would naturally look in a different direction than you were driving and use the steering wheel to control your movement. *Zephyr* offers this same ability by allowing you to control the viewpoint of the turret and the direction of bullets and

missiles with your head, and to control heading, fire controls, and throttle with a second input device or a keyboard." This kind of

VR support lets *Zephyr* live up to its full potential, and offers a degree of interactivity that's very rare.

And if you think the idea of blasting a virtual foe out of the sky is pretty appealing, imagine the joy of doing it to a friend. *Zephyr* will support network, modem, and direct connection links at speeds of up to 115.2. To achieve the fastest play possible, the game uses a specialized protocol for transferring data that allows vast amounts of data to be put through the lines with only a minimum modem speed. Modems as slow as 1200 baud will be supported by the game — but despite the advanced protocol,



Ah, the grand Zephyr in all its glory. But I recommend you take better care of your craft than this fellow has.

users will experience much better results with a faster modem.

If you're interested in the future of PC entertainment and love head-to-head combat — or just want a great shoot-'em-up — *Zephyr* is your game. The designers' dedication to high graphic quality, brilliant special effects, and no-frills play will absorb even the most jaded gamers after only a few minutes on the hunt. *Zephyr's* readiness to embrace the new VR technology while still supporting older machines and accessories is truly exemplary, and the game stands as a perfect bridge between the technology of today and tomorrow.

PCG

## The Men Behind the Machines...

Each champion of the mega-corps has a certain advantage in the arena. In order to get the edge in combat, learn to recognize your opponents' strengths and weaknesses so that you'll know the best way to attack and eliminate them. Check out the list below for a quick introduction to the various corporations' specialties.



Positronix corporation boasts more powerful weapons technology than any other company. If you decide to choose them as your sponsor, use lots of quick, well-aimed shots to whittle down your opponent.



The last of the mighty software corporations, New World Computing has used their expertise to create an advanced radar system that's superior to the others. Use your detection advantage to find hidden enemies, and then rush in quickly before they have time to react.



The masters of mass-production, Genericorp produces a standard issue *Zephyr* with no significant strengths or weaknesses. This is the perfect vehicle for those who like to change up their tactics often.



Unlimited Power and Supply has a real edge in battery and power-supply development. Since these tanks can recharge their weaponry faster than anyone else, they're perfect for those pilots who may be less than accurate.

Unlimited Power and Supply has a real edge in battery and power-supply development. Since these tanks can

Warpspeed Drive Company's engineers have manufactured the fastest of all the *Zephyr* units. Sleek and efficient, these are the best tanks for those who like to hit and run.



Warpspeed Drive Company's engineers have manufactured the fastest of all the *Zephyr* units. Sleek and efficient, these are the best tanks for those who like to hit and run.

# ARMORED FIST™

**Scope out the terrain.  
Slew your turret.  
Lock on target.  
And brace yourself for a fire storm!**

You're in the heart of an advanced fighting machine. Peering through the thick smoke billowing off your last victim, you feel you're being watched. Switching to thermal shows something hot behind the trees ahead. Advanced optics zoom in and reveal a Soviet T-80 tank turning its turret toward you. Now is not the time to hesitate... Lock and load. **FIRE!**

Forge ahead on the digital battlefield of the future in this modern tank simulation from NovaLogic™ (the creators of Comanche™, WolfPack™ and Ultrabots™).

Strap on your helmet for the ride of your life!

- Encounter startlingly realistic pre-built missions or construct your own. Dig trenches, lay mines, even plant trees.
- Choose American M1A2 Abrams main battle tanks, M3 Bradley IFV's equipped with thermal sights, Russian T-80 tanks, or BMP APC's equipped with image intensifiers.
- Engage your enemy in accurate battle environments where you encounter translucent smoke, explosions and grenades.
- Command multiple tanks over 3-D, Voxel Space™ (patent pending), terrain and call in remote artillery or tactical air support to ensure victory.

**Suggested Retail Price - \$69.95**  
Available for PC 3.5" and PC CD-ROM



Actual screen images.

Armored Fist, Comanche, WolfPack, Ultrabots, Voxel Space, NovaLogic, and the NovaLogic Logo are trademarks of NovaLogic, Inc.

Product Information Number 186



# Dust: A Tale of the West

## Tombstone on Your Desktop

If CyberFlix does for adventure games what they've done for shoot-'em-ups, we're all in for a real treat.

by Steve Poole

**P**C gamers may not be all that familiar with CyberFlix, but Mac users have been aware of this company's work for a while now. CyberFlix's first title, *Lunicus*, debuted in 1993 to rave reviews and multiple awards: Mac owners thrilled to the fast and furious first-person shooting action and rendered 3D cinematic sequences. (As we go to press with this issue, *Lunicus* is placing around third or fourth on a list of favorite CD-ROM products in a survey being conducted by our sister publication *CD-ROM Today*.)

Then came *Jump Raven*, a futuristic shooter that put players at the helm of a heavily armed hovertank. While its gameplay was similar to that of *Lunicus*, *Jump Raven* was undeniably a marked improvement over that game: The graphics were much richer, the music was better, and the whole affair was infused with humorous touches. What's



This fellow looks like he's mean enough to shoot a man just for snoring!

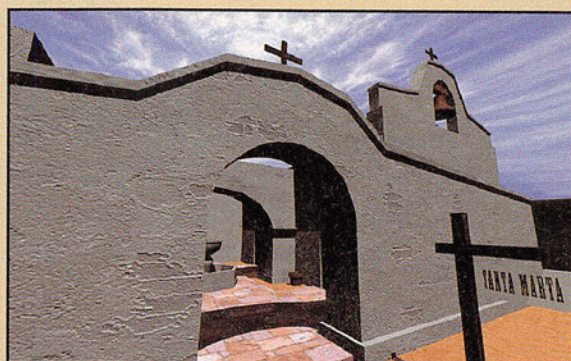
And speaking of movies, that's exactly the direction in which CyberFlix is heading. No, the Knoxville-based company isn't set to produce feature films; they're currently working on the interactive movie *Dust: A Tale of the Wired West*, a fascinating blend of old themes and new technology that could be one of the first multimedia adventures to deliver not only lush background graphics, but also characters walking around in them with whom you can fully interact.

Andrew Nelson, Creative Director at CyberFlix, describes the world of *Dust*

as "similar in some ways to *Myst* — particularly in the quality of the graphics — but it will be inhabited by 30 other characters besides yours." That's good news for those gamers who loved the wonderful visuals and brain-teasing puzzles of *Myst*, but who were left with a feeling of, well, loneliness due to the complete lack of other characters.

The idea of doing an adventure game based on the Old West is one that's been strangely overlooked by developers. Last year saw the release of Sierra's *Fred-*

*dy Pharkas, Frontier Pharmacist*, but that was designed strictly for yucks. While *Dust* certainly has its humorous moments, CyberFlix is aiming to create a virtual world here — and in keeping with that realism, they've focused all their talents on making a game environment that's utterly convincing. Nelson notes that for *Dust*, "We've created the



The backgrounds in *Dust* have been exquisitely rendered, silent testimony to the loving care lead artist Jamie Wickes has put into his work. Notice the near-photographic quality of the sky, mission walls and clouds.

more, CyberFlix went to incredible lengths to create a believable game world — especially when you consider that *Jump Raven* is, at the end of the day, just a shoot-'em-up. Reams of fictional newspaper stories detail the history and characters of the game, building the sort of continuity you'd expect to find in a movie rather than a game.

### FOR YOUR INFORMATION

Game: *Dust: A Tale of the Wired West*  
 Developer: CyberFlix  
 Publisher: CyberFlix  
 Projected Price: TBA  
 Percent Complete: 70%

#### In a nutshell:

*Dust* casts you as a cowboy who wanders into the frontier town of Diamondback, New Mexico in 1882. With no money, no gun, and no friends, the challenge at first is to simply find refuge and food.

#### What's so special?

*Jump Raven* proved that CyberFlix can do some aspects of multimedia as good as anyone in the business. While *Jump Raven* fell a little short in the gameplay department, *Dust* should be better. This is basically a graphic adventure, and in that format the multimedia elements will really shine.

#### Why should I care?

With the exception of *Myst*, we haven't seen a truly stunning multimedia adventure — and the lack of character interaction in that game left some players cold. *Dust* features 30 characters with whom you'll be able to interact — and they're all "smart," moving about the town and carrying on their lives independently. Their reactions to you are based both on how you've treated them, and their friends!

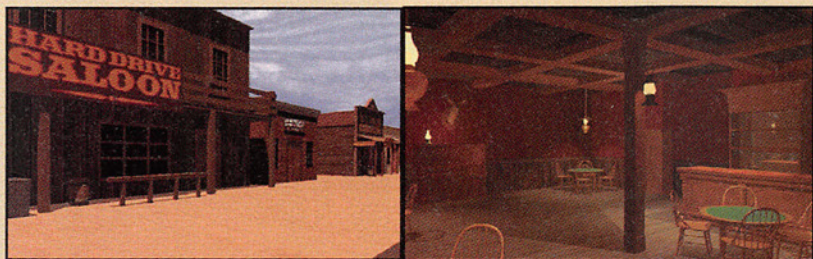
#### And when's it coming out?

*Dust* is scheduled for release in January or February of 1995.

# red West



It may be the world's oldest profession, but we had no idea that working ladies looked like *this* in the Old West! You may disapprove of her line of work, but just overlook it — you need all the help you can get.



The near-photographic renderings of the various backgrounds and buildings in *Dust* create a very believable game environment — yet one that's a bit unsettling. The detailed artwork extends to the inside of the buildings, too, as you can see in this sequence showing the saloon.

entire Western town of Diamondback from scratch — we like to call it 'Tombstone on your desktop' — and peopled it with 30 unique characters you can meet and interact with as you move through the town.

"For the very first time in a computer game, you'll be able to meet and interact with independent 3D characters, who are going to be moving about Diamondback. You don't control these characters, and their actions will influence the course of the game. You'll be able to follow them, eavesdrop on their conversations, talk to them if you want — but they'll be going about their business independent of your actions. And their reactions to you may be affected by something that you're completely unaware of; if you meet someone and he or she is hostile to you, it might be because you didn't tip their friend, the bartender. Each time you play *Dust*, it will be different."

*Dust* opens with your character wandering into Diamondback on a windy night in May, 1882. You're tired, penniless, and — worst of all — don't have a gun. What a weary cowpoke like you

**"As you move through the town, you're forced to make decisions, many of which will be based on your own morality."**

**Andrew Nelson, CyberFlix**

needs is 40 winks, but rooms aren't free, even in the Wild West. So your very first task will be to find a way to pick up a little cash.

Sounds like the setup for a standard graphic adventure, doesn't it? But while *Dust* will indeed incorporate many of the elements of an adventure game — you must gather information from people, collect useful items, and put everything together to arrive at the right solutions to problems — you can expect a little arcade action tossed into the mix. "We look at *Dust* more as an interactive movie or graphic adventure, but there will be action sequences as well," says Nelson. "Anyone who's played Lunicus or *Jump Raven* knows that we like a lot of action in our games. I don't want to give away too much, but there'll be plenty of opportunity for shoot-outs."

All of us here at *PC Gamer* say Hallelujah to that, what would a Western adventure be without some

gunslinging? But Nelson contends that the inclusion of these action sequences does more than just add variety to the gameplay. "As you move through the town, you're forced to make decisions, many of which will be based on your own morality. If you're given a gun, do you use it? Do you use it on just anyone who's walking around? And what happens if you do?"

Those sorts of choices are crucial to any title that aspires to be a truly interactive movie, but Nelson points out an equally important ingredient in *Dust*: "Just as in life — and in movies, which imitate life — there will be consequences for everything you do in the game." CyberFlix knows the first thing a lot of people who play *Dust* will do after getting the gun will be to save their game, then proceed to shoot the first citizen who walks by, just to see how the game

will handle that sort of random violence. The notion of a "reaction for every action" lends *Dust* an authentic air which

should draw players even deeper into this virtual world.

To make *Dust* as interactive as possible, Nelson says they've tried to offer the player the same options a person would face in the same situation in real life. Even when the use of force is justified, there's probably another, more cerebral answer. "In most of the cases where you can use your gun, there will also be non-violent options as well," says Nelson. "You'll be able to make the choice. We feel this is very important: We certainly don't want to take away anybody's fun, but we also recognize there are a lot of gamers out there who would rather use their head and not their pistol. It's the kind of choice that we feel is necessary for a product to be truly interactive."

It all sounds thrilling, the fulfillment of that much-ballyhooed concept called the interactive movie, but we've got a while to wait before finding out if CyberFlix achieves all they've got planned for *Dust*: The game won't arrive until the end of next January. Stay tuned to *PC Gamer*, though, for updates on this potentially groundbreaking game.

PCG



There's always steady work for this gaunt undertaker in a rough-and-tumble town like Diamondback.

# Menzoberranzan

## The Dark Side of Role-Playing

In their best product yet, DreamForge has created a dark and eerie thriller that's much more than just another fantasy role-playing rehash.

By Trent C. Ward

**F**or years now, SSI has brought the various lands of TSR's Advanced Dungeons and Dragons role-playing system to life on the PC. Unfortunately, the pending dissolution of the TSR/SSI relationship means that this era is drawing to a close. But ironically, DreamForge (the design team behind *Ravenloft: Strahd's Possession*) has created what may be the most impressive title in the AD&D series — as well as the last, at least as far as SSI is concerned. Combining the latest computer technology with the best of pen-and-paper role-playing, DreamForge's *Menzoberranzan* contains all of the features fans have been demanding since the very beginning of the series, and all under one roof.

Based on *The Legacy*, a fantasy novel written by R.A. Salvatore, *Menzoberranzan* will introduce players to the life and culture of the furtive Drow, a dark-skinned



By clicking on the face of your character, you move into the inventory screen. As you can see, along the way you'll pick up characters of all types — including the good Drow Drizzt, and even a Centaur.

After countless disappearances and unsuccessful search parties, residents of the Forgotten Realms have learned that the best way to deal with these mysterious foes is to avoid the forest at night, and most of all, to stay away from their subterranean lairs.

But while celebrating recent exploits at an inn within Icewind Dale, your characters witness a Drow raiding party on a rampage. You watch on helplessly as the riders set fire to everything in their path, easily defeating any warrior foolish enough to try and stop them. When the dust clears, it's evident that more than just property has been lost; dozens of the town's residents have been carried off to the Drow's dark world. Enraged, the villagers blame Drizzt, the only Drow known to have forsaken the evil ways of his ancestors and make his life on the surface world. With Drizzt as your guide, your party sets out for the legendary Drow city of Menzoberranzan, vowing to return the captured villagers to their home.

Trying to create more than just another hack-and-slash experience, DreamForge wanted to immerse gamers in the full life of the Drow as described in *The Legacy*. Soon after meeting the first of the many dark elves you'll come across, you learn that the Drow's lives are controlled by several powerful political groups known as Houses. In order to make forward progress, you'll have to assist certain Houses in their eternal

### FOR YOUR INFORMATION

Game: *Menzoberranzan*  
 Developer: DreamForge  
 Publisher: SSI  
 Projected Price: \$65 (CD-ROM); \$60 for the floppy  
 Percent Complete: 85%

#### In a nutshell:

*Menzoberranzan* is a dark, moody role-playing adventure that features top-notch graphic development and a story filled with in-depth political intrigue. This could be the best AD&D game yet.

#### What's so special?

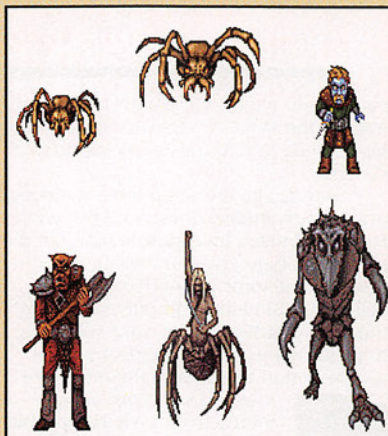
Filled to the brim with all kinds of extras, *Menzoberranzan* includes a special 320 x 400 animation engine, 90 minutes of original theme music, and over 200 sound effects. Movement from the first-person perspective is very smooth, and there's a lot more to gameplay than just killing monsters.

#### Why should I care?

Because the game marks the close of SSI's affiliation with the AD&D products, *Menzoberranzan* may be your last chance to explore the AD&D worlds via computer for quite some time.

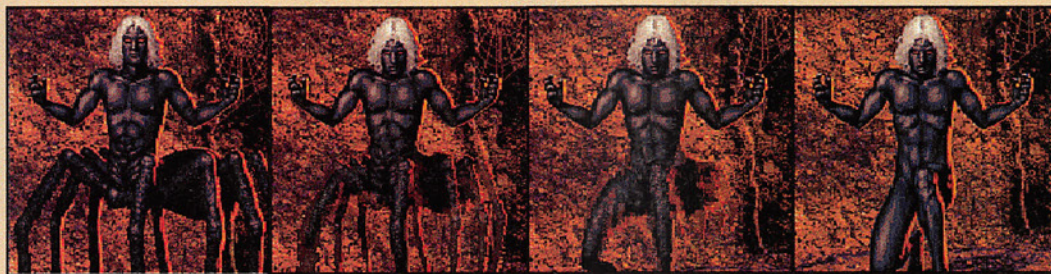
#### And when's it coming out?

The CD-ROM version should be ready sometime in October; the floppy-based game is slated to arrive about a month or so later.



These are a few of the original computer art images, before they were incorporated into the game. Even at this early stage, you get an idea of the detail the artists put into all their twisted creations.

variation of the Elf that abhor sunlight and the pleasant ways of their above-ground kin. Known as Dark Elves as much for their legendary cruelty as for their pigmentation, the Drow constantly plot against the surface world, making deals and unspeakable pacts with the evil creatures and deities of the night to further their cause.



During your travels, you'll discover many secrets about the dark elves and their allies. The mysterious connection between the Drow and the Drider is revealed during this strange transformation scene.

struggle to gain a foothold over the others. Be careful, though — by helping one House gain absolute dominance of the others, your characters could unwittingly give a group of Drow the power they need to destroy mankind forever. As in life, your best policies lie along the paths of balance and discretion. As you progress deeper and deeper into the game, your characters will unravel the mystery of a magic fountain, recover pieces of a powerful Drow artifact, and even travel down a dangerous underground river, all in an attempt to rescue the villagers — and make it back to the surface alive.

But no amount of diplomacy and subterfuge will carry you past the claws of an enraged monster: In those situations, only a bit of old-fashioned fighting will do. Like *Ravenloft*, *Menzoberranzan* employs an intuitive, real-time combat interface that's surprisingly easy to use and follow. Similar to the combat systems found in games like *Lands of Lore* and the *Eye of the Beholder* series, *Menzoberranzan* has you click on a picture of the weapon being carried by the party member you wish to control in bat-

tle. After striking, the picture goes dark until that character is again ready to attack. Battles tend to draw to a close rather quickly, and as a general rule much more

time is spent exploring and solving problems than in an unending monster hunt. Movement through *Menzoberranzan* is also quick and easy, and is controlled either by clicking the on-screen arrow icons, or by placing the mouse cursor in the viewing window and moving it in the direction you wish to travel. After a few minutes you'll find that the controls become second nature, and soon you won't even be aware that you're moving a mouse.

In addition to its slick interface, *Menzoberranzan* contains some of the most impressive graphics and sound to ever grace a role-playing title. Boasting a 320 x 400 animation engine that provides smooth-scrolling movement, the game delivers much higher resolution than most first-person adventure games. DreamForge uses this detail level to create remarkable backgrounds that instill a sense of claustrophobia and gloom. Throughout your travels, the game's dark, evocative artwork reaches out and pulls you into the Drow's dismal realm.

Completing the sensual allure are the game's powerful sound and music. *Menzoberranzan's* soundtrack is 90 minutes of

“While the first-person perspective and arcade movement may remind you of an action game, *Menzoberranzan* has all the trappings that RPG fans crave.”

original mood music that lends an appropriate atmosphere of foreboding to the game's eerie graphics. And along with the soundtrack, you'll hear the clank and creak of over 200 digitized sound effects.

While the first-person perspective and arcade movement may remind you of an action game, *Menzoberranzan* has all the trappings RPG fans look for. New to this game are more than 30 different spells, including Mage spells (Feather Fall protecting your party from unexpected drops; Venom Bolt to give those giant spiders a dose of their own medicine; and Disintegrate for those hard to hit armored enemies) and Priest spells (Detect Evil, which you'll use a lot; Farie Fire; and even Magical Vestment). As always, there are lots of creepy crawlies straight from the AD&D manuals, like the Carrion Crawler, the Rust Monster, and even some Violet Fungus thrown in for good measure.

AD&D fans are going to want to snatch up *Menzoberranzan* as soon as it hits the shelves. Its strangely beautiful images, straight-arrow implementation of



Combat is full of gruesome images like this exploding Verbeeg. Fighting becomes a lot easier once you get your hands on some choice magical weaponry.

## SSI's Three-Dimensional History

Though it may be the best looking of the bunch, *Menzoberranzan* is by no means the first. If you want to take a look at some of the steps that led to the development of this great game, here's a quick guide to get you up to date.

The first title in SSI's fantastic Legend series, *Eye of the Beholder* took characters into the dank sewer systems of Waterdeep. In order to escape, your party must stop an insidious criminal conspiracy that threatens the surface world.



In *Eye of the Beholder II: The Legend of Darkmoon*, your characters find that a ruined temple has been rebuilt by an evil force with a dark purpose. As the pieces of the mystery begin to come together, the team will find themselves confront by one of the most hideous assemblages to ever threaten mankind.



The final chapter of the Legend series, *Assault on Myth Drannor* pits your characters against the fearsome lich known as Acwellan. Before they can return home, players must somehow wrest an ancient religious artifact from the undead mage and his minions.



Using a revolutionary random dungeon generator, *Dungeon Hack* puts players into an exciting 3D adventure game that's different each time a new game is started. Perfect for those players who are looking for a game that they can play again and again.



AD&D rules, and depth of gameplay are a role-player's dream. But with its political intrigue and novel-like storyline, *Menzoberranzan* could very well bring a whole new flock of gamers into the RPG fold.

PCG

Your first look at...

# Warcraft: Orcs and

## Humans vs. Orcs: The Timeless Struggle

With its combination of real-time strategy, resource-management, simple combat system, and great graphics and sound, *Warcraft* has all the elements to become a mega-hit.

by Matt Firme

**W**

hile we saw a lot of great stuff at this past Consumer Electronics Show, one of the most impressive titles came

as something of a surprise; back in the Davidson & Associates conference room, we got our first look at Blizzard Entertainment's *Warcraft: Orcs and Humans*. Davidson will be distributing this and all the other titles from newcomer Blizzard — a very nice arrangement, if this first title is any indication.

Strictly speaking, Blizzard isn't actually new to game development. The company, formerly known as Chaos Studios,

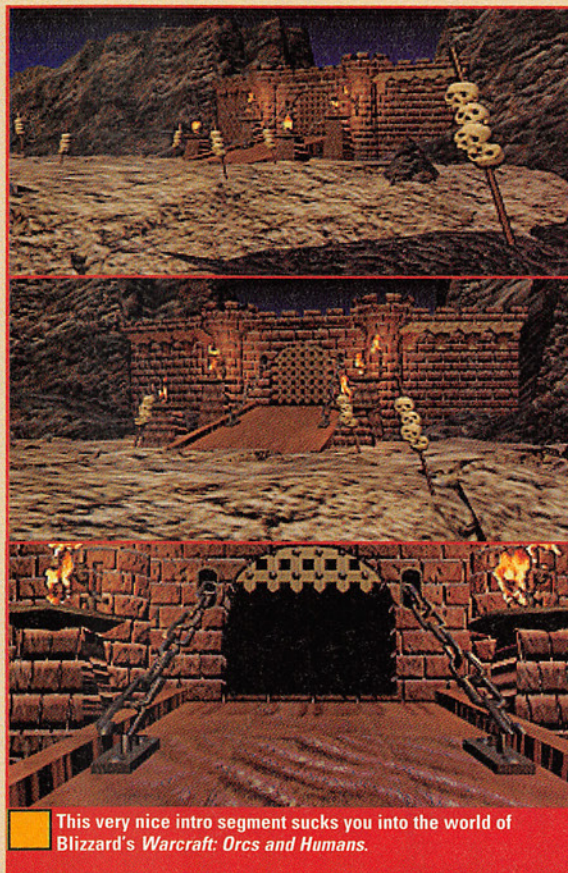


Orcs discuss battle plans in front of a raging fire: just one cozy scene *Warcraft*.

was founded in 1990 as Silicon and Synapse, and was responsible for past hits such as *The Lost Vikings*. Now an independent division of Davidson & Associates, Blizzard will begin publishing its own PC lineup beginning with *Warcraft*.

Even in the very early version we saw back in June, *Warcraft* struck us immediately as a game to watch. You take command of either an Orc or Human army, and you'll battle the other side you choose in a number of scenarios. But there's more to it all than just lining your soldiers up and ordering them to fight. In fact, you might not even have soldiers at the beginning of a scenario, controlling instead only a group of farms and peasants. You'll have to send peasants out to hack down the surrounding forests and mine for gold, thus securing the resources you'll need to build a Barracks, where soldiers can be trained.

These simple first steps are more challenging than they might initially seem, though, because the world of *Warcraft* offers so much opportunity for discovery, and for unique strategies. Take that very first



This very nice intro segment sucks you into the world of Blizzard's *Warcraft: Orcs and Humans*.

### FOR YOUR INFORMATION

Game: *Warcraft: Orcs and Humans*  
 Developer: Blizzard Entertainment  
 Publisher: Blizzard Entertainment  
 Projected \$69.95 on CD-ROM, \$59.95 floppy  
 Percent Complete: 70%

#### In a nutshell:

Commanding either Humans or Orcs, you'll have to gather the resources necessary to build the armies you'll need to thrash the other guys. You'll have a lot of fun doing it, too.

#### What's so special?

*Warcraft* is one of those rare titles that seems to have hit on just the right ingredients. Whether you're an action fan, a strategist, or a wargamer, you'll find a lot to like in this impressive new game.

#### Why should I care?

Success stories like *Civilization* and *Sim City* are rare treats, and really don't come along all that often. But from what we've seen so far, *Warcraft* has the stuff to join those prestigious titles as a PC gaming classic.

#### And when's it coming out?

Look for the CD-ROM version first, around the middle of November. A floppy version will follow soon after.

# Humans

action, chopping down trees. Because *Warcraft* is one of those delightful games that reveals only that terrain which your people have actually explored (Remember *Civilization? Seven Cities of Gold? Railroad Tycoon?*), you have to be careful not to inadvertently send your woodsmen right into the enemy's camp. Not only would such a blunder cost you two healthy peasants, it might also bring an

simple, so self-explanatory, that it never impedes gameplay no matter how tense things get.

And then there are the sound effects, which had all of us here at *PC Gamer* laughing out loud when we first booted the game. When you click on a human peasant, he asks "Yes, M'Lord?" and waits for your orders. Click on him again, and he mumbles "Hmmm?" with a bit of irritation. Click again and he yells "What do you want!?" The Orcish folk do roughly the same thing, but in Orcish (of course). The Orcish talk was especially entertaining — appropriately bestial and only sometimes intelligible. Chopping sounds, sawing and hammering, and clashing steel can all be heard when your men are carrying out their tasks, adding even more atmosphere to create the sensation you are looking down on a little world.



Once you've built a lumber mill, you can click on it to bring up the option of improving on your technology. This costs gold, though, so balance development with military recruiting.

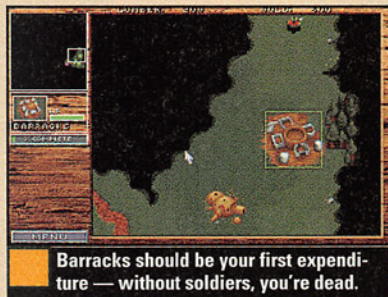


Whether you play as Orc or Human, the peasant is your worker unit. They do the chopping, mining, and building.

enemy raiding party down on your village before you've even had time to prepare an army of your own.

Then you have to decide whether getting an army together quickly is more important than taking the time (and spending the resources) to develop more technological military advances, like catapults and more efficient ranged weapons. The answer will depend on your enemy, of course, so you may have send an expendable scout out to reveal your enemy's position, and find out how just how he's equipped.

You view all this action from overhead, a beloved old strategy convention



Barracks should be your first expenditure — without soldiers, you're dead.

since the days of *Populous* but brought up-to-date here with some winning artwork and animations. Each of the characters in *Warcraft* — whether Human or Orc — is easily distinguished from his fellows by his distinct look while still and his lumbering, almost comical gait while in action. Best of all, the interface is so

**"I think the most exciting aspect of *Warcraft: Orcs and Humans* is the ability to play against other players in real time."**

**Pat Wyatt, Blizzard**

Adding to this "realism" is the logical connection between the tasks your men perform and the avenues for development these tasks open up. Build a Barracks, for example, and you can then click on the Barracks to have grunts trained. But if you then build a lumber mill, you'll have the option of training spearmen, as well as expanding your construction horizons to raise stone structure. Build a blacksmith shop, and you'll gain the ability to construct catapults, as well as stables (or kennels, in the case of the wolf-riding Orcs). And stables will enable you to outfit Knights.

All of this expansion is contingent on two resources, kind of the "coin of the realm" in *Warcraft*: lumber and gold. As mentioned, gaining lumber is as simple as sending peasants out to chop down trees. For gold, though, you'll have to scout the unknown areas of the map until you find a gold mine. In some of the game's scenarios, finding and controlling the gold supply is easily as important as wiping out your enemy.

In fact, in the finished game, you'll have a number of goals other than smashing your foes. Depending on which race you play as, you'll move through a

whole series of interconnected scenarios, each building on the skills you've acquired, not to mention the storyline as established in the past episodes. So you might find yourself wiping out a neighboring village stricken with a lycanthropy epidemic, or moving out to steal magic spells from a nearby Human abbey. The escalating difficulty of these scenarios ensures that you'll be challenged every step of the way through this addictive strategy adventure.

Of course, you'll eventually beat your computer-controlled opponents. But Blizzard though this out too, and has guaranteed almost limitless gameplay with the inclusion of random scenarios and (we're especially happy about this) head-to-head play, via modem or net-

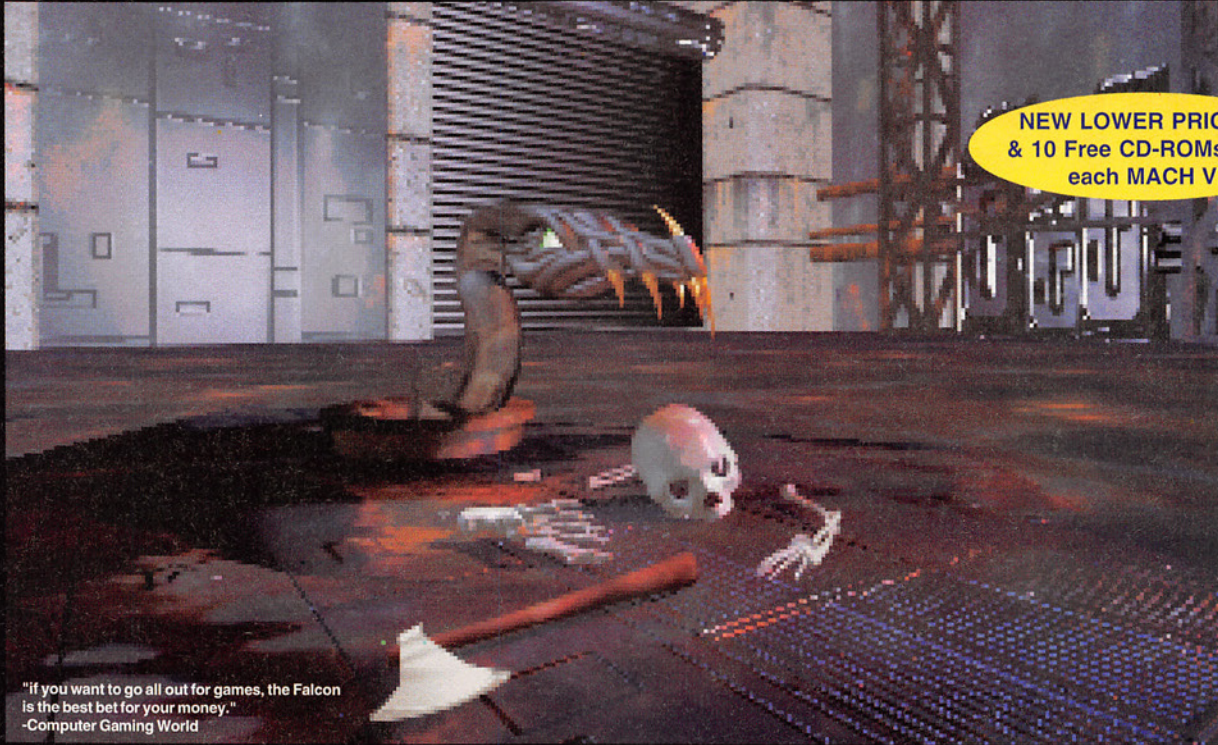
work. "I think the most exciting aspect of *Warcraft* is the ability to play against other players in real time," says Pat Wyatt, Blizzard's Vice President of Research and Development. "Most people who play head-to-head strategy games are used to turn-based play, which is really quite slow." But when you combine *Warcraft's* real-time intensity, flawless interface, and that increasingly important head-to-head option, Wyatt feels certain this game will become a huge hit: "It's very cool."

And from what we've seen, we'd have to agree. *Warcraft* has all the elements to become a true classic — not just a good game, but a *great* game.



Some scenarios are pure battle, with no building at all.

# Slow moving, "choppy" graphics cost lives.



**NEW LOWER PRICING  
& 10 Free CD-ROMs with  
each MACH V!**

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

## If this guy owned a MACH V, he'd still be here.

It's a cruel fact of computer gaming: better graphics demand more computer power. Smoother animation requires a higher frame-rate. Your eyes can see 30 frames every second. If your computer is doing anything less, your aircraft won't roll smoothly, your axe will miss the dragon right in front of you, and your shotgun won't put a dent in the demons.

And if you think today's games are demanding, just wait until you see tomorrow's!

The Falcon MACH V and MACH Vp are not your average computers. They were specifically designed with the needs of gamers in mind: extreme frame-rates, brutal amounts of CPU power, unreal hard disk transfer rates, and all of the multimedia and gaming extras that you'd normally have to add yourself. Sure, they're great for spreadsheets, word processing, and general business -- any computer can do that. When you're ready for something more, you're ready for a MACH V.

### **The MACH V - \$1,995** **45 VGA frames per second!**

Featuring an Intel 486 DX/2-66™ CPU, 4 megabytes of RAM, and a 255 megabyte hard disk

### **The MACH Vp Pentium - \$2,995** **59 VGA frames per second!**

Featuring an Intel 66 MHz PENTIUM™ CPU, 8 megabytes of RAM, and a 425 megabyte hard disk



Optional 15" monitor shown

Each MACH V system comes standard with our VESA Local Bus graphics and hard disk controllers, 1.2 & 1.4 megabyte floppy drives, mini-tower case w/ 250 watt power supply, 101 key keyboard, 250ms double-speed CD-ROM, Creative Labs SoundBlaster PRO™, Labtec multimedia speakers, CH Products FLIGHTSTICK PRO™ and dual high-speed joystick ports, licensed Microsoft DOS 6.2x™ and Windows™, 3 button mouse, and CTX 14" non-interlaced full-screen SVGA monitor. Many upgrades are available, please call for pricing and availability.

## **THE FALCON MACH V: THE ULTIMATE GAMING MACHINE™**

**FALCON NORTHWEST**

**COMPUTER SYSTEMS**

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



**To Order Call:**  
**1-800-258-6778**

VISA & MasterCard Accepted  
Financing Available On Approved Credit.

Product Information Number 223

See us at Fall COMDEX!  
Booth #M7658

# Gamer Nation

## The future looks bright for America's premier cyber-playground.

If you've ever known the boredom of facing off against the same old predictable computer opponents time and again, then you may want to try your hand at the on-line interactivity of the ImagiNation Network. One of the most impressive networks to ever hit the phone lines, INN is filled with games that will appeal to just about anyone, and allows you to compete against people from all over the country.

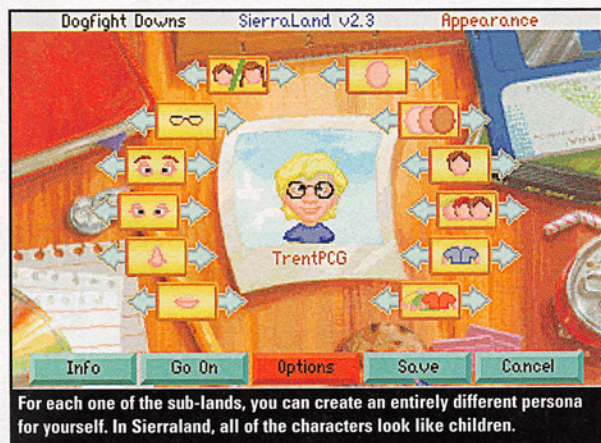
One of the biggest differences between the ImagiNation Network and other on-line ser-

brings to the service is probably what gives INN its neighborhood-like feel. PetuniaH, a member for only 3 months, explains, "I belong or have belonged to 5 other networks, and you always waste a lot of time with the 'whaddaya look like' questions. I love the fact that my toon looks like me." Listed underneath your image is a list of your hobbies, so it's easy for members to locate others who share similar interests.

The main menu screen of ImagiNation is really a landscape of attractions, and looks a lot like an amusement park. Moving from



From this main map, you just point and click to travel anywhere within ImagiNation.



For each one of the sub-lands, you can create an entirely different persona for yourself. In SierraLand, all of the characters look like children.

VICES is the network's completely graphic, people-oriented interface. Each user creates a face (members call them Toons) to represent them online by choosing from different eyes, noses, hairstyles, and so on. The toon can be viewed by anyone online, so no INN member is just a faceless voice. The personality this

location to location is as easy as clicking on the picture of your destination. The best place to start your tour of INN is in the Clubhouse. From here, you can invite other people to join you in multi-player games of Chess, Go,



The clubhouse is a great place to go if you just want to chat while playing a variety of board games.

Backgammon, and Checkers, or card games like Euchre, Cribbage, Hearts, Bridge and Spades. Even with all these games to choose from, many of those who frequent the area just like to chat with friends. When I asked one of the locals, Estepheles, what he liked best about INN, he said "My favorite part would have to be the people. They're what make it fun."

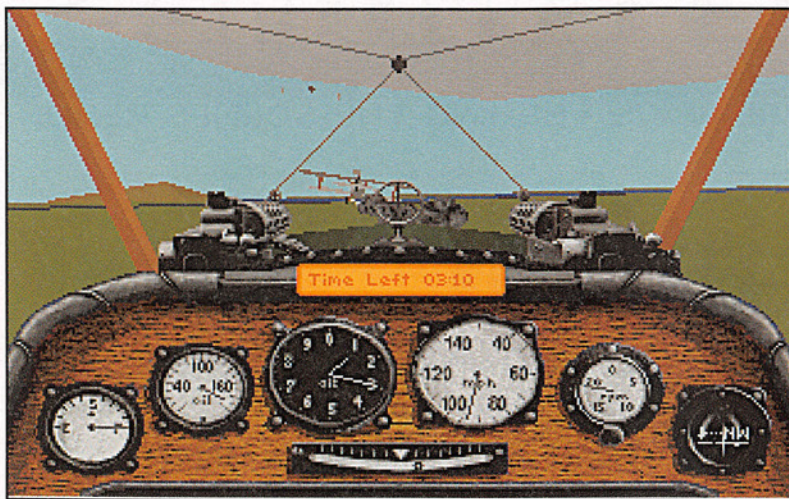
The Clubhouse is also home to many of INN's frequent conferences, where members can get together and discuss just about anything. One recent bulletin showed a teen get-together, a poetry workshop, and a psychic/mystic conference all scheduled in one night. These same conference rooms are also used for several user-run role-playing adventures, and there's almost always a game to be found going on either day or night.

Sysops are everywhere on INN, ready to help with any questions or problem users may have. INNVan, who's been helping out now for about 7 months, explained that any INN member can apply to become a sysop. This policy of hiring users ensures not only a knowledgeable staff, but one that's also familiar with the confusions that new members may run into.

If you're looking for heated, head-to-head competition, you'll find it in SierraLand. Games here include Mini-golf (putt-putt), 3D Golf, Stratego, Paintball — and best of all, Red Baron. Although



Casinoland offers all kinds of gambling games, like roulette. Be careful — if you lose all your money, the only way to get it back is by going to the blood bank.



Though it looks like he was dead in my sights, Magnum managed to get behind me and finish me off with a few well-placed shots. The animation in Multi-Player Red Baron is silky-smooth, even if you're using a 2400-baud modem, and three levels of realism mean even novices can have fun.

there were problems with slow-down and system crashes back in the old days, when INN was The Sierra Network, the current (v. 2.3) release of the INN software is sure to surprise you with its smooth-scrolling graphics and digitized sound effects. I found the players here less talkative than elsewhere on the service, but more than willing to invite a novice pilot like myself to his certain doom. You really can't imagine the challenge and fun that playing against three other human opponents can offer. The modem support is surprisingly seamless, though every now and again you will see some slight time-and-space distortions when there's a lot of activity onscreen.

Computer role-playing enthusiasts will find new realms of adventure in the twin FRPG's of Medievaland, The Shadow of Yserbius and The Fates of Twinion. Gameplay is very simple, reminiscent of those gold-en-age RPG's like

*Might and Magic* or *Bard's Tale*. Play consists of wandering around the dark recesses of a dungeon, solving quests, and fighting off dangerous underground residents just waiting to make a quick meal out of you. Parties can consist of several players in a team, who can each use their character's special skills to help get past the tricks and traps of the caverns. Although the game can be

played solo, parties will find many doors and shortcuts that would be unavailable to those travelling alone.

Outside of the dungeon, players will find a shop that can fill all of their adventuring needs, as well as a tavern that offers plenty of "hail-and-well-met" conversation. Filled with characters bragging about their exploits or offering advice to bewildered novices, the taverns

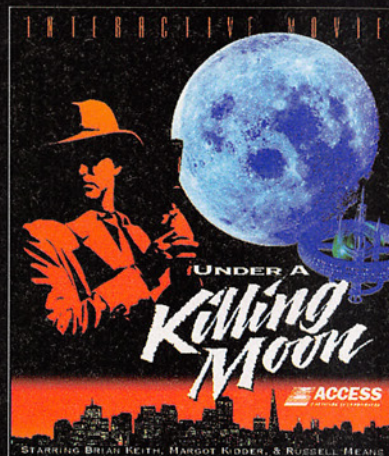
help to complete

Medievaland's 13th-century ambience. Many of the adventurers you meet here are more than willing to help out

# UNDER A Killing Moon

## ACCESS Brings You a Virtual World Interactive Movie!

This category-creating Interactive Movie from ACCESS Software goes light years beyond any other product labeled "interactive." Under a Killing Moon takes you to the streets of post World War III San Francisco and casts you into the role of Tex Murphy, Private Investigator, who first appeared in Mean Streets, and Martian Memorandum. Under a Killing Moon is a Virtual World full of people and places so richly detailed you'll feel like you're actually there.



**ACCESS**  
SOFTWARE INCORPORATED

4910 W. Amelia Earhart Dr.  
Salt Lake City, UT 84116  
1-800-800-4880

**Format: 4 CD's  
for MS-DOS**



Coming Soon to a PC Near You! Coming Soon to a PC Near You! Coming Soon to a PC Near You!

new players with more than just advice. SIR ROM (a level 92 knight!) told us that even after solving the game, he enjoys

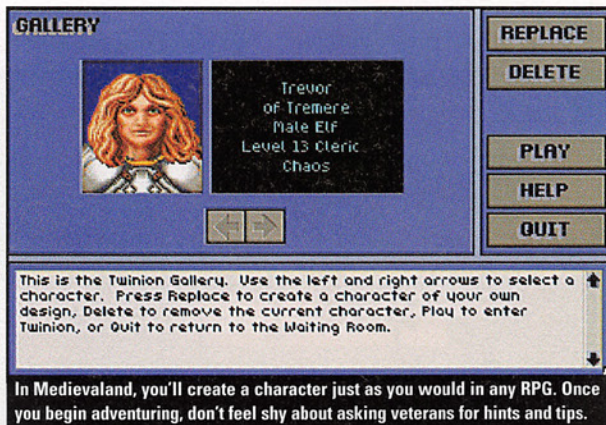
hanging around chatting in the tavern, meeting other people, and joining up with new players to help them get past some of the more difficult passages of the game.

Stepping forward a few centuries, we come to INN's red-light district, Casinoland. Here, members can gamble with on-line dollars (which have no real value, mind you), or talk with other adults about mature topics.

Since a password is required and children under eighteen are prohibited from Casinoland, talk can get pretty intense, and it's definitely not a place for the easily offended. Heather Ann from San

Diego talks about the appeal of this grown-up haven, saying, "The games are fun, but so is talking with all of these people. I've made many good friends here."

Online games in Casinoland are Blackjack, Slots, Roulette, and Poker, each allowing players to bet their virtual



money against the dealer or other players. If you're unlucky enough to lose it all, you'll have to take a trip to the local Blood Bank,

where you can sell some plasma for a couple of hundred bucks and try again.

But as good as INN version 2.3 is, it's about to get even better. Version 2.4 will be ready sometime this November, and will include a very hot new online version of *Front Page Sports: Football*. *FPS:F* will move into a new area on the map, called The Arena, along with Red Baron, 3D Golf, and Mini-Golf. Version 2.4 will also usher in the arrival of another new area, the Cyberplex. The Cyberplex will feature games and activities aimed at kids ages 8-14, rounding out INN's appeal as an interactive environment for the whole family.

Product Information Number 101

## What Reviewers are Saying:

"Lots of games claim to be pushing the envelope—*Under a Killing Moon* blows it to smithereens!"

—William Trotter, *PC Entertainment*

"*Under a Killing Moon*...the most elaborate graphic adventure to date. A ground breaking CD adventure!"

—Joyce Worley, *Electronic Games*

"*Under a Killing Moon* combines the best elements of movies and computer games and creates an amazing interactive experience that's better than either of them. It literally pulls you into the screen."

—Denny Atkin, Entertainment Editor, *Compute*



ear You! Coming Soon to a PC Near You! Coming Soon to a PC Near You! Coming Soon

# Fleet Communications

Naval buffs, get ready — Avalon Hill's *Fifth Fleet* is set to challenge *Harpoon II* for supremacy of the virtual seas

Even if you're new to wargaming, you've probably heard the name Avalon Hill. After all, they're the ones who pretty much established wargaming as a hobby with the release of a board

Games, the development team behind Three-Sixty's award-winning V for Victory series, to help develop a PC translation of Advanced Squad Leader — a board game with as devoted a following as can be imagined. Next came



game called Tactics back in the 1950s. And subsequent titles such as Gettysburg, Red Baron, Stalin-grad, Jutland, Advanced Squad Leader, and Arab-Israeli Wars proved that the company was capable of producing wargames covering almost any conflict worth simulating.

But the board-game giant faltered in its attempts to bring its

highly acclaimed line to the PC back in the '80s, and by the start of this decade the company had been written off as any sort of player in the PC gaming industry.

Then, a little over a year ago, Avalon Hill decided to give PC games a second shot — and they were determined to make sure they did it right this time. For starters, they inked a deal with Atomic

the release of *Kingmaker*, a strategy game set during the War of the Roses. *Kingmaker* received excellent reviews, and set the stage for *Fifth Fleet*, a modern naval-combat simulation that should arrive early this fall.

There's no doubt that *Fifth Fleet* will be competing directly against *Harpoon II* — but that's certainly not a bad thing for



Avalon Hill. *Harpoon II* is enjoying brisk sales, indicating that there's a sizable market for naval simulations. With its slick, clutter-free interface, *Fifth Fleet* may bring an entirely new group of users into the wargaming fold.

Based on Avalon Hill's popular board game, *Fifth Fleet* is a simulation of modern naval warfare, with scenarios covering all the naval hot spots around the world — Persian Gulf, Red Sea, Indian Ocean, and more. An extensive on-line database provides vital statistics on all the aircraft, submarines, and surface vessels included in the game, making it easy to maximize the efficiency of each unit.

The game engine will be instantly familiar to board wargamers, but is designed in such a way that newcomers will never feel as if they don't know what to do next. *Fifth Fleet* uses a turn-based combat system broken into six phases (actually three phases divided into sub-

phases for each belligerent). Clicking on the appropriate icon — aircraft, surface vessel, or sub — takes you to each unit under your command, a much-appreciated feature that quickly lets you know where all your units are located and what their options are.

The turn-based system also means that you can devote as much time as you

wish to developing strategy, and that you can go back and review your command decisions before committing your forces. PC gamers who've cut their teeth on real-time affairs may scoff at the leisurely pace — but considering the fact that *Fifth Fleet* supports play-by-electronic-mail against human opponents, such a system is the only logical choice. And hey, there are a lot of gamers who prefer turn-based combat



because it allows each commander to make competent decisions, and that results in more intense battles.



We're anxiously awaiting a completed version of *Fifth Fleet*; you can expect the usual in-depth *PC Gamer* review just as soon as it arrives.

# Desert Madness Returns

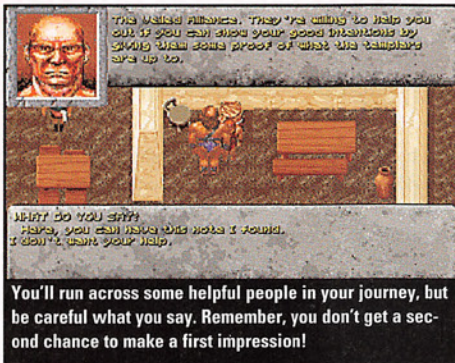
In this latest SSI sequel, gamers will revisit the *Shattered Lands*

In SSI's new *Dark Sun: Wake of the Ravager*, fans will get one last chance to explore the scorched wastelands of Athas. Although it will be one of the last AD&D titles that SSI puts out, the company is looking to end the *Dark Sun* series in style. Fans of the original game, *Dark Sun: Shattered Lands*, will find that the same great gameplay is still here, but with a new play engine and storyline.

The game takes place in the city-state of Tyr, which is ruled by the powerful sorcerer-king Tithlan, who has been mysteriously absent for some time preceding the adventure. Shortly after play begins, you'll uncover



The character creation process allows players to choose from classes and abilities that are unique to the *Dark Sun* world.



You'll run across some helpful people in your journey, but be careful what you say. Remember, you don't get a second chance to make a first impression!

a horrible plot which could bring about the total destruction of life as you know it. In order to protect the already scarred land, your team must find a secret society known as the Veiled Alliance and use their knowledge to try and stop the disaster before it happens.

Along the way, your group will face off against over 20 twisted monsters and evil races, and eventually meet the foul Dragon of Ur Draxa. The odds seem to be stacked against you, but fortunately your characters will have access to over 200

spells, exotic magic items, and even powerful psionics that should give them a fighting chance.

Now that SSI is wrapping up the last of their AD&D titles, it will be very interesting to see where

they'll go with their next series of role-playing games. The company is set to release *Skyrealms of Jorune: Alien Logic* in September, which could lead to an entirely different series of role-playing games. And while there have been no specific details as of yet, SSI has announced that it's hard at work on a brand-new line of fantasy role-playing titles that should hold a lot of appeal to devoted AD&D fans. As always, keep checking *PC Gamer's Eye-witness* for more news as soon as it develops.

## PC Gamer Playlist

Life is back to normal here at the *PC Gamer* offices. The excitement of CES is past, the new titles are pouring in, and we've all slipped back into our usual game-playin' ways. Matt's complete and total obsession with LucasArts' *TIE Fighter* infected more than one of those who work near him, and Steve spent most of his time torturing insects with Sierra's *Battle Bugs*. There's been some pretty intense tournament action with EA's hot new *FIFA International Soccer*. And MicroProse kept us on our toes with yet another brilliant strategy game, *Master of Magic* — which you can get a taste of, thanks to this month's cover disk!

- 1) *TIE Fighter*/ LucasArts - Matt, Trent, Steve
- 2) *Battle Bugs*/ Sierra - Steve, Trent
- 3) *Masters of Magic*/ Microprose - Trent, Joe
- 4) *Links 386 Pro*/ Access - Eddie, Scotty
- 5) *SimCity 2000*/ Maxis - Shelli, Scotty
- 6) *Power Poker*/ Electronic Arts - Joe
- 7) *FIFA International Soccer*/ Electronic Arts - Steve, Trent, Matt, Joe, Shelli, Eddie, Scotty, Gary
- 8) *Return to Ringworld*/ Tsunami - Gary
- 9) *X-COM*/ Microprose - Joe, Trent
- 10) *Outpost*/ Sierra - Matt, Trent



What a game, what a game! *TIE Fighter* is without a doubt the perfect game to own when you don't want to get any work done at all. I'd just like the boss to know that LucasArts should be held responsible for every one of my missed deadlines....

# ORCHID MAKES IT EASY!



## Orchid Sound Cards

Ear-splitting,  
gut-wrenching,  
high powered,  
fast-playing,  
ultra-compatible  
sound for  
your PC!

Orchid products feature an installation videotape in every box that makes Installation/ Operation & Troubleshooting (IT) as easy as 1-2-3!



MAKES IT easy

# 1-800-7ORCHID

© 1994 Orchid Technology  
Product Information Number 193

# Blurring the Line Between Films and Games

## LucasArts adds a little Industrial Magic to their development team

LucasArts is preparing to narrow the gap between movies and computer entertainment with the addition of one of Industrial Light & Magic's senior managers. Douglas Kay, who was one of the driving forces behind the launch of the computer graphics department at ILM in 1985, will be using his vast technical knowledge to assist LucasArts in producing better development tools, and in determining the company's future platform support.

George Lucas details the links between the two companies,

saying, "When I started a computer group in the early 1980s, I knew digital technology would become crucial in the creation of both films and interactive entertainment. LucasArts grew out of that group, as did ILM's computer graphics department. We've only scratched the surface in terms of the kinds of talent and tools ILM and LucasArts can share. I expect the synergy between the two companies to grow stronger over time."

Kay seems to agree. "The fields of film making and visual effects are converging with inter-

active entertainment, particularly in the areas of production tools and values. Powerful work stations, like the kind we used at ILM to create the dinosaurs in *Jurassic Park*, are becoming more cost-effective and therefore accessible to game developers. Additionally, the machines on which people play games are becoming more sophisticated, and able to handle high-end graphics. At LucasArts I'll have the chance to apply what I've learned in 16 years in the visual effects field to an emerging industry where the possibilities

are practically unlimited."

The convergence of these two fantasy empires bodes very well for PC gaming. Over the next few years, images and sounds like those that have made ILM's work famous may well become the standard in computer entertainment as well. Similarly, film studios are only now beginning to realize what computer technology can bring to the big screen. As long as companies continue to swap the latest information and techniques, our entertainment future promises to be a bright one indeed.

# They're Not Just For Mice Anymore...

## Logitech rolls up its sleeves and prepares to take on the joystick market

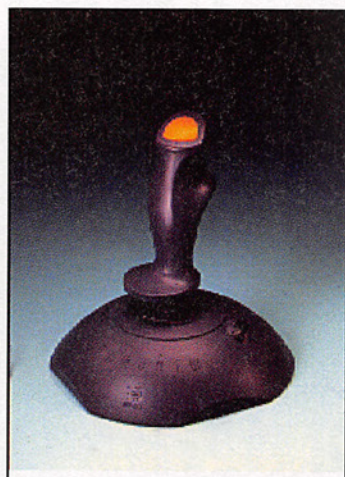
Logitech has been a giant in the PC accessory market for years, offering such diverse products as mice, sound cards, and even hand scanners as part of

their product line. Until now, the company has avoided the comparatively "niche" joystick market in favor of more main-stream peripherals. But the current boom in PC gaming — and the success of such companies as CH Products and Thrustmaster in the manufacture of high-end, multi-function controllers — has lured Logitech to jump into the arena with guns blazing.

Two sticks will ship simultaneously as part of the launch of Logitech's new WingMan lineup, each priced lower than their current market competitors. The basic WingMan joystick will feature a hand-modeled grip, throttle control, and encased rubber firing buttons. The unit will carry an MSRP of \$39.95, but should be available in most stores for between \$30 and \$35.

The top-of-the-line WingMan Extreme will offer all of the features of the standard WingMan, but will also include a four way "hat" switch and four independent buttons to control everything from bombs to laser recharge — depending on which game you are using it with. This unit will have an MSRP of \$69.95, and that should mean street prices around \$55.

What impressed us most about both Wingman sticks was the unbelievable solidity of the units, and how very nicely they fit the hand. They're also very stylish, and just *look* like cutting-edge controllers. If the production sticks are anywhere near as impressive as the demo models we saw, watch for the Wingman



The WingMan is perfect for players searching for a solid, reliable joystick without all the frills.

sticks to be the new favorites in a lot of gaming circles. Best of all, you should be able to check out both Wingman sticks by the time you pick up this issue.



The Wingman Extreme will go head-to-head with CH Products' and Thrustmaster's best.

# GameTek Gets Serious

The company best-known for PC adaptations of TV game shows prepares to re-enter the market with a high-tech gorefest

For a while, it seemed if GameTek was resigned to producing solid but uninspiring games. Most of its PC titles were home versions of popular TV game shows like "Jeopardy," "Wheel of Fortune," and "American Gladiators," and while they sold well due to name recognition, these games were hardly what you'd call state-of-the-art products.

But GameTek, like a lot of other publishers, realizes the growth potential of the PC gaming market — but they're also aware that the increasing demands of PC gamers means that so-so just won't do for much longer. Now



You've gotta like a game that gives you a '52 Checker cab with machine guns mounted where the headlights should be. Outta the way, slowpoke!

GameTek is heading into the fall with one of the most intriguing lineups we've seen; in fact, it's almost as if they've morphed into another company.

To get the ball rolling, they signed an agreement with new publishers Take 2 Interactive to distribute *Star Crusade*, *Hell*, and *Bureau 13*, all of which look very promising in terms of gameplay as well as graphic glitz. But GameTek also wanted to start designing high-end products in-house, so a little over a year ago they created imagexcel, an in-house development team dedicated to just such a task. The first product due out from the imagexcel crew is *Quarantine*, and when GameTek paid us a recent visit we got a chance to try



Only a very sick person would try walking the streets of Kemo. Oh, well, guess I'll just keep on keeping on — my guns are loaded and my wipers are working....

out the game the company's describing as "Road Warrior meets *Bladerunner* with a taste of *Escape From New York*" — and that's a pretty accurate description from what we've seen.

Actually, another movie — *Death Race 2000* — also popped into our minds after we started playing *Quarantine*. The game puts you behind the wheel of a '52 Checker "hovercab," equipped with headlight machine guns and ready to be upgraded to with even more exotic, high-powered weaponry. You play as Drake Edgewater, a cabbie trying to escape the quarantined city of Kemo sometime in the 21st century (a lot of bad things happen then, don't they?). As you drive through the city, you must dodge mines, avoid rockets, return machine-gun



You can expect to take plenty of damage as you try to make your break for freedom, but these Repair shops will fix you right up.

fire — you even have to pick up fares to earn money for repairs, armor, and new weapons.

The levels in this game are big — GameTek says it takes about 4 minutes to drive unimpeded at top speed from one end of a level to another — but with so many zombie-like pedestrians roaming the streets just waiting to taste your fender, getting there is at least half the fun.

*Quarantine* will be published on both floppy and CD-ROM; for the CD-ROM version GameTek is planning to include songs from ten upcoming Australian rock bands (GameTek actually described them as "punk" bands, which might fit in nicely with the unbridled destruction in *Quarantine*). Though the original version of the game supports single-player modes only, GameTek plans to release an add-on disk to support network play — and there's even a feature to let you record your own \*.WAV insults to hurl at other human opponents!

GameTek says *Quarantine* will be shipping on CD-ROM in mid-October, with a floppy version to follow at the start of November. We'll try to bring you a full review next time around.

# HEAR IT!

## SoundDrive 16Bit

CD-quality audio, complete multimedia compatibility, wavetable upgradeable, SCSI-2 interface option, incredibly low \$149 list.

Your computer never sounded so good!

16-Bit Stereo Sound Card



Makes IT easy

1-800-7ORCHID

© 1994 Orchid Technology

Product Information Number 193

# Imperial Delights

## U.K. publisher Empire Software readies *Dawn Patrol* and *Dreamweb* for American Release

**Y**ou may not be all that familiar with Empire Software now, but that could change very soon. The U.K.-based publisher

*Patrol* offers players the chance to fly any of 13 WWI aircraft (there are six other planes you can fly against in the game). French, German, and British

tion detailing the mission and the events leading up to it, and some are accompanied by either a series of digitized photographs or a 3D-animated sequence (the CD-ROM version will obviously have more of these bits than the floppy version).

Select "The Aces" and choose Frank Luke, for instance, and you'll take off on one of Luke's balloon-busting flights; mission goals, number of enemies and targets, weather, and number of friendly aircraft are all set to their historical parameters. For many of the scenarios, however, you're allowed to fly for either side, and can tweak the scenario to your specific skill level and/or preferences.

Rod Hyde, Managing Director of Rowan Software, says that many of the missions were chosen because they embodied the spirit and nature of WWI air combat. He notes that while the development team was poring over books documenting WWI planes in search of data (wingspans, roll rates, maximum speeds, climb rates, and so forth), "We [found] stories of chivalry, cunning, bravery, luck, and skill. For each one, you'll find a mission to illustrate the story."

*Dawn Patrol* doesn't have a

Career mode, but it does have Pilot Biographies — 64 "pages" that are filled in by the player by flying as an American, French, British, or German pilot. After picking a side to fly for, you can fly as either a Cavalier — the sort of headstrong pilot who rushed into combat with all guns blazing, and little or no regard for tactics or strategy — or a Tactician, who studied this new form of combat and helped develop dogfighting dogma, some of which is still relevant even today.

As with many of the historical encounters, you can tweak the missions in Pilot Biographies to suit your tastes. Besides the sheer thrill of combat, the ultimate object in Pilot Biographies mode is to fly the mission in such a way that the computer can generate an interesting and unique mission summary.

The game also features a satisfying array of viewing perspectives both inside and outside the cockpit. One of the most vital is the Padlock View, which automatically tracks a selected target regardless of which way your plane is travelling. By allowing you to keep your eyes on the enemy, you can concentrate more on lining him up in your sights, rather than maneuvering



Dogfights involving masses of planes were a common sight in World War I, and *Dawn Patrol* authentically re-creates these awe-inspiring battles.

is putting the final touches on two new games — *Dawn Patrol* and *Dreamweb* — that have the potential to make the big American publishers sit up and take notice.

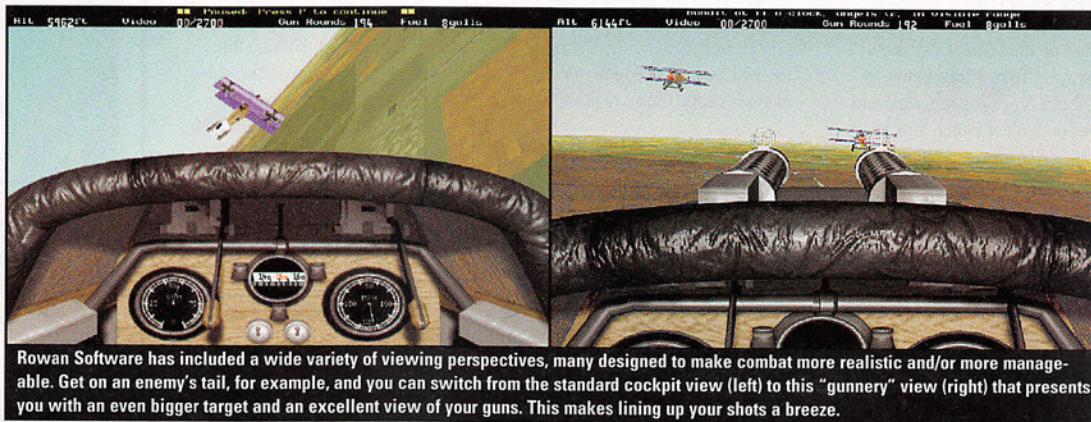
If you hadn't guessed from the title, *Dawn Patrol* is a WWI air-combat sim. Nothing new there, but *Dawn Patrol* has unique and exciting features that, in the absence of Origin's *Wings of Glory*, could put it

in a position to vie for *Red Baron's* unchallenged supremacy of the genre.

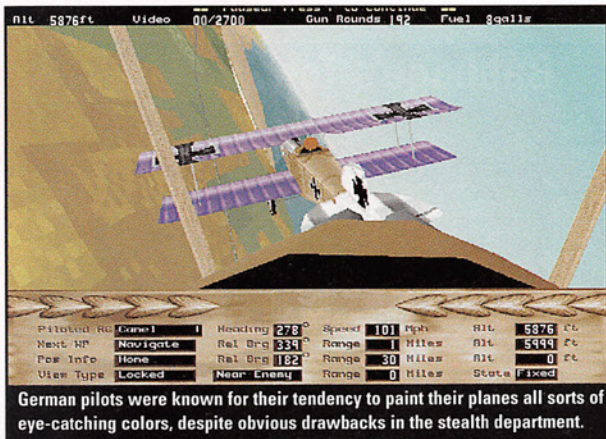
Developed by Rowan Software (creators of *Operation Overlord*, to be published stateside by Virgin) and dubbed by Empire a "multimedia interactive history book," *Dawn*

planes are included, and one glance at the screen shots on this page will give you an idea of just how realistic they appear in SVGA (a standard VGA mode is also available).

To fly a mission, players use a table of contents, selecting historic encounters from chapters such as "History of the Airwar," "The Aces," "The Aircraft," and so forth. There's a text descrip-



Rowan Software has included a wide variety of viewing perspectives, many designed to make combat more realistic and/or more manageable. Get on an enemy's tail, for example, and you can switch from the standard cockpit view (left) to this "gunnery" view (right) that presents you with an even bigger target and an excellent view of your guns. This makes lining up your shots a breeze.



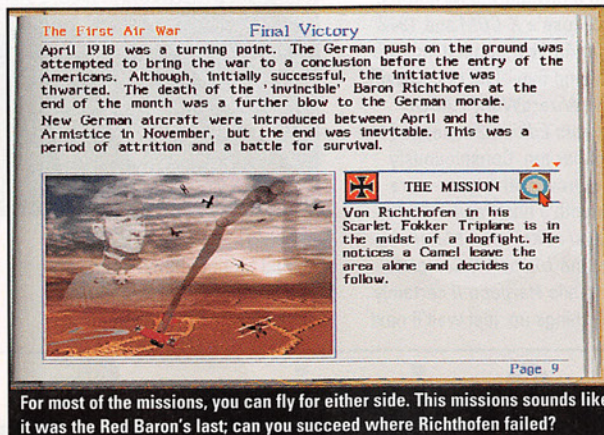
German pilots were known for their tendency to paint their planes all sorts of eye-catching colors, despite obvious drawbacks in the stealth department.

in an attempt just to get him there in the first place. And by pressing the "V" key, you can videotape a mission and then edit it, even splicing in footage from other combat missions.

Hyde says that to dogfight in SVGA mode, you'll definitely need a fast PC; he suggests a 486/66MHz. That's why a "mixed option" has been added, allowing you to view the multimedia elements of the electronic book in SVGA, but fly missions in VGA. Even at lower-res, however, *Dawn Patrol* is still graphically strong. The game is slated to ship in October, but we should be getting a near-final copy just after this issue goes to press.

*Dreamweb*, on the other hand, is a cyberpunk adventure — but like *Dawn Patrol*, it has qualities that set it apart from a crowd of games with similar settings. The storyline of *Dreamweb* is what you might get if William Gibson re-wrote *Dr. Jekyll and Mr. Hyde* on a macro scale. The game is set in a future dominated by megacorporations, one in which all the actions of people are controlled by the Dreamweb. The Dreamweb is made up of the subconscious thoughts of all

humans, so there's a continual struggle between good and evil. But evil has grown increasingly strong, and threatens to eliminate good completely from the Dreamweb — with devastating consequences for mankind.



For most of the missions, you can fly for either side. This missions sounds like it was the Red Baron's last; can you succeed where Richthofen failed?

One person has been chosen to put a stop to evil by battling it in the "real" world. You take on the role of Ryan, who has to perform some pretty heartless tasks in order to stop the Dreamweb. Empire's press release for the game says "you will need to be hard and unscrupulous," and that "the ends

justify the means" — and they're not kidding! In the scene we played, Ryan breaks into the hotel room of a rock stars and kills two bodyguards, then shoots the musician as he's making love to a groupie. That's pretty hard-hitting stuff.

The musician is actually an agent of the evil forces in the Dreamweb, so it's not as though you're forced to kill for trivial reasons. And the gameworld, though based on a fantastic future, has a hard-hitting, realistic quality: The police have no idea that your actions are being carried out to save mankind, so they've launched a manhunt to bring you to justice.

*Dreamweb* uses a top-down perspective — rare in these days when a first-person POV is all the rage — that features some

incredibly detailed animations. To make exploring each locale easier, there's also a "magnifying glass" that gives you a close-up shot of any object.



A nice, simple inventory screen helps you keep track of the many items you'll find as you search *Dreamweb's* many locales.

As PC gaming evolves, more players are demanding games with mature themes — and *Dreamweb* looks to deliver just that. Like *Dawn Patrol*, *Dreamweb* is scheduled to ship in October — and you can rest assured we'll providing in-depth coverage of both these titles in upcoming issues of *PC Gamer*.



Although your actual viewing area is small, you'll be pleasantly surprised by the detailed animations of the characters throughout *Dreamweb*.

# EXPERIENCE IT!

DSP-design, wavetable synthesis, Q-Sound™ for spectacular game play, SCSI-2 CD-ROM interface, voice recognition, music sequencing, DSP effects, \$279 MSRP.

Get blown away by the world's most complete sound card today!

16-Bit

Stereo Sound Card & Audio Workstation



Makes IT easy

1-800-7ORCHID

© 1994 Orchid Technology

Product Information Number 193

SoundWave 32+SCSI

# Top Ten Lists

## July (figures through June 30)

Welcome to another exciting episode of *PC Gamer's* Top Ten List. These are monthly charts released by two of the largest software stores in the country, and help to give us an idea of what the average consumer is actually buying. Unfortunately, these charts can be a little inaccurate, as they're often affected by sales promotions, discounts, and mid-month arrivals. But they still give you a pretty good idea of general trends in the market.

This month, both charts were dominated by the appearance of Three-sixty Pacific's new strategy monster *Harpoon II*. And as always, when there's a new face in the number one slot, something else has got to fall. For both charts, it looks like Broderbund's *Myst* was the game that took the brunt of the damage, slipping a point on the

Babbage's chart, and disappearing from Software Etc.'s list altogether. *SimCity 2000* also lost a little ground, but still stands pretty firm. *Coaster* managed to gain a spot in the confusion, as did LucasArt's *Rebel Assault*. Virgin's *7th Guest*, Microsoft's *Flight Simulator 5.0*, and Bethesda's *The Elder Scrolls: Arena* all weathered the storm pretty well.

In addition to *Harpoon II*, the Software Etc. list also contained a few more new entries. MicroProse's *X-COM* and 1942: *Pacific Air War* popped into the three- and five-slots respectively, and WizardWork's *AD&D Collectors Edition 2* squeaked in at number ten. Conspicuously absent from both charts were last month's hits *Pacific Strike*, *Betrayal at Krondor*, *Metal and Lace*, and *Ultima VII Complete*.

While *Harpoon II* certainly shook things up, just wait'll next

## Babbage's Top Ten List

This Month	Last Month
1. <i>Harpoon III/ Three-Sixty Pacific</i> .....	New entry
2. <i>Myst/ Broderbund</i> .....	(1)
3. <i>SimCity 2000/ Maxis</i> .....	(2)
4. <i>The 7th Guest/ Virgin</i> .....	(3)
5. <i>Rebel Assault/ LucasArts</i> .....	(6)
6. <i>AD&amp;D Dragon's Gold/ SSI</i> .....	(5)
7. <i>Corridor 7/ Capstone</i> .....	(9)
8. <i>Master of Orion/ Microprose</i> .....	(7)
9. <i>Coaster/ Disney</i> .....	(10)
10. <i>Elder Scrolls: Arena/ Bethesda</i> .....	(4)

(Based on sales at nearly 300 Babbage's stores)

## Software Etc.'s Top Ten List

This Month	Last Month
1. <i>Harpoon III/ Three-Sixty Pacific</i> .....	New Entry
2. <i>SimCity 2000/ Maxis</i> .....	(1)
3. <i>X-Com /MicroProse</i> .....	New Entry
4. <i>X-Wing/ LucasArts</i> .....	(8)
5. <i>1942: Pacific Air War/ Microprose</i> .....	New Entry
6. <i>Elder Scrolls: Arena/ Bethesda</i> .....	(5)
7. <i>Corridor 7/ Capstone</i> .....	(2)
8. <i>X-Wing: B-Wing/ LucasArts</i> .....	(10)
9. <i>Flight Simulator 5.0/ Microsoft</i> .....	(4)
10. <i>AD&amp;D Collectors Edition 2/ WizardWorks</i> .....	New Entry

(Based on sales at 335 stores)

month. That's when *TIE Fighter* should hit the charts — and you can bet there'll be a whole lotta shaking when that happens. If

*TIE Fighter* doesn't leap straight to the top, we'll be very, very surprised indeed!

# Boys Keep Swinging

## ION announces release of *Jump: The David Bowie Interactive CD-ROM*

One of the fastest growing areas of multimedia entertainment is interactive music CD-ROMs. The last eight months or so have seen the release *XPlora 1: Peter Gabriel's Secret World*, Todd Rundgren's *TR-I: No World Order*, *Heart: 20 Years of Rock & Roll* and the *Artist Formerly Known as Prince Interactive* all featured varying degrees of interactivity, and Sigma Designs just announced it would be producing music CD-ROMs, starting with a collection of INXS videos (it wasn't clear whether these would be interactive, however).

So it should come as little surprise that another pop notable has joined the ranks of interactive



*Jump: The David Bowie Interactive CD-ROM* lets users access five video clips — all displayed simultaneously — to create their own music video.

artists. If nothing else, David Bowie has always had the ability to see what the future of pop entertainment holds and adapt to it, creating his own unique art in the process. Bowie's career has seen him go from guitar-strumming folkie, to androgynous glam rocker, to pur-

veyor of cool soul — and that's just the period from 1969 to 1975!

Now comes *Jump: The David Bowie Interactive CD-ROM* from ION, scheduled to ship for PCs sometime this fall (the Mac version is currently available), and it looks like the Thin White Duke has done it again. Though it doesn't seem to have the breadth of an *XPlora 1*, *Jump* does offer some unique features. Users will be able "direct" their own video of "Jump They Say" by "cutting and pasting" from five separate video clips — footage not used in the actual *Jump They Say*. Also included will be four complete Bowie videos from *Black Tie*, *White Noise*, an audio mixing board



*Jump*, from ION, lets you explore the world of David Bowie with interviews, "jam sessions," and some other surprises.

that allows you to re-mix songs; an option to "jam" on several instruments; interviews with Bowie; and more.

Though we've only mucked about with the Mac version for a little while, it looks like it could be a lot of fun. And an M.S.R.P. of \$49.95 (read: you'll pick it up for \$39.95) makes it even more attractive — but it's probably safe to say that if you're not too thrilled with Bowie's recent output, you may not find a lot to savor here.

# EDWARD CARNBY'S CONTINUING MYSTERY COMES TO LIFE ON CD-ROM



Limited Offer: "The Official Strategy Guide" (a \$19.95 value) included with purchase.

Product and Sales Information: 1-800-44-3DFUN (1-800-443-3386)

Hotline: 1-900-88-IMOTION (1-900-884-6684)

(\$1.25 the first minute; 85¢ each additional minute)



For information regarding the Spanish, French, German or Italian version, call Product Information at 1-800-443-3386.

© 1994 INFOGAMES/1-MOTION, INC. Game concept design and programming by INFOGAMES.

Product Information Number 167

# Dark Forces!

## The Jedi Return... and Face a New Type of Stormtrooper

by Leslie Mizell



"Some of the things in our game were specifically seen in the [movie] trilogy, others are talked about in the books, and still others are things we tie into the lore, or to places mentioned in reference books."

— Daron Stinnett, *Dark Forces* project leader

Like, Leia, Han, and Chewbacca. We all know what they're doing to fight off the Empire's threat. But what about the rest of the Rebel Forces? Are they just sitting around on their Jedi duffs, waiting to be rescued? The answer is a definite no.

*Dark Forces* lets you see how at least one Rebel agent, Kyle Katarn, is spending his time. This new LucasArts title is a smoothly scrolling first-person action game that takes Katarn to 15 different Imperial installations. Comparisons with *Doom* are inevitable, of course, but they're shrugged off by project leader Daron Stinnett.

"A hallmark of *Dark Forces*," Stinnett says, "is that the environment itself is so alive. The only thing that's alive in *Doom* are the enemies."

At a time when first-person shooters are the hottest thing in gaming, Stinnett and writer/lead artist Justin Chin wanted to adapt the format into an adventure that combines the thrill of wanton destruction, the strategy of a CIA covert mission, and the familiarity of the Star Wars universe. *Dark Forces* is the result.



Keep your gun at the ready, or you won't last long in the Detention Center.

## A Long Time Ago in a Galaxy Far, Far Away....

The Empire has already established a stronghold in the galaxy when *Dark Forces* begins. Rumors are circulating throughout the Rebel Alliance that the Empire has developed a new battle station known as the Death Star. It's vital that the Rebel forces obtain the plans to this station — and you, as Kyle Katarn, are the man Rebel Command has sent in to do the job.

"I had to delve into making a hero," Justin Chin says, "and make him a separate character from Han Solo or Luke Skywalker. I wanted to create another character that would be just as interesting to people. At first, I made Kyle very idealistic — but there were other ideas flopping around in my mind, so I needed to make him darker. Now he's a bounty hunter who used to be in the Imperial Army until he found out that Imperial soldiers killed his parents. He hates the Empire and works with the Rebel Alliance — but he's being paid to do it. He's not the sort of person that Leia would like, and they don't get along. That's not covered in the game, but it's included in the game manual."

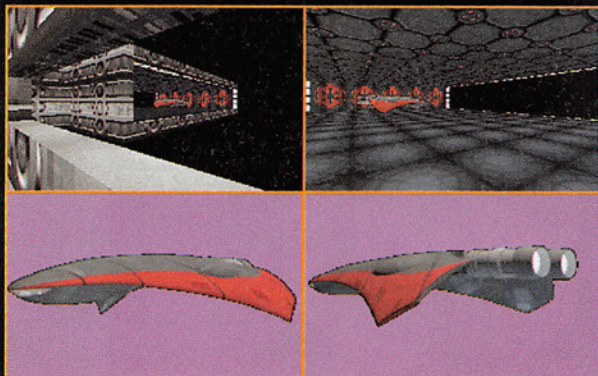
"There's also an option in the game to let you name the character anything you want, and his face is never shown. He doesn't really talk or have a specific identity in *Dark Forces*,

but he'll be playing a much stronger role in upcoming Star Wars games."

Finding the plans to the Death

Star is only the first mission in *Dark Forces*. After you've given them to the Rebel forces, the familiar *Star Wars* characters continue on their storyline while you branch off into all-new missions. Cinematic cut scenes will clue you in to what they're doing, but you won't, for example, get a cameo appearance of Chewbacca in a cantina, see "P. Leia" written on a detention center door, or spot the Han Solo's *Millennium Falcon* parked in a spaceship's hanger.

## Kyle's Ship



Kyle Katarn's ship — which as yet has no firm name — was patterned after a craft in one of the *Star Wars* paper games.



You know you're close to the Death Star plans when you find this rotating green hologram of the battle station.

As you progress through the missions, you learn of another dastardly plan by the Empire. There's a secret facility somewhere in the galaxy where a new army is being created — an army of mechanized stormtroopers that are unlimited in number and impervious to pain. If the Rebel Alliance is to stand a chance, the location of the plant must be discovered, then the machinery destroyed.

## A Space Odyssey

*Dark Forces* takes you into 15 or so different worlds (the exact number has yet to be determined), each with a distinctive look and feel in terms of its architecture, graphics, and color palette. You navigate the corridors and catwalks of the different enemy



The indicators in the lower corners of the screen mark your Personal Digital Assistant, from which you can access your inventory, mission briefings, and more.

## Star Wars — The Next Chapters

Just because you work at LucasArts doesn't mean George calls you on the phone to let you know what's going on in his life. We were hoping to get an exclusive scoop on the next *Star Wars* trilogy, but the LucasArts team doesn't have much more information than you'd find in the entertainment press.

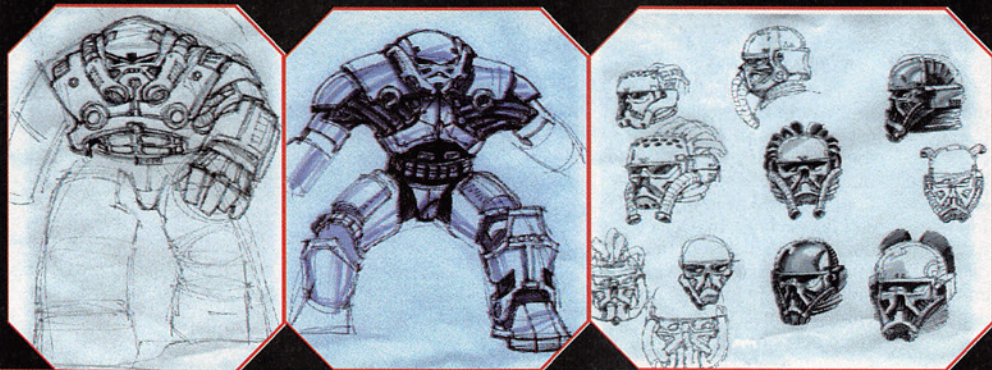
Here's the skinny: George Lucas is finally making plans for the next trio of films, which will be set before the movies that have already been made — 1977's *Star Wars*, 1980's *The Empire Strikes Back*, and 1983's *Return of the Jedi*. The three flicks will be shot simultaneously, within the next 4-6 years. Although Lucas has outlined the story, which focuses on a young Obi-Wan Kenobi and Anakin Skywalker (Darth Vader), no scripts have been written yet (we hear maybe February), primarily because the director is reluctant to begin writing the stories until his Industrial Light and Magic (ILM) crew comes up with special-effects technology that's as advanced as he wants to use.

While you're waiting for the new trilogy, however, you might be able to see the old films in re-release. Justin Chin, the lead artist for *Dark Forces*, confirmed the rumor we had heard that Lucas wants to redesign some special effects for the original *Star Wars* movies. *Return of the Jedi* was a showcase for state-of-the-art optical printing and digital computer animation. But more recent movies such as *Terminator 2* and *Jurassic Park* have rewritten the rules in the decade since.

"Lucasfilm is doing some digital-effect touch-ups," Chin says, "but to what extent, however, is a mystery. From what Lucas is saying, everyone feels that he'll re-release the movies for the 20th anniversary of *Star Wars* in 1997. That would make sense. He's very nostalgic about the series."

The newly "effected" movies would probably be released to theaters at two-month intervals. The expense of redoing the effects should more than pay off at the box office — the *Star Wars* trilogy has already grossed \$808 million in the U.S. alone.

## Darktroopers — The Early Days



Here are some early concept drawings of the ominous darktroopers, the villainous soldiers threatening the Rebel Alliance.

starships and facilities on a good variety of missions, including rescuing prisoners, retrieving highly classified information, and sabotaging the Empire's vital darktrooper machinery.



Check out the depth this view offers! One great thing about the *Dark Forces* engine is that you can turn your head independently of your weapon — perfect for scoping out a room while keeping your gun trained on stormtroopers or other threats.

"The worlds extend out in all directions," Stinnett says. "There are elevators to take you to multiple floors, bridges over flowing water, catwalks, air shafts, and other architectural features. We wanted an active environment, so ships come and go at the flight decks, rivers sweep along,

## A Dragon by Any Other Name



At one point in *Dark Forces*, you're thrown into a pit and must fight this ferocious dragon — basically without weaponry. "The Krayt Dragon," Chin says, "is famous in the *Star Wars* universe, although it's never in the movies and is mentioned only once in a book. I created this dragon [Silicon Graphics rendering by Ralph Gerth], but licensing said there was already one in the works from someone else, so we'll probably have to change the name of this one before the game's released."

platforms and conveyor belts move, and much of the machinery functions."

Each of the worlds also includes different atmospheric effects. Red planets are juxtaposed with ice worlds; steel fortresses give way to oozy sewers. There are sites readily familiar to *Star Wars* fans: The De-

tection Center on one of the star destroyers is identical to the one in which Princess Leia was held captive in *Star Wars*, right down to the grate leading to the trash compactor. And fans of LucasArts' *TIE Fighter* might also catch a glimpse of something familiar — the Imperial City created by cut-screen artist Jon Knoles for that space-combat game makes a skewed appearance in *Dark Forces*.

"We shared an office while he was creating the city," Chin says, "and bounced ideas off each other, so it wasn't much of a stretch to put a different section of the city in *Dark Forces*. The weird thing about it is that Lucasfilm licensing is coming out with a coffee-table book about the Imperial City written mainly by Ralph McQuarrie, who did many of the original concept drawings for *Star Wars*, *Empire*, and *Jedi*. We had the original text so we could get full descriptions of the city.

Jon came out with a great palace, but we don't know if it's going to match what it 'actually' looks like."

The design team also wanted to separate *Dark Forces* from other shooters by adding large doses of strategy. The game features logic puzzles, as well as strategic timing of certain events. For instance, you must discover ways to extend bridges, rotate walls, or otherwise manipulate your environment.

"To me, one of the greatest things about *Dark Forces*," Stinnett says, "is that it's part action, part adventure, and part exploration. It's not just about finding important or secret rooms and blowing away enemies — you can actually check out things you've seen in

the movies. Some of the things in the game were specifically seen in the trilogy, others are talked about in the books, and still others are things that

we tie into the lore, or to places mentioned in reference books."

One of the missions takes you to Gromas, where you make your way through both canyons and underground passages in order to obliterate an ore-moving facility. Initially, the star destroyer *Avenger* was intended as the first level of the game, but designers moved it back so new players wouldn't be daunted by the level's complexity. You can hang out in Jabba's place to find out what the smugglers know about the darktroopers, and

elsewhere in the game you can watch on as TIE fighters arrive and dock in a floating fuel station.

"The levels in *Dark Forces* aren't just random mazes," Stinnett says. "The ships are designed to feel like ships, with things like barracks and conference rooms located where they should be."

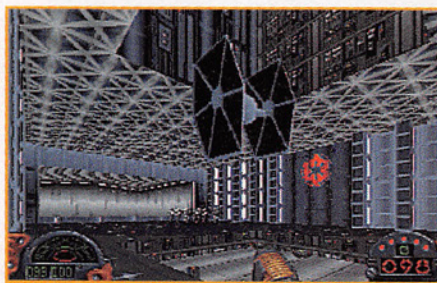
Chin agrees that "realism" was a key to the game's success. "Most of the enemies are from the movies. Bounty hunter Boba Fett, for example, is one of the most popular characters, and I'm glad we were able to put him into the game, even if it's in a very abstract, visceral way. We have Bossk, another bounty hunter who had a slight screen appearance in *Empire*; a Gamorrean guard (that's the pig-guy); the interrogation droid Leia 'met' in the Detention Center; and the probe droid that's a floating spider thing in *Empire*."

## Dark Victory

When you look at the nitty gritty, *Dark Forces* offers 20 enemies, including Gamorrean guards, probe droids, bounty hunters, and so on. You'll have eight weapons (plus your fists) at your disposal. Your arsenal



This water-filled level is just one example of the interactive environment in which *Dark Forces* is set. On this level, swimming is more than good exercise — it's essential to completing the mission.



Stick around for a bit, and you can watch this TIE Fighter dock at the floating fuel station. Very cool.



Here are a few of the 20 or so enemies you'll face in *Dark Forces*.

## Speaking of Sequels....

Although the finishing touches aren't even in place for *Dark Forces*, Justin Chin's already thinking of a sequel. "I've done a lot of planning," the writer says, "and I want the sequel to tie in heavily with *Dark Forces*. I have the ideas and characters mapped out, and Kyle Katarn will once again be the main character. But he's going to go through a character change. There's a big trial in the second game that is essentially his rite of passage — and that's a big hint about the game. We'll be getting into some of the finer points of the *Star Wars* universe in the next one, too."

can consist of laser pistols, thermal detonators, fusion cutters, and other arms you find or take from deceased enemies. And most importantly, all this action runs at a brisk 30 frames per second.

A Heads-Up Display indicates your current armor, health, and weapon status, and lower-corner indicators access your Personal Digital Assistant, where you can check your inventory, review mission briefings, and change various game options. *Dark Forces* also features an adjust-



Polygon graphics were used to beef up the architecture, then textured to add that distinctive look.



table skill level, as well as a handy auto-mapping function. The iMuse stereo soundtrack is based on John Williams' original score, and the game is packed with digitized speech and sound effects.

One of the best features about *Dark Forces* is that your head and gun can be controlled separately, allowing you to use

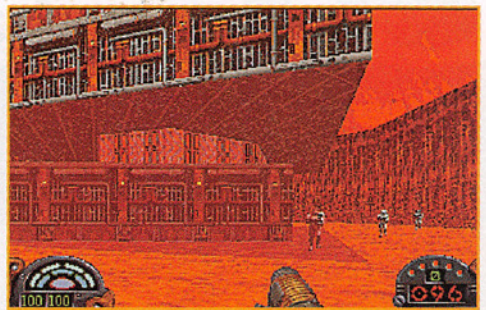


*Dark Forces* has an auto-mapping feature that makes navigating those complex levels a bit easier.

your mouse to look all around the landscape, for example, while keeping your gun fixed on one spot.

Head and gun can be controlled with either a mouse, joystick, or keyboard.

"We started the project from scratch last September," Stinnett says, "and it has really gone quickly — the standard these days is 14 to 16 months. We worked very hard to come up with and learn the tools we needed to build the levels and the complex environment. Other games in this genre are really 2D — you can look at them from overhead and really see everything. But our multi-level stages took a lot



Each level features a different type of environment. Things really heat up on this hazy red planet.

of work; we had to overcome *mounds* of data. We even got a couple of architectural students from Berkeley [Ingar Shu and Mathew Tateishi] to help us out. One thing they brought to the project was looking at levels from an architectural point of view, to think of things like, 'How is this going to be supported?' and 'Would this environment feel realistic?'"

*Dark Forces*, scheduled for a November release, runs optimally on a 486 with 8MB of RAM (you should see it running on a Pentium!). Even though it's only going to be released on CD-ROM, the game will require around 20 megs of hard-drive space. Stinnett guesses that it takes around 40 hours to finish; even if you know exactly which path to follow, each level still requires a half-hour just to run through.

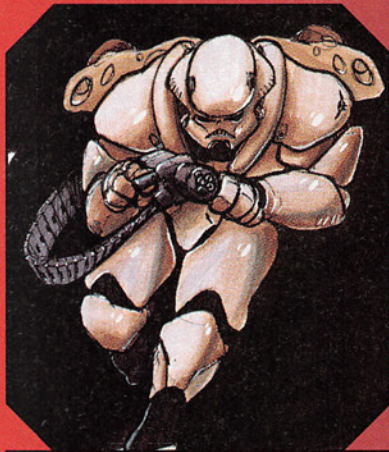
"It's taken a huge team to put *Dark Forces* together," Chin says. "They created a lot of cool things for this game, and their dedication is really going to show." From what we've seen, we think that's a pretty fair assessment.

PCG

## The Creation of the Darktroopers

A game as innovative as *Dark Forces* needs a villain just as original. Enter the darktroopers, soldiers so buff they make the ominous stormtroopers look like pussycats.

Justin Chin, who wrote the *Dark Forces* storyline and who created the darktroopers with fel-



The Phase 1 darktrooper.

low artist Paul Mica, had to conjure an army that would satisfy not only the legion of *Star Wars* fans, but also the licensing folks at Lucasfilm — who must approve all uses of *Star Wars*' characters, crafts, and names. Approval of the *Dark Forces* story and characters rested in their hands.

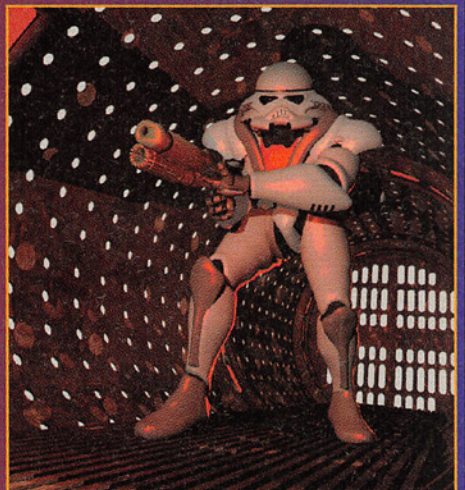
"Instead of just beefing up the stormtroopers," notes Chin, "I designed them to be more efficient. I wanted something more terrifying and more omnipotent — something that would be used by the Imperial Army as a first-strike weapon. With that in mind, I took the style of the Stormtrooper and tried sketches of varying items, sizes, and themes until I had a real commando team."

The purpose of the darktroopers is to be shot from star destroyers in capsules that are able to break through shielding systems and directly attack a Rebel base or other installation. Soldiers in *The Empire Strikes Back*, for example, needed heavily armored walkers to attack the base. That's not the case with the darktroopers.

Chin sketched out three phases of darktrooper. The first was basically a skeleton of the second, who had armor, a rocket pack, and a gun. The Phase 3 darktrooper was larger and more heavily armored, and was equipped with a jet pack and plasma rifle. This soldier is the one you meet at the end of the game — and there's a secret involved that *PC Gamer* promised not to reveal.

"We'd hoped for the whole idea of darktroopers to be a surprise," Chin says, "a story the player would gradually unravel as the game went along. But we kind of lost that battle because we wanted to have something forceful to show the press. But we still left a kicker for the end, and the end of this game impacts the next adventure as well."

Lucasfilm licensing liked the Phase 2 darktrooper, but rejected the other two in their original incarnations for looking too much out of character. So Chin submitted new designs, and these were ultimately approved.



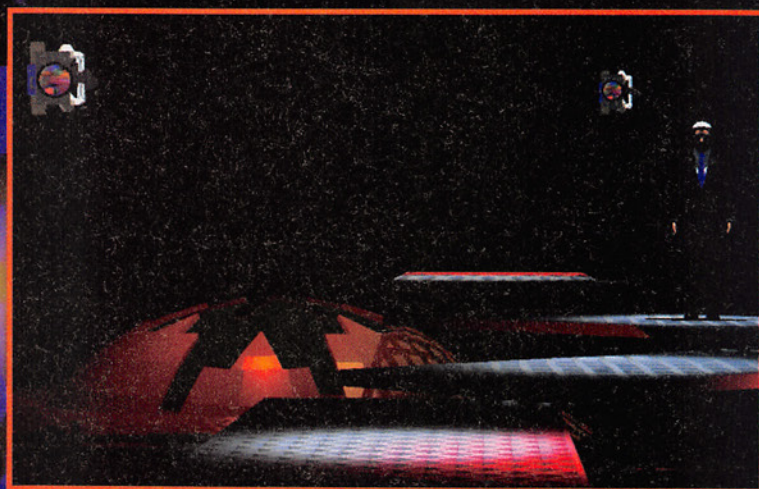
This Silicon Graphics rendering, done by Ralph Gerth, shows both the threatening darktrooper as well as the complex environment in which *Dark Forces* is set.

"The restraints are frustrating to a certain degree as an artist," Chin says, "since we *do* know the *Star Wars* universe and we may disagree with licensing's opinion. But it's also a great opportunity for us — they obviously have a lot of books and material that are available to us for ideas and inspiration. They liked the second group of drawings, and actually want start to do books and comic books featuring the darktroopers some time this spring."

# CyberJudas

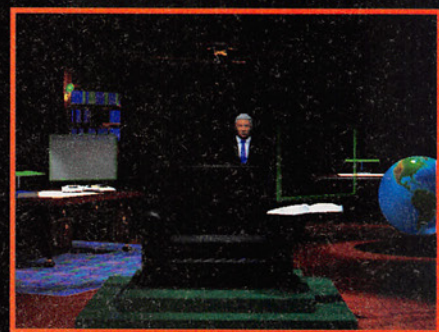
The sequel to SHADOW PRESIDENT™

**YOU  
ARE  
THE  
PRESIDENT  
AND  
THE  
PREY**



deep within cyberspace...

**the  
hunt  
begins**



Coming Fall 1994  
For PC CD-ROM

*octrue*™

D.C True, Ltd.

 Merit Software

Dallas, Texas 800-238-4277

Like independent film makers, some independent game developers and small publishers have a measure of freedom not normally found in Silicon Valley. With smaller budgets, independents are forced to be creative — and allowed to take more chances. The quality of work being produced by these small companies is not lost on the big guys, either: SSI, Origin, Virgin, and others have sent a good chunk of their development out-of-house to take advantage of the talent found outside the mainstream. Obviously, somebody's noticed that the best creative talent is often

found outside the corporate structure — and we talked to four game companies to get their perspectives on why this is, and just how it all works.

### Building a Better Mousetrap: id Software

Jay Wilbur, the Head Honcho of id Software, estimates that *Doom* Episode 1 is installed on somewhere between five and seven million computers. Eventually it will be the most-installed game of all time, eclipsing *Wolfenstein 3D* (also from id Software), the previous holder that honor.



The core group at id — John Carmack, Adrian Carmack (no relation), and John Romero — began hacking on games in their off time while working at game innovator Soft Disk. Their first project was *Commander Keen*, a successful shareware game which led to *Wolfenstein 3D*, an even bigger success, which, of course, led to *Doom*. They relocated from Shreveport to Madison, Wisconsin to Garland, Texas, with Kevin Cloud and Wilbur joining in the latter part of *Wolfenstein*.

The staff eventually expanded to ten — smaller than some companies' marketing department. At no point did they work

*Impression's*  
President  
David  
Lester



# The GIANT Killers

These days, some of the smaller companies are making the most noise.

T. Liam McDonald

with one of the big gaming companies, and their only truck with what might qualify as "mainstream" gaming would be their relations with shareware distributor Apogee. Did they ever think of working with a large company in order to bankroll their projects? "It's not for us," Wilbur says. "If there wasn't a big guy paying the payroll, some of the smaller companies may never have gotten started. But we found a way to bootstrap it, and we really didn't have to answer to anybody. Now we really like that. We don't want to have people say to us, 'You can't have that upside down cross or demon symbol in here.' Yeah, get outta here. We do what we want."

The key to id's success is simple, says Wilbur: "We write the games that we want to play. You'll find no bigger *Doom* fans than those of us here at id. We don't go out there and say, 'Where's the niche in the marketplace?' and ask all the usual questions the suits-and-ties ask. We say, 'What's cool? What do we want to play?' We answer to no one. Sandy Petersen, who joined us from MicroProse, was used to working in big game companies with gobs of red tape. He noted that a game like *Doom* would probably never be developed in a major game company because of all the issues and all the red tape involved: the violence issue, the politically correct issues, the fact that you're shooting demons and demons reside in hell which is designed by Satan's interior decorator, or whatever. It would just never go. But we just sit down and say, 'Is this cool? Yeah, it's cool. Let's do it.'"

The phenomenal awareness of *Doom* comes from the creation of frenzied demand via street-level word-of-mouth. The shareware product is everywhere, and everyone has heard about it. "*Doom* Episode 1 is our *Mortal Kombat* or *Street Fighter* arcade machine: It's out there, there's a demand, and that demand builds to a fever pitch. The registered version of *Doom* is our 'home version,' and people are pounding the doors down to get it. Although it does pay to have a better mousetrap, figuring out a better way to get your mousetrap to market is key. That's what we did. If you put something out there truly inspiring and truly top of the heap, the public will become your sales force."

### Steady Growth: Impressions Gets Impressive

Few startup game publishers have grown quite as fast as Impressions Software, the British/Boston company that has taken some risks that paid off big. They are probably the most successful British



The game that's got America talking, *Doom* has netted a tidy sum for id.

company to ever offer their products stateside, and they've come a long way from the first Micro-Miniatures games, such as *Fighting for Rome*. Hits like *Air Bucks*, *Caesar*, *The Blue and the Gray*, and now *Detroit* have proven they have the talent to go the distance in a market that isn't always friendly to imports or cerebral strategy.



Because of its sometimes-bloody (OK, always-bloody) gameplay, big publishers might not have touched *Doom*.

They were interested in a slightly deeper type of gameplay."

Lester also knew that the vital gaming market was in America, but that European imports weren't necessarily embraced by American gamers. So in 1990, they set up an office in Cambridge, Massachusetts with three employees. "We saw that the market for strategy



The crew at id Software, left to right: Sandy Petersen, game designer; Jay Wilbur, bizguy; John Carmack, technical director; Adrian Carmack, artist and not John's relative; John Romero, game developer; Dave Taylor, programmer; Kevin Cloud, artist; American McGee, technical support; and Shawn Green, technical support.

Impressions began in England in 1988, the brainchild of game journalist and accountant David Lester, who started a basement-company to produce arcade-type games (such as *Raider* and *Chariots of Wrath*) for the Amiga.

Lester, however, wanted to do more thoughtful, strategy-type games, so in 1990 he started to focus on strategy titles.

## Impressions

"Those were the games we wanted to play," he points out, "and we thought there was enough demand to specialize in that. And as soon as we'd taken that move, the PC became the vital market. We figured the PC gamer was quite different than the Amiga or Atari ST gamer.

games is much bigger here than in Europe. The American market suits who we are as a company and what we like more than the European market does. There were more people here who understood what we were doing."



*Detroit* turned out to be a big hit for Impressions, and proved that David Lester was right when he figured the American market had a big craving for strategy sims.

PRAY IT'S ONLY A NIGHTMARE

Go ahead and scream. From deep within your nightmare, utter a piteous cry — as though your life depends on someone hearing you. Because, in this reality, it does.

From the master of computer gaming comes an interactive suspense thriller so shockingly real you'll pray it's only a nightmare: Phantasmagoria.

Phantasmagoria is no ordinary game, no tawdry attempt at horror. We wouldn't dare. Blending the talents of best-selling game designer Roberta Williams and a team of the world's finest cinematographers, Phantasmagoria unleashes an incarnate evil you never knew existed inside your PC.

PLEASANT DREAMS.



ROBERTA WILLIAMS

# PHANTASMAGORIA

SIERRA ON-LINE PRESENTS

A SIERRA PUBLISHING PRODUCTION

WRITTEN BY ROBERTA WILLIAMS

DIRECTED BY PETER MARIS

PRODUCED BY MARK SEIBERT

MUSIC BY NEAL GRANDSTAFF AND MARK SEIBERT

ART DIRECTION BY ANDY HOYOS

STARRING VICTORIA MORSELL AND DAVID HOMB

Product Information Number 109

MULTIMEDIA CD COMING SOON



SIERRA



**Zeke, the janitor at the Millennium Auction art gallery, has the inside dope on the art world. In his office you'll learn the real truth.**

Their first American title was *Air Bucks*, a unique economic simulation in which the player tries to build a thriving airline while fending off the competition. Though it was released with several problems, it gathered a good-sized following and the fixed reissue, version 1.2, met with more enthusiasm. Using what they'd learned from *Air Bucks*, they created *Detroit*, a simulation of the auto industry which has earned even more praise. Their recipe for success was simple: provide intelligent games with lots of depth, and build a strong niche.

How does a small company succeed against the big guys? How does it thrive and grow and begin to compete on the same terms? The most obvious answer is advertising, and Impressions has been one of the biggest magazine advertisers in the gaming community. They're also firm believers in learning from mistakes, taking criticism seriously and using it as a platform from which to launch improvements. They also make a strong effort to "really go over the top in terms customer service," Lester says. Plus, because they keep their budgets smaller and appeal to a specialized group of gamers, they're bottom line is lower. They don't have to move 100,000 copies to break even.

The flip side of this is that Impressions' games don't often have the "glitz" of titles from bigger companies. "Our games sell on the basis of their intellectual challenge, and the challenge to us is to try to keep up-to-date with the glitz and the gloss of the other guys — without necessarily pushing the envelope ourselves. We don't want to be left behind."

With a flurry of intriguing new titles in the works, such as *Lords of the Realm*, *Front Lines*, *Powerhouse*, and *High Seas Trader*, you can count on Impressions to keep delivering thoughtful games to a select group of gamers. Their approach might best be summarized as "slow and steady," but as the saying goes, slow and steady wins the race.



### Eidolon: Weirdness from the Bronx

One of the most inventive and unusual multimedia games of the year is the surreal *Millennium Auction*, an oddball simulation

based around an elite auction house in the future. Featuring terrific graphics, distinctive, bizarre visuals, an intriguing premise, and open-ended design, *Millennium Auction* garnered strong reviews and a good initial response. As with many of the titles discussed in this feature, its strangeness meant that it could only be made by independents — in this case a small development group called Eidolon, located in the Bronx.

Eidolon's story begins about two-and-a-half years ago, when Vatche Kaladjian, fresh from USC with a degree in data compression (!?!), and Eric Roffmann, a mathematical physicist from Princeton, got together to create a game based on Roffmann's idea of a futuristic auction. With financing from Vatche's father Berj, Eidolon was set up and began developing Roffmann's



**Lonny Stein, Eidolon's VP of marketing, says that his company's isolation from the mainstream helped make *Millennium Auction* unique.**

idea. Lonny Stein, Eidolon's VP of Marketing, points out that this "probably took a little longer than it should have, with some stops and starts and us not really having a clear idea of how to get the product out. It was tough finding good people in the beginning. Remember, there weren't a whole lot of people doing multimedia two years ago. But everybody learned as they went, and now we have a good base of experience."

While being outside the game-developing mainstream meant they sometimes had to work with less experienced people, it also meant Eidolon wasn't "tainted" with ingrained notions of what a game should be, and this undoubtedly contributed to *Auction's* distinct look and feel. As Stein says, "What's nice about being in New York is the art community, which



**A portrait of seaweed is just one of the items on the block at the Millennium Auction. Weird stuff, isn't it?**

helped shape the unique aesthetic that goes into our game. It gives us a different look than the typical games coming out of the west coast. They kind of feed off each other, so they tend to look the same. It might have taken us longer that it should have because we had to learn as we were going, but I think we came up with a unique product because we were somewhat isolated."

While they aim to trade on *Auction's* offbeat quality, Eidolon also understands that this is a double-edged sword, since the game market is dominated by males in their 20s and 30s who tend to lean toward the same kind of games. The market, as Stein is well aware, "is still slanted more towards action games. We've got a story to tell, and browsers in a computer store don't necessarily go for an auction game. We have to stay on the shelves long enough to build word of mouth."

Getting to the shelves is no problem, however, since Eidolon has a distribution agreement with Electronic Arts' affiliate labels program, which frees them from having to build a complete sales structure. With a good source of capital and determination, Eidolon roughed through a couple years of on-the-job training to emerge with a product to put their name on map. They aim to keep it there by further exploiting the potentials of their unique game world with add-on disks, as well as a first-person crime game set against the distinctive background of *Millennium Auction*.



### Raven: A Shape-Shifting Company

While Eidolon found their capitol from outside of the mainstream gaming industry, Raven Software of Madison,



Raven Software's first-person gorefest *CyClones* (the *PC Gamer* cover disk last month) will be published by SSI.

Wisconsin, is one of many independents who work with large publishers to get their products financed and to market. 1994 saw their first big PC splash with *Shadowcaster*, a neat twist on first-person role-playing games in which the player could morph into a number of different creatures. This will be followed up by *CyClones*, a slick, sci-fi shooter from SSI; an as yet untitled game for Origin; and *Heretic*, a shareware title released by id, making this one busy year for the guys at Raven.

The company was formed by brothers Steve and Brian Raffel, (President and Vice President, respectively) in May of 1990, after they sent a piece of their work-in-progress, *Black Crypt*, to several publishers. They weren't quite sure how the gaming industry worked, but four days later they had responses from numerous companies interested in *Black Crypt*, and eventually landed with Electronic Arts. At the time the project was about two-thirds done, and EA financed its completion.

After *Black Crypt*, they switched over to IBM and started on *Black Crypt II*, which went through quite a few transitions, including *Bard's Dungeon* (part of the *Bard's Tale* world) before finally dying. About that time EA bought Origin, and decided that Origin was the best company to publish fantasy role-playing game such as Raven was producing. The work on *Bard's Dungeon* was therefore moved over to the Origin label, where it would eventually become *Shadowcaster*, using a modified gaming

engine from id. These starts and stops didn't do much for morale at Raven, but certainly did show the viscosity of mainstream publishing.

Victor Penman, Raven Software's VP of Product Development, came on board as the company grew. Penman had worked as an internal producer for Electronic Arts, among other companies, and was familiar with how the big guys worked: "I know that sometimes you have to go through a lot of different approval processes. Working as an outside developer, there are fewer approval processes to go through, but sometimes you send stuff off to a publisher, it comes back, and you're told to change it — sometimes without



ever really being told why. I can think of a couple instances in the past where changes came up that appeared to be somewhat arbitrary. That can be frustrating. I think that right now, we have a really good relationship with everyone we're working with."

With a flurry of new projects all going simultaneously, Raven has gone from four employees a little over a year

ago to 20 now. Working with different companies means they have a rare opportunity to compare how different kinds of distribution really work, and, as Brian Raffel observes, "the fact that we're putting out all these games in all these different ways will show us where we'll ultimately go. We're kind of testing the waters and finding out what will work best for us."

Penman agrees: "I think the independent publishers are finding that a fairly small number of large publishers have the distribution locked up, and there's not a lot of leeway. I would say that the standard royalty deal with the big publisher would be about 15% of what the publisher gets; obviously, the royalty deal with shareware is much better. On a per-unit basis, you're better off with shareware, but you don't reach as big a market that way.

"We're about to publish our first shareware product, so we don't know what will happen yet, but I expect we'll make more money from shareware, with much smaller distribution and net sales, than with normal retail channels. There's a reason for that: the retailer takes some, the publisher takes some, the distributors take some, and ultimately you get a fairly small percentage of the money generated by sales."

Working with outside design groups is pretty much a win/win situation for publishers, too. Their commitment isn't as deep or expensive, and they can cut an outside developer loose much easier than they can an employee. And while the decision to go to outside developers is undoubtedly influenced by the amount of talent out there, the main reason is often financial. "The big companies have a lot of overhead," Penman observes, "and doing a product internally really shows up on their balance sheets. Also, from a financial standpoint, when someone gives us an advance to do a product, we sort of owe that money back. So on those games, they're not actually out that money, whereas if they do the project internally all the development costs are counted as expenses, and that in turn increases the number of units that must be sold to bring in a profit.

"My own opinion is that most of the push for doing work on the outside is a financial push. That's not to say that finding really creative people on the outside is not something publishers like to do, because they very aggressively go after that. But the economic demands of doing games in-house can be pretty tough sometimes."

### Whence Games?

The simple fact is, not everyone with the talent and ability to make intelligent, inventive games wants to live in Silicon Valley and do the nine-to-five routine. By the same token, companies are realizing that large staffs of in-house developers are costly and not always efficient. Both MicroProse and SSI hired large numbers of people to work on their games, and wound up laying off many of them when things got tight. And besides, some of the best ideas out there today have come from the fringes of the mainstream gaming community — and the big guys are going to outsiders in record numbers. As a result, we're seeing a greater diversity of products, better products, more unique products, cheaper products, and more products.

Sounds like a good deal to me.

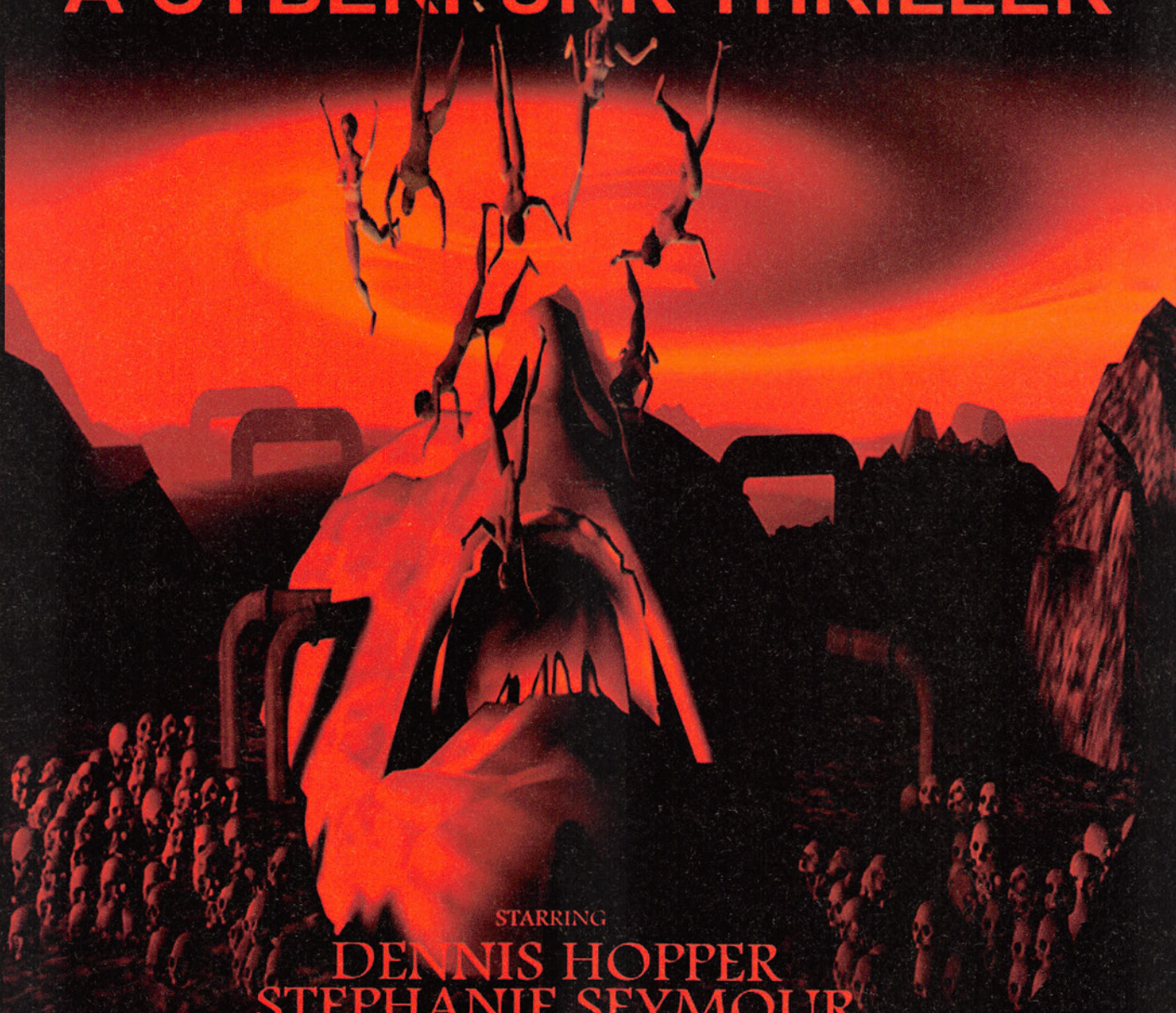


Raven's latest project, *Heretic*, will be published by Doom-creators id Software as shareware. From the looks of this fantasy-toned action game, it seems that Raven picked exactly the right crew to work with!

The GIANT Killers

# HELL

A CYBERPUNK THRILLER



STARRING

DENNIS HOPPER  
STEPHANIE SEYMOUR  
GRACE JONES  
GEOFFREY HOLDER

AVAILABLE THIS HALLOWEEN

GAMETEK

Product Information Number 171

TAKE 2  
INTERACTIVE SOFTWARE

# How We Rate The Games

**T**he way we see it, our job as reviewers is to tell you whether or not a game is worth buying. All of our reviewers have been playing and reviewing PC games for years, and they know what they're talking about. They have the experience to cut through the hype and get to the bottom line: Is the game any good or not? Our promise to you is to call 'em like we see 'em. Guaranteed.

## What the Ratings Mean

### 100%-90% Classic

Not many games can earn a rating over 90%, and even fewer can approach the magic 100. Anything that we rate over 90% is an instant classic — a game that's truly significant in both content and design, and one that we'd recommend without reservation to anyone interested in PC gaming.

### 89%-80% Excellent

These are excellent games. Anything that scores in this range is well worth your attention, though it may not make any significant advances over its rivals. Also, some genuine benchmark games of decidedly specialist taste will probably fall into this category — it may be the best 7th Cavalry simulation on the market, but not all of us want to relive Little Bighorn.

### 79%-70% Very good

Good games, which we'd recommend to fans of the particular genre — although there are probably better games out there.

### 69%-60% Good

A reasonable, above-average game. It may be worth buying, but probably has some significant flaws.

### 59%-50% Fair

Very ordinary games. Not completely worthless, but not a great way to spend your gaming dollar, either.

### 49%-40% Below Average

Poor quality. Only a few, slightly redeeming features keep them from falling into the abyss of the next category...

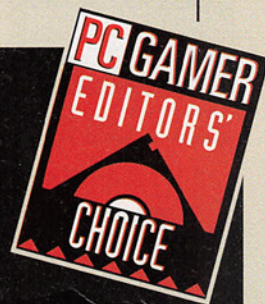
### 39%-0% Don't Bother

Just terrible games — and the lower you go, the worse they get. Avoid these titles like the Black Plague — and don't dare say that we didn't warn you!

## Hardware Requirements

With each *PC Gamer* review, you'll find two very important pieces of information: the game's minimum hardware requirements, and the hardware configurations we recommend as the *least* you'll need to really enjoy the game. While a game will run on the minimum system the manufacturer specifies, it might not run all that well. Because of this, we test each game on several systems so we can bring you a more realistic assessment of what you'll *really* need.

## This month's PC Gamer Editors' Choice Awards



Each and every month, we honor the best games we see — those earning 88% or above — with our coveted Editors' Choice award. We don't just hand these things out to anyone, either: A game's got to be very impressive to earn this honor, and a lot of very good games still fall just short of the mark. When you see a *PC Gamer* Editor's Choice on a product, you *know* it's good.

**p.54** **TIE Fighter**  
The highest rated game in PC Gamer history **p.46**

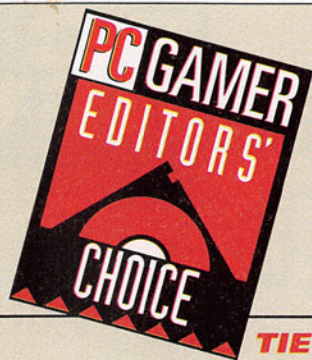
**Return to Ringworld**  
A great sequel — even better than the original

**Battle Bugs** **p.69**  
Antennae-to-antennae combat at its best

**p.72** **Little Monster**  
Mercer Mayer's characters are brought to life in the latest Living Book

This month's Editors' Choice winners — check out the reviews, and find out why!

# Tie Fighter



Category: Space-combat sim  
 Developer: LucasArts  
 Publisher: LucasArts, P.O. Box 10307, San Rafael, CA 94912  
 (800) 782-7327

## REQUIRED

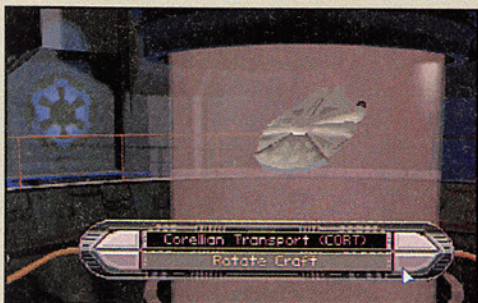
386DX/33MHz; DOS 5.0 or later; 1MB RAM (EMS); 15MB hard-drive space; VGA; Joystick

## WE RECOMMEND

486DX2/66MHz; 4MB RAM (2MB EMS); Supported sound cards

M.S.R.P.: \$69.95

If *X-Wing* was the sci-fi equivalent of flying for the Allies in WWII, *TIE Fighter* is like kicking ass for the Axis. Everybody likes to play the bad guy now and then — and since *TIE* casts you as a young Imperial Navy pilot working your way up through the ranks and currying favor with the Emperor himself, it's hard to imagine fighting for a more delightfully evil cause. When the game's thunderous soundtrack kicks in and that receding yellow text begins to scroll, you'll have to suppress a reflexive giggle of glee as you realize that, yes, you're about to hop in one of those mean-looking *TIE Fighters* and blow Luke Skywalker's mamas' boys out of the sky!

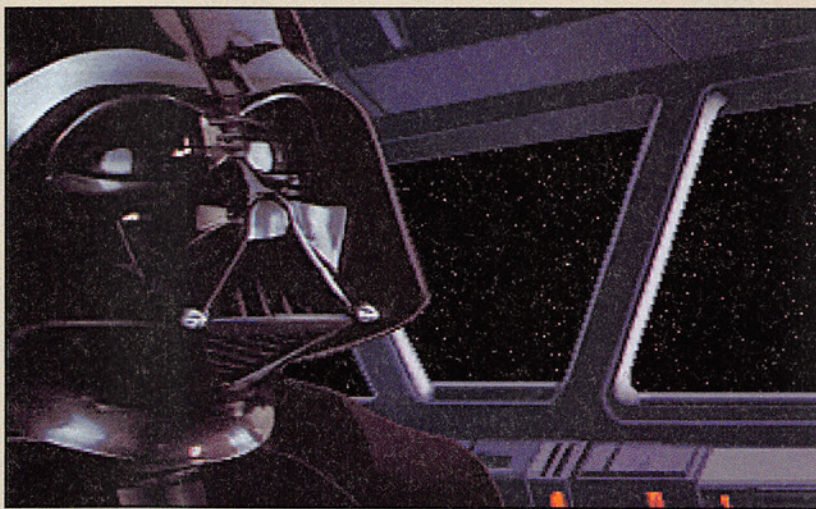


You'll have the joyous experience of fragging several Correllian transports — but not *The Millennium Falcon*.

The language of that scrolling text sets a perfect mood for your sudden shift of allegiance to the Dark Side. The story involves punishing the "Rebel Terrorists" who, with the help of "spies and traitors within the Empire, struck a cowardly blow at the new symbol of Imperial Power — The Death Star." The story goes on to explain that in the coming days, "The Emperor will call upon the Imperial Navy to eradicate the last vestiges of rebellion and restore law and order to the galaxy!"

Talk about a setup! When you think about it from the Empire's point of view, those sneaking, criminal Rebels *deserve* whatever punishment the Emperor decides

*TIE Fighter* easily earned the highest rating we've ever given. It's one of the finest PC games ever — period.



The phrase "working for the Man" has never been more true than it is in *TIE Fighter*. And if you think Lord Vader is a ruthless taskmaster, just wait until you meet the Emperor!

is right — and after watching the stirring intro scenes, in which The Emperor calls his forces together to order the annihilation of the Rebellion, you'll be only too happy to follow any orders that will bring greater glory to the Empire.

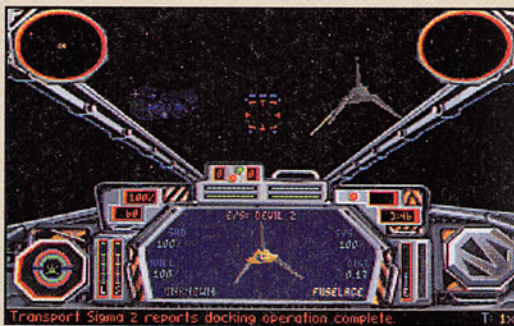
While all this mood and "history" draws you into *TIE Fighter*, it's the nuts and bolts of the game itself that'll hook you. This is one of the most all-consuming gameplaying experiences I've ever encountered, because it thoroughly and convincingly simulates what it *must* be like to fly those Imperial TIEs. The feeling of speed and maneuverability is incredible — as is the *certainty* that just one solid laser blast will tear your unshielded fighter in half.

That's right, folks. Of the five craft you'll pilot in *TIE Fighter* (there are actually six, but hey — the last one's a surprise), only two have deflector shields to help keep you alive as you go up against all those Rebels in their X-Wings, Y-Wings, A-Wings, and so on. The TIE Starfighter, TIE Bomber, and TIE Interceptor have nothing but titanium hulls to protect you from harm, so your tactics must be *very* different from the ones you used while flying the sturdier craft of *X-Wing*.

Although it can take a while to get used to those new tactics (you have to remember things like *never* attacking a craft head-on), the TIE line includes a

number of features that help balance things out. My favorite is the ability to immediately target any craft that's attacking yours: Thanks to this feature, you know right away where the attack's coming from, so that you can sling your quick TIE around to get on your pursuer's tail. Then you can issue a command that automatically matches your speed with that of your new target, making it *very* hard for the Rebel craft to shake you. So now you're stuck like glue to that Rebel who thought he'd take you out, and you can pepper him with fire until he disappears in one of those wonderful balls of fire. I always used to wonder how those TIE pilots could do that, and now I know.

Just as you'll have to master new tactics in *TIE Fighter*, you'll also have to learn



Transport Sigma 2 reports docking operation complete. These shuttles are tough on a TIE Fighter. They have rear-mounted cannons, so attack from behind is risky.

## The Ships of TIE Fighter

These are the five ships you'll pilot through *TIE Fighter* — cockpit views, and externals direct from the Imperial Navy's archives.



### TIE Bomber

Remember these pesky devils from *X-Wing*? They've got a double hull, so they're more durable than the previous two models. Plus, they carry a pair of laser cannons, and can be fitted with Concussion missiles or Proton Torpedoes.



### TIE Starfighter

The workhorse of the Imperial Navy, the TIE Fighter is fast and maneuverable. Two laser cannons, no shields.



### Assault Gunboat

This weapons-packed assault vehicle wields more firepower than most pilots can handle: Two laser cannons, two ion cannons, and two warhead launchers. All this firepower — and shields, too!



### TIE Advanced

This one's based on a design by Lord Vader himself, and sports shields, four laser cannons, and two general-purpose warhead launchers, not to mention a pair of the most powerful ion engines available. The nickname — TIE Avenger — says it all.



### TIE Interceptor

The TIE Interceptor boasts more powerful engines than the TIE Fighter, and carries two laser cannons. No shields, though — sorry!

new keyboard controls — and that's just the way it should be. Honestly, I assumed LucasArts would keep the same basic cockpit setup and keyboard commands that worked so well in *X-Wing*, just redesigning the graphics a bit for *TIE Fighter*. I should've known better, though.



In one of the game's opening sequences, TIE Interceptors strafe a Rebel space platform.

After all, you're fighting for the other side now, and flying entirely different ships; the control systems *should* be different, and I appreciate the fact that LucasArts went to the trouble to do it right.

The controls are expanded, too, with hotkeys that bring up a summary of all commands; that show you all mission

goals while in-flight, so you don't have to worry about forgetting what was said in the pre-mission briefing; that display a 3D map of all targets and their exact locations. In fact, the combat interface has been improved in just about every way possible, adding greatly to both the realism and usability to the whole experience.

Rounding out this incredible title's appeal are some of the best sound effect, music, and graphics I've seen in a PC game. If you've got the machine to run it at top graphic detail (I'd recommend a 486/66), *TIE Fighter* will knock you out with its Gouraud shading, detailed starfields, fiery explosions, and enormous spacecraft. And the nice thing is that even if you don't have a 66Mhz, you can easily toggle the detail level bit by bit until it plays smoothly on your system. Even at the lowest level, *TIE Fighter* really doesn't look much worse than *X-Wing* — and I can certainly live with that!

Ultimately, though, *TIE Fighter* owes its success to its blend of great action and enthralling mission scenarios. The campaign game has you flying everything from search-and-destroy missions to shuttle escorts, and new difficulty selections and automatic pilot back-ups mean that

you can customize each scenario to suit your abilities, without worrying that your promising career (and all those points you've racked up) will disappear after just one mistake. Yes, you *do* still have to successfully complete your mission objectives before you can go on to the next battle; but unlike the 100 percent success

requirements of *X-Wing*, the missions here are split into primary and secondary objectives. You only need accomplish the primary objectives to succeed.

But you'll want to re-fight these missions until you accomplish every objective.



The Emperor isn't so bad. If you do as he says, he'll let you in his secret club and give you neat tattoos.

And once you've finished the game, you'll probably crank the difficulty up a notch and do it all again. Because — believe it or not — *TIE Fighter* is as addictive a game as *Doom*, but with even more subtlety and challenge.

If you're a PC Gamer regular, you know that's as high a compliment as I can give. *TIE Fighter* is my new favorite PC game of all time; what more can I say?

—Matt Firme

PCG

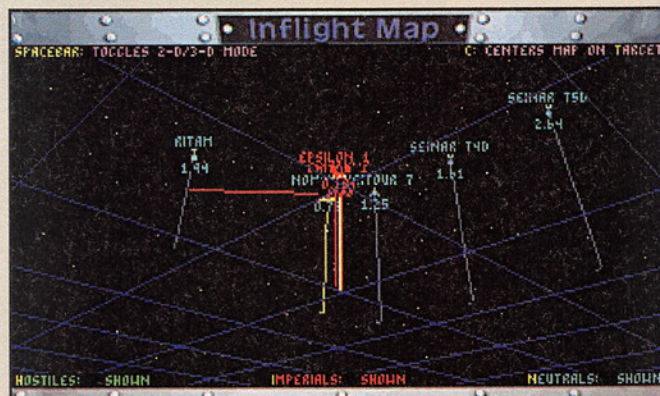
PC GAMER

**HIGHS:** This is one of the most absorbing and satisfying PC games ever designed.

96%

**LOWS:** There are no add-on disks available — yet.

**BOTTOM LINE:** If I were stuck on a desert island (with electricity and a PC) and could have only one game to play, I'd choose *TIE Fighter*.



The 3D mission map can be accessed at any time during a mission, and gives you the exact location of every craft in the area. A big help!

# FIFA International Soccer

Category: Sports sim  
 Developer: The Creative Assembly  
 Publisher: Electronic Arts, P.O. Box 7578, San Mateo, CA 94403-7578  
 (415) 571-7171

REQUIRED	WE RECOMMEND
386/25; 4MB RAM; 8MB hard-drive space; DOS 5.0; VGA	386/33MHz; Sound Blaster or compatible sound card; Gamepad or joystick
M.S.R.P.: \$59.95	

**It's hard to get the hang of at first, but if you're looking for solid soccer action, FIFA just can't be beat.**



■ Before each game, you're shown the comparative strengths and weaknesses of each team. Check out the overall rating numbers at the bottom of the chart to get an idea of how balanced you can expect the game to be.

for quick if inaccurate forward motion. Since the only one of these shots that can be controlled fairly well is the shot on goal, you'll probably find that your games will break down into a somewhat repetitive tennis match of you kicking the ball as hard as you can downfield, and the opponents recovering the ball and taking a similar stab at putting it into your goal. But, as I learned by playing a friend who was familiar with the cartridge version, it is eventually possible through practice to master the pass and lob, and doing so will give you an enormous advantage over other players.

FIFA allows players to choose between an arcade-style game and a more complex simulation mode. In the simulation, FIFA offers a great number of options that really help give the sim the feel of true soccer. For those who want to keep a tight reign on what their computer-controlled team is doing, FIFA allows would-be coaches to change team attack strategies, determine where players should be attempting to move the ball, and even

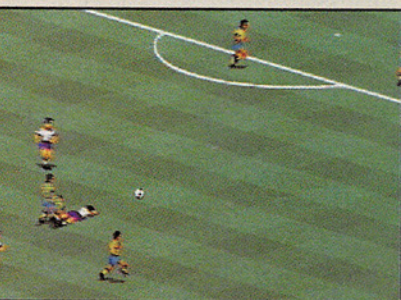
Now that World Cup madness has ended for another four years, several companies are trying to cash in on America's new-found interest in soccer. But *FIFA International Soccer* probably would have hit your PC screen even if the World Cup had been held in Tibet. One of the most entertaining titles ever created for the Sega Genesis games, *FIFA* is one of the few games to ever come from a cartridge system that

gamers to concentrate on either their defensive backs, or to take a more aggressive stance and attack the opponent's goal.

But the game's dedication to a simple system of controls may have hurt it more in the long run than it helped. I found it very difficult to perform the kinds of passes and shots I wanted, and much of that may be due to the limited controls. Since there are only two buttons in the game's joystick configuration (it doesn't support multi-button setups), you really have only three choices when in possession of the ball, and two of them are next to worthless. By pressing and holding the first button, your team member will shoot the ball at the goal with varying force, depending on how long the button is held; while this shot can be aimed at one side of the goal or the other, there really isn't much allowance for "fine-tuning" your shot with curving hooks or bouncing grounders.

Pressing and holding the second joystick button makes the active player attempt to pass with varying power depending on the length of time the button is held. Even after playing this game for close to a month, however, I was never able to use the pass button effectively in actual game play. Unlike the direct player-to-player passing in EA's other great sports sim, *NHL Hockey*, you control the direction of the passes in *FIFA*. This means that nine times out of ten (assuming that your pass isn't intercepted, which happens a lot), the computer-controlled player you were attempting to pass to is long gone by the time the ball gets there.

Finally, by holding both buttons down, gamers can lob the ball downfield



■ With penalties on, a rough play like this one may earn a player a yellow or red card. Don't get violent unless the ref is looking somewhere else.

change the player formations around to complement whatever techniques the team will be using. The result of all this is a superbly balanced play experience where an intelligent player will be able to beat an opponent who may be more skilled with the joystick. In fact, the simulation mode actually allows you to examine individual members of your team, determine their levels of fatigue or injury, and substitute other players when necessary. Each one of the team's members is numerically rated in 13 different categories including skill,



■ From the game setup screen you can select your team, choose what type of field you wish to play on, and make decisions about penalties and half-lengths.

not only plays as well as the original, but actually plays better. It's a whole lot of fun.

Unfortunately, even though it's better than its cartridge counterpart, *FIFA's* control interface is a mixed story, and one that's ultimately pretty hard to either condemn or condone. On the positive side, the player control is excellent, with the individual team members responding immediately and appropriately to each move of your joystick. Selecting the man you wish to control is as simple as pressing a button. Goalie kicks and throw-ins are equally easy to handle, with an inset window to help give players a rough idea of where the ball is going to be landed. Finally, the goal keepers themselves can be turned completely over to computer control, freeing



■ The best way to get the ball from an opposing player is to initiate a slide tackle from behind. It helps to have a teammate nearby who can recover the ball when it pops loose.

speed, ball control, and shot power. By watching your players carefully, you can give the team a winning boost by putting skilled players where they're most needed.

Electronic Arts didn't skimp on the visuals or sound, either. From start to finish, *FIFA* tries to recreate the feel of actually being at a soccer stadium. The player



■ Controlling the goalie may be a little more than beginning players want to attempt. Set the goalkeepers for computer control and concentrate on backfield play.

animations are perfect, never jerky or slow (at least on a 386/40), and are accompanied by some of the finest sound effects I've ever heard in quite a while. The crowd's roar is thrillingly realistic, and as in the World Cup stadiums, the fans will often break into song or cheering routines at the drop of a hat. Every detail has been considered, from the look of the freshly mowed field to the Adidas advertisements on the electronic scoreboard (or maybe



■ After each goal, watch on as your player dances and flips in unbridled celebration. You can expect some enthusiastic response from the crowd, too.

that last bit really was just an advertisement).

This same dedication to the complete recreation of World Cup soccer seems to permeate every level of the game, and you'll probably discover something new every time you play. The game contains nearly 60 different teams from all over the world; an instant replay feature that lets you take another look at that last great shot; exhibition, tournament, playoff, and league modes; games varying from 4 to 90 minutes; optional off-sides and fouls; artificial or grass turf; and even differing weather conditions. Players can compete against each other in a head-to-head game (modern play is not supported, though), or join up together and play against the computer as teammates. No other sports game that I've ever seen

offers *FIFA*'s host of options, while still remaining fairly easy to play.

If you're a soccer fan, you must go buy this game now (just set down the magazine, we'll wait). Even if you like just good arcade gaming, or you're addicted to other sports games, you'll most likely find *FIFA* to be a welcome addition to your entertainment library. It does take some time to master all the offensive and defensive moves, but like most good games, you'll be well-rewarded for the time you spend doing it.

— Trent C. Ward

## Making the Moves

Once you get the hang of moving the ball upfield, you'll find that your players will use different types of kicks and passes to improve your chances for the goal. If possible, try to move the ball from player to player right outside the goalie's box to get the best angle.



**Shot on goal:** The basic shot on goal is the easiest kick to pull off, but has only a moderate chance for success. Try firing the shot to the opposite corner from where the goalie is standing to keep him running.

**Pass:** If there's not much opposition, a pass can help you to get a better angle of attack. Make sure that you immediately switch control to the receiver so that you can immediately resume your downfield motion.



**Lob:** To move the ball quickly without having to worry about interception, use a lob to take it above the heads of your opponents. This kick is somewhat inaccurate, so try to have a couple of men waiting to recover the ball.

**Corner kick:** This is your big chance to score. Make sure not to fire the ball too close to the goal, or it will be scooped up by the goalie.



**Bicycle kick:** If you manage to pull this one off in front of your opponents goal, you're almost assured a score. Even if you don't, this kick still looks great...



**Header:** Used to deflect shots into the goal, the header is probably the easiest way to score. Unfortunately, you'll only get your chance through some heavy planning.



## PC GAMER FINAL VERDICT

**HIGHS:** Looks great, plays smooth, and has all the extras that a fan could want.

**84%**

**LOWS:** Difficult passing and power kicks take a great deal of the fun out of play, at least at first.

**BOTTOM LINE:** A very deep soccer simulator for players who have the patience to deal with some quirky controls. Another winner from EA!

# The Blues Brothers' Jukebox Adventure

Category: Side-scrolling shooter  
 Developer: Titus Software Corporation  
 Publisher: Titus Software Corp., 20432 Corisco Street,  
 Chatsworth, CA 91311  
 (818) 709-3692

**REQUIRED**

286; 640K RAM;  
 VGA

**WE RECOMMEND**

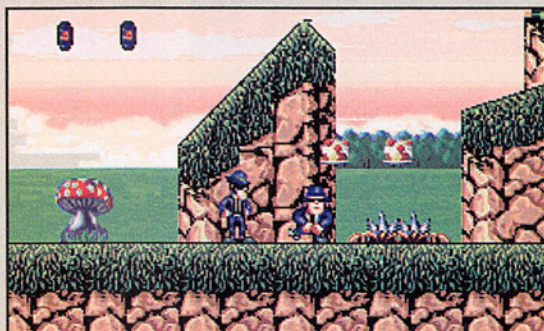
386/16; Supported  
 sound cards

M.S.R.P.: \$34.95

**T**hose lovable bluesmen from Chicago — the Blues Brothers of “Saturday Night Live”, movie, and record fame — have now made it to the PC. *The Blues Brothers' Jukebox Adventure* is a side-scrolling shooter much like you'd see on a video-game system.

The setup goes like this: Jake and Elwood encounter an evil jukebox (not just one with lousy records) and are trapped in some otherworld of sewers, warehouses, and city streets. They'll have to side-scroll their way through the 31 levels (29 in two-player mode) to get out.

Of course, you'll pick up ammo, powerups, and extra lives along the way. Your weapons of choice in this game are record disks, and Jake and Elwood are



■ The blue-suited shade-wearin' duo ready for action. Notice Jake's dance — he does it automatically if you leave him in one spot for more than a couple of seconds.

pretty deadly with 'em. Power ups will change your blue-suited character into a rippled-chest muscle man — not exactly the vision that springs to mind when you think of Dan Ackroyd or the late John Belushi. With this increased strength comes a bit more oomph in your LP-tossing; enemies that took three hits before may only need two hits to take them out.

I found gameplay in *The Blues Brothers* to swing between two extremes: simple and frustrating. During the simple sections you have plenty of time to kill enemies while grabbing goodies. The frustrating stuff poses no mental challenge, but forces you to move to just the right spot at

just the right moment to avoid some pitfall.

For me, the most disappointing thing about the game was the music. You'd think a game about the Blues Brothers — who, among other things, put out blues records — would do more than run the same few short samples over and over. Your character singing “Rock-Rock-Rock and Rollllllll!” as you power up is, unfortunately, as good as it gets.

If you can deal with the limited action this game's not too bad. It does what it sets out to do — but that probably won't be enough for a lot of players.

— Joe Novicki

PCG

**PC GAMER FINAL VERDICT**

**HIGHS:** Mindless arcade fun, and you can play it straight off the disk!

**65%**

**LOWS:** Weak graphics, repetitive action, and a disappointing sound track.

**BOTTOM LINE:** You don't have to be a nostalgia hound to enjoy this side-scroller, but it helps.

## Cool new 'sim products from Keyboard Commander Corps...

Congratulations, your orders came in. The Joint Chiefs have finally come to their senses and promoted you to theater commander. You now have control over ALL aspects of Falcon® 3.0's campaign theaters. Introducing a new wargaming experience...

*Strategic*

**ONLY \$24.95**

# FALCON™

### Campaign Enhancement for Spectrum HoloByte's Falcon® 3.0

✈ **TACTICAL FEATURES:** Add, remove or alter any F-16, Allied or Enemy flight, including aircraft type, weapons, waypoints and actions. Add, remove or alter ALL ground forces including types, strength, and paths. Set the “temperament” level of all forces and the skill of Allied or Enemy pilots. Watch the animated “Synchronized Timing Trace” feature retrace all flight routes to verify timing and coordination!! More!

✈ **STRATEGIC FEATURES:** Change the occupation, strength, capacity and growth rate of any site. Alter the quantity and type of specific units at any site. Change the site “structure” of any theater and/or how sites re-supply each other. Move your home airbase. Set the “victory” and “defeat” sites to break through Falcon's basic scenario limitations achieving endless variety of campaigns!!

✈ **OTHER FEATURES:** Place an ILS at any base. Set the weather & ceiling. Set the current day & time. Reschedule the resupply & replacement dates/times. Set campaign macro/micro “momentum”. 70 page manual! Much more!



Strategic Falcon is a trademark of Bill White. Distributed by Keyboard Commander Corp. Falcon is a registered trademark of Spectrum HoloByte.

**ONLY \$19.95**

# THE ACE MAKER™

By Aces Aim, Inc.



North American Top-Gun



- ⊕ Thrilling instructional video tape illustrating actual WWII aerial combat maneuvers!\*
- ⊕ Each maneuver demonstrated by pilots of the North American Top-Gun flight school flying vintage WWII aircraft!!
- ⊕ Includes simulation footage from MicroProse's *1942: The Pacific Air War™* highlighting how each maneuver appears in any simulator flight!
- ⊕ Step-by-step detailed lessons make you the ace!

\*VHS Format. The Ace Maker is a trademark of Aces Aim, Inc. Distributed by Keyboard Commander Corp., Ft. Lauderdale, FL. 1942: The Pacific Air War is a trademark of MicroProse, Inc. North American Top-Gun is a trademark of North American Top-Gun, Inc.

**Why "Hurry up and Wait"?**  
**Call: 1-800-262-6066**

Mon.-Fri.  
 9:00am-  
 5:00pm  
 EST



Inquiries: Keyboard Commander Corp. 4839 SW 148 Ave., #504, Davie, FL 33330-2129

Stalking the corridors  
is a thief with a  
stolen device of enormous  
untold power.

Let the  
Hunt begin.

STAR TREK  
DEEP SPACE NINE  
THE HUNT

Coming this Fall.  
For PC and Mac on CD-ROM.



*Paramount Interactive*

Product Information Number 153

Inquiries please call 415-813-8040.

TM, © & © 1994 Paramount Pictures. All Rights Reserved.  
Star Trek: Deep Space Nine is a trademark of Paramount Pictures.

# Planet Soccer

Category: Sports simulation  
 Developer: Condor Software  
 Publisher: Infogrames, 1341 Ocean Avenue, Box 417 Santa Monica, CA  
 90401 (800) 443-3386

## REQUIRED

386; 4MB RAM  
 (3MB extended);  
 20MB hard-drive  
 space; DOS 5.0;  
 VGA; Mouse

## WE RECOMMEND

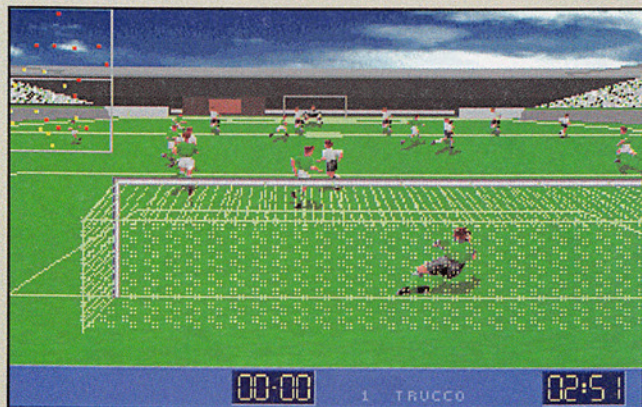
486; Joystick or  
 gamepad

M.S.R.P.: \$59.95

It's not often that I complain about stuff like documentation or memory requirements. But I'm going to make an exception in this case, because getting *Planet Soccer* up and running turned into one of the most trying experiences I've had in quite a while.

I didn't expect any trouble when I began installing the game, because the setup, intro, and extensive game configuration screens all came up without any trouble. But it's when you try to start the actual game that the problems start — problems that make other memory-specific games seem tame in comparison. This one, friends, is a doozy.

First off, the game requires 4MB of RAM, 3MB of that as extended memory. No problem on my 8MB machine, with a



At this end of the field, the net really blocks your view of the action.

full 4MB of available XMS — or so it would seem. But I kept getting an EMM386 “privileged operation” message, which tipped me off that the game might not co-exist peacefully with EMM386. The manual doesn't say anything about such a conflict, but I pulled the EMM386 line from my CONFIG.SYS and rebooted. And I still ran into trouble.

Like a lot of people, I'm running Stacker on my system. And with that big Stacker driver loading, it's tough to keep the required 561KB of free base memory

**If you can figure out how to get it up and running, you'll probably like the on-field action of Planet Soccer — well, maybe....**

required by *Planet Soccer* after you remove the EMM386 memory manager. Unlike some newcomers, I'm familiar enough with all this memory stuff that I was able to fiddle around with my system and meet the 561KB requirements. Still no dice.

After two hours of frustration, I up and removed Stacker (that took about an hour). And finally, I was able to get *Planet Soccer* to run.

Like I said, I don't usually complain about memory requirements or documentation. But when a game has unusual requirements, there should be some mention of that fact — and some careful instructions help users get through them.

Once I finally got a look at the game, I was impressed by the graphics. You view the action from a very low angle just behind and above

the field of play, and the “camera” zooms in and out and pans left and right to follow the ball. The players are fairly large and well-animated, giving the game a nice “virtual” look.

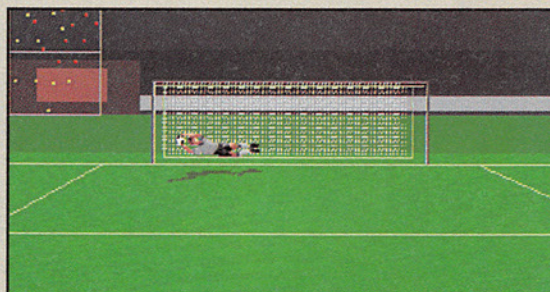
But though initially impressive, the graphics — and more specifically the viewpoint — lose a lot of their appeal once game-play begins. For one thing, the fact that you see the game from so low to the field makes completing passes and making accurate shots on goal more

difficult than need be. If the camera were higher — perhaps positioned up a little more, at a 45-degree angle to the sideline — making plays would be a lot easier.

Another annoying bit of design is the fact that you can't choose which man you control. The computer automatically switches your control to the man closest to the ball, whether that's to your advantage or not. So while you might be running at an angle to cut off your opponent as he dribbles toward your goal, you can sud-

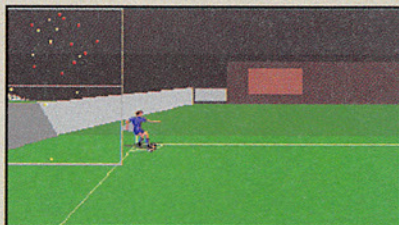


Throw-ins are handled nicely, and show off the game's large characters and nicely animated graphics.



The realistic goalie animations are some of the best in the game.

denly find yourself controlling a different player if the opposing ball-handler comes nearer another man on your team than he is to the one you were maneuvering. And since you were running that first player toward, say, the left sideline, the new man you control immediately begins running to the left too — even if that means he's moving away from the ball.



Corner kicks are tough because it's hard to tell exactly where to put the ball. All you have to guide you is an inset grid of player positions.

I did get used to this, though, and eventually found myself able to move the ball upfield with some competence. But playing *Planet Soccer* is never as intuitive

## A Wealth of Options

Planet Soccer's strongest suit is its complete stats and player options.



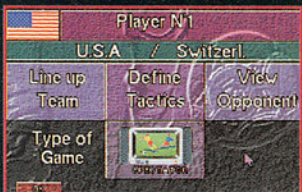
This screen lets you check out the stats on every player on your team, and make substitutions.

Click here to select your formations and game tactics



In any game you can change the weather, wind, control devices, whether your goalie is computer-controlled or not, and so on.

the main options let you choose to play a friendly exhibition match, begin a World Cup series, or opt for a little training.



Other World Cup options include tactics setups, a view of your opponent's team, and the choice of computer-controlled games, player-controlled games, or results-only reporting.



In World Cup play you can choose the real '94 matches, or create your own.

as it is in *FIFA Soccer* or *Sensible Soccer*, both reviewed in this issue.

*Planet Soccer* has its share of good points, like complete team rosters for the '94 World Cup. There are detailed stats on each player; options for customizing tactical patterns and strategies; one- and two-player games; and a coaching mode in which you set the strategies and watch the match played (or just having the computer report the outcome).

These good points balance out the game's bad points, and make for an entertaining game in coach-only mode. But if you're looking for satisfying hands-on soccer action, *Planet Soccer* probably isn't the best choice.

— Matt Firme



Joystick calibration in *Planet Soccer* is very weird. You have to manipulate the trim controllers on the screen with your mouse until your stick responds correctly!

### PC GAMER FINAL VERDICT

**HIGHS:** Great graphics, full team rosters, and plenty of options.

**LOWS:** Bad documentation, awkward view of the action, and vague player control.

**BOTTOM LINE:** With all its stats and options, *Planet Soccer* has plenty of strengths — but you have to contend with a lot to enjoy them.

**70%**

# FLY THE BEST!



## THE BEST GAME CONTROLLERS FOR YOUR SYSTEM

CH Products offers gamers quality joysticks, flight yokes, game-cards, and trackballs for all games and simulations. We've taken our line of IBM peripherals and expanded into Macintosh and 3DO™

From advanced computer pilots and auto racers to those just taking off, CH Products has the right controller for you. all Made-in-the-U.S.A.

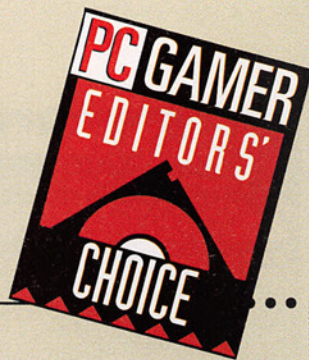


CH Products lets you fly higher, move faster, reach farther!

CH Products / 970 Park Center Drive / Vista, CA 92083  
Phone: 619.598.2518 Fax: 619.598.2524



# Return to Ringworld



Category: Graphic adventure  
 Developer: Tsunami Media, Inc.  
 Publisher: Tsunami Media, Inc., 48677 Victoria Lane, Suite 201,  
 Oakhurst, CA 93644 (800) 482-3766

## REQUIRED

386/25MHz; 640K RAM (590K free RAM), 2MB hard drive space; DOS 5.0 or better; Microsoft mouse with 6.0 driver or higher; CD-ROM drive (minimum 150KB/sec transfer rate); VGA

## WE RECOMMEND

Double-speed CD-ROM drive; 486/33MHz; Sound Blaster or compatible sound card

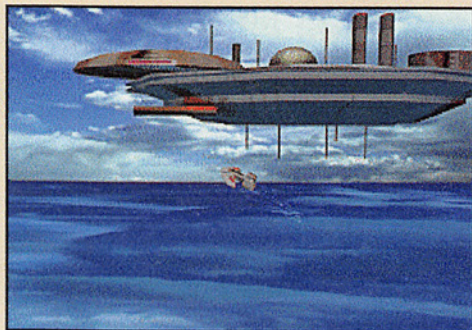
M.S.R.P.: \$59.95

**A second try at a legendary science-fiction creation brings the real Ringworld to a solar system near you.**



Return to Ringworld's 3D-rendered cinematic sequences are full of awe-inspiring graphics like this one.

Space is a cold place, and not just in degrees Kelvin. There simply isn't a lot of warmth, human or otherwise — even for heroes. That's certainly what mercenaries Quinn McQuarry, Miranda Rees, and Seeker-of-Vengeance have discovered. Risking their lives, they managed to thwart the plans of the Kzinti Patriarch to wipe out the entire puppeteer race. In the bargain, they reaped the treasures of the fabulous Ringworld — an immense, inhabited, artificial ring circling a sun, discovered years earlier by Louis Wu. But the only thanks they get is a bounty on their heads



This magnificent floating city is an awe-inspiring relic of a once-mighty empire.

posted by the Kzini, and the cold shoulder (and worse) from the rest of Known Space.

That's how *Ringworld: Revenge of the Patriarch* ended, with our three heroes on the lam in their stolen starship, *Lance of Truth*. And that's the way *Return to Ringworld* begins. After a lot of exposition, which really lends a taste of Ringworld cre-

ator Larry Niven's style to the proceedings, the trio decides to return to Ringworld. There, they hope, they can lay low until the "storm" blows over, and maybe help themselves to a little more of the Ringworld's technological treasures. And with the immensity of Ringworld, that seems like a pretty solid plan. Things, however, have changed in their absence. Biggest of the shocks awaiting them is that ARM, the United Nations' Amalgamated Regional Militia, has taken up residence on Ringworld. Quinn, having once been a member of ARM, is well-acquainted with ARM's ruthless methods. He's especially aware of what Teal, his former superior and now commander of the garrison on Ringworld, can do. When he discovers Teal's plans to subvert the technology of Ringworld for his own twisted uses, a simple game of hide-and-seek becomes a desperate race to save Known Space from a madman.

*Return to Ringworld* is that rarest of birds: a sequel that outshines the original. But, in truth, *Return to Ringworld* is the game its predecessor should have been. There's more of Niven's strong storytelling style here; in fact, the storyline seems to be a combination of several of Niven's works, including bits and pieces from some of his short stories. And as a result, the game is very consistent with his Known Space series.

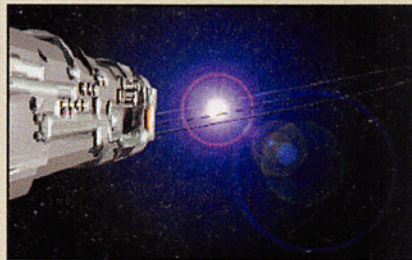
One of the problems with *Ringworld: Revenge of the Patriarch* was that it didn't give a truly accurate impression of Ringworld's awe-inspiring size. After all, this is an artifact with a surface area the size of hundreds of Earths, and that really wasn't adequately conveyed in the first installment. *Return to Ringworld* definitely remedies this. From the time you land on Ringworld's outer ledge, through your trip around the circumference in a mag-lev car

to your wild balloon ride from the Spill Mountains, you really get an idea of just how vast this world is.

In fact, the designers have done almost too good a job of conveying size. After taking the *Lance of Truth* back out through the Fist of God — a huge mountain punched into Ringworld's surface by an unfortunate meeting with a meteor — the trio comes to rest on a landing ledge. While Quinn and Seeker-of-

Vengeance go out for a little recon, Teal and his ARM thugs take over the *Lance of Truth*, making off with it and Miranda. To escape, the boys must search the ledge and gather up parts to repair an abandoned space skimmer. You slowly — and I do mean *slowly* — explore the ledge one square at a time, and since there are 600 squares, it's going to take some time. You'll want to work out a grid-type map, so that you can find your way back to the ship with all the parts you gather.

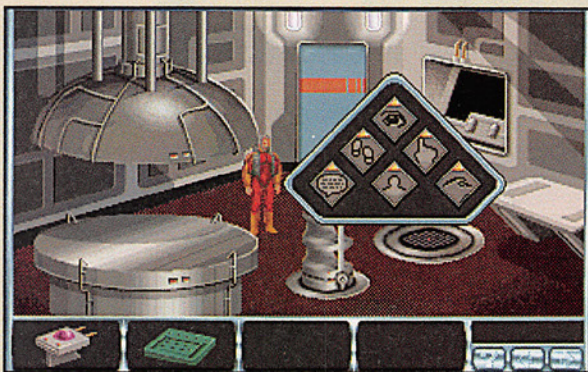
There are areas where it seems as though your explorations could go on forever — and they just might. For instance, having Seeker climb up the Flup shaft on Spill Mountain is an exercise in futility,



A fugitive couldn't ask for a better hideout than the Ringworld — if he knows how to draw a map.

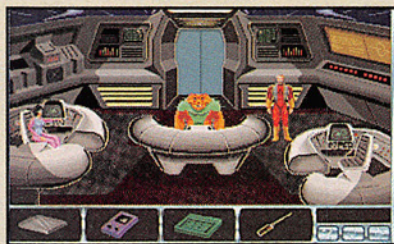
while the catacombs inside the mountain require both patience and the ability to draw three-dimensional maps. Cruising in the mag-lev car can take a lot longer than you'd care to contemplate, should you miss your stop. And while the maze of ventilation ducts inside ARM headquarters is not all that complex, having to rewire each and every varmint-zapping laser is.

But action is not why you play this sort of game; there's little here that even comes close to being arcade-like. The balloon ride requires some skill, but blasting the ghouls is like shooting fish in a barrel.



■ **Ringworld 2's interface is one of the best we've seen in a graphic adventure—and a you can play as any of the three main characters.**

For a graphic adventure to really shine, an ample supply of puzzles is critical. And here, *Return to Ringworld* does not disappoint. Just getting Miranda and Seeker off your back at the beginning of the game requires more than a little imagination down in the landing bay, as well as with the autodoc. Something you should do at the beginning, when you still have access to the *Lance of Truth's* computer, is acquaint yourself with the contents of the database. It will provide information that can help you solve problems on down the line, and give you some background on Niven's



■ **The bridge of the *Lance of Truth*. It's hard to imagine a more leisurely way of travelling through the vast reaches of space, isn't it?**

Known Space. Knowing about Thuctipun artifacts or sonic folds or boosterspace can give you an edge later on, too.

As far as game play goes, first the good news; *Return to Ringworld* retains the fine interface of its predecessor. Click the right mouse button and a small icon menu appears next to your mouse cursor. All functions can be controlled from this

menu, or from a sub-menu. It's simplicity itself, and along with the hot keys, makes playing *Return to Ringworld* at breeze. The only change I'd make would be to allow room for more saved games, since eight is usually *not* enough for this type of game.

The bad news — actually more like "not-quite-as-good news" — is that the graphics could stand some improvement. The backgrounds are great, showing the breathtaking beauty of the vast and varying Ringworld landscape. The ghostly icy-white splendor of the Spill Mountains, for instance, is particularly effective. The animated characters, howev-

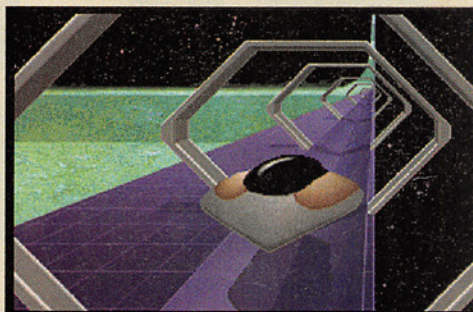


■ **This lush forest conceals the dwellings of a strange but amiable race.**

er, are a bit crude, especially considering the high quality of artwork in the rest of the game. And moving them about is awkward, until you get used to the idiosyncrasies of character movement.

There are also a few minor programming glitches, such as when the com scanner kept trying to tell me that a damaged navigation display was an alcohol lamp, or when I was able to send Seeker back for a second scritch key after he had already finished battling the ghouls in the Spill Mountains maze.

*Return to Ringworld* requires considerable lower memory — at least 590K by Tsunami's own reckoning, although 600K



■ **Atop the walls is a mag-lev transport system. The view from here only hints at Ringworld's staggeringly awesome scale.**

seems a more realistic figure. This is a game that does not take kindly to TSRs, and will have memory convulsions is you try to play it while loading too many of those little "RAM parasites." Disk-space requirements are fairly small — less than 1.5MB, even with eight saved games — since most of the game is accessed from the CD-ROM. Fortunately, the game does not require an ultrafast processor. Tsunami says it will play on a 386-25MHz machine, and although I didn't try it on such a system, I have no reason to doubt the assertion — there's really not a lot going on in the game that would require high processing speed.

Being a Niven fan from the ancient 1960s, I was a bit disappointed with *Ring-*



■ **Inspiring as the view may be, this canyon reveals that something in the ecology of Ringworld has gone horribly wrong.**

*world: Revenge of the Patriarch*. There's always the hope, with a project based on a popular novel, that the author will have some input in the process — input that was obviously missing in the first game. And while Niven may not have had any direct influence on this title, the designers obviously took a much closer look at Niven's original works this time around: That Niven touch shines in a game that, for its few glitches, immediately calls to mind *Puppeteers*, *We-Made-It*, *Beowulf Shaeffer*, *Louis Wu*, and that most lasting of Larry Niven's creations, *Ringworld*.

— Gary Meredith

## When You Can't Afford That Dyson Sphere...

Remember the "Star Trek: The Next Generation" episode a couple of years ago, when Scotty from the original series showed up to save an *Enterprise* trapped within a Dyson Sphere? The idea of a planetary body surrounding a star, and using *all* the energy that star puts out, has been bouncing around scientific circles since at least the sixties with the writings of Freeman Dyson. Niven felt that a full sphere would probably be beyond the abilities of any civilization, but a less-ambitious ringworld would still provide immense energy and all the land anyone could need.

The engineering, for all its mind-bending scope, is fairly simple. The high walls and a small lip, combined with the centrifugal force provided by spinning the ring, keeps the atmosphere inside the ring. A system of rectangles placed between the sun and the ring rotates to provide night and day. The material for the ring comes from cannibalizing all the planets and moons in the system. A snap, right?

Of course, there *are* all those little unforeseen accidents that make life so crazy for a planetary engineer. The prominent Fist-of-God, product of a meteor collision like the one we just witnessed with Jupiter, could have been a major problem. Fortunately, the impact stretched Ringworld's skin enough so that when the meteor finally exited, the resulting mountain was already above the atmosphere. And the Ringworld Engineers would say that's just the way they planned it.

## PC GAMER FINAL VERDICT

**HIGHS:** An expansive game-world, challenging gameplay, all true to Niven's works.

**88%**

**LOWS:** The Ringworld landscape is a bit overwhelming, and the graphics could be better.

**BOTTOM LINE:** True Niven fans — and anyone looking for an enormous new world to explore — will enjoy this one tremendously.

# PINBALL ARCADE CD-ROM

PC MULTI-MEDIA ENTERTAINMENT

## ENTER THE PINBALL ARCADE

*You already know how to play pinball!*

*Just how good are you? Step up to the arcade, make your selection from any one of the eight great tables, set up your game, pull down that plunger and get some glass. This is the award winning technology that made 21st Century first in computer pinball.*



## INCLUDES 8 GREAT TABLES WITH...

- Terrific table designs with all the features of a real table - flippers, ramps, passages, tunnels, mushroom bumpers, ball traps, drop targets, roll overs, lights, switches, bonuses and jackpots.
- Totally realistic ball movement
- Stunning ray traced animations
- A full hour of music and sound effects
- 256 color graphics
- High scores saved to hard disk
- Bonus: Illustrated history of Pinball Product Information Number 158

**21<sup>ST</sup>  
CENTURY**

21st CENTURY ENTERTAINMENT INC.

P.O. BOX 415 • WEBSTER, NY 14580  
TEL: (716) 872-1200 • FAX: 872-1675

# Sensible Soccer

Category: Sports Simulation  
 Developer: Sensible Software  
 Publisher: Everware, 1119 Colorado Avenue, Santa Monica, CA 90401  
 (310) 319-3736

**REQUIRED**

IBM PC or compatible; DOS 5.0 or higher; EGA

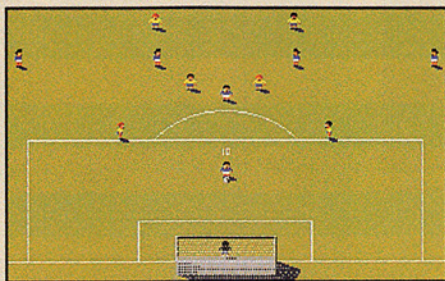
**WE RECOMMEND**

286/16MHz or better; 1.4MB hard-drive space; VGA; Supported sound cards

M.S.R.P.: \$19.95

**If you had a hard time following the action during this summer's World Cup, just wait 'til you see this game.**

Only months after the final penalty kick sailed over the goal to give Brazil its unprecedented fourth World Cup trophy, the international tournament isn't much more than a fading memory in its host country. But despite America's apathy toward the world's most popular sport, Everware is sending one of Europe's most renowned PC soccer games stateside. *Sensible Soccer*, Europe's best-selling soccer game with over 300,000 sold (a fact the box isn't ashamed to let you know about), is coming to the U.S. with hopes of capitalizing on any new fans — or at least hitching a ride on the bandwagon as it makes its final rounds.



Keep it clean in the penalty area, or your opponent will be awarded soccer's equivalent of a "gimme" — the penalty shot.

allow one or two players to select two teams from a slim list of eight (USA, Mexico, Germany, Italy, Republic of Ireland, Saudi Arabia, Brazil, and Cameroon), then compete in an exhibition match. Tournaments involve all eight teams in a single-elimination format as they chase the Sensible Cup.

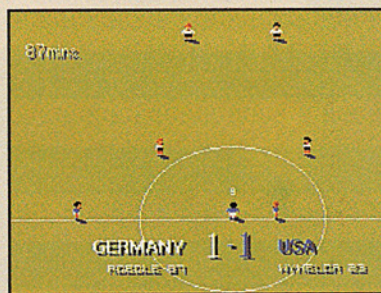
Once you've chosen a team, you're given the option of altering your starting lineup and choosing one of eight formations. You can also take a look at the opposing team's lineup, but there are no stats to give you a hint as to strategy. All you see are stars besides players who I guess are supposed to be the team's better players; the manual doesn't offer much help here.

And the outlook doesn't brighten much as your squad takes the field. A high, overhead perspective makes the players look like ants, and gives the game a primitive graphic appearance.

The view does allow you to see a large portion of the field, and it scrolls smoothly to provide a good look at the action, but the small size of the athletes makes controlling the action more difficult than it should be. As for the atmosphere, the crowd chants, which can escalate to become quite lively at times, usually consist of a constant hissing noise.

But all is not lost, for the gameplay lays a fairly stable foundation for *Sensible Soccer*. The game's speed will test your reflexes (load this up on a 486/66 for a real challenge!) and though only one button is used to execute kicks, passes, headers, and slide tackles, using the eight different directions on a game pad or keyboard allows you to control the ball's height and curve. Applying that aftertouch takes practice, as does learning to control the ball when dribbling upfield then suddenly turning or stopping. Small character size leads to such problems as over-running passes and missing tackles, but control itself is reliable.

With a few games under your belt, you should find enjoyment in *Sensible*



Along with the score, you get a list of who netted the goals and in what minute of play.

*Soccer*, at least for a little while. But with only eight teams and few valuable options to give the game variety and depth, you'll find yourself playing the same matches over and over.

— Doug Brumley

1	TONY MIOLA	G							
15	BRAO FERRAZ	G							
4	MOKE LEPPER	D	4-4-2	5-4-1	4-5-1	5-2-2			
5	THOMAS OUILLEY	D	3-5-2	4-3-3	ATTACK	DEFEND			
13	PATRICKO CLAVINDO	D							
2	DISHARDT ARMSTORNG	D							
3	JEFF EGDOO	D							
14	ALEXI LALAS	D							
6	CUBI JONES	M							
10	TEB REMOS	M							
12	QUANIC KONNERR	M							
8	JOHN HERKES	M							
7	CHARS HINDERSON	M							
11	EROC WYNELDR	F							
9	RUY NIGERLE	F							
16	TRUIS STRAWIT	F							

USA UNDO  
 PLAY GAME VIEW OPPO

After selecting one of the eight teams, you can change your formation or make any line-up changes. The roster names (Elexi Lelas) parallel those of their real-life counterparts (Alexi Lalas).

After reading good things about the game in European gaming mags, I was anxious to take a look for myself. Unfortunately, first impressions are not this game's strong suit. Besides an options to toggle such settings as game length and auto replays, the opening menu limits your choices to a Friendly match or Tournament play. Friendlies

PCG

**PC GAMER FINAL VERDICT**

HIGHS: Good control and fast action combine for fun gameplay.

62%

LOWS: Sub-par graphics and a lack of options may have you shelving this one before long.

BOTTOM LINE: A semi-realistic soccer simulation that's relatively easy to learn but lacks replay value.

# Battle Isle 2200 CD-ROM

Category: Sci-fi wargame  
 Developer: Blue Byte  
 Publisher: Accolade, 5300 Stevens Creek Boulevard, San Jose, CA  
 95129 (408) 985-1700

REQUIRED	WE RECOMMEND
CD-ROM drive; 386; 4MB RAM; 6MB hard-drive space; DOS 5 or later, or memory-manager; VGA	386/40MHz; Disk- caching utility; Mouse

M.S.R.P.: \$59.95

**B**attle Isle 2200, a follow-up to Blue Byte's original *Battle Isle*, takes place on a distant, war-torn planet called Chromos. In a handsome but somewhat convoluted intro sequence, we're introduced to Master-Strategist Harris, an earthling who's been kidnapped by the Drullian and taken to Chromos. The Drullian are a seemingly beneficent people locked in a deadly war with the Titan-Net Robot Empire. Titan-Net is overrunning the



"Hell, I'll be damned! At last, a living creature. Two years in hibernation, surrounded by nothing but tin cans. Who was responsible for that? Did you have anything to do with this? Can you imagine how tough it was?"

**You may not have the rugged look of a grand military strategist, but you can't judge a general by his sweater. After all, the Drullians wouldn't have bothered abducting you if you couldn't help stop Titan-Net, would they?**



**The Technotrax is the first new unit developed by the Drullians after your arrival.**

**Battle Isle 2200 is entertaining, easy to use, and challenging — all the qualities that make for a fun wargame.**



**During the first battle, General Odon will assist you with strategic tips.**

planet, and the Drullian, in need of a brilliant military mind, have kidnapped Harris in hopes of convincing him to lead their forces. You might wonder why there's *no one* on Chromos capable of leading the war, but anyway... Harris is swayed by their arguments — and by the fact that, if he said no, there would be no game to play.

You assume the role of the Master Strategist, controlling all your forces through a "military operations console," or Milop. This main view consists of a top-down map of the battlefield, featuring a wide variety of terrain types, any available friendly units, and any visible enemy or neutral units. Unlike the original *Battle Isle*, the battlefield here takes up the entire screen, instead of being split in half vertically. To select a unit for movement you just click on it, and the distances it can move are shown in a lighter color. Click

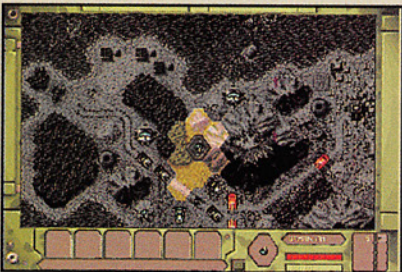
where you want it to go, and the unit zips over there by the best available path. If an enemy unit is nearby, a little fist icon appears and you can choose whom to attack. The view then switches to a floating, polygon-rendered, 3D perspective of the battlefield. The units form up, fire at each other in a simultaneous volley, and any units that are hit explode in a flurry of polygons. It's all quite cool, actually.

The basics are that simple. Of course, if

that's all there were to *BI2200*, things would get boring pretty fast. But that's far from the case: In fact, there are several layers of depth to *BI2200*. First, there's the framework and between-battle scenes. Each set of battles takes place in a "chapter" of the story, as the Drullian beat back Titan-Net. Little message screens appear before each battle to provide a debriefing, set mission objectives, and display large

strategic maps displaying the progress of the war. What's more, messages relaying weather information, new intelligence, and even a change of mission objective appear throughout the battle. If a new weapon becomes available, a little info screen pops up telling you all about your new toy.

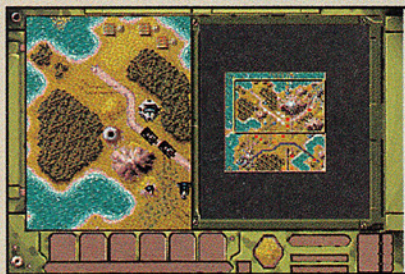
Sometimes you'll get news of terrorist operations against your forces — then, one turn later, the key bridge you're advancing across gets blown up with three



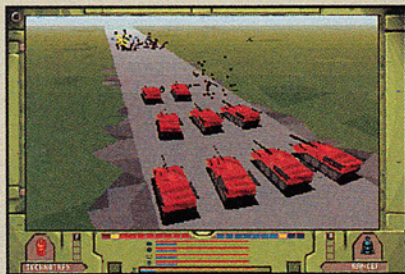
**Click on a unit and you're shown its composition and how far it can travel in that turn.**



**Right-click on a unit brings up detailed info on unit type, strength, and capabilities.**



■ The map on the left shows a nice, detailed close-up of the strategic map at right.



■ Engage the enemy, and you get a short animated sequence from a camera-like 3D view.

tanks on it. And that snow-covered plain you're crossing? Well, sorry, but it's actually a lake, and when the temperature drops, any units there go right into the drink. Believe me, I speak from experience.

A lot of different elements factor into battles. First, there's aldinium, the mineral necessary for construction and repair. You have to hunt down the aldinium and get it back to depots or factories, or your army will eventually grind to a halt. Numerous



■ Since you can't use multiple units to attack the enemy simultaneously, tips like this one are more important than they might seem.

buildings dot the landscapes: depots, factories, airports, shipyards, bunkers, HQs, and others. Some are heavily fortified structures that need to be captured as part of the victory conditions, but capturing an enemy depot always adds their units and supplies to your cause. Logistics is a major issue, and units must be kept supplied and repaired on the battlefield.

Dozens and dozens of units become available in the course of the war, including submarines, ships, planes, robots,

## Island Life

One of the most important things to remember is to use your units efficiently. Don't put a Ranger up against a Technotrax, for example, or use heavy armor to chase down robots. The Ranger's reconnaissance capabilities make it perfect for a quick dash behind enemy lines, but don't go so deep that you risk an ambush: You'll always lose. By the same token, the Buggy recon vehicle is an excellent weapon in the early stages of the game. Its missiles give it a two-space range, it can strike and then move, and it can stay in the field longer than other units. Use those missiles selectively: take out heavy armor, not robots.

While we're on the subject of battle robots, make sure you guard yours carefully: they're essential for taking over buildings. Since they have a very low movement allowance, try to place them inside the Snake armored car as often as possible to increase their range. The Snake is not recommended for offensive thrusts, but can work in a pinch against weaker opponents. If you sense you're about to get sucked into an engagement with a loaded Snake, then evacuate it quickly, or the units you're carrying will suffer considerably.

When you finally start acquiring aircraft in the fourth scenario, use them carefully. Send them out in pairs if you can, with a space or two in between. And don't let transports or the tankers go without a fighter escort — if you do, they'll be easy targets.

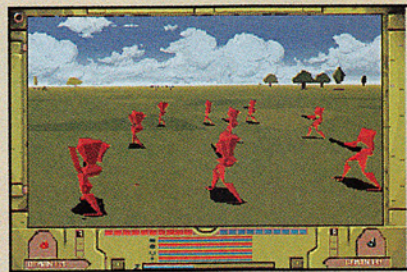


■ Dedicate one Snake to doing nothing but pick up aldinium — you'll need all you can lay your hands on.

tanks, artillery, supply vehicles, and rail units. With all these new units always popping up, there's a continual sense of freshness to the battles, giving the game a long play life. And the shifting objectives mirror real war, dramatically changing the nature of the battle in progress.

The polygon-rendered battle scenes are well-done, but are ultimately just window dressing; after you've seen them a few times you'll probably turn them off.

Battle Isle 2200 does a good job of improving Blue Byte's original concepts, used in both the original and SSI's *The Great War*, but aside from good music and the battle scenes, they're basically small improvements, and not great leaps of either technology or design. Still, there's



■ Demons: the backbone of your army. Speed up their deployment by loading them in a Snake.

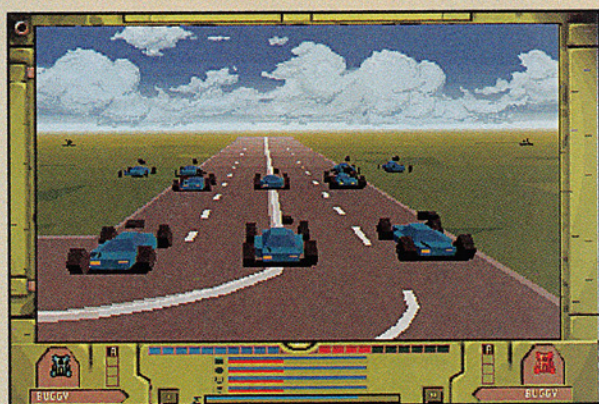


■ The Buggy's missiles give it a two-hex attack range. Don't waste the missiles on robots — try to use them to take out armored units instead.

Logistics are a constant concern in *B12200*. There's nothing more frustrating than pushing deep into the country with an offensive, only to have your vehicles run out of fuel or ammo. If it's early in the game and you don't have any refueling vehicles, then you're pretty much sunk. I've found rail transport works well if you don't have any tankers: load your vehicles up for a quick trip back to the depot, and then bring them right back to the front. If you don't have enough rail lines, build 'em! Rail-mounted weapons and transport can really mean a big difference in this game, so don't ignore it.

Avoid bunkers and gun towers: they're very hard to wear down and will bleed your units quickly.

And don't forget: Keep a constant watch on your aldinium levels! Dedicate one Snake to just picking up whatever aldinium is the area; you won't regret it.



■ Not, it's not the Indy 500 — it's a squad of buggies about to attack.

no question about it: this is a fun game, with enough meat to give it a long and happy life.

— T. Liam McDonald

PC GAMER

PCG

**HIGHS:** *B12200* has the most important qualities of any good wargame: it's easy to learn, yet tough to master.

86%

**LOWS:** Only one unit can attack an enemy unit at a time; the graphics and sound are average.

**BOTTOM LINE:** A wargame you can jump right into, but which offers plenty of challenge.

**THINK YOU CAN DO BETTER?**

Ultimate NFL™ Coaches Club™ Football is the only PC game that lets you play, coach or own your own NFL team.

## **ULTIMATE FOOTBALL**

puts you into the action with awesome graphics, real NFL coaches' playbooks, and 1994 player rosters you can update weekly with Franchise Football League stats.

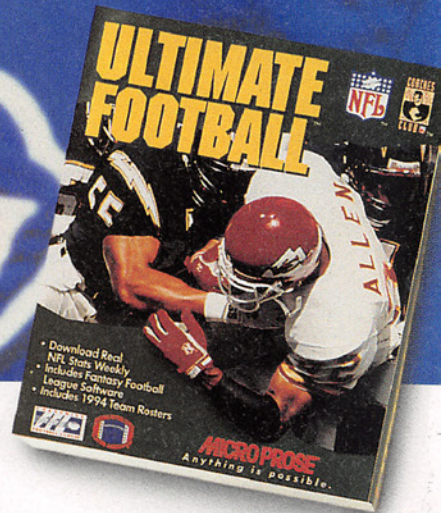
Think it's easy getting to the Super Bowl?

**PLAY THE GAME. ANYTHING IS POSSIBLE.**

© 1994 MicroProse All Rights Reserved.

**MICRO PROSE®**  
**Anything is possible.**

For IBM-PC & Compatibles on CD-ROM



NFL Coaches Club is a trademark of the National Football League,™/© 1994 NFL, Franchise Football League and FFL are trademarks of Fantasy Sports Properties Inc., NFLPA is a registered trademark of the National Football League Players Association.

Product Information Number 221

# POWER Poker

Poker Simulation  
 Developer: Scenario Software  
 Publisher: Electronic Arts, P.O. Box 7578, San Mateo, CA 94403-7578  
 (415) 571-7171

## REQUIRED

386/33; 4MB RAM;  
 5MB hard-drive  
 space; Windows 3.1;  
 DOS 5.0 or higher;  
 VGA; Mouse

## WE RECOMMEND

486/25; 8MB RAM;  
 10MB hard-drive  
 space; SVGA;  
 Supported sound card

M.S.R.P.: \$35.95

If you're looking to sit down to some relaxing PC poker but are tired of the same few games like Stud, Draw, and Hold 'em, then *POWER Poker* might be just for you. It's a virtual cornucopia of poker games, many of which you probably never knew existed. And it's this variety that lies at the heart of *POWER Poker*.

Though there are tutorial features, the main focus is clearly on the sheer number of games at hand. The box claims 77 varieties, but a few are actually duplicates, with the only difference being in the name. Still, *POWER Poker* does pack a lot of games. There are many games which I doubt everyone would be familiar with, lots of wild-card games, and slight variations on familiar favorites.

Thankfully, the rules for each game are easily accessed by pull-down menus, made even more accessible the Windows environment. You can customize any game to fit your taste for ante, as well as bet and raise limits. And if that's not enough, Scenario Software has included a game editor to let you design your own poker variations.

The playing screen for all this excitement is an odd size; it never uses the full width of the screen, but it stretches vertically to accommodate the number of players in each game (ten players filled my monitor). If you're only playing against two or three opponents, the screen is squashed vertically and the player icons remain the same size as if you have eight or nine players. As a default, animated icons are used for each player. Digitized video of actual people can be used to replace the icons, but this tends to slow down gameplay, and the images are small and grainy.

A major feature of the game is to play dealer's choice, where the deal rotates to everyone at the table. Each opponent (you included, of course) can

**Its graphics won't impress you, but you just can't beat Electronic Arts' *POWER Poker* for sheer game variety.**

choose from among any of the 77 games, as well as any others you may have created. To avoid playing a game you're not particularly crazy about, there's a Favorites List feature which limits the computer opponents' selection of available games. And if you want to practice only one poker variation, just activate the Freeze Out, which forces dealers to select the game of your choice. This can also be used to simulate a poker tournament.

For those who want to hone their poker skills, *POWER Poker* offers tutorial

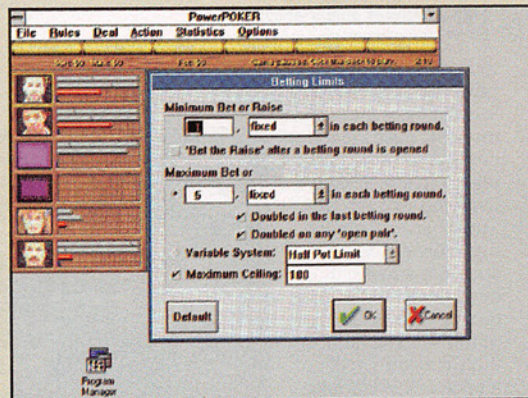
Other options — such as peeking at your hole cards or peeking at your opponents' cards once you've folded — don't exactly fall into the Tutorial category, but they can give you insight into betting and bluffing strategies. You also have the ability to make certain cards wild all the time, or select a Power Card that will automatically win you at least half the pot. And there even more features to let you fine-tune the games even further. It may sound overwhelming, but once you've customized a few games you should have little trouble.

All in all, *POWER Poker* offers a break from the monotony of playing the same few poker games over and over, and can help you learn a lot of new rules for the next time you and your friends are playing dealer's choice. Won't they be impressed when you show them how to play Three-Card Monte and Spit in the Ocean?

Maybe not, but players looking for the unusual in poker games

will find this a good addition to their Windows gaming collection. But if you only want to concentrate on practicing the popular poker games — or if your poker buddies don't cotton to the idea of learning a new game each time you shuffle the deck — you might want to try something more graphically appealing.

—Joe Novicki



**When you're playing against only three or four opponents, the playing window seems unnaturally small.**

info, such as the percentage odds of improving your hand and chances of winning the pot. The Hand Analysis option performs various calculations depending on how far along you are in a hand, and you can even have the program help select which cards you should discard.



**All the computer-controlled opponents can be represented with digitized video, but the game plays more smoothly if you opt for the still, graphic icons.**



**Power Poker offers a surprising number of customizing options to let you fine-tune any of the 70-plus poker variations.**

## PC GAMER FINAL VERDICT

**HIGHS:** Great new graphics and a million extra features add depth to a classic game.

**LOWS:** The graphics seem a little spartan, even when you play in SVGA mode.

**BOTTOM LINE:** A great game if you're into playing all those crazy poker variations, but only fair to middlin' if you ain't.

# 79%

# Superhero League Of Hoboken

Category: RPG  
 Developer: Legend Entertainment  
 Publisher: Legend Entertainment, P.O. Box 10810, 14200 Park Meadow Drive, Chantilly, VA 22021 (703) 222-8500

REQUIRED	WE RECOMMEND
386/20MHz; 8MB hard-drive space with 9MB free; DOS 5.0 or higher; Mouse; VGA.	386; 4MB RAM; Supported sound cards

M.S.R.P.: \$59.95

At one time or another, nearly all of us have dreamed of being a powerful superhero, bravely fighting heinous villains and rescuing innocents from the plethora of disasters that always seem to plague the world's larger cities. Heady with these same delusions of grandeur, I tore into Legend's new RPG *Superhero League of Hoboken* expecting the fulfillment of all my dreams. But to my initial dismay, these superheroes are goofballs! They live in a world of silly dangers and plentiful satire — and



**This is your main view. Watching from above, you steer your characters about the city looking for rights to wrong (is that right?) and strange mutants to battle.**

to make matters worse, the game's really big disaster had taken place years before my arrival!

Here's what happened: Apparently depressed by too many viewings of *The Day After*, leaders of the world just decided to go ahead and get the nuclear destruction of the world over with. Survivors banded together in small villages scattered throughout the ruins of the mega-cities they once inhabited, only to discover that the worst effects of the nuclear war were yet to come. Strange, irradiated monstrosities began appearing, and once normal people became twisted and evil.

Fortunately, the radiation also mutated mild-mannered men and women of noble purpose, rock-solid morals, and

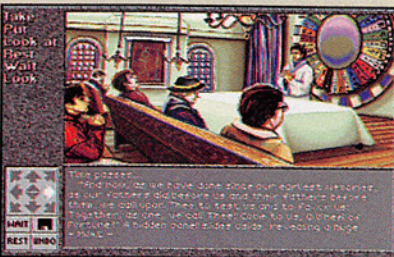
**It's not much of a looker, but Legend's new game is a hit for fans of both RPGs and graphic adventures.**



**If you stumble across a building of interest during your mad meandering, the computer will give you a close-up view of any interesting structures and/or people.**

total gullibility, turning them into super-powered heroes ready to protect the hapless villagers (actually, most of those villagers had found nice, safe places to live already). Unifying to form the Superheroes League, these brave warriors split into small bands, each dedicated to protecting one small area of the scarred land. As the Crimson Tape, leader of the Hoboken Superhero League, you must unify your small team of unusual talents, and attempt to battle the nefarious plans of Dr. Entropy, the area's local villain.

There's more to *Superhero League of Hoboken* apart from more traditional titles than its oddball characters — most notably, the game's pleasing mixture of two popular genres of computer gaming.



**In the future, people start getting some pretty strange ideas about how we lived in the past. This church conducts its ceremonies using the mystical Wheel of Fortune.**

*SLH* is a unique blend of adventure titles (like Legend's earlier *Companions of Xanth*), and early role playing games (like Electronic Arts' *Wasteland*), making for a uniquely entertaining product. As in an RPG, characters get in fights, collect new weapons and armor (more on this later), and gain experience points. After an appropriate number of experience points have been earned, the heroes will move up a level, increasing their superpowers and other abilities in the process. When players leave the overhead map to go into a city or ruin, the game switches to a classic adventure-style interface that allows players to point at objects on the screen, pick up items, and solve bizarre puzzles.

And like everything else in the game, *Superhero's* brain-teasers are pretty



**Combat can be a pretty bizarre experience. Here you'll face off against mutated chickens, babies, televangelists, and — perhaps the most horrifying of all — over-protective mothers.**

weird. At the start of each cycle of play, the main headquarters will assign five missions to your team that must be completed before you can receive new ones. Among the first problems you'll have to deal with are removing a flock of rabid sheep that are terrorizing a local township; disarming a giant bomb made of limburger cheese; and of course, dismantling the first of Dr. Entropy's machines of destruction. In order to get past these most challenging hurdles, you'll need luck, a sharp eye, and the big can of sheep repellent that you saw in the nearby pawnshop.

Unfortunately, even the most skillful puzzle-solvers will have to get by several combats in order to acquire the strength their characters need to survive the increasingly difficult city areas. Each round of battle is played out in a turn-based system that's reminiscent of older RPGs such

## The Team Supreme

Even though they fall short of such past greats as the Justice League of America and the X-Men, The Superhero League of Hoboken is an up-and-coming force of crimefighters. Check out the stats on the finest team to bless the shores of New Jersey since the destruction of the Devils.



Hoboken is a group of racehorses. (What would you call that? A pack of racehorses? A field of racehorses?) One of the horses moves, and you spot a familiar figure: Entropy.

■ The toy in this picture is actually the chaotic Dr. Entropy. You'll spend a lot of time trying to stop him from plunging the world into total disorder — but that's your job, remember?

as *Might and Magic*, or *The Bard's Tale*. Each character gets a chance to swing a melee weapon, fire off a distance weapon, use a superpower, defend, or run away (my favorite). As you'd expect, your selections of arms and armor are pretty zany, with weapons that range from nuclear-tipped brass knuckles to the cat-of-nine-tails, and protective gear like the bullet-proof contact lens and the all-powerful ACE bandage.

Sadly, none of these potentially riotous items are really brought to life by the game's graphics. *SLH's* graphics and sound are passable, but a little disappointing — and certainly not up to the high



■ When you've got to traverse a lot of ground mighty quick, then hop into this strange artifact and hang on for dear life.

standards that today's gamers have grown accustomed to. Though the combat scenes do feature animated enemies, each hero's fighting actions are represented only by a series of somewhat bland sound effects. The adventure portions of the game don't even offer this much, showing only a still background of each scene that changes without animation each time the player removes something from the scene. Pick up the rock, and the rock just disappears. It's too bad that Legend didn't back up the hard work that went into the creative storyline and entertaining premise with enough visual flash to really bring it all to life.

But while *SLH* may not look so great, it is funny. Steve Meretzky, the writer behind the *Spellcasting* trilogy, is responsible for the game's off-color comedy and storyline. A joke lurks behind every conversation, and every description



Blessed from birth with the awesome ability to create organizational charts, the Crimson Tape was unquestionably destined to become the leader of the Hoboken chapter of the Superhero League. Though other characters may come and go, the Crimson Tape must be part of any team that leaves HQ.



The Iron Tummy's power to eat spicy food without distress will have you moving through mounds of hot peppers and garlic with little or no resistance. Useful only in very specific situations.



As the strongest but dumbest of the team, Robomop can hold its own in just about any fight. His special knack for cleaning up any mess will also be pretty helpful given the team's tendency to get into sticky situations.

of an item from the history of Earth is sure to bring a smile to even the most cynical gamer. The humor here is much better than that in the often-mindless *Spellcasting* series, and Meretzky has created an intelligent farce that will entertain a lot more people than it offends.

This isn't a game that will change the face of entertainment for years to



■ The towns and villages of the game are filled with all kinds of useful (if not friendly) folks. This weapons dealer is the man to see for all of your abstract armament needs.



Captain Excitement may look a little dull, but his power to put animals to sleep can come in mighty handy when you're battling mutated lab rats. Keep him close by in the early missions.



In early combats, Tropical Oil Man's mutant ability to increase his opponent's cholesterol levels is invaluable. Keep him near the back if possible, because his physical skills are somewhat limited.



The only female in the original team, Mademoiselle Pepperoni takes a great deal of flak from her male counterparts. Her talent for seeing through pizza boxes will come in very handy when you're trying to determine if the battle spoils have been trapped.

come, but in the end it really is pretty good fun. Players looking for a title that will show off the capabilities of their computer will be disappointed, but if you like adventure games and have been looking to check out the RPG side of the fence — or vice-versa — this is the perfect opportunity to make the transition.

—Trent Ward

**PCG**

**PC GAMER**

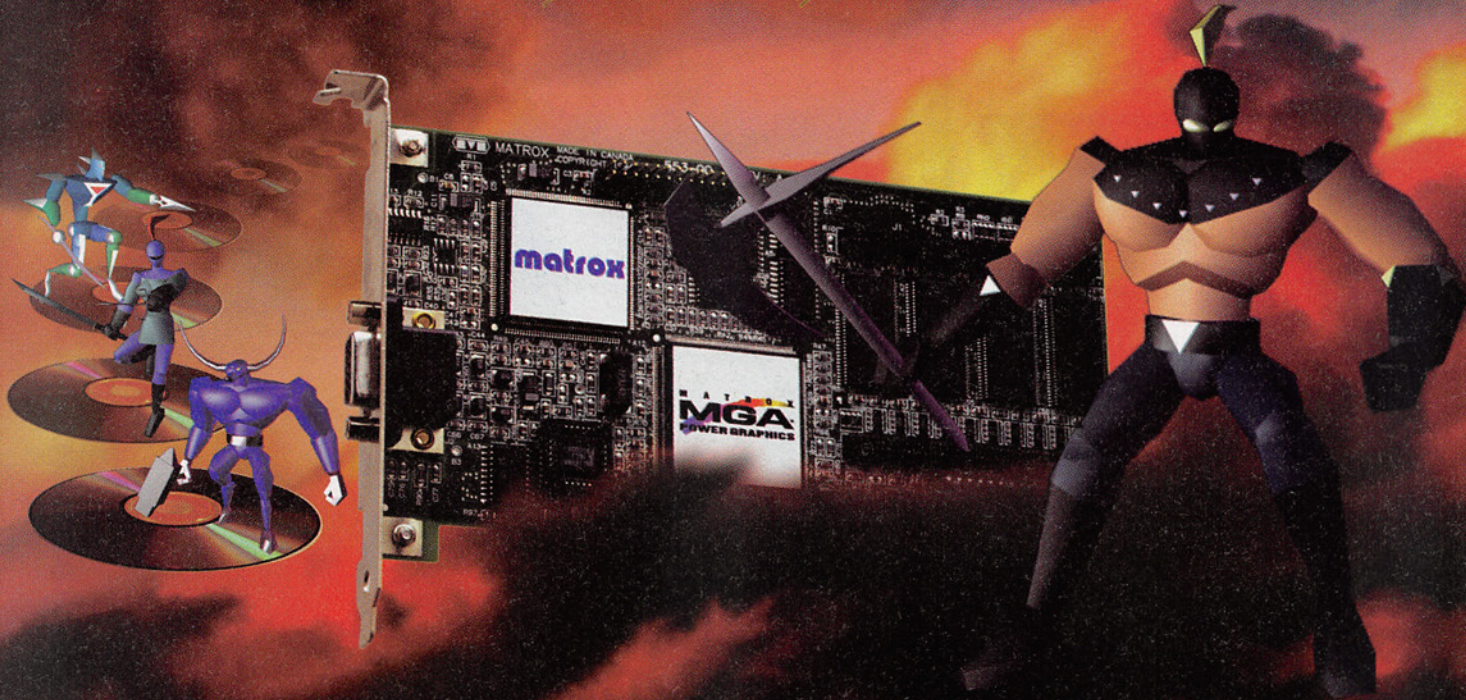
**HIGHS:** Good solid game play with a high level of difficulty and plenty of humor.

**LOWS:** Mediocre graphics and sound; movement can become irritating during exploration.

**BOTTOM LINE:** An exciting mix of adventure and role-playing, perfect for the gamer who's more concerned with game play than graphics.

84%

# POWER GRAPHICS



Models created by 47-Tek, Inc. are actual, real-time 3D characters found in Games Pack <sup>97</sup>

## THE FASTEST WINDOWS ACCELERATOR NOW GIVES YOU THE MOST POWERFUL 3D GAMES

### Earth-Shattering Game Performance

Give your PC games a shot of adrenaline with **MGA Impression Plus**. MGA's 64-bit graphics engine is the fastest in the industry with over 25 international awards to prove it. **MGA Impression Plus** takes graphics performance to a whole, new level by adding hardware accelerated 3D for smoother animations, photo-realistic colors and real-time, real-life game play. This means you get more bad guys and harder interactive punches!

### Free! 3D Games Pack

**MGA Impression Plus** is bundled with arcade-quality, interactive 3D DOS games - designed specifically to take advantage of MGA's advanced 3D polygon engine and powerful, real-time capabilities. **MGA Impression Plus** is the first accelerator to give you full screen, real-time 3D animations at 640 x 400 resolution in 65,000 colors at a price that you can afford.

### The All-Purpose Graphics Accelerator

Not only will your Windows games play the fastest on earth, you'll also speed up your desktop publishing, video playback and CAD applications. With resolution support up to 1600 x 1200, 120Hz flicker-free displays, 24-bit color acceleration, and support for all VGA games, **MGA Impression Plus** is the all-purpose graphics accelerator for both business and home use.



MGA Impression ISA



MGA Impression VL-Bus



MGA Ultima Plus VL-Bus



MGA Ultima Plus PCI



MGA Ultima Plus 200 PCI

**1-800-361-1408**

**MATFAX: (514) 685-0174**

**Matrox Graphics, Inc.**  
Tel. 514.685.2630 Fax. 514.685.2853

©1994 All rights reserved. Matrox, Matrox MGA, Matrox GCDP, Matrox Instant Modeswitch are registered trademarks of Matrox Electronic Systems Ltd.

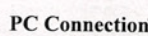
**M A T R O X**  
**MGA**<sup>TM</sup>  
POWER GRAPHICS



1-800-800-4CDW



1-800-660-3222  
MX1094A



1-800-800-9478



1-800-221-8180

**matrox**



# Mad Dog McCree II: The Lost Gold

Category: Shooting Game  
 Developer: American Laser Games  
 Publisher: American Laser Games, 4801 Lincoln Road NE, Albuquerque, NM 87109 (505)-880-1718

REQUIRED	WE RECOMMEND
286/16MHz; 512K RAM; DOS 3.3; VGA; Sound Blaster or compatible sound card; Mouse	386/20MHz; Double-speed CD-ROM drive

M.S.R.P.: \$59.95

Here's a fun, safe way to leave a trail of bodies strewn across half of New Mexico — without ever leaving home!

What a difference a change of scenery can make! The contrast between this fast-paced shooting game and *Who Shot Johnny Rock?* (PC Gamer rating: 59%) is like night and day — and for good reason. Nearly all the action in *Johnny Rock* took place either indoors in darkly lit rooms or outside at night, and the bottom line was that the darkness made it artificially difficult to see who or where to shoot. For *Mad Dog McCree II: The Lost Gold*, American Laser Games has brought the action into the light of day, and the result is a highly playable “gun game” that’s both funny and fun to play.

You start out on a stagecoach driven by a guy who looks like a cross between Kenny Rogers and Gabby Hayes. As you bounce along, you practice your aim by shooting at a stick of dynamite, a skull, and a signpost; hit all three and you’ll temporarily have more than six slugs for your hogleg. Next you come across a prospector who’s been shot full of arrows; as he hands you half of a treasure map, a gang of outlaws

arrives to make sure you never see the other half. That’s when the lead starts flyin’ — and *Mad Dog II* really takes off.

When you and anti-Gabby reach town, there are some more hoodlums ready to send you to Boot Hill; plug them, and you’re taken to the monk who has the other half of the map (be careful when dealing with the Padre — things aren’t always what they seem!).

Once you have the map in hand, you pick a guide to help you in your search. There’s Shooting Beaver, a Native American you must save from a necktie party; Buckskin Bonnie, a saucy showgirl with a nose for gold; or The Professor, a snake-oil salesman who’s about to pay the price for cheating at cards when you stumble across him in a saloon.

The guide you pick determines the course of the game, making *Mad Dog McCree II* three times as fun as the original *Mad Dog* — almost. Your guide parts company once you blow up an ole-timey machine-gun nest, and from that point on the game follows the same path regardless of who you choose. Still, the inclusion of three guides gives *Mad Dog McCree* more replay value than you’d expect in such a simplistic shooter.

And playing *Mad Dog II* couldn’t be much simpler. You use the mouse to aim, shoot, and reload; just place the pistol icon over a target and left-click to shoot, then drag the icon to the bottom right of the screen and right-click to reload.

Except for extreme close-ups, the video in *Mad Dog II* looks much sharper and cleaner than that in *Johnny Rock*. The music is also first-rate, shifting smoothly between ominous kettle drums and

horns (for show-downs), bluesy slide-guitar riffs, saloon-style piano, and more. All the actors seem to have thrown themselves into the production, especially the Gabby guy (I especially love it when he says, “Shoot that skull! It’s strong medicine!”).

Even if you play all three games, you’ll probably finish *Mad Dog II* in ten hours or less, and you probably won’t come back to it once you’re done. But it’s per-



Mad Dog II is full of movie-style stunts like this.



This undertaker was so good in the original Mad Dog that he earned a spot in the sequel!

fect to have running at a party because anyone can walk in and start blasting away, and you can always loan it to a friend who’s got the itch for some arcade action. If you like shooting games, this is an excellent choice.

— Steve Poole



You’ve got to be quick on the draw — but not too quick. Don’t shoot until you’re sure it’s a bad guy.

PC GAMER FINAL VERDICT

HIGHS: Good video, good acting, good music; you’ll need a calculator to keep track of the body count.

78%

LOWS: It doesn’t take long to finish even if you play all three games.

BOTTOM LINE: Mad Dog II doesn’t have a lot of replay value, but it’s a real kick while it lasts.

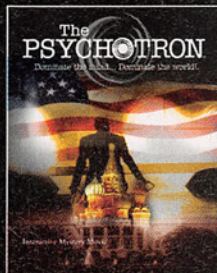
# Dominate the mind... Dominate the world!

Interactive  
Mystery Movie  
for Windows™



## The PSYCHOTRON

Back when they were known as the USSR, they conducted over fifty years of research into manipulating the forces of Extra Sensory Perception (ESP). The product of their research, the Psychotronic Generator is sold to the government of the United States. Somewhere en route to the U.S.A. it vanishes, and now it's up to you to find it!



- The Psychotron has more than an hour of video for Windows™ and dozens of incredibly detailed 3-D animation sequences!

- Windows™ based platform provides standardized operating environment for quick set-up and play!

- Revolutionary scoring system allows multiple players to participate together in the interactive environment!

- Dialogs are interactive as well, creating a new experience each time you play!

- Enlarge video windows to full screen any time you wish!

- High production values including a cast of professional actors and an original music score bring you the world of The Psychotron!

CD-ROM Edition

©1994 Merit Software, ©The Multimedia Store and The Psychotron™ are registered trademarks of the Multimedia Store.

All Rights Reserved. All other trade names are properties of their respective owners.

Merit Software

Dallas, Texas 800-238-4277

Product Information Number 220

# Robinson's Requiem

Category: Role-playing adventure  
 Developer: Silmarils  
 Publisher: ReadySoft, 30 Wertheim Court, Suite 2, Richmond Hill, Ontario, Canada, L4B 1B9  
 (905) 475-4801

**REQUIRED**

386; 4MB RAM; 6MB hard-drive space; Joy-stick or Mouse

**WE RECOMMEND**

486/33; 8MB RAM; Sound Blaster or compatible sound card; Mouse

M.S.R.P.: \$59.95

**The ne plus ultra of pixel hunts, Robinson's Requiem broke Tom's all-time "Die-and-Reload" record — not to mention his spirit.**

It's always hard, when evaluating a game like *Robinson's Requiem*, to decide just where to begin. Should you start by discussing a screen made up of pixels as big as your fist? The pointless meandering inside a large world where seemingly *nothing* ever happens? The all-too-frequent deaths (I averaged about 25 per hour while scaling one hillside: a personal record)? The absolute lack of clues as to what's really going on? The sheer, mind-sucking *boringness* of it all?

What's ironic is that the game's premise is actually kind of interesting: In the 22nd century, a small, elite group known as Alien World Exploration is trained in survival and sent off to

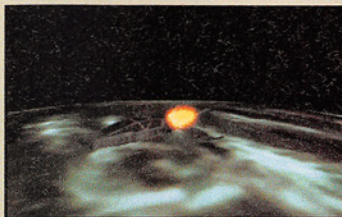
diseased Robinsons — and after your ship crashes, you're left to fend yourself. Some of the other Rob-

insons are out to get you, for reasons that are fuzzy at best. If you survive long enough to make it to the beautiful woman in your dreams, you can lower the shields and make your escape.

The game interface features a standard first-person window, with inventory along the bottom and functions arrayed along the right side. These functions — mapping, health, use, build, clothe, treat wounds, eat, sleep, fight, and total inventory — provide the user with numerous options and a lot of control over his or her environment.

And you'll need that level of control, because the environment of the planet Zarathustra is vital and ever-changing. Detailed health modelling, for example, allows you to catch colds, become dehydrated, suffer injuries, medicate yourself (all manner of drugs are in the medikit, if you find it), and even amputate a limb, then stitch your wounds. The environment itself is realistic, too, moving from day to night, through thunderstorms, and so on.

But this detail just can't break through the game's shoddy first-person visuals. The terrain graphics shift and undulate as you move, creating a mildly hypnotizing, mildly nauseating sensation. Enormous pixels march up hills and down fields, making it look as though the entire landscape is being stirred by a stiff breeze. It's like millions of square bugs are crawling all over anything, and the hills and mountains around you look like a Nebraska cornfield in the wind. When you kill someone, they fall to the ground and immediately blend with the blocky grass, leading to a five-minute pixel hunt for useful things your foe may have



■ The opening sequence of your ship spinning out of control is some of the best work in all of *Robinson's Requiem*.



■ It's the Die-and-Reload screen! I hope you like it — you'll see it a lot!

dropped. The sky, however, looks gorgeous all the time — probably because it never moves.

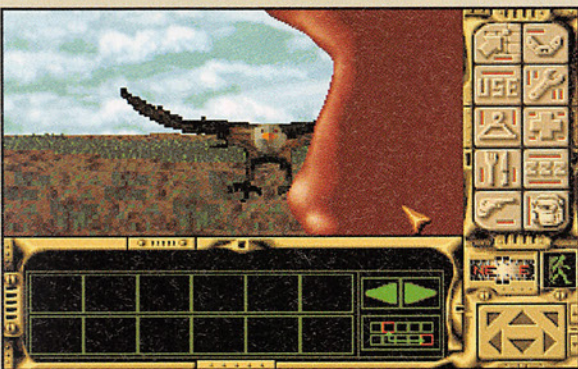
Sadly, the depth of this game-world just isn't enough to compensate for the game's prime weaknesses: a sense of aimlessness, and those poor first-person



■ On Zarathustra, everyone wants to kill you — even your fellow Robinsons.

graphics. With its detailed engine and fairly intriguing premise, *Robinson's Requiem* promises an interesting game — but delivers only over-pixelated graphics and a lot of wandering around doing nothing.

— T. Liam McDonald



■ An eagle pecks out your eye, leaving you with only partial vision.

explore uncharted planets. The "Robinsons," as they're nicknamed, join for five-year stints and are then returned to Earth and given a hero's welcome and cozy retirement.

Some, however, just never make it back at all. Robinsons who pick up alien diseases are quarantined and studied for the remainder of their lives. After you grow suspicious and learn what's actually going on, you're sent on a final mission to an "unexplored" planet called Zarathustra. As it turns out, Zarathustra is, in essence, a giant penal colony for

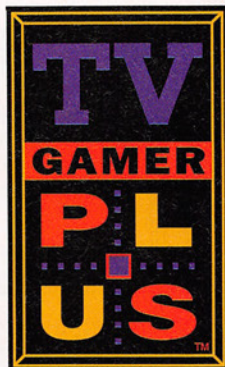
**PC GAMER FINAL VERDICT**

**HIGHS:** A well-thought-out world that might have been interesting in another game.

**49%**

**LOWS:** Pixel lovers will find a lot to cherish here. These are big, juicy pixels you can really sink your teeth into. It's pixelicious!

**BOTTOM LINE:** The meaningless wandering puts this one high on the frustration index.



# PLAY COMPUTER GAMES ON YOUR TV



## YOU Just Plug It In

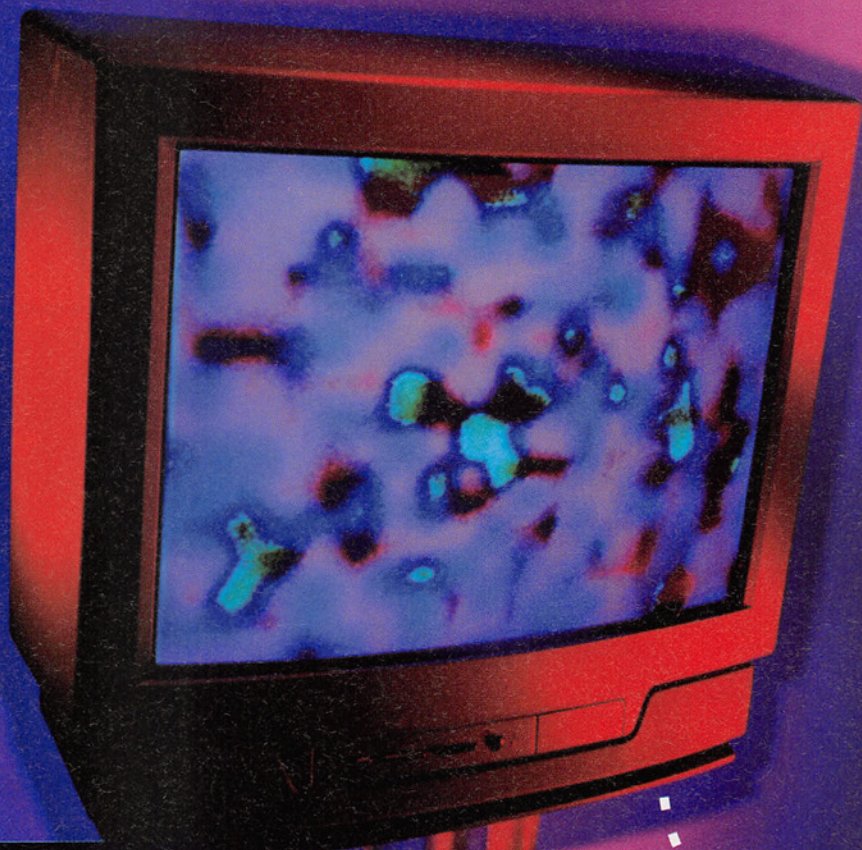
AND THE ULTIMATE COMPUTER GAMING EXPERIENCE IS YOURS! GET READY FOR YOUR MOST AMAZING GAMING ADVENTURE EVER WITH TV GAMER PLUS™. PLAY COMPUTER GAMES LIKE THEY WERE MEANT TO BE SEEN: BIGGER AND BETTER ON YOUR TV! EXPERIENCE COOLER COLORS, BIGGER BOSSES, MEGA MAPS AND SUPER-SIZE SWORDFIGHTS.

### TV Gamer Plus™ Features

- 5 YEAR WARRANTY
- WINDOWS SUPPORT (IBM VERSION)
- IBM & MAC VERSIONS AVAILABLE
- EXTRA-LONG RCA CABLE TO TV
- ALL CABLES INCLUDED

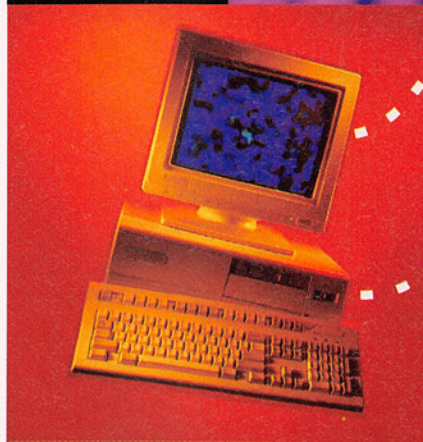
Product Information Number 166

DISCOVER THE BIG PICTURE



FREE  
BONUS  
GAME

WITH PURCHASE  
SEE PACKAGE FOR DETAILS!

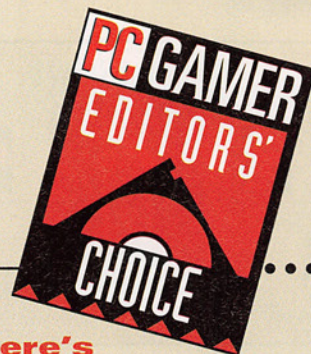


SIIG, Inc.  
6078 Stewart Ave., Fremont, CA 94538 510/657-8688  
© 1994 by SIIG, Inc. TV Gamer Plus is a trademark of SIIG, Inc.

TV Gamer Plus™ Is Available At The Following Locations



# Battle Bugs



Category: Tactical wargame  
 Developer: Bridgestone Multimedia Group  
 Publisher: Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614  
 (209) 683-4468

**Looking for a good entry-level wargame? Here's one of the best we've seen.**

REQUIRED	WE RECOMMEND
386/33MHz; 2MB RAM; 8MB hard-drive space; Memory manager (DOS 5.0, QEMM-386, 386MAXX) VGA; Mouse	4MB RAM; SVGA; Disk-caching utility

M.S.R.P.: \$39.95

**T**he name says it all: *Battle Bugs* is a tactical wargame with bugs instead of conventional units. It might sound silly at first, but if you think about it for a minute, it starts to make a lot of sense. Even more than other creatures, insects are constantly engaged in a war for survival. And each has a characteristic — speed, flight, immunity to poison, protective exterior — to aid them in their struggle: Hey, nature's already created specific unit types!

But how fun a game is depends as much on the quality of the execution as on the plausibility of the premise. *Battle Bugs* aims to deliver a sound tactical wargame with an interesting graphical presentation — and that's just what it does. Although it has a few minor flaws, none are so great as to significantly detract from the enjoyment that this game has to offer.

*Battle Bugs* has obviously been designed with newcomers in mind: From the start of the game, your course of action is always clear — and if it's not, help is only a mouse-click away. After enlisting as a General, you begin either a Campaign or a Single Battle. Either way, you'll be fighting the same battle: your two ants against a lone enemy ant. With the odds

stacked in your favor, this battle provides an opportunity to get acquainted with issuing commands to your individual troops and units.

Clicking on a bug brings up an icon-based Command menu. From here, you can order a bug to a specific spot (it will take the shortest possible route); designate a custom path for the bug to a specific location; order it to attack either the closest enemy unit or a specific bug; adjust the defensive perimeter; throw or drop a

bomb; and switch between aerial and walking mode (for units such as mosquitoes, moths, and bees).

By clicking and drawing an "orders box," you can issue a command to several units at once — perfect for sending a whole group of weaker troops to attack a stronger one, then moving on to another unit. There's no need to hurry as you do all this, though; the Stopwatch function lets you pause the battle at any time, and issue as many simultaneous orders as you like.

The first five battles are grouped together as "Boot Camp," serving



**Combat, The Battle Bugs Way**

The Battlefield — right click and drag to scroll the view.

The Status Display gives you the vital stats on the currently selected insect.

Click here to go to the specific battle displayed in this window.

The Bomb Icon shows you every bug on the battlefield who's carrying explosives or other types of ordnance.

Click here and it's DOS prompt time.

Changes channels on the Command TV

Used to start and stop the battle, allowing you to peruse the action at your leisure. Run out of time, though, and you lose the battle. In two-player mode, the stopwatch becomes a split-screen display.

There are five channels you can access on the Command TV, four of which are very important. (1) Channel 1 offers an overhead view of the battlefield. The green rectangle outlines the area

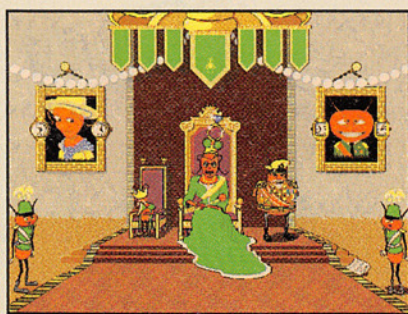
currently in the main display; red dots are enemy units, green dots are friendlies. (2) Select Channel 2 to get info on a selected bug or food item. (3) Channel 3 is used for game functions like Restarting a Battle, Saving a Campaign, Starting a New Battle, or Returning to the Enlistment Screen. (4) The most important Channel is 5: Here's where you go to get extremely detailed and useful on-line Help about almost anything in the game.



as a primer on basic tactics such as attacking with multiple units, using bombs, employing airborne

units to maximum advantage, and capturing specific objectives (usually stuff like pepperoni, "Plop Tarts," pizza slices, potato chips, etc.).

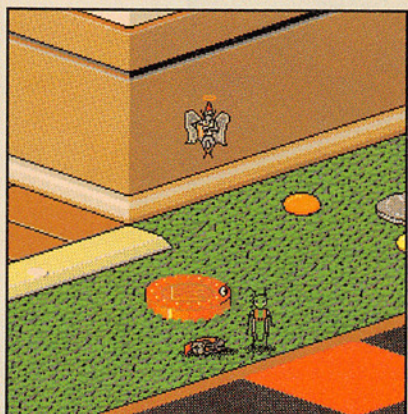
Lose a battle three times, and you're given the chance to continue on to the next one — but you can always come back and try again until you come up with a winning strategy. The battles grow progressively more difficult, with greater numbers of various types of bugs on the battlefield, but that Stopwatch makes even a major conflict a lot more manageable.



After several victorious outings, you're presented to the Queen and King (these are ants, remember?) to receive a decoration for your successes in battle.



Prior to each battle, you're given a brief run-down on mission objectives. Pay attention to the value of various food items — sometimes it's better to capture several smaller objectives than sending your troops to their death to take the biggest one.



Destroy the mighty Praying Mantis, and you'll see his spirit rising to a higher plane.

The two things that make all this so much fun are the setting and the animations. Battles take place all around the house — on kitchen counters, basement floors, and bathroom sinks, to name a few locations — and no opportunities for puns or jokes have been overlooked. Even better, though, are the combat animations: ants stand antenna-to-antenna and pummel each other mercilessly; grasshoppers recline and begin a relentless flurry of bicycle kicks; pillbugs plod along slowly but surely toward their destination; and praying mantis stalk their prey with unswerving, fanatical intensity.

As I mentioned, *Battle Bugs* has a few minor problems. The music is bland, but thankfully it can be turned off at any

## A Bounty of Bugs

*Battle Bugs* features 22 different types of insects for you to control and/or attack. Here are some of the ones you'll be dealing with in the first 15 levels or so.



**ANT:** The infantry of the insect world, the ant walks quickly and can heave a bomb farther than the pillbug.



**BEE:** The long range of the Bee makes it perfect for striking at weak spots behind enemy lines; can also carry a bomb load.



**COCKROACH:** It may move slow, but its a great defender. In a nod to real life, the cockroach is immune to poison and terrain that would be harmful to other bugs.



**DIVING BEETLE:** Several bugs can cross water, but the Diving Beetle is the most powerful attacker of the lot.



**GRASSHOPPER:** Grasshoppers can cover a lot of ground in one leap, but their weak defensive capabilities mean they won't last long in a one-on-one fight — unless it's against another grasshopper.



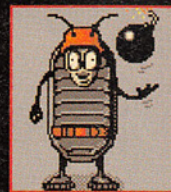
**MOSQUITO:** Mosquitoes are fast, but poor defenders. Perfect for bombing runs, and for quickly reinforcing weakened



**PRAYING MANTIS:** This juggernaut can smash any bug except the rhinoceros beetle.



**MOTH:** The moth is of little value when engaged in combat, but it can aerially transport one other bug (except the massive rhino beetle, or other transports).



**PILLBUG:** Slow but steady, pillbugs are extremely tough defenders and are impervious to explosives. They can also throw bombs.

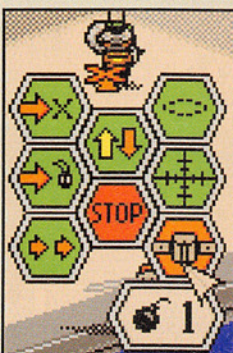


**SPIDER:** Thanks to his eight legs, the spider is best suited for combat against two or more enemies. He has no real advantage against a single foe, however.

time. While the progressive difficulty of the battles helps you learn the nuances of command, I'd like to be able to play

any of the battles right away, instead of being forced to play them sequentially. And the two-player mode is very weak: It requires both Generals to sit at the same keyboard, so you see all your opponent's strategies as he plots them.

This game just screams for modem support, and I



hope Sierra will release either a patch or a modem-play add-on disk.

The one-player game is so much fun, though, that I keep coming back to *Battle Bugs* again and again — and you will too, if you just give it a try.

—Steve Poole

### PC GAMER FINAL VERDICT

**HIGHS:** Idiot-proof interface, funny animations, and a thorough on-line help system.

**LOWS:** The two-player mode suffers greatly from lack of modem support.

**BOTTOM LINE:** A real winner! This is the perfect wargame for people who don't normally like wargames.

89%



No, we're not talking about twisters that wipe out trailer parks in the Midwest. We're referring to Cybernetic Clones, deadly creations of an alien race bent on Earth's conquest.

To add insult to injury, these CyClones are actually captured humans transformed into flesh-steel monstrosities!

As Earth's defender armed with hi-tech weaponry, you're dying to jump into action. Especially when this futuristic adventure promises some of the most spectacular full-motion video

# MEET CYCLONES HEAD-ON

you've ever seen. Plus an advanced smooth scrolling, head-on perspective. Incredible cinematics. And state-of-the-art digitized voices, sizzling sound effects and breath-taking music.

## CyClones

*Catapulting you into a total multimedia experience!*

TO ORDER: Visit your retailer or call 1-800-245-4525 with Visa or MasterCard (U.S. & Canada only, please).



On CD-ROM and 3.5" disks for IBM & Compatibles



CD-ROM

# Little Monster at School

Category: Electronic storybook  
 Developer: Living Books  
 Publisher: Living Books, P.O. Box 6144, Novato, CA 94948-6144  
 (800) 776-4724

## REQUIRED

CD-ROM drive;  
 386SX; 4MB RAM;  
 DOS 3.3 or higher;  
 Windows 3.1;  
 SVGA; Sound card;  
 Mouse

## WE RECOMMEND

386DX/20Mhz;  
 Hard-drive installa-  
 tion; Supported  
 sound cards

M.S.R.P.: \$39.95

Parents, take note: You cannot go wrong buying a Living Book for your child. They're almost like a dream come true for parents trying to teach their youngsters to read — kids will love the rich sights and sounds, and parents will appreciate the sophisticated production values that are the hallmark of this very impressive children's series.

Mercer Mayer's *Little Monster at School* is no exception. For starters, the subject

Then we have singing. Ms. Verakisser plays the piano. Yally and I share a song, and Yally even sings.

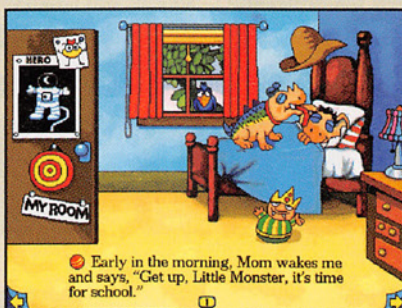


Yally's not up for the Most Popular Student award. Little Monster may not be grown up, but he already knows the concept of positive reinforcement.

matter alone is enough to guarantee child satisfaction. Kids have been enthralled with Mayer's stories for years, and seeing one of his works magically brought to life will probably put them in seventh heaven.

And using a Living Book is true child's play. In the "Read to Me" mode, the story is read aloud from start to finish by a narrator (Little Monster himself has this honor); choose "Let Me Play," and after the text on each page is read the user can

Kids love Mayer's stories, and the second Living Book based on one of his classics brings his special style to life.



Early in the morning, Mom wakes me and says, "Get up, Little Monster, it's time for school."

Click on Little Monster's dog, and he jumps on the bed and shows his affection.

click on multiple "hot spots" to produce humorous animations, music, and sound effects. On the opening page, for instance, clicking on Little Monster's dog causes him to jump on the bed and lick his master's face; click on a bluebird perched on the window sill, and he crows like a rooster. And kids can click on each word in the text to hear it pronounced out loud.

*Little Monster at School* follows Little Monster through a school day, from the time he wakes up and has breakfast until he comes home in the afternoon. But it's also the story of Yally, another monster who's having some problems fitting in at school. He has problems writing his ABC's, is jealous of another monster who can count better than him, and thinks playing games is stupid — and he's not shy about making his opinions known.

Yally's real problem is that he lacks confidence, and makes up for it by insulting everyone who's better than him at certain activities. Little Monster realizes this, so when Yally draws the best picture in the class he takes the opportunity to tell Yally just how good the drawing is. When the other kids chime in, Yally's attitude really changes — now that he doesn't feel inferior, he's able to be friends with the other monsters.

Teaching kids to be patient and forgiving is certainly a good lesson, and

there are enough animations throughout the book to keep them occupied for hours and hours. The only problem I have with *Little Monster at School* is that

I'd like just a wee bit more solid educational content — at least as an option. For example, I'd like to see a feature that would let you see how much the child retained from the story: What did Little Monster have for lunch? What was the name of the story the teacher read to the students? Nothing heavy-duty, mind you; it's just that I'd like to see the Living Books concept taken a little further.



Tenemos animalitos que cuidar. Yo tengo un Narizonzitológico. Little Laff tiene un conejillo de indias. Grendella tiene una culebra. Yally no quiere cuidar de un animalito. ¡Dice que le dan asco!

*Little Monster at School* can be played in either English or Spanish.

As it stands, though, *Little Monster at School* is still a great program that's sure to please your kids — and it's so well-done that you'll want to sit down and explore this colorful world with them.

— Steve Poole

PC GAMER FINAL VERDICT

HIGHS: Excellent graphics and music, provide long-term interest for kids.

89%

LOWS: It doesn't make advances over previous Living Books; an option for a little more educational content would be nice.

BOTTOM LINE: This is a program you'll really enjoy exploring along with your kids.

WARNING  
Contains Mature Subject Matter

# VOYEUR™

## DON'T GET CAUGHT!

YOU'LL GET AN EYE-FULL OF EROTIC EXCITEMENT AS YOU PEEK INTO YOUR NEIGHBORS' SORDID LIVES IN THE INTERACTIVE AND WICKEDLY SENSUAL WHODUNNIT, *VOYEUR*. POLITICAL BLACKMAIL...MURDER...SEDUCTIVE INTRIGUE... YOU'LL SEE IT ALL. BUT WILL YOU ONLY WATCH—HIDDEN LIKE A TRUE VOYEUR—OR WILL YOU STEP INTO THE DRAMA TO VIDEOTAPE THE ACTION AND RECORD THE EVIDENCE?

THIS PHILLIPS CD-I HIT IS NOW AVAILABLE ON CD-ROM FOR IBM COMPUTERS AND IS COMING SOON FOR THE MACINTOSH. *VOYEUR* HAS THE CRITICS RAVING:

*"VOYEUR IS A SENSUAL THRILLER THAT REALLY PUTS YOU INTO THE GAME."* — ELECTRONIC GAMING MONTHLY

*"VOYEUR IS A MARVELOUS CREATIVE ACCOMPLISHMENT."* — COMPUTER GAME REVIEW

*"THIS GAME BRINGS OUT THE VOYEUR IN ALL OF US...AND TRULY SHOWS HOW MUCH FUN A MURDER-MYSTERY/INTERACTIVE MOVIE CAN BE. HIGHLY RECOMMENDED."*

— COMPUTER PLAYER



IBM screenshots shown

PHILIPS  
INTERACTIVE  
MEDIA

Interplay™

CD-ROM  
CINEMATIC  
MULTIMEDIA

For more information, call 1-800-969-GAME. Or see your local retailer.  
Product Information Number 182

IBM CD-ROM Conversion  
©1994 Interplay Productions.  
All rights reserved.  
©1993 Philips Interactive Media, Inc.

# Tubular Worlds

Category: Shooter  
 Developer: Creative Game Design  
 Publisher: DongelWare Publishing, 35 Howard St., Cambridge MA  
 02139 (617) 497-1130

**REQUIRED**

286; 640K RAM;  
 VGA; 4MB hard-  
 drive space; DOS  
 5.0 or later.

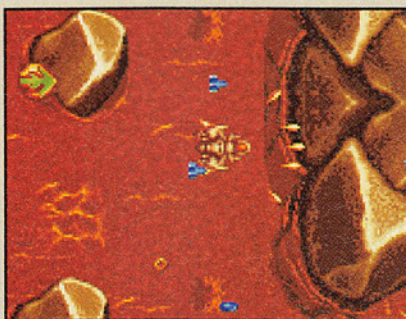
**WE RECOMMEND**

Joystick; Supported  
 sound cards

M.S.R.P.: \$59.95

**T**ubular Worlds won't change your opinion of side-scrolling shooters; if you have a Genesis or Super Nintendo in your house, you've probably seen a dozen games just like this one. But pure shooters aren't as common in the PC arena, and *Tubular Worlds* stands out as one of the better ones. Whether it's worth the asking price, though, depends on your tastes.

As is the case with games of this type, whatever story there is behind the action really doesn't matter as much as the fact that you control a little spaceship, zipping from left to right and shooting things. There are ground-based



This is a typical game screen: Plenty of enemies, lots of flak, and more bubblin' lava than you can shake a stick at.

objects like gun turrets, missile launchers, other ships, and even boats and trains for you to blast. Of course, they're all shooting at you, too, so you have to weave in, blast the enemy, then duck back out before you take a hit.

Helping you with some of the tougher sections are numerous power-up items, revealed when you blast certain targets. These run the usual gamut, giving your ship lasers, seeker missiles, more guns, etc. Collecting power-ups is really the only strategy involved, because you have to be careful not to pick up a power-up that might change your firing configuration once you've got it the way you like it.

It's all pretty standard arcade stuff. But the graphics are a lot better, with more texture and depth, than those in many other shooters. And both the music and sound effects are outstanding, full of driving bass and convincing explosions. All this is important, because when it comes to shoot-'em-ups, graphics and sound are probably the only things that can make a title stand out — and fortunately, *Tubular Worlds* has those bases covered.

Again, though, this is a shooter; as such, its appeal may be pretty limited. And at an MSRP of 60 bucks, a lot of people who might be tempted to give it a try will probably balk at spending so much. It's a good shooter, though, and provides plenty of mindless fun.

— Matt Firme

**PC GAMER FINAL VERDICT**

**Highs:** A good-looking, good-sounding shooter.

**Lows:** If you don't like shooters, there's not much here for you.

**Bottom Line:** A lot of fun, but it seems pretty pricey for what you actually get.

**75%**

# Elements

Category: Puzzle game  
 Developer: Averq Pach  
 Publisher: Villa Crespo, 1725 McGovern Street, Highland Park IL 60035  
 (708) 433-0500

**REQUIRED**

286; 640K RAM;  
 DOS 3.1 or later;  
 1.5MB hard-drive  
 space; VGA

**WE RECOMMEND**

Supported sound  
 cards

M.S.R.P.: \$29.95

**E**lements is really a very simple game, as most good puzzle games are. You move a marble through a series of gridded mazes, tapping your cursor keys to move the marble one square at a time. Your goal is to get through the current screen to the exit, and on to the next level.

But there's one big obstacle preventing you from just zipping from screen to screen: your marble is powered by energy cells, and each and every move you make drains a little energy. So playing *Elements* becomes a matter of carefully planning each step,

never taking an extra move to get from point A to point B. You see, each maze is constructed so that there is a way to reach the exit with enough remaining energy to survive into the next level; you just have to figure out how to do it.

There are a few more complications, too. In most mazes there are barriers, which can only be opened by collecting the proper key, then moving over the right keyhole — extra steps, see? And while some barriers block your access to energy-restoring batteries (which you'll be tempted to collect, even if you don't need them), you have to figure out whether the energy it'll take to get at the hidden batteries is worth the energy you'll gain.

You get a password every few screens to give you instant access to the upper levels, but that brings me to my biggest complaint with the game: despite the passwords, there's just too much repetition here. Say you work through four screens in a level, but you're having trouble with the fifth. Each time you run



This is a typical game screen: Plenty of enemies, lots of flak, and more bubblin' lava than you can shake a stick at.

out of energy you have to start back at that first screen, then run the four mazes you've already conquered. This is really an unnecessary pain, and I found it to be so frustrating that I'd often quit playing until I'd had a break from it all.

Other than that, I truly enjoyed *Elements*. It's not

an earth-shaker, but it certainly has what it takes to keep you entertained and coming back for more.

— Matt Firme

**PC GAMER FINAL VERDICT**

**Highs:** A novel concept with nice graphics and sound

**Lows:** Having to repeat things so often can be a real pain

**Bottom Line:** A simple puzzler, but entertaining and challenging enough to keep you coming back.

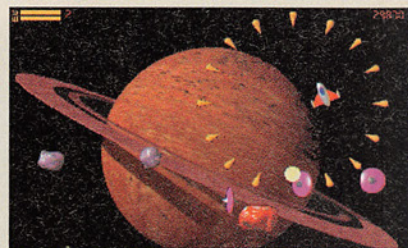
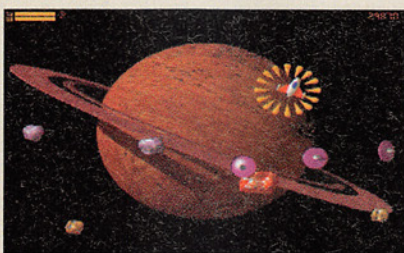
**78%**

# AstroFire

Category: Arcade action  
 Developer: Owen Thomas  
 Publisher: OAT Software, 2A Berceau Walk, Watford, Herts WD1 3BL,  
 United Kingdom (for orders, write PSL, P.O. Box 35705,  
 Houston, TX 77235-5705) [713] 524-6394

REQUIRED	WE RECOMMEND
286 or faster; VGA	386/16MHz; 1MB RAM; Sound Blaster or compatible sound card; Joystick or gamepad

M.S.R.P.: \$29.95



Grab a gold gem when your weapons are at full strength...

...and you'll unleash a mighty ring of laser bolts. Very handy, especially when the screen is cluttered with loads of annoying targets!

This handsome little shareware game is actually a souped-up version of *Asteroids*, the arcade classic which, along with *Space Invaders*, helped get this whole industry going back in the late 1970s. I'm sure nearly all of you know *Asteroids*, but in case you don't here's how *AstroFire* works: From an external perspective, you control a little spaceship right in the middle of an asteroid field. The playfield is looped — i.e., if you fly off of the left side of the screen you come zooming back in from the right — so there's no

getting away from the deadly cosmic boulders. To advance to a new level, you've got to blast each asteroid into smaller fragments, then blow up each of those until nothing's left. Ship controls are limited to rotation, thrust, and firing. Once destroyed, some asteroids release gems — red ones bring your shields up to full strength, gold gems increase your firepower for a limited time, and purple ones give you an extra ship. Unlike *Asteroids*, in which wire-frame rocks were your only targets, *AstroFire* features several types of enemies — spinning purple discs, star-shaped objects that release "hunter" craft when destroyed, and so on; like *Asteroids*, the action on each level is also spiced up by the intermittent appearance of a flying saucer that roams around the screen taking pot shots at you. It all boils down to this: If you don't like *Asteroids*, this prettied-up

version isn't likely to change your mind. For novices, though, *AstroFire* is definitely worth a try: the first level is free (you can download it from CompuServe, type GO GAMERS and look in the library for ASTROF.ZIP), so there's no risk of losing any dough. And you can't ask for a more fair deal than that. — Steve Poole

**PC GAMER** FINAL VERDICT

**HIGHS:** The prettiest version of *Asteroids* we've seen; plays well on a 286.

**72%**

**LOWS:** Pretty or not, it's still just *Asteroids*; no music, loads slowly on that 286.

**BOTTOM LINE:** A good trigger-finger workout, and it's easy to try before you buy.



The **U.N.** tower is infested with pests.

**“An incredibly realistic tactical warfare simulator.”**



# IRON CROSS CROSS

**Command the Allied or Axis powers as you reconstruct 12 pivotal battles of WWII.**

- Real-time game play
- Historically accurate scenarios
- SVGA Graphics
- Over 80 different unit types
- Intense Sound Effects

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

© 1994 New World Computing, Inc. Iron Cross is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc. All rights reserved.

**NEW  
WORLD  
COMPUTING**

# Soccer Kid

Category: Arcade  
 Developer: Hrisalis  
 Publisher: Microleague Interactive Software, 201 Bellvue Building,  
 Newark, DE 19702 (800) 334-6572

## REQUIRED

386SX/16MHz; 500K  
 free RAM; DOS 3.3  
 or later; 9MB hard-  
 drive space

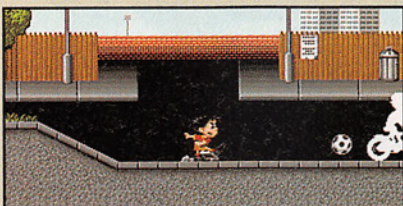
## WE RECOMMEND

Gamepad; Sound  
 Blaster or compati-  
 ble soundcard

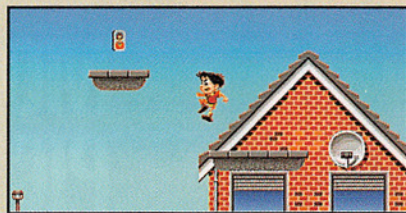
M.S.R.P.: \$29.95

Due to the meddling of evil aliens, the famous World Cup (as in the actual Cup itself) has been broken into five fragments and scattered across the planet. In Microleague's new *Soccer Kid*, it's up to you to travel the globe recovering the fragments before this year's tournament is cancelled. Along the way, you'll run across the most obnoxious and violent hooligans each country has to offer. In order to survive, you'll have to use your trusty soccer ball as a weapon, heading, shooting, and dribbling your way past the rabble — all while keeping an eye out for useful power-ups and bonus items.

*Soccer Kid* is a good-looking, no-frills arcade game — and if played with a control pad, pretty entertaining to boot. The graphics are sharp throughout, with smooth-moving animations and nicely detailed backgrounds. The soundtrack is also surprisingly strong, never breaking down into the repetitive droning that plagues many other platform games. Player movement is easy to control, and offers several advanced techniques like back- and bicycle-kicks to give skilled players plenty of new challenges. Best of all, the game is tough enough to ensure that even pros will enjoy several hours of play as they explore the levels and find all of those hidden items.



Use the soccer ball to pummel this aggressive cyclist and continue on your way. Watch out! A lot of these guys will fight back with harmful projectiles of their own.



If you're having trouble finding items on the ground, use the trees and buildings as stepladders to the sky — and hidden goodies.

Although there's not much here to impress those who are disdainful of the arcade genre, true fans will probably enjoy *Soccer Kid*. If you've gotten tired of the cranial demands of your RPG, or the mental stress of flying an F-16, this is a title that can offer a much-needed change of pace.

—Trent C. Ward

PCG

## PC GAMER FINAL VERDICT

**HIGHS:** Sharp graphic detail, smooth animation, pleasant soundtrack.

75%

**LOWS:** Somewhat repetitive game play; may be a little difficult for beginners.

**BOTTOM LINE:** A good platform title if you're looking for some pretty mindless gaming.

And **you're** the Orkin Man.

**Operation Body Count.™ Coming this fall.** Even a good heavy spray from dual Uzis and a flamethrower will have trouble exterminating vermin like this. Call (305) 591-5900 • (800) 468-7226 • BBS (305) 471-8962  
 Product Information Number 122

Capstone

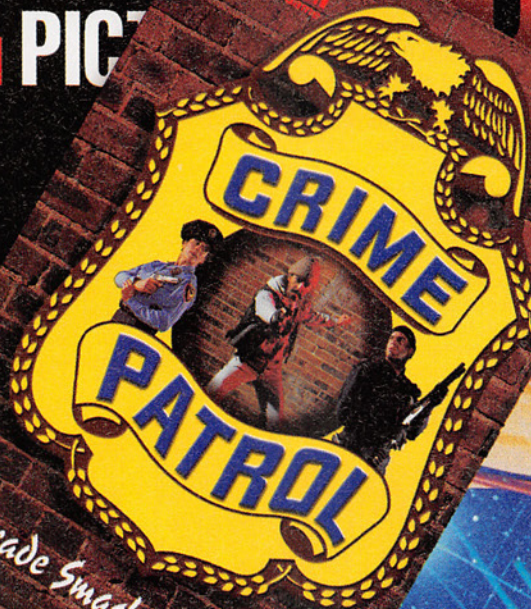
# LIVE ACTION

MOTION  
PICTURE

## CRIME PATROL™

This multi-level live-action thriller challenges the player to progress through police ranks. As a Rookie the player takes on gang members, armed robbers and other street criminals. Promotion to Detective will mean working undercover against drug dealers and car thief rings. Confront bank robbers and terrorists once you're selected for SWAT team assignment. The better player will reach Delta Force and tangle with a criminal element threatening national security.

PC CD Available  
Mac CD November



The Arcade Smash Hit by AMERICAN

## SPACE PIRATES

## SPACE PIRATES™

Planet-hopping pirates lead by the evil Captain Talon, have captured a ship of innocent space colonists. The player, a Star Ranger, must save the colonists and head off Talon's plans to rule the universe. The player will face hordes of pirates in an effort to collect energy crystals from a variety of worlds. The crystals power the star splitter cannon, the only weapon that can blast Talon and his misfits into another galaxy.

PC CD Available  
Mac CD TBA



LIVE ACTION PC CD GAMES MAC CD GAMES  
FOR AVAILABILITY CALL 800-880-1718  
Product Information Number 191

# World Circuit or NASCAR Racing: Who'll Take The Checkered Flag?

**F**or auto-racing fans, the fourth quarter of 1994 promises the biggest thrills in the short history of computer entertainment. Two blockbuster titles — *NASCAR Racing* from Papyrus and *MicroProse's World Circuit II* — will roar onto the retail shelves some-time before the year's out.

These two simulations are as close to sure-bets as you're likely to find in the precarious world of futureware. Both games come from thoroughbred stock, and between them pretty much have a monopoly on auto racing sims. *World Circuit*, from MicroProse's U.K. development house, immediately established itself as the game to beat among racing simulations — which *IndyCar Racing* from Papyrus promptly proceeded to do, setting a new standard for racing games in the process.

Unfortunately, "setting a new standard" wasn't all that hard to do, since auto racing has been a sport almost universally ignored by game publishers. Computer game companies have tended to simulate more exotic pursuits, probably because it's tough to simulate something like driving, with which we're all too familiar. Even five or six years ago, the shelves of computer stores

were overflowing with flight sims, covering everything from WWI combat to modern jet aircraft — even, believe it or not, commercial airliners. Strangely missing in this rush toward vehicle simulations was a decent auto racing sim.

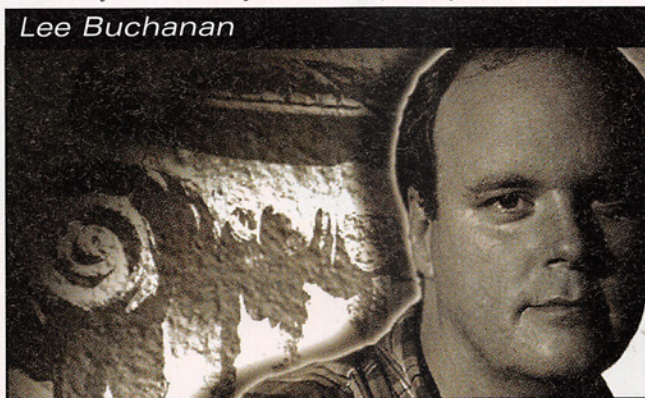
One notable exception was Papyrus' *Indianapolis 500*, an excellent simulation of that historic race, and one that's still worth the price a few years after its release. Papyrus followed up *Indy 500* last year with *IndyCar Racing*, a more comprehensive simulation that includes several tracks, realistic drivers and cars, along with a championship points race. Critics and players agree that *IndyCar* is currently the

even the folks at Papyrus admit that's its one fine product. Stay tuned for more details in the coming months.

There were a few stock-car racing simulations before *World Circuit* and *IndyCar Racing* hit the scene, but almost all of them were abysmal. Remember *Days of Thunder*? I didn't think so. How about *Bill Elliott's NASCAR Challenge*? That ambitious but poorly executed simulation still sells well in stock-car racing country, proving how hungry gamers are for a good racing sim.

*NASCAR Racing*, from Papyrus, could be a godsend for the thousands of good ol' boys and girls who've been

dreaming of a slam-bam stock-car racing simulation. I know, cuz I'm one of them. Now, I'm the first to admit that *IndyCar Racing* is a wonderful sim, a deep and detailed game that really delivers the sensation of speed and racing. But it sure ain't *NASCAR*, where the drivers engage in the sort of fender-bending that would send those sleek *IndyCars* soaring into the parking lot. That's what I wanna see, and hopefully that's the sort of action *NASCAR Racing* will serve up.



Lee Buchanan

most complete racing simulation available, but there are two new contenders in the works — though neither deals with *IndyCars*.

Formula One fans are eagerly awaiting *World Circuit II*. There hasn't been much early word on *World Circuit II*, but if it's a big improvement over the original, then it's going to be something very special. *World Circuit* is the oldest — and one of the best — games taking up precious space on my hard drive, and offers some of the smoothest driving action around. It's not quite as detailed as *IndyCar Racing*, but

*World Circuit* and *IndyCar Racing* proved that racing sims could bring in big bucks — and that means we auto-racing fans have two very hot titles to add to our Christmas list.



The floppy-disk version of *NASCAR Racing* will feature standard VGA graphics. As you can see here, they look good...



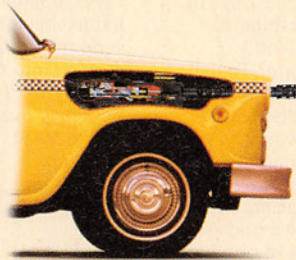
...but the SVGA artwork of the CD-ROM version is extremely tasty. What's even better is that the CD-ROM will include both versions of the game!

In the past, game publishers haven't concentrated on racing sims because they didn't think there was a market for them. The success of *World Circuit* and *IndyCar Racing* proved them wrong — and proved me right. It's about damn time, and now that we all know auto-racing games can be commercial successes, maybe we'll be seeing more of 'em in the future. I sure hope so.



One thing Formula One fans loved about *World Circuit* was the number of tracks that came with the game.

# It's What Happens When Engines But Have To Drive Over A



*With a 5-liter V8 and twin 50mm machine guns,  
the Q-CAB will blow away anything else on the road.*



*You are a 21st Century cabby in a '52 Checker hovercab armed with machine guns. Pick up and*

*A restraining device  
in harmony  
with our overall  
philosophy: the  
best defense  
is a good  
offense.*



*With a revolutionary new  
titanium bumper,  
maneuverability  
simply wasn't a priority.*



SLAAB 90000

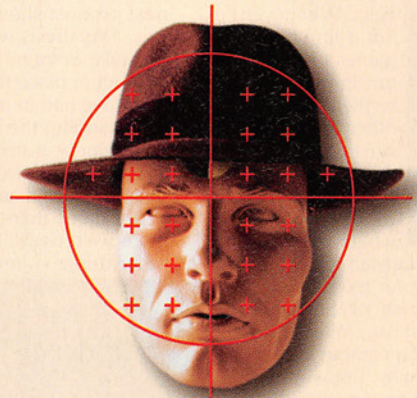


Q-CAB

**GAMETEK**

Available for IBM PC's and compatibles on 3.5 disks and PC CD-ROM. Coming soon for 3DO. To test drive a Q-CAB, visit your local QUARANTINE™ retailer or call 1-800-GAMETEK.

# neers Work In An Ivory Tower Few Pedestrians To Get There.




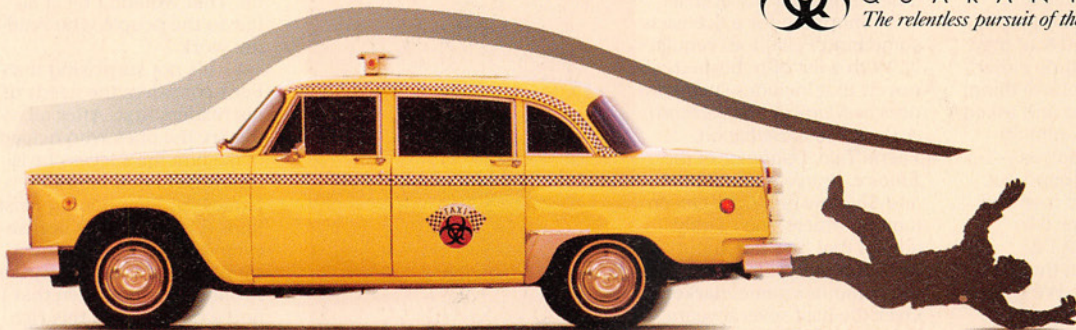
*To make your journey as peaceful as possible,  
we've installed a targeting system that can  
eliminate the inconvenience of busy crosswalks.*



*A full 180 degrees of unobstructed visibility.  
Offering the driver complete awareness of the road,  
making potential accidents easier to pursue.*

*drop off fares as you shoot your way through the quarantined city of Kemo. Escape if you can.*

 **QUARANTINE™**  
*The relentless pursuit of the pedestrian.*



*It boasts an impressive drag coefficient of 0.60.*

## Whatever Happened to Digital Krondor?

Anyone who's been reading this column regularly over the past several months is well aware that I think the world of *Betrayal at Krondor*, the Dynamix FRP based on the novels of Raymond E. Feist. Whenever I'm not trying out new games I keep returning to this masterpiece, taking another few steps closer to solving the thing. Actually, that's not true: I have no intention whatsoever of solving it, because I enjoy the exploration far too much. The game is rich, graphically superb, and uses an exceptionally strong combat system.

So why, I'm wondering, wasn't there an immediate sequel? I mean, I've seen sequels to games that, quite frankly, didn't merit a sequel at all, and I've even seen sequels announced to games I hadn't yet heard of. Why not *Krondor*? Did it really sell so poorly that a sequel was out of the question? Thinking back on its reviews, I found this hard to believe.

For help, I turned to CompuServe, where you can find Raymond Feist himself dispensing hints and clues about the game. What I learned there was just what I expected: no sequel was being made. Now the question was simply, why not? I pored through the various *Krondor* questions, some of which talked about a sequel, but nothing really satisfied my curiosity. I assumed that they wouldn't satisfy yours, either, so I did the only natural thing. I e-mailed Mr. Feist and asked if I could interview him for this column. He said yes — and here's what I found out.

Feist has been involved with games for over two decades, and in fact I'd encountered him in the '70s paper FRP market. We waxed nostalgic for awhile over those pre-computer days, but after only about \$25 in long distance charges we got back to the question at hand.

"Krondor is dead," Feist said. "The product is still doing very well, but Dynamix and I have had a parting of the ways. They decided they felt their strengths were in sports sims and flight sims, and given their past record I can't disagree. Essentially, we parted company over how the next product should look.

"My thesis was this: If you take *Betrayal at Krondor* and put in place the new script we had in mind, without changing the interface, the script was strong enough that the sequel would have been perceived as being a better game than the original. Then we'd tweak two or three other things — more com-

only one of several possible markets for what he calls his "franchise."

Feist: "At this point in my career, it's definitely a franchise operation. Twelve million readers of my books worldwide might pick up a game just because it has my name on it, and that's what I can sell to a game publisher." He credits *Betrayal at Krondor* with opening new doors in this regard. "The beautiful thing about my relationship with Dynamix is that I now have something I can point to. The problem I had originally was that people didn't know what a Krondor computer game would look like. Now I can show them."

So did he like the game? Clearly, yes. "I didn't see the final product until the Chicago Consumer Electronics Show a year ago. I had seen art and the script, and in the context of all the blank pages I had a lot of apprehensions. I had no idea of the interface, or any of the details. But at CES I had a chance to play it, and I loved it. I was scheduled for a lot of interviews, and I kept wanting to cancel them and just play the game."

Not that he's uncritical of the game: "We were a little over the top with the descriptions and dialogue," he says, explaining that they were "a bit purple." Also, he says, the characters didn't look anything like he envisioned them in the book. But, and this is the important part, "the game did a remarkable job of capturing several major aspects of my books. In fact, had I written this as a novel in a linear fashion, it would have fit very nicely as a sequel to *Darkness at Sethanon*."

Feist explains that he had little to do with the design of the game, acting more like an editor of story ideas. Nor does he intend to get more involved in future games. "Books are what I do; books are what drive the franchise. I like *Betrayal at Krondor* because it fits nicely into the fabric of what I've done so far. In fact, one of the characters created for the game is going to appear in my next book. But I will never write a book that, if you haven't played the game, you don't know what's going on. That wouldn't be at all fair to the people who read my work."

It's not surprising that Feist considers the needs of his readers first. After all, they're the ones who helped make him the success he is today. But I'm a fan of PC games, and I'm hoping Feist finds a home for his license—even if it uses exactly the same engine as in *Betrayal at Krondor*. It's not often that I find a game world this rich and inviting, and I'm waiting eagerly to see just where he takes us next time.

PCG

### Neil Randall



plexity in the town interface, for instance — and people would have raved about the game. But at some point it became a multimedia product, with full animation and voice actors and prohibitive costs, and at that point they backed away. We agreed to disagree, and I'm looking for a new home for my license."

Shopping for a license is something Feist does regularly. With a list of published novels that includes such winners as *Magician*, *Silverthorn*, *A Darkness at Sethanon*, *Faerie Tale*, *Daughter of the Empire*, *Prince of the Blood*, and *Shadow of a Dark Queen* (among others), he readily admits that he's not about to abandon publishing books for the computer game market. Over the past several years he's created a fantasy world that has a large international audience, and he sees the computer game market as

It's not unusual to see role-playing series that stretch to five, six, or more games.

So why is Dynamix nixing a sequel to *Betrayal at Krondor*? Neil went straight to the source to get the whole story.

# “I Wish My Parents Had ImagiNation.”



Call it PC envy, call me crazy... but they're having fun across the street and I want in! See, my buddy's parents got

The ImagiNation Network™ and they're all playing and talking with new friends clear across the country – live, in real time.

No kidding, I was over there last night and James (my friend) was dogfighting in this WWI flight simulator



game called Red Baron®. His cousins live 2,000 miles away, but that didn't stop them from sending James down in flames.

After that, his mom got on and played speed chess



with TRISH, her on-line sister. And then, at midnight, his dad got

on as ZORK2,



dungeon master of The Shadow of Yserbius™. But don't bring it up, James is kind of sensitive about it.

And talk about cool. The interface is full color and easy to understand.

Go to

You just point and click and you're

there. Even James can do it.

Hey, I just figured out how to get mom and dad ImagiNation! The first month's basic membership is free!



Call and we'll send a free membership kit with **5 FREE HOURS\*** to explore The ImagiNation Network. You pay just \$5.95 for shipping & handling.

## 1-800-462-4461/ext. 743

# IMAGINATION!

The ImagiNation Network requires at least a 386 IBM PC compatible computer, a 2400 baud modem, a mouse and keyboard, and about 600 kb of available memory. Red Baron is a registered trademark of Dynamix, Inc. The Shadow of Yserbius is a trademark of The ImagiNation Network. \*Free hours must be used within 30 days. For details on membership options and rates, call 1-800-IMAGIN-1 between 8 a.m. and 10 p.m. P.D.T. Offer expires 9/30/94 and is available to first time members only. ©1994 The ImagiNation Network. All Rights Reserved.

Product Information Number 159

# No More Questions



Page 83: 5th Paragraph;  
1st and 2nd letters of last  
4 words backwards.

Answer: I

Suggested Retail Price \$78.00

Special Phone Offer

only \$59.95 U.S.

when you mention this ad  
1-905-830-1961



By-passes document checks on more than 500 computer games. (IBM-PC)



Safe and easy to use even for novices.



Menu driven. Just point and shoot.

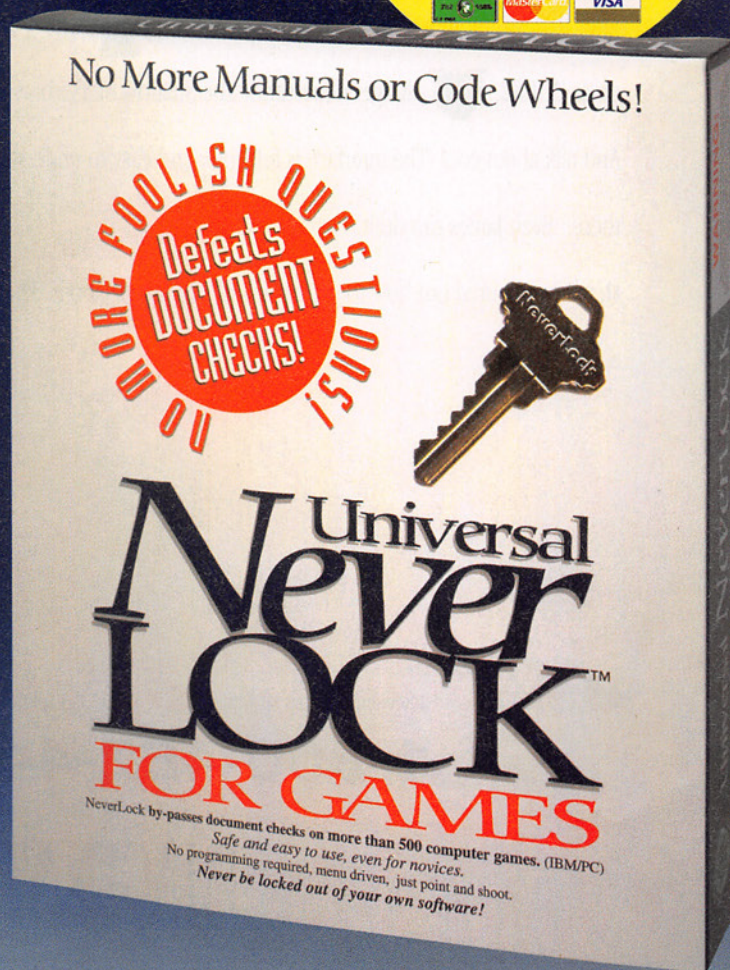


Never be locked out of your own software!

**NOW SHIPPING**



U.S. RETAILERS CALL:  
**Tech Data**  
CORPORATION  
1-800-237-8931



## Conditions of Use

Universal Neverlock defeats document checks on a variety of software products. Universal Neverlock is intended solely for the use of legitimate owners or licensees of these products and is specifically NOT intended for any use that deprives any software publisher of their rightful income. Universal Neverlock is Copyright © 1991-94 by Copyware Inc. All Rights Reserved.

# An Iron Cross (First Class) for Panzer General!

Let me see, now... How many years has it been since SSI produced a wargame in-house? Five, maybe six... the exact number doesn't matter; the point is that it's a very long time for a company that owes a large part of its success to its classic war-game designs.

But with *Panzer General*, SSI is about to return to its wargaming roots, and in the process hopefully develop a game engine that will significantly speed up the arrival of new wargames. And that's exciting, because *Panzer General* is truly unique, blending concepts from fantasy role-playing games with the strategic challenge of a historical military simulation.

While the game deals with the most-simulated conflict ever — World War II — it does it in a very unique way. Starting from September, 1939 (or later, if you wish, though I suspect most players will opt for the full campaign), you assume the role of a panzer general (naturally). Your performance in battle directly influences the evolution of the war. Do supremely well, and you'll be invading the United States in 1945; do poorly, and you may find yourself defending Berlin in 1943.

You begin with a handful of "core units." If they win battles, you acquire Prestige points that allow you to gain new, advanced weapons as soon as they're available. After two or three victorious campaigns, your core units become, in effect, a kind of super *Kampfgruppe*: a potent and flexible mix of armor and infantry, supported by artillery, aircraft, engineers, and elite special forces such as paratroopers. And SSI thoughtfully provides an option that allows you to name each unit according to your whims and/or state of megalomania.

In designing a game that is intensely and enjoyably playable, SSI has not aban-

doned its usual scrupulous attention to historically accurate detail. The data base is comprised of 450 different types of equipment; name a tank, for instance, and it's here. There are 39 individual scenarios; linked scenarios form campaigns of varying length, giving *Panzer General* very high replay value.

"It's been a real tightrope act," mused *Panzer General* chief game-developer Rick Martinez in a recent interview. "We've tried to have all the authentic detail and plausibility that a knowledgeable wargamer expects from us, but we also wanted the game to be so much fun, and so easy to get into, that it would appeal to

the English Channel). Unit icons are rendered in exquisite detail, and with the kind of painstaking authenticity that should please the pickiest veteran wargamer at the same time it charms the novice.

Even in the early version I've been playing, shorn of many features and mute, *Panzer General* delivers a special kind of gaming experience. The role-playing elements mesh so well with the battlefield action, that it's easy to surrender quickly to the game's singular atmosphere. Time slips away and what you intended to be a half-hour session soon turns into an entire morning.

William R. Trotter



people who don't normally go for wargames."

Although the linked campaign and equipment-purchasing elements were not implemented in the alpha version I've been playing, I can report that *Panzer General* plays very much like *Clash of Steel* (that's a big compliment, in my book) blended with elements of *Civilization* (an even bigger compliment). It is addictive and wonderfully easy to comprehend — the sweetheart interface could not be simpler or more elegant.

And *Panzer General* is one handsome game. The battle animations that appear whenever combat occurs are evocative, creating a sense of closeness not found in the dry atmosphere of most wargames. The aerial dogfight scenes are especially fine, as are the occasional naval engagements (wait 'til you see the German E-boats attacking in



The SVGA artwork in *Panzer General* makes for attractive maps and engaging animated sequences.

As was the case with *Empire*, there will be no such thing as a "quick" game of *Panzer General*.

So far, my favorite scenario is Operation Sea Lion, based on Hitler's abortive English invasion. In this do-or-die campaign, the German commander is allowed to deploy significant aerial assets, along with a force of transports and landing craft sufficient to mount a truly serious threat. I was impressed with the skill and vehemence of the AI as it sought to protect London with a number of ferocious counterattacks. Of course, if the Germans do take England, there'll be no Normandy invasion, and the subsequent course of events is wide open for all sorts of intriguing possibilities, including an all-out battle for Washington, D.C.

In its final form, *Panzer General* will have a full complement of sound effects, more than 100 animated combat scenes, and, according to SSI, "a lot" of digitized movie footage. The game will debut in a CD-ROM version, to be followed shortly by the floppy-based game. According to Martinez, "Release is scheduled for late October (no, really!). Well, okay then, by Thanksgiving. At least before Christmas!"

I hope so, because *Panzer General* is the perfect Christmas present for a PC owner who's interested in wargames, but hesitant to take the plunge due to the genre's (partly deserved) reputation for difficulty. This game is no harder to get into than *Tetris* — and, I predict, no less addictive.

When Bill caught wind of *Panzer General*, the exciting new wargame from SSI, he just had to get to the bottom of it all. Here's his report on what may be a real hit.

# The Only Way to Bring These Four Generations of Jet Aircraft to Life.




## WILD BLUE YONDER


### Episode 1: 50 Years of Gs and Jets High-performance jet aircraft as only multimedia can deliver.


Discover 20 of the most celebrated aircraft of the past 50 years. Meet the aces and designers that made them history.

Only *Wild Blue Yonder*<sup>™</sup> brings this awe-inspiring family of modern jets to life for you. Become a part of the adventure through interviews, videos, official reports, combat photos and personal mementos!

Illustrated stories chronicle the triumph and tragedy of flight, with 1,000 dazzling photographs, many recently declassified.

 Video segments put you in a dogfight with a MiG, a stratospheric test flight and through wild aerobatics.

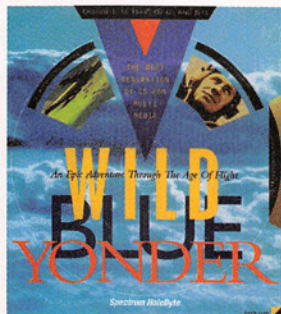
 Share Yeager's trip through the sound barrier, hear an F-117 pilot's perilous mission over Baghdad and witness disastrous incidents in the quest for speed.

 Experience interactive cockpits plus period music ranging from Charlie Parker to Robert Cray to the Scorpions.

*Wild Blue Yonder* brings it all to life. No collection is complete without it. It's the only place you can have this much fun without a G-suit.

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

Macintosh CD-ROM  
Windows CD-ROM



© 1994 Spectrum HoloByte, Inc. Wild Blue Yonder is a trademark of Digital Ranch and Spectrum HoloByte, Inc.

**Spectrum  
HoloByte**

**DIGITAL RANCH**

# The Do-It-Yourself Doomer

**S**o you've finished all the *Doom* levels already? Think that's all you're going to get until *Doom II* hits retail shelves? Well think again, denizen of the dark. New *Doom* levels are popping up on BBS systems all over the country, created by enterprising fans with the silent consent of id Software.

There are literally hundreds of levels kicking around out there, some of which are pretty damn good. They can be downloaded from most networks, and run anywhere from 150,000 bytes down to only a few thousand. CompuServe alone has a couple hundred new levels, some of which have been gathered into the *Doom Collection*: a "best of" set in ten separate files. There's even word of some enterprising entrepreneurs shoveling dozens of these homemade levels onto CD-ROM.

Generally, the homemade levels available out there only work with the complete, registered version of *Doom*. Some are designed especially for deathmatch play, others for solo; and most show the obvious hand of true *Doom*-hounds; namely, lots of things to kill and to kill with.

How is all this done, you ask? Well, several different editors are available on most networks, allowing the user to edit the .WAD files in *Doom*. The .WAD is the place where all the level data — such as creatures, items, walls, and so on — is stored. The editors, with various degrees of proficiency, generally pull the .WADs into a window that allows things to be changed or moved around. Judging by the number of downloads, the most popular editors appear to be *DoomEd: The Real Thing*, *Doom DeHackEd*, and the

*Doom Editor Utility: Object/Thing Editor for Doom*.

Of these, I've found the Windows interface of *DoomEd*, by Geoff Allan, to be the best. It allows full control of level mapping, platforms, walls, and creatures. You can even allegedly import new bitmaps, to screw around with walls and critters (I haven't yet tried this). Basically, it all works by establishing "sectors," which is any place in the game environment that has a distinct look. By creating or clicking on a sector, you call up the sector menu, where you can make unique settings for ceiling, floors, platforms, and other specific attributes.

*DoomEd*, but for those who just want to tweak things a bit, it's a good bet. If you just want to change an imp's fireballs into stimpacks, alter ammo levels, or other such things, *DeHackEd* will let you do it. A simpler utility, and one which supposedly doesn't alter .WAD files, is *Add Sprites*, which works by adding new sprites to .WAD files.

Another extremely popular utility is *DEU: Object/Thing Editor for Doom* version 5.2. *DEU*

allows you to add, move, or remove monsters and power-ups; change wall colors and positions; create new lifts, doors, acid pools, crushing ceilings, and entirely new levels — and all from scratch! It was designed by Raphael Quinet and Brendon Wyber. And finally, *Doom/Master* version 3.0 allows you to play any episode or mission, and provides level randomization.

Don't forget to look for some of the patches, too, like the PacMan patch, or the infamous "Barney the Dinosaur" patch — which turns those mean old Barons of Hell into a singin', dancin', fire-ball slingin' Barney. You haven't experienced death until you've been nuked by a purple children's television show host singing "I love you, you love me..."

## Adding Aces

*Doom* isn't the only game inventive hackers have tweaked and rebuilt. Flight games like *Aces of the Pacific*, *Aces Over Europe*, *X-Wing*, and *Privateer* also have numerous hacks and cheats available. The big thing in the *Aces* games, for example, is adding planes and changing the characteristics of existing missions and aircraft. There are a number of patches available that let you turn one plane into another, add ammo, change pilot information (there's even a Luftwaffe nickname patch) or change airplane flight dynamics.

Many of the patches are similar to the *P-51/Bf109 Guns*

T. Liam McDonald



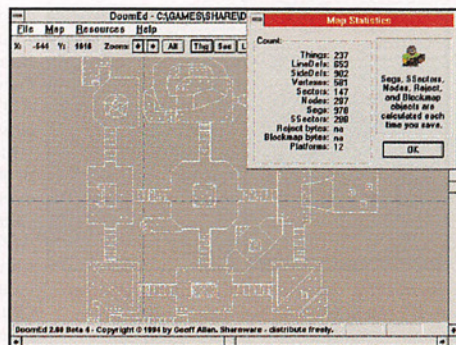
Sectors can be given any texture, height, or lighting quality, assigned special attributes such as a panel of blinking lights, and even turned into a secret doorway.

The levels are then ready to be populated with "sprites" (the baddies). New sounds can be attributed to different actions and sprites, and new music can be imported. There's even a little 3D viewer that creates a wireframe mockup of a particular section of your new level!

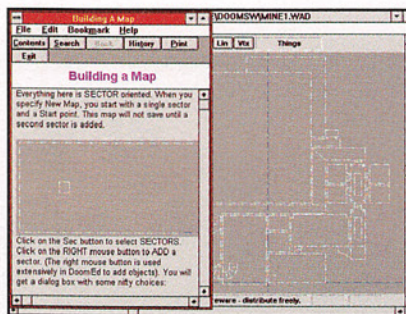
This isn't a plug-and-play utility, though. Making levels is quite difficult — though the little tutorial included helps make the job somewhat more palatable. Get in touch with Geoff Allan at 7232 Kananas Drive SW, Calgary, Alberta, Canada, T2V 2N2 for more information.

*Doom DeHackEd* version 1.3 isn't as complex as Allan's

Not all of the patches out there are created by the actual game designers. Tom takes a look at some very cool, homemade fixes for id's *Doom* and Dynamix's *Aces* series.



Geoff Allan's *DoomEd*, a Windows program, is one of the most user-friendly editors out there — but it's still a complex, comprehensive WAD building tool.



Fortunately, *DoomEd* includes online help files to aid you in creating your new levels.

*Patch*, which changes the historical ammo load used by the P-51 and substitutes a 20mm cannon with 200 rounds for the 30 mm cannon with 60 rounds in the Bf-109G. One

flight performance stats without changing any original code. The *AOTP Utility: Realistic Roll/Pitch Rates* for *Aces of the Pacific* gives all 39 original AOTP aircraft realistically slower roll and pitch rates, which also seems to improve frame rate. There's even an intriguing file called *How to Hex-Edit AOTP*, which provides detailed information on how to use hex editors to change the information in *Aces* yourself.

You'll also find numerous editors and cheats for games like *X-Wing*, *Privateer*, and *TIE-Fighter*, which allow for full modification of ship attributes, weapons, pilot info, and

the Flight Sim Forum. Scan also for EDITOR, CHEAT, or TRAINER, and you'll be greeted with a long list of files to add a bit of bang to your games.

## CD-ROM

LucasArts has proven in the past that their enhanced CD-ROMs feature some of the best voice acting to be found in computer games. *Indiana Jones and the Fate of Atlantis* and *Day of the Tentacle* both benefitted greatly from having professional actors professionally recorded, and the new *Sam and Max Hit the Road* CD-ROM does likewise. This is



Among the most interesting *Aces Over Europe* patches are those that alter the ammo loadouts and roll-times of both German and Allied aircraft.

black characters, who sound like they just walked off the set of an old radio show. Considering that the man generally blamed for the LA riots is named as the designer of *PQ4*, such racial stereotyping makes me wonder what Sierra was thinking.

The new *Space Hulk* is a handsome production featur-

**"You haven't experienced real death until you've been nuked by a purple children's television show host singing 'I love you, you love me...'"**

particularly neat patch is the *Fly Medium Bombers* patch, which allows you to actually fly the B-25D, B-26, Ju-88-C-6 and the Ar-234-C-3 in *Aces Over Europe*. A set of patches called *Realism Upgrades Version 1.2* modifies numerous aircraft weapon loadouts and

more. You can cruise networks and BBS systems for these files, or try any of the major services. The few examples I listed here were found by searching the library for DOOM in the Gamers Forum of CompuServe, or for ACES, X-WING, or PRIVATEER in



In the original floppy version of *Sam and Max Hit the Road*, this mad scientist was one of the only guys who could speak. In the new CD-ROM version of the game, though, everyone's talking!

a solid port to CD-ROM, with super voice-overs throughout — from Sam's ersatz-Maxwell Smart nasal twang, to Max's vaguely Bugs-Bunny-esque whine. There are even a few voices you'll recognize from *Day of the Tentacle*. With the characters left to speak for themselves and the text removed from the screen, *Sam and Max*, like *DOTT* before it, takes on the quality of an interactive Saturday morning cartoon. There's also some nicely expanded music, playable straight from the CD — the only way to go.

Sierra On-line, usually a strong player when it comes to CD-ROM ports, didn't fair so well on *Police Quest 4: Open Season*. The voice acting is pretty flat throughout and tends almost towards caricature, adding little to the game. This is particularly cringe-inducing with the game's

ing enough doo-dads to make it worth a look. Nine new missions have been included, along with more sounds and digitized speech. There's also supposed to be some new cinematic animations, but I played through a couple scenarios without finding much that struck me as either new or cinematic. Ah well, it's a good game nonetheless, and worth a look.

## Bug Patches

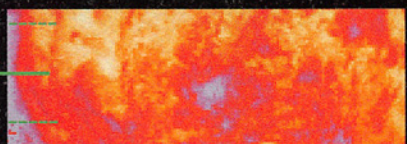
(Contact publishers for game-patch availability)

*Tony Larussa Baseball II v.1.3*: floppy and CD-ROM versions. Fixes install, injury, and pitcher problems.

*CyberRace v.1.22*: fixes the Pentium/PCI bug in the diskette version, and includes other small updates.



Some of the patches available for *Aces of the Pacific* allow you to fly planes that weren't included in the original game.



COMING: 12-1-94



CYBERIA

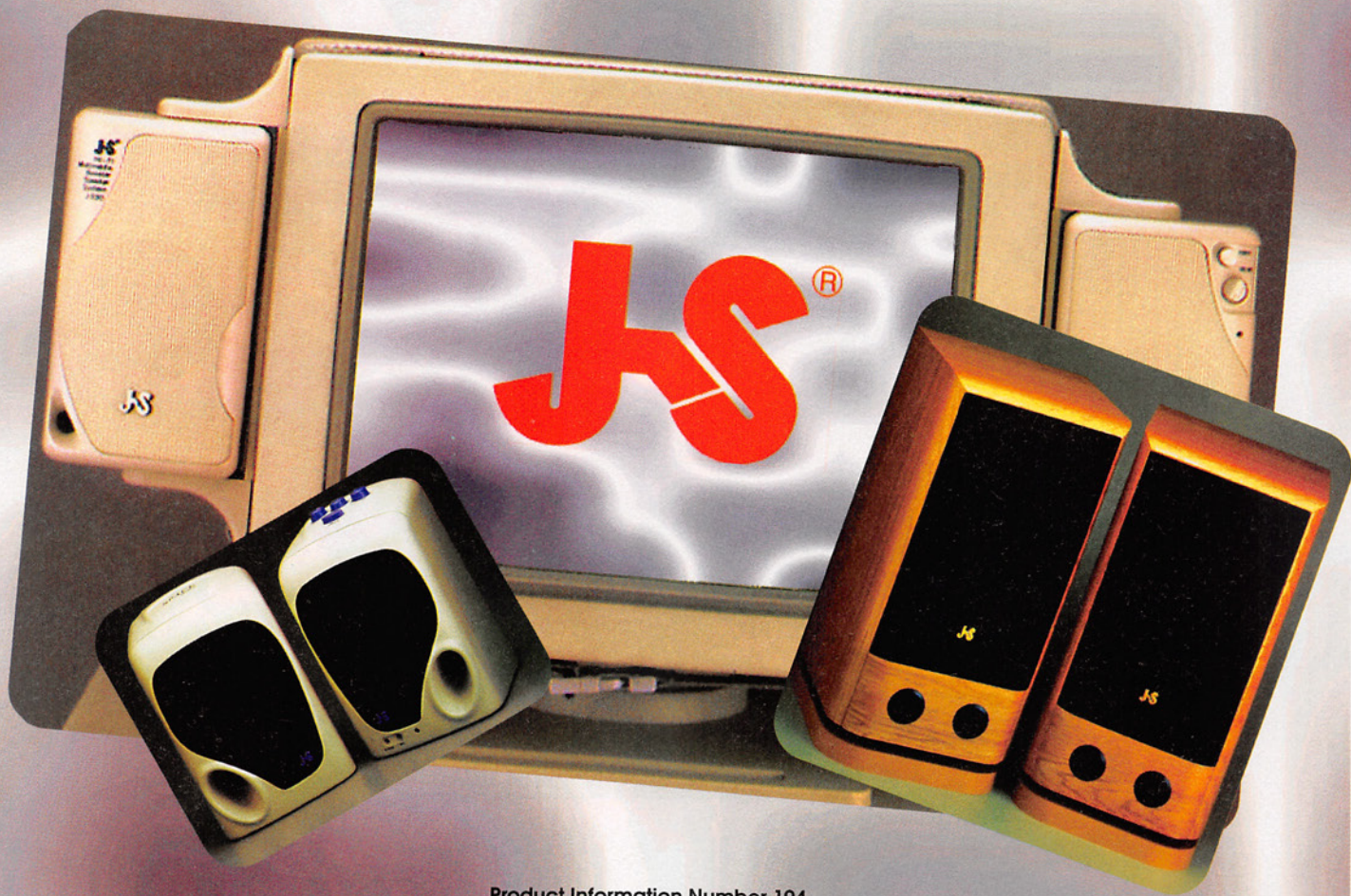


© 1994 XATRIX INTERACTIVE DESIGN, INC. ALL RIGHTS RESERVED. PUBLISHED AND DISTRIBUTED BY INTERPLAY PRODUCTIONS, INC.

Product Information Number 182

# JAZZ Speakers

EXPERIENCE WHAT THE SOFTWARE DESIGNERS  
MEANT YOU TO HEAR



Product Information Number 194

Are you satisfied with the sound coming from your computer? Do you think that the designer meant for the voices and effects to sound tinny? **Jazz** speakers are designed to let you hear every sound. Every blast. Every creak. Every gasp. If the sound is in your software, Jazz will let you hear it.

Would you look at beautiful scenes with a small, grainy monitor? Why listen to sound effects and music with a speaker that sounds like a tin can.

The choice of major OEMs since 1981, **Jazz** is now available to the retail market. With the experience and facilities needed to produce state of the art speakers, **Jazz** manufactures over thirty models to meet all needs.

**Jazz** is quickly becoming the choice for those ready to upgrade their tinny sounding speakers for speakers with the dynamic range to make every sound heard the one that was intended.

Tired of tin? Try **Jazz!**

JAZZ, Inc. 1217 John Reed Court, Industry, CA 91745 (818) 336-2689 Fax: (818) 336-2489

# What is Enhanced IDE?

**C**urrently, about 90% of all new PCs use an IDE interface for their hard- and floppy-disk drives, thanks to IDE's mix of low cost, good speed, and simple configuration. But for the past couple years, there's been an obstacle looming in IDE's path: its design limits hard drives to a size of only 528 megabytes. But

Enhanced IDE drives are starting to hit the streets with a more reasonable size limit of 8.4 gigabytes, ensuring that IDE will remain the interface of choice for a few more years.

IDE stands for "Integrated Drive Electronics," and for once a name actually explains what's going on. Older disk interfaces like MFM, RLL and ESDI need a complex controller card in one of the PC bus slots, which converts the CPU's read and write commands into the electrical signals that actually operate the drive. Instead, IDE uses a simple, inexpensive adapter card to relay commands directly from the bus to the disk drive. The electronics are "integrated;" the controller is part of a circuit board that's bolted to the drive.

IDE drives were introduced in 1987 and caught on quickly, and there are a couple of good reasons why — beginning with price. It doesn't cost much to integrate controller functions into the drive, while an IDE adapter costs a lot less to make than a stand-alone disk controller board. IDE systems are also more flexible than systems with a separate controller, since an IDE adapter isn't tied to any particular disk drive technology. You can upgrade to a newer, more advanced IDE disk without needing a new card, since the new controller is built into the drive.

For the past few years, the main alternative to IDE has been SCSI (pronounced "scuzzy"), the Small Computer

Systems Interface. SCSI drives also have built-in controllers, but instead of extending the AT bus to the drive, SCSI defines an entirely different type of bus. The SCSI bus is independent of any particular computer's architecture, which is one reason why SCSI dominates on Apple Macintoshes and engineering workstations.

SCSI also has some other important advantages, which have made it popular on network servers and other high-end PCs. While IDE disks are limited in size to 528MB, SCSI supports drives as large as 8.4GB. IDE only works with hard disk drives, while SCSI can be used for CD-ROMs, tape drives, and even scanners.

pared to a theoretical max of 5MB/s for SCSI. EIDE supports rates as high as 13MB/s, besting even the 10MB/s rate of the "Fast SCSI" drives that are beginning to appear. But since these rates are beyond the practical limits of the AT bus, you won't get this kind of performance without a VL-Bus or PCI Enhanced IDE adapter, or a motherboard-mounted IDE port with local bus speed.

To gain all the advantages of Enhanced IDE, you need three things: upgraded BIOS software to deal with larger drives and perhaps a second port; an EIDE-capable adapter; and an Enhanced IDE disk drive. Naturally, the easiest way to get all three is to buy a

brand new PC, and that's surely where most EIDE drives will wind up. But upgrading to Enhanced IDE is certainly possible, and it'll make sense for a lot of folks.

Some recent PCs already have BIOSes supporting Enhanced IDE, so they're able to access the larger disks. Add-on EIDE adapters sometimes include a ROM chip on the card to extend older BIOSes, while other adapters come with driver software on floppy, to be installed in DOS via the CONFIG.SYS file. And disk drive manufacturers often bundle the software in their upgrade kits. For instance, Western Digital's big drives come with a copy of Ontrack Software's Disk Manager, which lets a PC access the full capacity of the drive, even with a standard IDE adapter.

Disk manufacturers started building EIDE drives at the end of 1993, and any IDE drive larger than 528MB will certainly support EIDE; otherwise, you'll have to ask to be sure. When used with a plain IDE adapter and without an upgraded BIOS, most big drives automatically configure themselves to appear as two smaller disk drives, both within the 528MB limit. They're accessed as the C: and D: drives under DOS, which is a pretty clever work-around — though it is harder to manage two virtual disks than a single big one. And because it masquerades as two disks, the drive exhausts IDE's two-disk capacity all by itself, so it has to be the only IDE drive on the system.

The progress of hard disk technology has been nothing short of amazing. Disk capacities have grown more than a hundred-fold, from the first five-meg drives a little more than a decade ago to the gigabyte-plus drives available today, while prices have stayed about the same. You have to wonder how much longer that trend can continue, but as long as it does, we'll be able to enjoy larger and faster disks — thanks in part to the Enhanced IDE interface.

Tim Victor



One advantage — you can plug up to seven devices on a SCSI bus, while an IDE port only supports two drives.

But the Enhanced IDE interface nullifies a lot of IDE's disadvantages, and it reduces the others enough to keep IDE on top for most desktop PCs. Enhanced IDE raises the drive size limit to match SCSI's 8.4 gigabytes, and it allows for a second IDE connector to attach third and fourth devices. Now the devices can also include tape and CD-ROM drives, thanks to the AT Attachment Packet Interface (ATAPI), an enhancement to IDE that supports devices other than hard disk drives. Now, most CD-ROM manufacturers are planning to produce IDE drives.

Enhanced IDE also boosts the interface's speed in a big way. Traditional IDE is limited to a transfer rate of about 3MB per second, com-

As today's games require more hard-drive space, drives in the 500MB range are becoming common. But what do terms like IDE, SCSI, and now EIDE mean? Tim explains all.



A scene from *Rise of the Triad*, an action-packed 3D game coming soon by Apogee. Price \$29.95.

## “Apogee does not make the best games!”

**T**hese are the words of Scott Miller, President of Apogee Software, Ltd. “Our games don’t have Hollywood actors, they don’t have five minute cinematics, and they don’t have TV quality, full-motion video that requires a CD-ROM drive. Quite simply, those elements don’t improve the actual gameplay.”

“What we do make is superb action games,” said Miller. “In fact, our slogan is: *Apogee means Action!* Every one of our 20 plus games deliver nonstop, undiluted action. It’s a market hole left wide open by the big game publishers, most of whom have the mentality that every game needs to be huge in size, with a bulky manual and a complex interface.”

### Apogee started it all

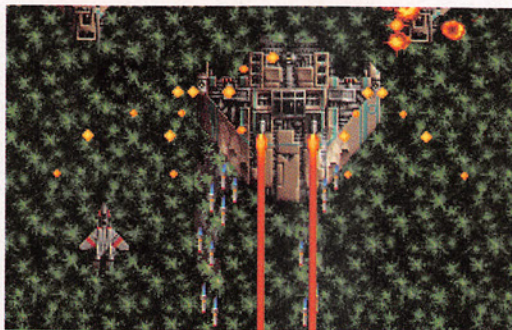
Apogee is the innovative game developer/publisher that pioneered the shareware approach now known by those in the industry as the “Apogee Model.” Apogee’s revolutionary marketing approach is to release one part of a game as shareware, and sell the remaining episodes directly to their customers via 1-800-APOGEE 1 or by mail order.

The amazing rise and success of Apogee is a two-part story, based on their focused attention on pure action games and on their try-before-you-buy shareware marketing system.

“The way the Apogee Model works,” explained Miller, “would not work for many retail games because they absolutely must be fun or no one will buy them. The Apogee Model allows potential customers to try our games before they fork over their money. When players buy games from retail stores, they don’t have this opportunity. Instead, retail games are mostly sold by advertisements, hype and magazine reviews. We at Apogee, on the other hand, have pioneered an approach that allows players to sample our games first.”

### Action games win awards, too!

Even though Miller has said his company’s games are not the best, Apogee has racked up more than their share of awards, including the



“Raptor’s voracious gameplay eats other shooters for lunch!”  
—Computer Gaming World Price \$34.95.

industry’s most prestigious award, the Software Publisher Association’s “Codie” award, given to Apogee’s blockbuster hit, *Wolfenstein 3-D* (developed by id Software). Apogee games have earned over 100 international honors. “More importantly,” says Miller, “they’re fun to play.”

“Apogee represents one of the most remarkable, if unheralded success stories in the entertainment software industry.”

— *Electronic Games*

Recent and upcoming releases such as *Raptor*, *Wacky Wheels*, *Hocus Pocus*, *Rise of the Triad*, *Mystic Towers* and *Planet Strike* have more than fortified Apogee’s position as the leader in PC action entertainment.



In *Wacky Wheels*, it’s wild kingdom meets formula one racing, with 3D first person graphics and head-to-head modem play!

### Try Apogee’s games for free

The huge Software Creations BBS, voted the most popular BBS in North America by readers of Boardwatch Magazine, has developed an alliance with Apogee to bring you all of Apogee’s shareware games for free.

Anyone with a modem can call Software Creations, sign on as a non-paying member, and download Apogee’s games from file section #1.

The BBS numbers to call:  
508-365-2359 @ 2400 baud  
508-368-7036 @ 9600 14.4kv.32bis  
508-365-4035 @ 28.8k v.fast (v.fc)

If you’re looking for genuine action games with boundless energy and playability, look into Apogee. As their slogan says, “Apogee means Action!” **A**

## Heidi's Wish List

**A**s a software reviewer, I sometimes feel like a kid whose dad keeps serving lunch without asking what she wants. He brings a peanut butter sandwich, and she says "Geez, Dad, I've had peanut butter four times this week." He brings soup, and she says "Come on, Dad. It's 90 degrees outside." He brings gourmet tuna salad, and she says "Ewww. Pick out those gross olives." He brings a candy bar, and she says "Mom'll kill you if you serve me candy for lunch."

"For goodness sakes, child! Can't you ever be satisfied? Why don't you just tell me what you want?" he asks.

Well, what I want is a program that makes reading better than it already is: CD-ROM books for kids and adults with a well-designed reading tool. Not a new idea, but not a well-explored idea either. Here's what I'd like to see, in three categories: novels, teaching texts, and children's anthologies.

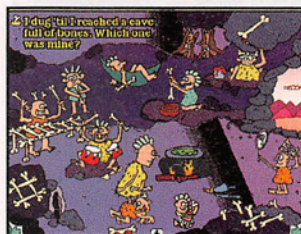
### Novels — Something Old Becomes Something New

I love the way novels are built — the way characters drive plot, the way foreshadowing scoffs at me for being surprised by a story's outcome, the way a sprinkling of clues resolves a complex mystery.

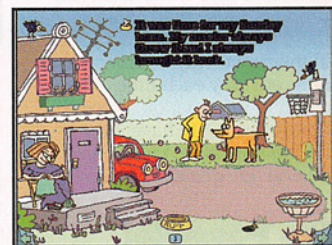
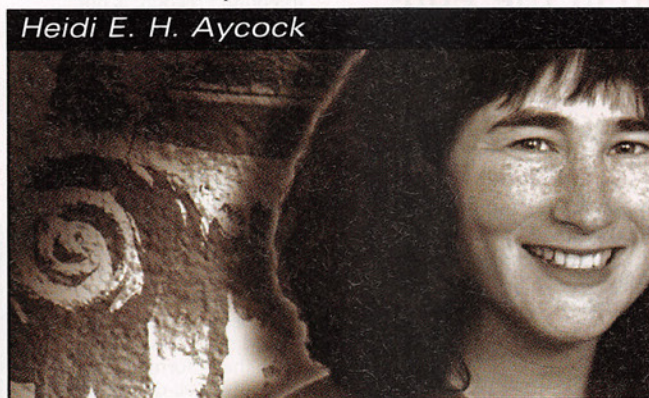
When I read a book, I often flip back and forth through the pages to see how a plot element developed, what a certain character looked like when he or she first showed up, and so on. At such times, I've wished I could hook my computer up to the book so I could perform quick

electronic searches. For example, I was reading *A Tale of Two Cities* and ran across a reference to scarecrows. It was the third occurrence of the word, so it seemed significant. I hunted for the other references, without success. A powerful search engine could have found all the occurrences of the word quickly. And as long as I was wishing for the impossible, I also wished for annotations to the text — Dickens' own notes about the scarecrow image, for example. I wanted to read and compare other accounts of the French Revolution — essays, other novels, poetry and so on. On a roll, I also wished for video clips of vari-

up with *Ethan Frome* during a blizzard or *Jane Eyre* during a rainstorm. You just can't really get cozy with a comput-



Any of the books in Broderbund's Living Books series — such as *Ruff's Bone*, one of the newest — is a good choice, but a collection of several books would be a much better value.



Broderbund's Living Books series is a step in the right direction toward truly enjoyable books on CD-ROM.

ous movie adaptations. Imagine finishing the book by listening to Ronald Coleman say "Tis a far, far better thing that I do now than I have ever done before . . ."

Of course, such a reading system couldn't replace books. I'd be reading in an upright position, for one thing, and I almost never do that because no amount of technology can beat curling

Educational software has come a long way, but Heidi would like to see it taken a step further. This month, she discusses several new approaches that might lead to better edutainment.

er.

I'd also be digesting the story non-linearly, which I don't want to do with every book I read. But if I had access to such a tool, I could read a book in a very active, exploratory way which might be fun from time to time — fun enough that I'd spend a lot of money on it.

### Teaching Texts — Something Dull Becomes Something Spectacular

Unlike a good novel, an electronic textbook suffers little from "lack of atmosphere." I usually find myself reading instructional books at a table where I can take notes. I close my eyes to try to burn the information into my brain. I get up and walk around to take breaks and digest what I've learned. So sitting at a computer wouldn't hurt the mood like it would with a novel.

Any textbook could benefit from the move to CD-ROM, but I have something specific in mind. I want to learn about things that are hard to learn about on my own. Not hard because they're intellectually baffling, but hard because the materials are expensive, messy, rare, or — I wish you could see the glint in my eye as I write this — dangerous.

For example, as a parent, I've got a large dog-eared library of books on child development. Brazelton, Sears, Leach and others have pumped so much information into the parenting community that it's hard to sort it all out. I try sitting on my bed with six or seven owners' manuals spread around me, looking for the symptoms of Roseola or a good strategy for coping with tantrums. A CD-ROM text on child development would let me compare and contrast all the different advice easily. It could also include interactive examples illustrating such important things as how to identify Chicken Pox, what a child looks like when he or she is choking, and how to safely bathe a baby.



Bright Star's *Berlitz for Business: Japanese* has all the effectiveness of a textbook, plus the engaging qualities of a computer game.

Other possible products also make my mouth water: How about a chemistry textbook? The interactive examples could feature online experiments that would melt a real-world beaker or explode a real-

appeal to many senses at once. It would also appeal to many learning styles at once — which is a particularly engaging and absorbing teaching strategy. In fact, some experts subscribe to the

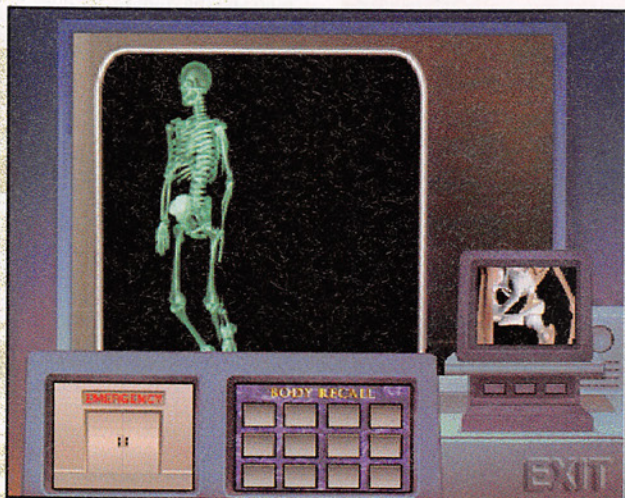
**"I often complain that kids have almost all the fun in the edutainment market, because very few products cater to adults."**

world classroom. Or what about an electronic volume on cutting gems, in which I could shatter a gross of diamonds with gay abandon? Or a tutorial on color and design that would let me spatter paint across the electronic page without staining the carpet?

An electronic textbook would be an especially effective teaching tool because it would

belief that it's the *most* effective strategy.

I often complain that kids have almost all the fun in the edutainment market, because very few products cater to adults. But a few really good electronic textbooks could bust the adult educational market wide open — and get me to stop whining for a little while.



Knowledge Adventure has a reputation for blazing clever paths through all kinds of information, such as the intricate journey it travels through human biology in *3-D Body Adventure*.

## Children's Books — Something Thin Becomes Something Thick

Even though kids get most of the edutainment goodies, they still don't get enough. I'd like to see CD-ROM-based collections of *related* books, not just one book. With all the storage space offered by a CD-ROM disc, publishers should be able to offer a broad view of a topic, a character, or the works of an author. For instance, how about a collection of books on freedom? The programmers could create links between the related issues in each of the book. In the collection on freedom, link references to any kind of constraint so kids could more closely examine what it means to lose your freedom. Freedom is not just the opposite of slavery; it's also the opposite of stifled speech, restricted association with other people, and limited travel.

Such a collection could also include quotes by famous people — as well as quotes by not-so-well-known children — on what freedom means to them. Accompany each quote with a picture of the person who said it. The possibilities are endless, so the CD-ROM discs should be full.

All that information, combined with a well-designed interface, would create a perfect product. Kids could explore these books at their own pace, in their own way — indeed in a different way each time. The depth of information, if organized well, could have long-lasting appeal for children of several age groups.

## It's Possible! It's Possible!

This wish list of mine may sound far-fetched, but some companies are already on the right track. What I'm really asking for is an engine for exploring a topic to exhaustion. Knowledge Adventure has already built such an engine, but the company's software doesn't offer enough depth.

Broderbund is the leader in releasing interactive books for kids, and their programs are spectacular. My son throws a tantrum every time we have to turn one off, and sometimes

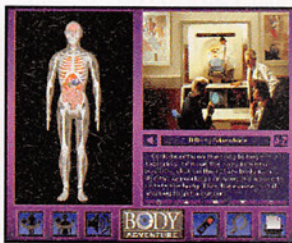


If Bright Star's next adult programs are as good as its Japanese tutorial, the company will be ahead of the market on producing interactive textbooks.

I can't keep my own hands off the mouse while we're playing. However, Broderbund's products are thin, contents-wise.

Bright Star has released a wonderful foreign language program that teaches Japanese. Because I don't know much about the language, I never got tired of the content the company included in the program. Based on the success of *Berlitz for Business: Japanese*, this company could shine in the ever-growing online-textbook market.

Years ago, I would complain that I wanted more from the software I liked, and the companies would say "there's only so much room on a disk," or "if we got into more material, we'd have to include too



With more depth to its content and more flexibility to its interface, Knowledge Adventure would have a near-perfect product on its hands.

many floppies." Okay, I could see their point then. But now they have 600 megabytes of space on a CD-ROM disc, and they rarely use a quarter of it. The old excuse is gone.

A perfect product, that's all I'm asking for: A program that uses technology until the computer is gasping for breath; a program that considers all the paths a mind could wander down as it reads a chapter of Dickens; a program that respects my intelligence and provokes me to think more intelligently. I believe it's possible — now I just have to convince the software industry.

# The Dark Sun Rises Again!



OFFICIAL  
**Advanced Dungeons & Dragons**  
2nd Edition  
COMPUTER GAME

**DARK SUN**

**P**repare for the dawn of a new day in AD&D® role-playing: The sequel to SSI's mega-hit SHATTERED LANDS is here! WAKE OF THE RAVAGER hurls you back to the scorching DARK SUN™ game world — to battle the minions of the mighty *Dragon of Ur Draxa!* The sensory extravaganza of sights and sounds will overwhelm you: ever more spectacular full-screen graphics and cinematics plus digitized character voices and sound effects.

It's going to be one hot summer — when the Dark Sun rises again!

 On CD-ROM and 3.5" disks for IBM & Compatibles

TO ORDER: Visit your retailer or call: 1-800-245-4525 with Visa or MasterCard (U.S. & Canada only, please).



ADVANCED DUNGEONS & DRAGONS, AD&D, DARK SUN, the TSR logo and all TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by and used under license from TSR, Inc., Lake Geneva, WI, U.S.A. ©1994 TSR, Inc. ©1994 Strategic Simulations, Inc. All rights reserved.

256-color VGA displays

Product Information Number 152

# FREE GAME!

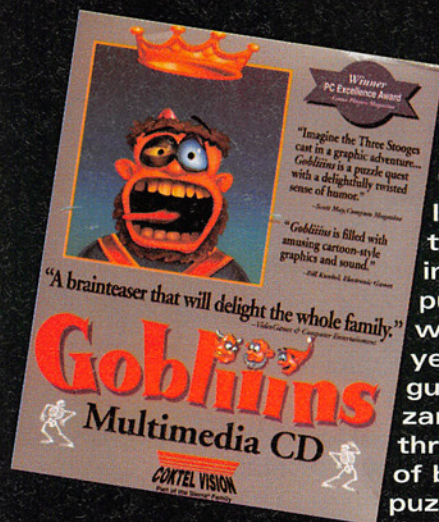
To celebrate the launch of PC GAMER, we've teamed up with Sierra On-line to bring you a sensational charter subscription offer on PC GAMER.



## Gabriel Knight: The Sins of the Fathers

In the first installment of what promises to be a long, successful new series, Gabriel Knight enters the

world of the New Orleans voodoo cults — and discovers the truth about his own amazing destiny.



## Goblins

It's one of the most innovative puzzle games we've seen in years! You'll guide three zany goblins through a land of brain-teasing puzzles and odd situations. Each

has his own special abilities, and it's up to you to figure out how to use them.

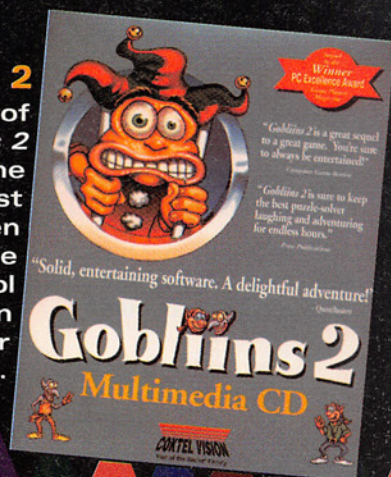
### PC Gamer

— THE authoritative guide to PC gaming.

Whether you've been playing PC games for years or are just getting started, *PC Gamer* is the magazine you've been looking for. Every month we'll bring you honest, hard-hitting reviews of all the latest games — including the new, cutting-edge CD-ROM titles — so that you'll know which ones are right for you. Our editors are PC gaming experts, and they'll give you the information you need before you buy.

## Goblins 2

The best kind of sequel, *Goblins 2* brings you all the fun of the first game — and then some. This time out, you'll control two little imps in even tougher puzzles.



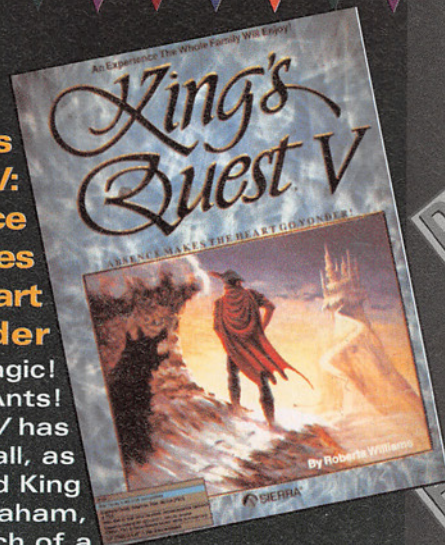
...when you  
subscribe to

**PC GAMER**

Act now, and you can take your choice of any one of these six great Sierra games — on either floppy disk or CD-ROM — absolutely FREE!

**King's Quest V: Absence Makes the Heart Go Yonder**

Magic! Gypsies! Ants! Yetis! *KQV* has them all, as good King Graham, patriarch of a whole family of adventurers, goes up against the evil Mordack in his second King's Quest game. Great graphics, great sound, great game!



"Proof that the era of CD gaming is upon us."  
—*Dear Space Quest*



ROBERTA WILLIAMS'  
**King's Quest VI**  
HEIR TODAY, GONE TOMORROW  
SIERRA

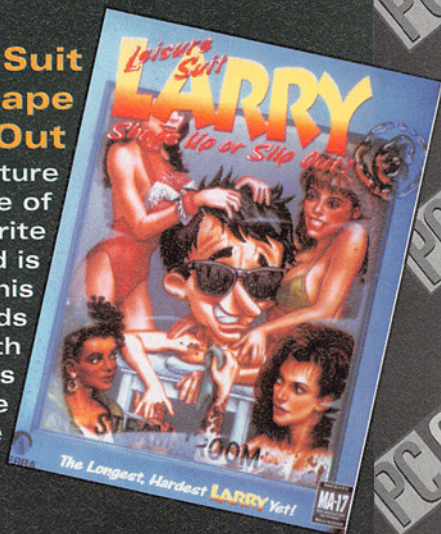
**King's Quest VI: Heir Today, Gone Tomorrow**

It's love at first sight for Prince Alexander, and he's become determined to track down his princess and win her heart. Romance,

adventure, action — it's all here in the most beautiful *KQ* yet!

**Leisure Suit Larry 6: Shape Up or Slip Out**

This latest adventure in the life of America's favorite lounge lizard is vintage Larry. This time out, Larry finds himself in a health spa full of gorgeous women — and one of them might be Ms. Right!



**The PC Gamer Cover Disk**

With every issue, you'll get the *PC Gamer* Cover Disk. It's an interactive demo disk that lets you try out the hottest new titles around — before you buy them. Only *PC Gamer* gives you the chance to test drive some of the biggest, most eagerly awaited new games on the market — every month.

**You Get it All!**

Put it all together, and this is a deal you just can't pass up! You get:  
-12 issues of the best PC games magazine in the business  
-12 cover disks packed with interactive demos  
-AND your choice of any one of six great Sierra games  
All this, for only \$47.95 a year — a savings of almost 50% off the newsstand price!

save  
**50%**

**SATISFACTION GUARANTEED**

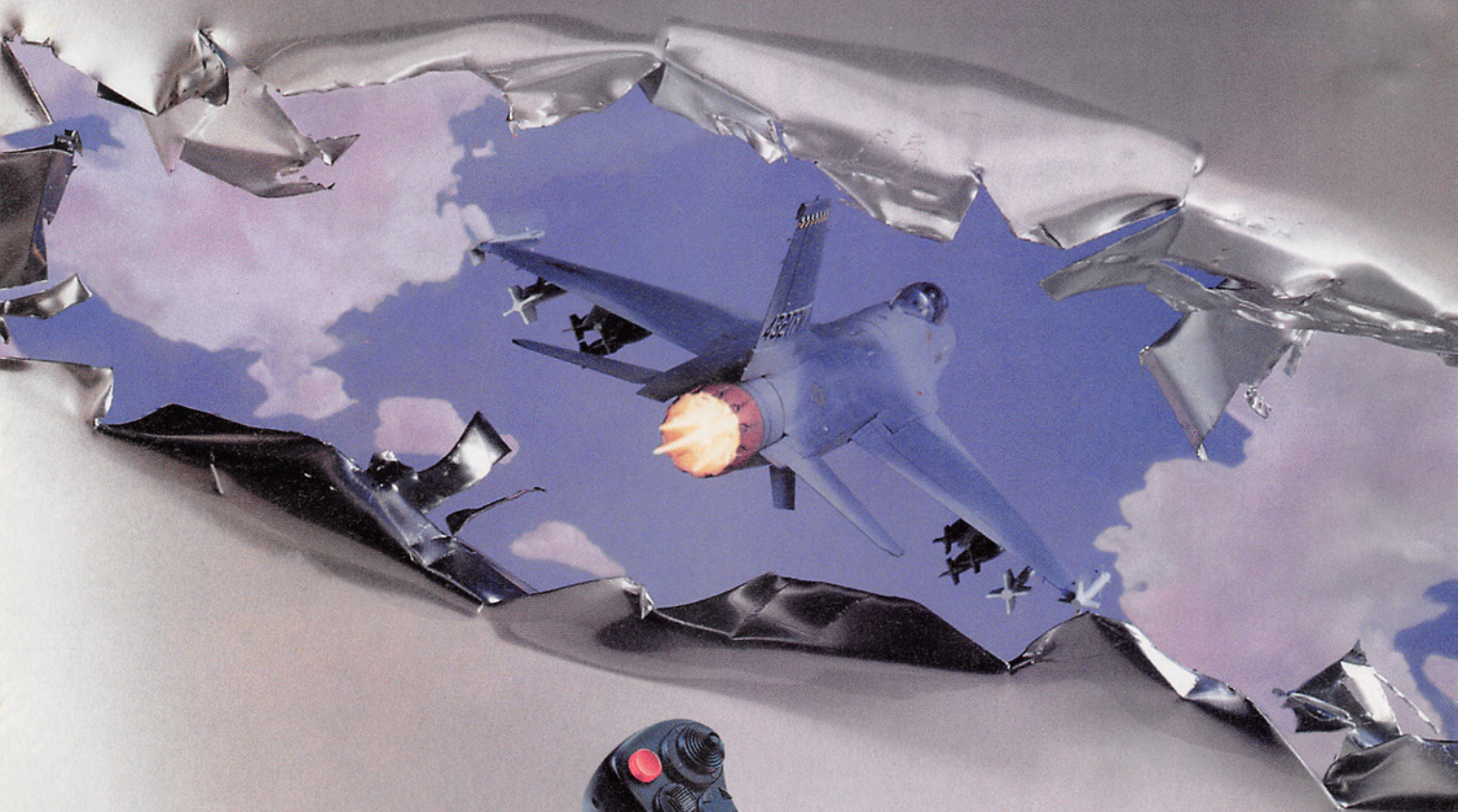
If you're not satisfied with *PC Gamer*, you may cancel your subscription at any time. We'll give you a full refund for all unmailed copies.

**Where Do I Sign?**

So if you're as serious as we are about PC gaming, subscribe today! Don't miss a single cover disk — or the reviews, previews, and insight only *PC Gamer* can provide. Just fill out the card and get ready for a year of the best PC magazine there is — delivered right to your door, every month!

For even faster service, call our subscription hotline at:  
(415) 696-1661

# CUTTING EDGE



"Bandit at three O'clock!"

You shout to your wing man as the MiG slashes through the air.

Instinctively, you grab the THRUSTMASTER F-16 FLCS stick, punch the afterburner and take your Falcon into battle.

G-forces rip at your body as you tear through the sky in pursuit. Adrenaline causes your hand to tremble as you work the fully programmable hat switches and buttons.



Instantly, track your enemy and choose the weapon of his destruction.

You pull hard right and fall in on his six. "I have a lock!" Squeezing the two stage trigger, a Sidewinder slices through the air - to the kill.

THRUSTMASTER F-16 FLCS

- \* Unlimited Programmability
- \* Unparalleled Performance
- \* Uncompromising Reality

**THRUSTMASTER®**  
THE REALITY SPECIALISTS

10150 SW NIMBUS AVENUE PORTLAND, OR 97223 - 4337 PHONE (503) 639 - 3200 FAX (503) 620 - 8094  
Product Information Number 211

# I NEED MORE

I've always been one of those people who's only happy with a new purchase for a month or two. Then, my urge to upgrade takes over. I'll be studying my new thingamabob, as I do compulsively for those first months, when I start noticing little areas for improvement, opportunities to add little bits and make tiny adjustments that just might get the thing to run faster, or quieter, or in a more entertaining way. Next thing you know, I've taken the cover off my brand-new whatchamacallit and added a signal prevaricator or something. Then I'm happy, until I read about some other new accessory that'll make mine *the* finest gadget available. It goes on like this until I realize that there's just no saving that old piece of junk: It's time to step up to the New Model.

I'm pretty sure it's that love of putting around and tweaking that makes PC gaming so irresistible to me. I mean, come on, what field of human endeavor calls for more tuning and fine-tuning and readjusting than getting a computer game to run the way you want it to? And what is more infinitely upgradeable than the PC itself? As thousands of frustrated computer gamers can attest, finding the best video card, or the best sound card and speakers, can be a never-ending job — mainly because as soon as you think you've identified the ideal peripherals, some new piece of hardware comes along that just *might* make your system perform just a little bit better.

That very fact scared me off of going out and buying my own PC for a long time. I kept telling myself I'd just wait until those new 386s came out (obviously, this was a few years back), that if I could hold on until I could afford a screaming-fast 386/33, I'd be set for life.

And that's just what I did, even waiting long enough

to surpass that 33MHz mark with a hot AMD 386DX/40. Sure, the 486 was on the market by then; but I was still a virgin in the ways of Evolving Technology, and certain that only aerospace engineers needed anything faster than my precious 386/40.

For a while there, I was the envy of all my co-workers. I could run every game that came into the office, and I loudly complained about the speed of my 286 workstation in hopes that someone would ask what kind of PC I had at home. And then one day, while bragging on my machine to Gary Meredith (now *PC Gamer* disk editor), he asked me what kind of

the library, and I'd purchased my first sound card — an ATI Stereo F/X.

I'd also fallen in love with the whole notion of peripherals, and how buying the best add-on cards and speakers and joysticks could extend the usefulness of a PC, could improve it and delay that inevitable day when I'd need to step up to a new system. Because a PC isn't like a microwave oven or a VCR, which you have to toss out when you feel that need for more features; PCs are *built* to be opened up and added to. There are ports sticking out of the back of them so that you can hook up flight yokes and modems.

## Matt Firme



sound card I had.

"Just the regular one that comes with a computer," I said. I shrugged the question off, but already I could feel myself questioning the worth of what had been just seconds before the most powerful PC on earth.

Gary chuckled, shaking his head. "That's just a PC speaker," he said. "Don't you have a Sound Blaster? Even an old AdLib?" He walked off, and I suddenly felt like a guy who'd lost \$2,000 on a single hand of blackjack.

Two things especially bothered me: that I'd failed to learn enough about computers to make a wise purchase, and that I was such a dumb-ass, such a hopeless dullard, that I didn't even know what a sound card was. By the end of the week I'd asked everyone I talked with to explain to me all they knew about computers. I'd picked up books at

Things have sure changed since the days when an AdLib card was a hot peripheral. That's why Matt's here — to fill you in on all of the newest goodies for your PC.

There's almost always *something* you can add to your system to squeeze a little more pleasure out of it. It's a tweeker's dream.

Take my current home computer, for instance. It's a 486DX2/66MHz Vesa local bus system with 8MB of RAM, a cheap video card, a Media Vision ProAudio Spectrum 16 sound card, Altec Lansing ACS300.1 speakers, and a double-speed Toshiba CD-ROM drive. I've had it for about a year, and it's been a good machine. But lately, I've been noticing that it's not as fast as it might be. The video in *Outpost* runs pretty sluggishly, and once in a while *TIE Fighter* slows down during especially hairy missions.

I've already got a few ideas. First off, I know I need a faster video card. A Windows-accelerated card would probably help with *Outpost*, but might not improve the performance of the DOS-based *TIE Fighter* at all. In fact, it might actually *slow* the video in DOS. More memory might help, too — it certainly couldn't hurt. I *could* go ahead and pop for a new Pentium 90 — just as soon as that Publisher's Clearinghouse van pulls up to the house. Nah, I think I can get by with the 486 for another six months anyway. But I'm gonna be tracking down some good add-ons to get me through until those Pentium prices drop a bit.

Now, I know that many of you don't have the time or the inclination to keep up with all the new peripherals coming out every month — although judging by the mail we get and your responses to our reader's survey, most of you plan on adding new peripherals very soon. That's why this column is such a good deal for us both: It gives *me* an excuse to hunt down all the new peripherals I can get my hands on, so that I can keep you informed of what's out there — and how it stacks up.

"A Graphically  
Stunning  
First Person  
Shooting Game."  
STRATEGY PLUS

FINALLY  
A COMPUTER GAME  
WITH SOME  
TEETH

The Fortress of Dr. Radiaki is a thrilling adventure, mixing carnage with a biting sense of humor.

You will confront scores of different adversaries including sword wielding samurai, stealthy ninja warriors, robots with toasters for heads, mutated alligators and many more.

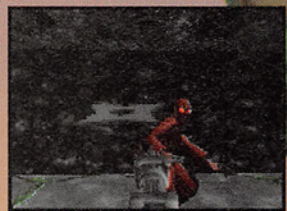
You must use all your wits to find your way through the cavernous fortress and defeat the Machiavellian designs of the horribly deformed Dr. Radiaki.

The Fortress of Dr. Radiaki is a landmark in computer games. You are free to move in any direction and blast anything that tries to do the same in this virtual reality, 3-D world.


Backgrounds are rendered on the fly and unbelievably detailed characters move smoothly through the labyrinth.

Enter at your own risk... you may never be the same again!

THE FORTRESS OF  
DR. RADIAKI™



PUBLISHED BY :

 Merit Software™

DEVELOPED BY :

 FUTURE  
VISION™

 MAELSTROM™  
SOFTWARE

Actual screens may vary. For more information, please call Merit Software 1-800-238-4277. © Merit Software. © 1994 Future Vision and The Fortress of Dr. Radiaki are registered trademarks of Future Visionary, Inc. All Rights Reserved. All other names or trademarks are the property of their respective owners.

# Changing Horses and Other Exciting Stuff

**E**ject! Eject! I watched as the flaming skeleton of my simulation column plummeted earthward. Already the CH-54s were on their way to reclaim the hulk, and soon she'd be good as new, with a brand new pilot at the helm.

I had plenty of time to think during my long, slow descent. The orders had come down only this morning. Readers were demanding coverage from the shareware front, and the PCG Brass figured I was the best man for the job. They were right — if there was some oddball piece of programming out there on the Net, I was sure to find it. Besides, I needed a new challenge. Something weird. Something different. And for my sins, I got it.

## Shareware 101

Shareware was originally designed as an efficient way for software authors to release their work without interference from job-justifying corporate managers and marketing weasels. You got a copy of the program off a BBS or from a software library, and if



**Hocus Pocus:** Bright lights, groovy music, mysterious magic, and a little mayhem from Apogee.

you liked it you were morally (if not legally) obligated to send the author a modest fee. In return you'd usually get an upgraded, full-featured version, and the author would have incentive to keep up the good work.

Lately, though, the shareware market has become more of a testbed for excellent new games by a variety of publishers, like Apogee, Epic Megagames, and id Software, who've released single-level demos of games like *Raptor*, *Blake Stone*, *Epic Pinball*, *Xargon*, *Wolfenstein 3D*, and a nutty little thing called *Doom*. It's a great way to try a game before shelling out the bucks for it, and for many companies (including the big retail publishers) it's becoming the way to pre-release new titles.

For example, both Activision and Interplay have announced shareware versions of two upcoming major releases. Activision's *Pitfall: The*

shareware version featuring the first 9 of an expected 80 levels will be available in mid-October. And as a bonus, owners of the shareware version who order the full CD-ROM version are assured of receiving it well before its retail release.

## Scott's Shareware Picks

So what kind of goodies are out there right now? Well, I play *Invasion of the Mutant Space Bats of Doom* almost every night, and *AstroFire* (reviewed on p. 75), a 256-color raytraced update of the classic *Asteroids* by Owen Thomas, has also piqued my interest

## Scott Wolf



*Mayan Adventure*, the sequel to David Crane's wildly successful 8-bit cartridge game, features work by a team of ex-Disney animators led by Bill Kroyer (*Tron*, *FernGully: the Last Rainforest*), and 16-bit digital sound by Academy Award-winners Sound Deluxe Media Labs (*True Lies*, *T2*, *Home Alone*). Don't expect it 'til early 1995, but the shareware version featuring a level each from the first two game worlds will be released to 3600 worldwide BBSs late this year.

Interplay's *Descent*, their self-described "Doom-killer" game, features an extremely fast, full 360-degree first-person view of a terror-filled off-world mine shaft. It won't be available until after the first of the year either, but the share-

Keeping up with the huge shareware and online scenes can be a full-time job. Since Scott's never had a full-time job, he was the perfect choice to surf the Net in search of the weird and wonderful.



**Prairie Dog Hunt 2:** There's enough senseless violence here to make even Sam Peckinpah proud.

But the shareware game I've been playing the most is a twisted little Windows shooting gallery called *Prairie Dog Hunt 2: Judgement Day* by Ian Firth of Divisions Software.

Actually, the term "shooting gallery" is a bit of an understatement. It's more of an all-out slaughter, as you mow down cute little prairie dogs with either a pellet gun, .44 Magnum, a rifle, or the nasty Italian SPAS-12 semi-automatic shotgun. The prairie-dogs certainly don't deserve such treatment; they've done nothing wrong. But hey! It's fun!

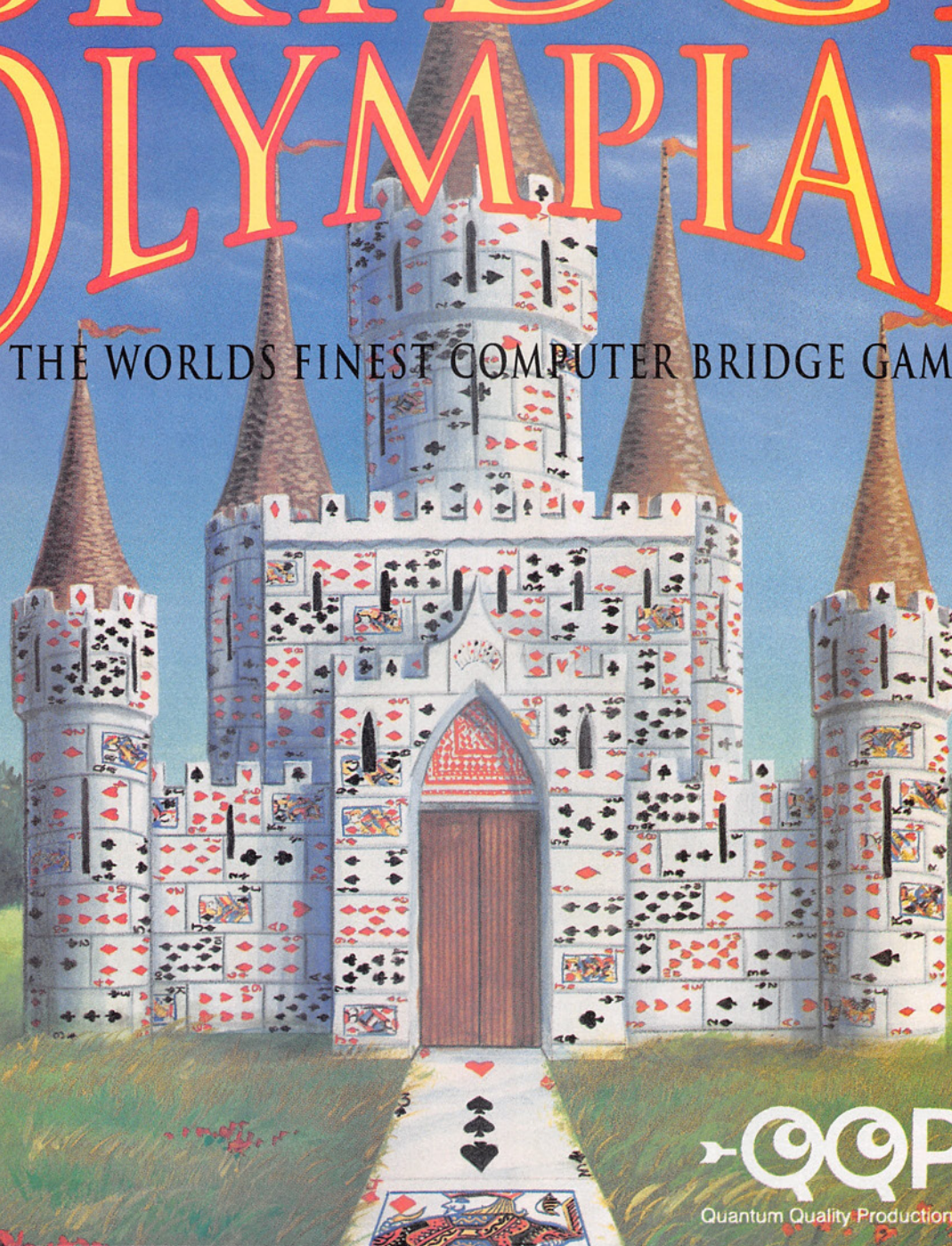
You decide on the number of prairie dogs in each round and the speed at which they move from burrow to burrow in their horizontally scrolling VistaPro landscape. When they pop their little heads up, *Blammo!* — there's a glorious shower of rodential blood 'n' guts along with an agonizing death-squeak. It's sick and disgusting and more fun than a barrel of Vikings.

Other interesting stuff: *Hocus Pocus*, from Apogee, is a cute little platform game that I normally wouldn't have bothered with, but I was totally charmed by the shareware demo and its excellent musical score by the always dependable Fat Man. *One Must Fall*, a robotic fighting game from Epic Megagames, looks pretty ridiculous in screenshots, but the demo reveals it to be a clever variation on the theme, without the gore that makes watchdog groups go ballistic.

Well, that's all I've got room for this month. But you can bet your floppy drive this Net jockey will be back next month with even more wonders and oddities.

# BRIDGE OLYMPIAD

THE WORLDS FINEST COMPUTER BRIDGE GAME



Quantum Quality Productions, Inc.

The finest computer bridge game ever created! Take part in the world renowned "Bridge Olympiad" tournament right in the comforts of your own home. Bridge masters are calling this bridge game the most challenging ever! The computer will test bridge masters' abilities while being the mentor for novice players. Practice slams, defensive play, and how to play no trump hands. Choose the type of partner you want to play with. Each partner has different bridge techniques and styles.

"A great way to practice before an upcoming tournament"

"I have never seen such a clever computer partner and opponent"

- Masterful Computer Opponents
- Complete Player History
- Largest Number of Bidding Conventions On the Market
- The Bridge Game For A Lifetime
- Tournament Play
- A Myriad of Computer Players, Each With A Different Playing Style and Personality

"Bridge Olympiad" computer game is for IBM PC. It can be obtained through your favorite retailer or call:

**1-908-788-2799**

or by writing to:  
QQP—495 Highway 202  
Flemington, NJ 08822

Copyright 1994 Q.Q.P. All rights reserved.  
IBM is a trademark of International  
Business Machines.

Product Information Number 104

**W**elcome to another edition of Strategy Central, where gaming woes are eased and those tough questions are answered. This month, the overwhelming bulk of our mail concerned Sierra's *Outpost*—a game we liked a lot, but which seems to be giving many of you some real headaches. Hopefully, the info provided here will give you all a good start toward building mankind a new home among the stars.

And then there's that tricky *Alone in the Dark II*. Blasting monsters isn't the only key to success in this action-packed title, so we supply some of the other strategies that'll see you safely through the game.

So keep those letters rolling in, and let us know which games you'd like to see in next month's Strategy Central.

**Write to us at  
Strategy Central  
PC Gamer,  
300-A S. Westgate Dr.  
Greensboro, NC 27407  
E-Mail — preecegee@aol.com**

Be sure to include address and a daytime phone number with your strategy letter. Sorry, we can't answer each letter personally, but we read all of 'em.

## Outpost: Straight From The Source's Mouth...

### Letter of the Month

We've received a swarm of letters this month requesting help and asking questions about Sierra's new strategy title *Outpost*. Our Letter of the Month is typical:

#### Dear Strategy Central,

Please help me, before I lose my mind! I just bought *Outpost*, and while I really like the look and premise of the game, there's just not enough support in the manual to give me even a chance of getting into the game! I know generally what everything is supposed to do, what my goals are, and so on. But I can't get far enough into the damn thing to start enjoying it!

Come on, guys, you've got to help me (and a lot of other gamers, I'll bet). I love Sierra's stuff, but this is getting so frustrating I can't stand it. All I ask is that you do what the manual should have done, and tell me how to play this game!

Desperate,  
Chris Barnett  
via E-mail

*A lot of people have had trouble with the game's documentation, so we asked Bruce Balfour — the game's designer — for some general hints on getting started in your new world. Follow along with this tip sheet for the details on everything from placing your seed factory to taking care of your colonists. Fans will also be happy to hear that Sierra will release a patch disk in the next few weeks that will add the elusive road, monorail, and trade functions to the game.*

*And now some tips from our special guest, Bruce Balfour:*

#### Seed Factory and Robominer Placement

Use the Elevation Map on the site map window to choose a landing area. The clear terrain is marked in black, so the best locations are black with red diamonds (which mark potential mines identified from orbit). When you place the Seed factory, a red "X" will appear on the diamond-shaped tile map. Run a turn by left clicking on the small planet in the lower right hand corner of the screen, then the turn number will appear below the planet. When you see the



Place your seed factory in a location that offers lots of room for future expansion, as well as easy access to several mines.



When you run out of resources or your workers are otherwise employed, you may have to wait a few turns before you can begin building.



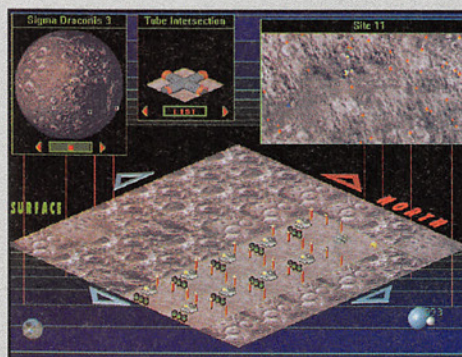
In order to build a new unit, you must place it on a cleared tile that has been connected to the rest of your compound by above-ground tubes.



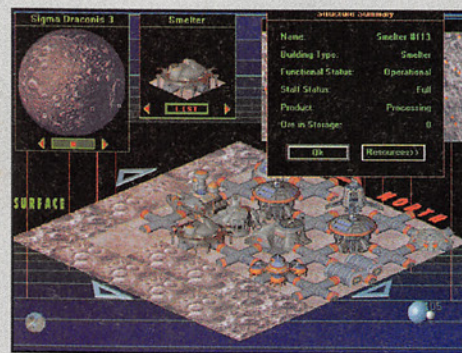
The first unit you should probably build in your seed factory is the robozoo. Remember that without a warehouse and robot command facility, more 'bots won't make any difference at all.



Once you've got a few droids in storage, build a robot command center so you'll be able to control them.



After the command center is built, you'll be able to use some of the 'bots you've placed in storage.



Smelters take the raw ore that your mines produce, and turn it into materials that are useable by your construction workers and facilities.

Seed lander on the map (in place of the red "X"), you can start running turns to start the Seed factory. Construction tiles and pre-fabricated tubes will appear.

While the Seed factory is building itself, place a robominer from the tile selector window on one of the red mining beacons nearby. If you don't see a mining beacon, scroll to that position on the map by clicking on the tile map over a red diamond. When you place a robominer on the red mining beacon, you will see that the robot replace the beacon. It will take several turns for the first level of the mine to be dug, after which it will automatically move resources to the Seed factory.

As you run your first turns, keep using the robozoo to clear terrain around your Seed factory. Also place a robodigger at the end of one of the tubes at the Seed factory construction site so that it can start digging your first underground level. When the robodigger is finished digging, the robodigger on the map will be replaced with the top of an air shaft.

## Building with Tubes

Tubes carry air and power from your CHAP and power facilities. For most structures, a tube connection is required to physically connect them to your existing network of buildings and tubes. Since construction also requires a tube connection on a tile adjacent to your intended building site, you may find that nothing is available in your tile selector window except for robots and tubes.

After placing a tube on a bulldozed section of the diamond-shaped tile map, structures will then appear in the tile selector window if resources are available to build new structures. When your colony is just starting, tubes will not be available in the tile selector window until you have brought down your first colonist lander.

## Early Construction

In the Construction section of the manual, it is suggested that you build your first few structures in this order: Agricultural Dome, CHAP, power facility, storage tanks, residential units. If your morale is falling fast, you may want to build a residential unit or two to boost morale before you build a power facility (since the Seed provides power for about 150 turns).

During the first 50 turns or so, you should build *slowly* — allow each of your first structures to be completed before starting a new one. As structures are being built, you can always bulldoze, mine, and tunnel horizontally or vertically with your robodiggers (assuming you have these robots available when you want them).

Because a SPEW facility provides resources from the sewage generated by residential units, this is also a good structure to build early on, along with a warehouse and a robot command facility to make use of robots built by your Seed factory. Gradually add more mines to keep your resources flowing.

Remember that an operating SPEW will generate MPG, which will take the place of any resources you may temporarily be missing. MPG is stored at the SPEW facility and used automatically whenever necessary to maintain existing structures. You can check the amount of MPG you have in storage by left-clicking on the SPEW facility to get its report.

## Seed Factory Collapse

Remember that you'll lose your Seed factory units (power, smelter, robot factory) after 150 turns, so you must build structures to account for this loss if you want to maintain those functions.

Before the Seed factory units collapse, make sure that your tube connections will be maintained between structures. Tubes are required to carry power and air, both for construction and maintenance of new buildings. You need a constant physical connection of buildings and tubes to keep supplying power and air to all of your structures, so there must be tubes that bypass your Seed factory units by the time the Seed factory units collapse.

## Saving Games

Note that games can *only* be saved from the *main game screen*, where you see the diamond-shaped map. If you encounter a problem saving a game, try running another turn before you select the Save Game option. This will complete the internal processing steps required so that you can save the current state of the game. Running a single turn is accomplished by left-clicking on the small planet icon in the lower right-hand corner of the main game screen.

## Using the Robots That Landed with Your Seed Factory

Your seed factory landed with three robots on board: a robozoo, a robominer, and a robodigger. While the seed factory is building itself, these three robots can be assigned to tasks on the diamond-shaped tile map that dominates your screen. When they are available, these robots are visible in the tile selector window at the top center of your screen.

When you first place your robots, it's wise to put a robodigger adjacent to one of the tube openings that are part of the seed factory complex. The robodigger will then start digging a shaft to create your first underground level.

Place a robozoo beside a tube opening to prepare a building site. Place the robominer on a red mining beacon (described in the Seed Factory and Robominer Placement section above). When you've placed all of the robots, the tile selector window at the top of the screen will be empty.

In order to progress, you must run turns to complete the current activity by those robots. As each robot finishes an activity, it will reappear in the tile selector window for reassignment to a new task.

# Kingmaker™

## The Quest for the Crown

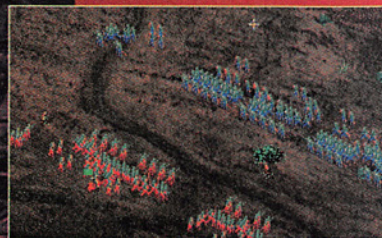
Step back in history to the time of the War of the Roses. In England, racked by civil war, the crown hangs by a thread and the throne is there for the taking. Take command of your own faction and begin the quest for the crown. Will you fall to face the executioner's blade? Or can you outwit your opponents and win, for your Royal Heir, the throne of all England? Based on the best selling strategy board game, Kingmaker brings the intrigue and anarchy of the 15th Century warring England to life. No matter how many times you play, highly-sophisticated artificial intelligence guarantees a challenge for novice and master strategist alike.

Computer Game Review—1994 Recipient of the Golden Triad Award

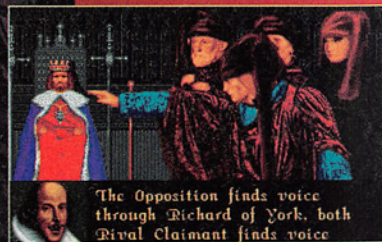


Consumer Electronics Show—1994 Software Showcase Award  
Computer Gaming World—"Warwick would be proud!"

KINGMAKER—IBM...#4081854...\$59.95



Actual screens may vary.



The Opposition finds voice through Richard of York, both Rival Claimant finds voice

Shakespeare's great drama Henry VI recounts the War of the Roses throughout Kingmaker. "Come, let us four to dinner. I dare say this quarrel will drink blood another day."



Can you place your candidate upon the throne? Or will you end, as so many did, bent beneath the headman's axe...



## The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

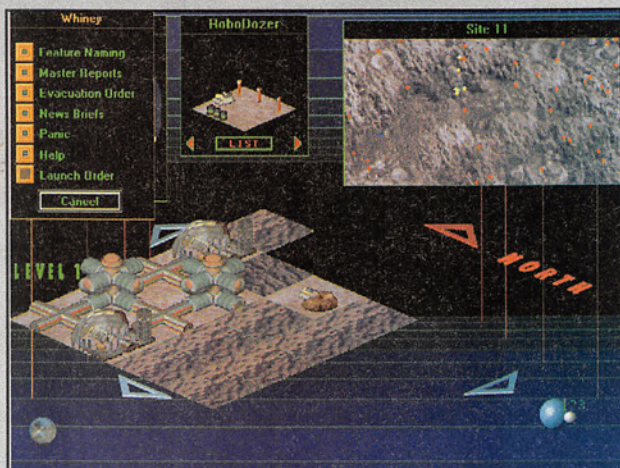
4517 Harford Road, Baltimore, MD 21214

If Kingmaker cannot be found locally, please call

TOLL FREE 1-800-999-3222

Product Information Number 156

Available on: IBM PC compatibles. Required: Processor 286 or better. Min. 640K memory. High Density Hard Drive. VGA graphic support AdLib, Roland, SoundBlaster Sound support for digitized speech. Also available: Commodore Amiga. 1 MB reqd. HD recommended.



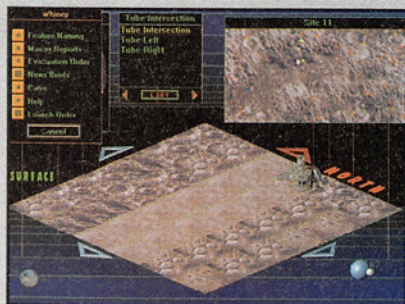
Use robdiggers to clear away large areas underground so that your people have some room to spread out. Place your science facilities on a different level than your residential areas to keep things more organized.



To have a robot work on a given area, simply click on its picture and then click on the area where you want it to operate.



After a while, your original seed facilities will collapse. Make sure that the basics of food, air, and power are being produced elsewhere, or your hard work will have been in vain.



Though roads aren't included in the initial release version of *Outpost*, you can speed up delivery of your ores by dozing strips of land between your mines and your smelter.

Explorer robots perform their function automatically. Each explorer is capable of finding new mines, assuming they have not all been discovered yet. The starship locates a large portion of a planet's potential mine sites; the geological penetrator probes discover more potential mine sites; and the hardest mine sites to locate can be discovered by explorer robots. On the easy level, ten explorers are sufficient to discover the remaining mine sites.

## Building Robots with Your Seed Factory

Once the construction of your seed factory is completed, you can use it to build additional basic robots. Familiarize yourself with each unit of the finished units to read the report that identifies its individual function.

When you select the robot factory portion of the seed factory, you can start building additional robots. There is a text entry area on the robot factory report which has a small arrow to its right. Clicking on the arrow button will pull down the robot production menu. The seed factory can only produce these types of robots. By selecting one of these robot types and closing the report, you have set the factory to produce one of those robots every five turns. After you've built one or more of a single robot type, you can go back to this same report and reset production to build a new robot type.

New robots must be stored in a warehouse. Usually, one warehouse is sufficient to handle robot storage for a long time, since active robots in the field require no storage. Active robots will last for 200 turns, which is the limit of their fuel cell power capacity. You must have at least one warehouse to store the robots that your seed factory is building, otherwise nothing will happen. Then, to activate the robots from your warehouse, you must also build a robot command center (described below). Each robot command center can operate ten robots in the field.

## Building New Robots Without the Seed Factory

The seed factory can keep producing robots right up to the end of its lifetime — around turn 151. For this first phase, seed factory robot production will be sufficient for your robot needs. However, at some point you may decide to build more. A surface factory is required to build more robots. After turn 151, this is your only option for building new robots. Active robots have a life of 200 turns before their fuel cells die, if you haven't already lost any of these robots due to accidents.

## Activating New Robots with Robot Command

However they are produced, new robots need to be stored in a warehouse, from which they are available to robot command units. Each robot command facility can operate ten robots. If you want to operate 11 robots, you will need to build a second robot command facility.

If a robot factory has produced robots, a warehouse exists to store the robots, and at least one robot command facility exists to operate ten of the robots, they will appear in your tile selector window so that you can place them on the tile map. If all of the currently available robots are active, no robots of that type will appear in the tile selector window. The radius of a robot command area is unlimited if you have a communications satellite in orbit (assuming you packed one when you left Earth). If you have no communications satellite, communications towers must be built to extend the range of your robominers and other robots. Each robot command facility and each communication tower have a communications radius of 30 tiles.

## Robodiggers and Robominers

To extend a mine shaft to a deeper level on planets where this is possible, place a robominer directly on an existing underground mine shaft. This will not affect the functioning of the existing mine.

To extend an air shaft to a deeper level on planets where this is possible, place a robdigger directly on an existing underground air shaft.

## When Robodiggers Dig

On the surface of the planet, a robdigger can only dig a new level when it starts next to a surface tube connecting it to its home colony. Because the robdigger constructs the air shaft for the underground levels, the tube connection is required to carry air and power to underground structures.

## When People are Dying Too Fast After Landing

It is often wise to leave your colonists in orbit for the first 20 turns while your Seed factory and its robots are doing their jobs to get the colony started. This number will vary somewhat depending on how much life support and food you brought with you on the starship (you packed it at the Ship Configuration screen before leaving on the trip to the new planet).

After you bring your first colonist lander down to the surface of the planet, you have about 20 more turns in which to make sure that a CHAP facility is built. Some people may die in the meantime due to accidents or old age, depending on the hostility level of the planet you've chosen.

# HARVESTER

EDNA'S  
DINER  
Open 24 Hours

coming fall '94

for PC CD ROM

 Merit Software™  
DALLAS, TX 1-800-238-4277

**FUTURE  
VISION™**

©1994 Merit Software, Dallas, Texas. ©1994 Future Visionary, Inc. Harvester is a registered trademark of Future Visionary, Inc. All Rights Reserved.

Product Information Number 220

## When Buildings Go Idle

Buildings go idle due to either lack of resources, power, or people. In the case of laboratories, they can also go idle if they are not assigned a specific line of research. If a particular structure's report shows its status as "idle," you can find out what resources it needs by clicking on the "Needs" button at the bottom of the report. (The CHAP facility report is accessed through the Executive Summary Report buttons). CHAP facilities and power facilities are at the top of the priority list when resources are scarce, allowing you time to react to the resource shortage. Bulldoze unnecessary structures, particularly if you have an operational SPEW facility to recycle the bulldozed building materials. Make sure you have operating mines, an operating smelter, and sufficient space in your storage tanks to handle the processed resources coming into your colony. If buildings are idle due to a lack of people to operate them, you can bulldoze unnecessary structures to free up employed workers, or wait for your population to grow and age so that you have a larger available workforce. They will all age as you run each turn.

## Population Distribution

In the Executive Summary Report, you'll find a "Details" button in the population section. Clicking on this button shows you the current breakdown of your population by category: infant, student, worker, scientist, or retired.

You will witness population explosions on occasion. This will be apparent when you see more infants and/or students than workers or scientists. Workers and scientists are required to operate your facilities, so this is a limiting factor to your colony expansion. There's no

way to turn young people into workers and scientists: only time can do this. Universities help to shift the student and worker groups into the scientist educational level of the population. It is not possible to assign the adult population to specific tasks. One of the limits on building new structures is whether or not enough colonists are available to build them and staff them. If they are available, they will be assigned to those structures automatically.

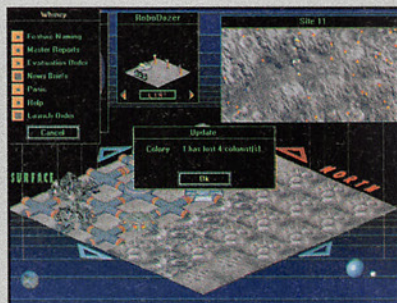
## Why People Die

People die naturally from old age or by accident. These deaths will occur no matter what you do. But deaths also occur due to starvation or lack of air, and these are the deaths you *can* do something about.

When you receive a death message after running a turn, it doesn't necessarily mean you're doing anything wrong. Check to make sure that there is enough food being produced by your agricultural domes (one unit feeds ten people), and that your structures are getting enough air. If you have provided all of those requirements, then you know they're dying due to old age or accident. After turn 60, the deaths by old age or accident are reduced because the first part of the colony has been built, the weakest people who survived the trip have already died in the hostile environment, and construction accidents are fewer because the workers have learned to incorporate safer techniques.

## Moving Resources From Mines to Colony Smelters

Mined ores are stored at each mine shaft until a full load is ready to be moved by the truck assigned to that mine. When built, each mine has one



When people start dying in large groups, you need to figure out the reasons. Dwindling food supplies are the most likely cause of attrition.



Keep an eye on your population distribution, and try to keep a balance between workers and scientists. If your kids aren't smart enough, try building another university.

truck to automatically move ores to the Seed factory smelter or to the high-capacity smelter you can build yourself. Storage tanks are also required to receive the smelted resources and make them available to the colony. You won't see these trucks operating, but they're on the job nevertheless.

## Trucks

Trucks can be produced by your surface factories. These trucks will make a slight difference in the speed of your resource movements between the mines and the smelters and automatic storage tanks. These trucks are not affected by the robot command facility limit of ten robots each. Internally, a truck is created to serve each mine when new mines are built. Any additional trucks you build will remain in your warehouses unless one of these mine trucks breaks down, at which time your trucks will be used automatically. On the easy difficulty setting, it is possible to get through most or all of a game without using these trucks.

## Roads and Monorails

Although there are no roads or monorails in the initial release version of Outpost, resources are moved automatically from place to place as necessary. Remember that each mine has a truck assigned to it when built, which will move a new load after enough ore has stacked up at the mine.

**Executive Summary** Site 11

**Structure Summary**

Name: CHAP #74

Building Type: CHAP

Functional Status: Idle

Staff Status: None / Need:

Product: Gases

Production Level: N/A

Resources Needed

PrecA	1
MinA	1
MinC	1
Power	5
People	4

Atmosphere

Status: None

CHAP capacity: None

Terraforming: None

Morale

Current: 999

Last Turn: 1000

Buildings go idle for a number of different reasons. Click on the building, then click on the Needs button to find out what's going on and what you must do to rectify the situation.

# MISSION CONTROL

(800) 999-7995

**FREE SHIPPING!**

On All US Orders over \$50 via UPS Ground

**FREE SAMPLER**

With An Order over \$99.

## THE LATEST & GREATEST!



ALIEN LOGIC \$42



ARMORED FIST \$47



ARENA \$42



F-16 FLCs \$119



METAL & LACE \$34



LINGERIE CD CATALOG \$29.



DARK SUN II \$49.



KNIGHTS OF XENTAR \$43.



SCISSORS N STONES CD \$49

### IBM DISK GAMES

- Aces of the Deep 43
- Across the Rhine 47
- AD & D Menzoberranzan 49
- Al Qadim Genie's Curse 45
- AD&D Fantasy Empire 40
- AD&D Ravenloft 50
- Air Warrior 37
- Beneath A Steel Sky 40
- BioForge 50
- Carriers at War 2 43
- Cobra Mission 32
- Comanche Bundle 45
- Comanche MD 2 35
- CyClones 45
- D-Day 47
- Dark Legions 40
- Dark Sun 52
- Delta V 43
- Detroit 42
- Disciples of Steel 40
- Empire Deluxe Windows 37
- Falcon 3.0 50
- Falcon 3.0 Mig 29 37
- Fields of Glory 42
- FIFA Internl Soccer 40
- Fleet Defender F-14 50
- Flight Light 22
- Flight Sim Toolkit 60
- Forgotten Castle 50
- Formula One 27
- Frontier Elite 2 40
- Gabriel Knight 43
- Grandest Fleet 39
- Great Naval Battles 2 47
- Hannibal 32
- Harpoon 2 45
- Harpoon 2 #2 WESTPAC 40
- Inca 2 22
- Indy Car Racing Pk 1 25
- Indy Car Racing Pk 2 25
- IndyCar Racing 42

- Inherit the Earth 42
- Isle of the Dead 27
- Kingdoms of Germany 38
- Knights Xentar Upgrade 5
- Lands of Lore 37
- Links 386 Pro 42
- Links Pebble Beach 29
- Master of Orion 45
- Mech Warrior 2 D1 22
- MechWarrior 2 47
- Metal and Lace Upgrade 6
- Microsoft Flight Sim 5.0 49
- Operation Crusader 47
- Pacific Strike 50
- Pacific Strike Speech Pk 22
- Power Poker Windows 40
- Privateer 52
- Privateer Righteous Fire 25
- Privateer Speech Pack 22
- Pro League Baseball 40
- Rally 40
- Serf City Life is Feudal 40
- Shadowcaster 20
- Sim City 2000 43
- SSN-21 Seawolf 45
- Star Reach 37
- Star Trek Judge Rights 37
- Star Trek Next Gen. 37
- Strip Poker Pro 34
- Strip Poker disks 1-13ea 20
- Stronghold 40
- Sub Wars 2050 38
- Syndicate 37
- Syndicate Amer Revolt 25
- System Shock 50
- Tanks 45
- Terminator Rampage 43
- The Blue and the Gray 43
- The Dig 43
- The Merchant Prince 40
- Theme Park 40
- Third Reich 37
- Tie Fighter 49

- Timeout Sports Baseball 27
- Ultima VIII Lost Vale 25
- Ultima VIII Pagan 52
- Ultima VIII Speech Pack 22
- Unlimited Adventures 37
- V 4: Gold Juno Sword 43
- Victory at Sea 45
- Victory Pak 47
- Warlords 2 43
- Warlords II Scen Builder 37
- WC 2 & Speech Pak 27
- Wing Commann Armada 48
- Wings of Glory 50
- WW II Battles S. Pacific 37
- X Com 45
- X-Wing 42
- X-Wing MD 1 Pursuit 22
- X-Wing MD 2 B Wing 22

### JOYSTICKS

- ACM Game Card 35
- F-16 Flight Control 119
- Flight Control Pro 115
- Flight Control System 69
- Flight Stick 39
- Flight Stick Pro 62
- Formula T 1 125
- Rudder Pedals 115
- Virtual Pilot 69
- Weapons Control Mark 295

### SOUNDCARDS

- Sound Blaster 16 Basic 119
- Sound Blaster 16 MCS 124
- Sound Blaster SCSI 135
- Sound Galaxy NX Pro 16 129
- Sound Machine 69
- UltraSound 129
- Voice Blaster 69
- Wave Blaster 189

## ADULT CD ROM'S

### INTERACTIVE

- 101 Sex Positions 39
- Adult Movie Alman 59
- Adult Sampler 14
- Advent Seymore 49
- Condo Cuties 39
- Dream Machine 59
- Maddam's Family 39
- Massive Melons 49
- Night Watch 39
- Night Watch II 49
- Virgins 49
- Winner Take All 49

### PICTURE DISKS

- Adult Ref Library 49
- Amateur Models 29
- Amateur Models 2 39
- American Girls 2 39
- Asian Ladies 44
- Biker Babes 39
- Blonde Bombshells 39
- Bodacious Beauties 44
- Busty Babes 2 44
- Girls in Vivid 1 or 2 29
- Girls on Girls 39
- High Volume Nudes 39
- Hot Hunks 69
- Sizzle Screen Saver 19
- Southern Beauties 44
- Sweet Dreams 39
- Women on Wheels 44

### MOVIES

- Pussy Called Wanda 29
- Amorous Asian Girls 39
- Best of Inferno 29
- Best of Digital XTC 39
- Bikini Beach 39
- Blonde Justice 29
- College Girls 44
- Curse Gattwomen 29
- Frat Girls of DD 39
- Graduation From F.U. 39
- Hidden Obsession 29
- House of Dreams 39
- Legend IV 29
- Legends of Porn II 29
- Mind Shadows 29
- New Wave Hookers 29
- Night Trips 29
- Planet X 39
- Princess of Persia 39
- Racquel Released 29
- RainWomen 39
- Sleeping Beauty 29
- Super Models Wild 39
- Swap II 29
- The Barlow Affair 29
- Traci I Love You 29

Video Mag #1 on CD!  
Sold 50,000+ in  
Europe Now only \$29!

## CD'S

- 7th Guest 29
- 101 games 24
- A&D AI Qadim Curse 45
- Arthur's Teach Trouble 29
- Betrayal at Kronrod 29
- Compton's Interact 94 49
- Critical Path 29
- Dark Legions 40
- Dark Seed 29
- DragonSphere 54
- Dune 28
- Empire Deluxe 29
- Encarta 94 79
- F-15 Strike Eagle 29
- Flight Sim Toolkit 57
- Gabriel Knight 29
- Great Naval Battles 2 45
- Grolier's 6.0 69
- Gunsnip 2000 29
- Iron Helix 32
- Just Grandma & Me 29
- Kings Quest 6 30
- Lands of Lore 43
- Lawnmower Man 34
- Leisure Suit Larry 6 48
- Mechamander 47
- Mystran 52
- Outpost 43
- Pacific Strike 52
- Quantum Gate 34
- Return To Zork 29
- Sam & Max 42
- Shadowcaster 47
- Space Hulk 45
- SSN-21 Seawolf 45
- The Horde 52
- Theme Park 52
- Under a Killing Moon 58
- Wings of Glory 45

## WANT A SAMPLE?

New Machine, Pixis or Vivid

\$14. for One Two for \$24

**ALL THREE FOR \$29.**

## New Machine Rules!



### ADVENTURES OF SEYMORE BUTTS

Seymore Butts is THE cutting edge of Adult CD Rom technology. You call the shots, What to say, what to do and where to do it! CD \$49.

### DIRTY DEBUTANTES

Interact with Adult Stars while they were still amateurs in this erotic game shot by Ed Powers. First timers on CD Rom include Tabatha Cash, Chelsea Lynx, Teri Weigel, Rocco Siffredi, Jake Steed, Francesca Le and Mimi Myagi. \$49.



**THE DREAM MACHINE \$59.**



### WILDEST DREAMS I

Brings new meaning to Interactive Hot Button's. The 1st Adult Interactive experience that puts you in the directors chair. Create your own digital film by selecting from the hottest scenes. Control your video and audio point of view.

CD \$49.

## PIXIS INTERACTIVE



### VIRTUAL VIXENS

Features 3D animation and graphics combined with high quality live motion video and a virtual realistic interface. State of the Art! CD \$59.

### NEURODANCER

Roam the NeuroNET by hacking into the forbidden worlds of dark mysteries, danger, and sexuality. Featuring 3D animation, interactive game-play, TFUI interface and live motion video. CD \$49.



House of Sleeping Beauties \$29.  
Buttmans European Vacation \$29.  
Both For Only \$49!!

Phone (201) 783-3600  
Fax (201) 783-3686  
Faxback (201) 783-3374

Send Orders To: Mission Control - 7 Oak Place - PCG1094 - Montclair, NJ 07042. MC, Visa, Discover, Checks & Money Orders. Checks held 14 days. Please include Phone # /Shipping \$5 UPS/\$7 Two Day/ Int'l Shipping \$20 Minimum. Over 21 To Order Adult CD's.

# The EXPERTS

"What can't you *live* without?"

The experts couldn't agree. Except when it came to one thing — **magazines...**



## CHRIS ROBERTS

Vice President, Origin Systems

(producer of the *Wing Commander* series)

### Essentials:

1. my computer
2. movies
3. my ferrari
4. good English beer
5. **NEXT GENERATION**



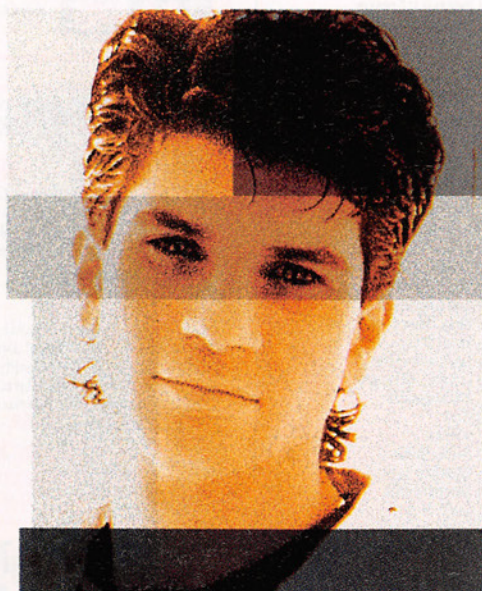
## JOHN MANLEY

Game Director, Electronic Arts

(best-selling games producer)

### Essentials:

1. good friends
2. major motion pictures
3. the freedom to be creative
4. the ability to laugh
5. the cutting edge product reviews in **NEXT GENERATION**



## TOMMY TALLARICO

Director of Music & FX,  
Virgin Interactive Entertainment

(winner of 9 awards for his game soundtracks)

### Essentials:

1. baby grand piano
2. ripped jeans
3. Van Halen
4. tea, towels, and digital watches
5. **NEXT GENERATION** magazine

For the world of **gaming** outside your

# DISAGREE



## JOE MORICI

**Boss of Capcom USA**

(heard of *Street Fighter 2*? Thank Joe...)

## TOM ZITO

**Founder,  
Digital Pictures**

(creator of cutting-edge  
CD-ROM games)

### Essentials

1. good Italian cuisine
2. my Mercedes Benz 300SL
3. my beautiful wife Cindy and two children Lauren and Caitlin
4. golf
5. reading **NEXT GENERATION** every month



### Essentials:

1. my 1953 Fender Telecaster
2. red-eye flights to the east coast
3. the Jimmy Thackery CD "Empty Arms Motel"
4. my Motorola Alpha-Numeric pager
5. the ever-insightful Joseph Lieberman (D-CT)
6. a monthly copy of **NEXT GENERATION**

## STEVE POOLE

**Co-editor, PC Gamer**

(the man you trust for buying advice)

### Essentials

1. my collection of Ramones albums (yes, that's right folks— we're talking 100% vinyl here)
2. *Doom* (the registered version)
3. fried catfish
4. *Fear and Loathing in Las Vegas* by Hunter S. Thompson
5. the exclusive previews in **NEXT GENERATION**

...**NEXT GENERATION** is a new magazine from the makers of *PC Gamer*. It talks about **PC, CD-ROM, 3DO, Atari, Sega, Nintendo, Sony** and is

regarded as the USA's top authority on the future of interactive entertainment. Available to the public on December 8th. Read it. You'll be in good company.

# NEXT GENERATION

The future of interactive entertainment

Windows™ ...



Run forward to get the guards attention, then fall back to a location where you can aim and fire. Be sure to save your game before you try this tactic, though.

## Alone in the Dark 2: You're Not Alone Anymore...

Just getting past the first few guards in *Motion's Alone in the Dark 2* can be frustrating if you don't plan your approach very carefully. And beyond that, things get even tougher. We've been getting dozens of letters from players who couldn't get past several of the various puzzles, including the card cellar, the snapping vines, and the statue. Follow this guide for tips on some

### Getting Past the Guards

In the beginning, after killing the first guard with your bare hands, pick up his machine gun and arm it before continuing forward. Move up the path a few steps until you see two guards begin to move toward you. Stop and wait, then try to get lined up with the villains before they get within range. Now start blasting one guard, and don't move on to the second until the first one is dead. Pick up any items they may drop, and then slowly advance until the next guard starts moving toward you. Once again, stop and wait, only resuming your forward progress when you've killed all your active foes. When you get next to the weird sculpture, stand at the end away farthest from the house, select 'push' from your menu options, and move the statue until you have enough room to enter the maze.

### In the Maze

Start running. By maintaining a good foot speed, you can avoid most of the fights that even the most experienced warriors may have a little trouble with, and you'll save ammo to boot. Take your second left, then your first right, and you'll see four cards in front of you. Before you go anywhere else, grab the grappling hook that's laying on the ground in this clearing. Once you have this item, step on the red dia-

mond card to enter the underground area. Do not step on any of the other cards!

### Underground

Before you can do any serious exploration, you'll need to kill the big guy who's standing in front of you (a couple of hits should do it). Push the chest and look for a metal Jack of Diamonds card. Take the card and put it on the altar, and a ghost figure will start coming at you from behind. Now slay Mr. Ghost by either fighting him hand-to-hand, or just shooting him if you still have enough ammo, and grab the sword that he leaves behind. Grab the torn notebook and the flask, and then climb up the ladder, back out into the garden maze.

### Back in the Garden

Grab the rope at the top of the ladder, then climb back down, and go back through the tunnel to the cellar area. Climb out, and then begin heading down the path in the direction of the red heart. Go to the right, take an immediate left, and follow this path around and take a left. This should lead you to the deadly vines.

### In Front of the Statue

Carefully use the sword you got from the ghost to kill the vines. The best way is to stay just out of the vine's range and patiently use thrusts to step in and attack,

then quickly back out of the way. After the monster is dead, arm one of your guns and slowly move forward, ready to shoot. When the gunman steps out, polish him off by shooting at him after he raises his leg toward you. Once the mobster's dead, you can combine your hook and rope to make a grappling rig. Throw the hook at the arm of the statue, and pull the arm down in order to open a secret door in the base of the statue. Before you enter, make sure you grab the page from the newspaper. Save your game, and then go on inside.

Now you're inside the catacombs that lay underneath the house. From here you'll confront the worst members of the undead crew, so make sure you always have some ammo with you, and save the game at every opportunity.



Stepping on the diamond will open a doorway to an underground passage way. Careful—Don't stray onto any of the other cards!



This first guy you meet underground is a complete wimp. Don't waste valuable bullets, just smack him a few times with your fists.



When you see the altar rise from the floor, start watching for the appearance of the ghost. When he dies, make sure you grab that sword!



A few stabs with the sabre, and those Miracle-Gro nightmares won't be a threat anymore.

PCG

**S**o far, your response to our constant requests for feedback has been staggering — and we appreciate it! We're getting dozens of letters in the mail every week, and even more through our America Online address. But we want even more, because we can't continue to grow without your input. So now, all you CompuServe users can reach us directly at 74431,3433. That should make it even easier for all of you to let us know what you think — and to try to be chosen Letter of the Month, and win some free games! So keep 'em coming....

**So you want a free game?**

**Write to us at  
Letters  
PC Gamer,  
300-A S. Westgate Dr.  
Greensboro, NC 27407**

**E-Mail — preecegee@aol.com  
or CompuServe 74431,3433  
(Be sure to include  
a daytime phone number)**

## Tell us the Truth

Dear PC Gamer,

**W**hat is the deal with the delay of so many new games? I've been drooling since April for the release of *Under A Killing Moon*. So far, since I have been waiting, the release date has been pushed back *five times!* Two months ago, you couldn't turn around in any software store without bumping into a display ad for this game. All the ad says is "coming soon." It's been the same with *The 11th Hour*, *Mechwarrior II: The Clans*, *System Shock*, *Harvester*, and countless others.

What is the logical explanation as to why these games keep getting their release dates pushed back? If there is a logical explanation, why the media blitz so far in advance of these games actual release dates? This summer has been the driest summer yet for good PC Games. And the sad part is that by the time I finally do get my hands on *Under A Killing Moon*, there's a good chance I'll be disappointed due to the fact I've had to wait so long!

Kevin Fife  
Sheperdsville, KY

*You must be new to PC gaming, Kevin — didn't you know that no publisher ever releases a game when they say they will? Seriously, this is as much of a problem for us as it is an irritation for you: When a publisher says a game will be finished in a week and it doesn't arrive until a month after that, it really screws up our planning and production schedules.*

*There's an explanation for this phenomenon: programmers have to write code to support a ton of different peripherals, from various sound boards and graphics cards to mouse drivers and joystick adapters. It's a standard joke that fixing one bug in a program usually creates two more, and the lack of definite standards makes it even tougher for PC programmers.*

*That doesn't change the fact that something needs to be done to address the problem; average users who are new to PC gaming probably won't be as forgiving as us veterans, who've basically learned to grin and bear it when a game's release is continually postponed. There's little doubt that more and more of you are getting ticked off the continual postponement of new releases. Something will have to be done about it if this industry is to achieve its full potential.*

## Better Late than Never

Dear PC Gamer,

**I** just bought your second issue, and I must say that I am extremely impressed. Now that I have a larger hard drive as well as more RAM, I've

been looking at actually picking up some games (a 40MB hard drive and 2MB RAM just didn't cut it.) Your magazine presents reviews in a clear manner, and I especially enjoy the percent-style ratings. I plan to be reading this magazine a lot.

I do have one request. Your first issue sold out rather quickly, and the only copy I could find was an open one with the disk missing. I didn't want to get the magazine without the disk, so I passed it up. Is there any chance of getting back issues?

Keep doing what your doing, and I'll keep buying. Sounds like a good deal to me!

Sincerely,  
Phil Zeman  
Milwaukee, WI

*Glad you're enjoying the mag enough to pick up back issues! To order them you can either call (415) 696-1668, fax your request to (415) 696-1678, or write to Back Issues, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010.*

## Letter of the Month Freedom of Choice

Dear PC Gamer:

**I** agree wholeheartedly with Mr. Wolf's comment to Merit Software about the complaints they have received regarding *Harvester* [Scott urged Merit not to give in to those who request that they tone down the violence in the upcoming game — Ed.]. I also hope that Merit does not cave in to the whining, hand-wringing few that would deprive all of us of things whose concepts they do not understand. There are those of us who appreciate originality and sophisticated content in games. Those who disagree are free to purchase other software. Let them do so and leave the rest of us alone.

Sincerely,  
Mark E. Silvey  
(via E-mail)

P.S. I really like the new format. Keep up the good work.

*Mark, we agree with you 100 percent. Your argument applies to other media — TV, films, music — but it's even more appropriate for PC games. With TV, you could stumble across something you consider offensive while channel surfing; with a computer game, you've got to go out, buy it, and install it. And if you're going to go to all that trouble and expense without first finding out what it is you're dealing with — or, better yet, reading the review in PC Gamer — then you probably deserve to be offended.*

## This Month's Blatantly Flattering Letter

Hello,

I just finished reading another review in your latest issue and wanted to send a note of thanks — and thanks to your e-mail address, I couldn't resist.

I admit I bought the first issue of *PC Gamer* because of the included demo disk, and I thought it was just a premiere-issue deal. I'm really glad to see that it's a permanent fixture of the magazine. Honest reviews seem to be hard to come by, even if only because the reviewer has a different taste in games than I do, so a demo disk is a natural for a game magazine. I had been considering buying *Theme Park* because I've grown so obsessed with *SimCity 2000* lately, and the demo was enough to convince me not to buy it. You saved me about 40 bucks, and I got a good magazine out of the deal as well.

And the magazine is very good. While your main competitor publishes a lengthy editorial each month, going to great lengths to convince the already converted audience that computer games are okay for mature people, it still seems extremely amateurish. If games aren't a juvenile waste of time and computing resources, then why isn't there a magazine that has the depth of writing and the professional look of *PC Magazine* or *PC World*? Finally, there is.

*PC Gamer* has a great graphic design, which makes it actually fun to read. More impressive to me, however, are the reviews and columns. Having each columnist assigned to a certain area of gaming is such a good idea that it should have seemed obvious to the other magazines out there. Each of your columnists clearly has a good deal of experience in his or her field. More importantly, each of your columnists is a good writer!

And devoting as much space to previews of games as to reviews is a stroke of genius (pardon the cliché). If you lose everything else, at least keep this feature! And the strategy section, too, is just as greatly appreciated.

Anyway, sorry for going on so long, but I'm glad to see a gaming magazine I really like. Expect to see a subscription order from me soon.

Thanks again!  
Chuck Jordan  
(via E-mail)

*Thanks for the praise, Chuck! We know how important content is, and our ultimate goal is to provide you with as much information as possible on computer gaming — but we didn't see any reason why we couldn't present that info in a format that's visually attractive. This is an exciting hobby, and all of us who work on the magazine*

*— writers, artists, and editors — feel that the layout and design of PC Gamer should convey that excitement. Still, there's always room for improvement, and you can bet we'll be working hard to make this the best-looking, best-written PC games magazine you can buy — period.*

*As you can tell from this issue, you needn't worry about Scoops! going away anytime soon, and Strategy Central is growing as well. If you saw our last issue, you know how many new games are due to be released between now and Christmas, so stick with PC Gamer — we'll be here with all the gaming news that's fit to print!*

## We Want More Pinball

Hello PC Gamer,

We dearly love the Pinball Fantasies disk that came with issue 2. We've looked everywhere for the game. Could you please tell us how we can find it in our area? If you know how can order it we'd greatly appreciate the information.

Thanks,  
Jerry & Annette Goan  
Maryville, TN

*You can order it direct from 21st Century Entertainment at P.O. Box 415, Webster, NY 14580, or by calling them at (716) 872-1200 — but you can probably pick it up for less if you have an Electronics Boutique, Software Etc., or Best Buy software outlet near you.*

## Ratings Redux

Dear PC Gamer,

I've been reading computer game magazines for a long time, and I must say that your magazine is the best one I have ever read, especially in regard to the depth, detail, and layout of the magazine.

On the subject of numerical scores, I have found *PC Gamer's* rating system to be very effective. It seems to me that instead of just rating a game from 1% to 100%, *PC Gamer* first loosely associates the game to the category (90%-100%, 80%-89%, etc.) that describes it. I find that most of the games I like tend to fall into the 80% to 89% category. This is probably because the games I like are "of decidedly specialist taste." I can easily see why *Arena* and *X-Com* have fallen into that category. Other games such as *Myst* and *SimCity 2000*, were rated between 90% and 100%. Again, I can see why. In the description of the category it states that "anything we rate over 90% is an instant classic..." *Myst* and *SimCity 2000*, in my eyes, can both be labeled as instant classics. Thus, I feel the rating system is very effective and fair. I urge you readers who criticize the rating system to look more closely at it, and I think

that you will find that it indeed rates games fairly.

At last, a few little things. Your demo disks are great and I had a great time trying out *Detroit*. Keep it up. Your Top 40 story was very good, and I enjoyed reading it. I liked the little sidebars where game designers like Lord British told what their favorite games are and why. It really is amazing how a group of people can do such an in-depth story and then still have time for all those reviews!

Vince Pestrutto  
Sicklerville, NJ  
(via E-mail)

*It seems that you've got a good handle on the ratings system, Vince. Our reviewers spend a lot of time playing a game before settling on a rating, but if other people in the office who've been playing the game feel the rating's not accurate then we get together and talk it over. We want to be fair to readers and to publishers.*

## The Good Old Days

Dear PC Gamer,

Your Top 40 games article in the August 1994 issue inspired me to think about the games I've enjoyed the most over the past 10 years or so, and I realized that a fair percentage of them go back to the good old days of my Atari 800XL, which inspired me to request that you consider an article about the gems of the days before the PC was the predominant gaming platform. I realize that your magazine is dedicated to PC games, but quite a few of us cut our gaming teeth on the Atari or even the Commodore (the old Atari-Commodore rivalry dies hard).

Even with the incredible graphics and power that today's games offer, the titles on my Atari are still enough fun to play that I occasionally hook up the old machine (still running after 10 years) to the TV and blast a few of the alien scum in *Star Raiders*. Other than this suggestion, the magazine has been great, and the disks have inspired me to buy two games. Thanks for a great mag!

Don Pogreba  
(via E-mail)

PS: Tell Sean Clark I'll lend him a working Atari drive for a preview of the next *Sam and Max!*

*Covering those oldies is an interesting idea, and could make for a good read. Unfortunately, there are just so many new games coming out that it's tough carving out space to cover really old ones — especially when they're for other systems, and probably aren't readily available to readers who might want to try one out. We'll keep it in mind, though.*

*Thanks for writing, and we'll let Sean know about your proposition. Who knows? Even if you don't get an early preview of the next *Sam &**

Max game, maybe he'll find it in his heart to make you a minor character in it.

## Keepin' Up with the Brits

Dear Sirs,

**C**ongratulations! The new magazine is a definite improvement on *PC Entertainment*. I know you must've heard this a hundred times or more already, but it doesn't hurt to hear it again. Including a coverdisk was almost a necessity. The reviews make it easier to judge if that particular program is worth buying.

I was wondering why you're not including a CD-ROM instead of a floppy disk with the magazine. In your second issue you say that it is possible to "knock them off for well under a dollar per unit". It seems to me that it is not only cheaper to produce, but also eliminates the 1.44M barrier which automatically comes with using disks, allowing us to sample some of the bigger new software coming on the market. There's certainly enough choice stuff around to fill a couple of hundred megabytes of CD-ROM space every month. This would not only benefit the reader, but also your magazine and the software developers.

Many U.K. magazines have already switched to CD-ROMs, which contain not only interactive game demos but also pictures, sound, and animation files, as well as interesting shareware programs. Since these magazines have been including disks for several years now, it seems odd that U.S. magazines have only just now begun doing it. CD-ROMs began replacing floppy disks in the U.K. over a year ago, and now nearly 50% of the current leading magazines offer them for almost no extra cost.

I'm sure your magazine will keep on growing and getting better. At last — a good American games magazine that doesn't have to fear the competition from the U.K. mags. I hope to be able to read your magazine for a lot of years.

Thanks for a better magazine!

Patrick Cardon  
Gent, Belgium

*Patrick, you've been reading our minds! We're seriously considering bundling a CD-ROM full of demos with the magazine, and by the time we start the next issue we should have a better idea of if/when you can expect that to arrive. Of course, a CD-ROM full of demos wouldn't do non-CD-ROM owners much good, so chances are that if we decide to go with a CD-ROM we'll also do a version of the magazine that includes the usual floppy-based demos.*

## Only a Titan can provide colossal mail-order service.



Send us \$2 for our color catalog containing full descriptions and up-to-date pricing on the latest and greatest titles for IBM and the Mac. Also comes with a \$2 off coupon.

We accept advance purchases and game reservations. ■ Same-day shipping for orders received before 4 pm ET.

\$42 Aces of the Deep  
\$50 Across the Rhine  
\$44 Armored Fist  
\$48 Battlecruiser 3000  
\$48 Colonization  
\$42 Delta V  
\$47 Doom 2 CD  
\$42 Heroes of Might & Magic  
\$41 Master of Magic  
\$45 Out of this World 2  
\$48 Perfect General 2  
\$54 Phantasmagoria CD  
\$60 Star Trek: TNG CD  
\$49 System Shock  
\$45 Victory at Sea  
Call Wing Commander 3  
\$49 Wings of Glory  
\$44 Zephyr

### 1-800-247-5447

# TITAN GAMES



One W. Seminary St., Brandon, VT 05733 7am-12pm Eastern Time, Monday-Saturday

Product Information Number 164

## A Sporting Chance

Dear PC Gamer,

**I** just bought the second issue of your magazine. I am impressed. I have bought many PC game magazines in the past (all of which I have forgotten about) and none of them compare. Also, your idea of teaming up with Sierra and giving away a free game with a subscription — it's just plain brilliant.

One more thing; could you guys do an issue dedicated to sports games? They're my favorite, and I'd like to know what sorts of games there are out there I could try. Anyway, the main reason I wrote was to let you know you've got yourselves a new subscriber, and you'll probably have some more when I show it to my friends. Keep up the great work.

Admiringly,  
Gregg Webb  
Marietta, OH

*A sports feature sounds like a great idea, Greg. Look for a roundup in a future issue.*

## Okay, Just One More Flattering Letter....

Dear PC Gamer Letters,

**W**hy did I cancel another computer magazine for yours? It wasn't the diskette, or the Sierra game of my choice. It was the conciseness of your reviews, your rating system, and the hardware recommendations for each game.

Also, the printing is magnificent. I didn't get any finger smudges on the pages. Your pages are filled with quality layouts. I was tired of reading stuffed issues of "boring fluff."

Furthermore, your July issue was the most enjoyable computer gaming issue that I've read. I loved the D-Day theme because I'm a born wargamer who appreciates tactical-level conflicts. Your article on *Across the Rhine* was extremely informative, and I loved the background historical information as

well as the column about Mr. Jim Day (who designed "88," my favorite war-game of all time).

Since you handled the D-Day theme so well, I'm sure you will present other themes just as eloquently. I've always wondered why GP Publications didn't have a PC gaming magazine under its wing. It's about time! I can't wait to get another issue.

Alvin Wong  
(via E-mail)

*Gee, thanks a lot! Actually, GP Publications did have a computer games mag called PC Entertainment; you've probably seen other letters that referred to it. And while we were proud of PC Entertainment, its bi-monthly frequency and smaller book size kept us from providing you with the sort of coverage we can offer with PC Gamer.*

## Putting the Horse Before the Cart?

Dear PC Gamer:

**Y**ou have a very irritating habit of casually recommending readers to simply upgrade their systems, as if we could all snap our fingers and the latest chip would simply appear in our palms. Perhaps you dismiss the fact that over the past few years many of us have already upgraded from a 286 to a low-end 386, to a high-end 386, and finally to a 486. And some might not have even made that last step as of yet.

Now that the Pentium has been released, as well as the 486 DX4, we are staring at yet another costly upgrade. Instead of making that upgrade, though, a lot of us hope to get the most out of what we have before digging deep within our wallets just to play the latest games. I would have hoped that PC Gamer would share this sentiment, yet you persistently recommend the reader upgrade without a hint of understanding towards this dilemma. If software developers produce games which require the latest technology and we are forced to upgrade constantly, we will have that much less disposable income for other items. If we all "...go for the Pentium," as recommended in your last issue, that means less games purchased per year, and perhaps even one less magazine to which we will subscribe.

Sincerely,  
Jeff Ianniello  
Somerville, NJ

*If you're referring to the answer to the "New Games, Old Games, and that Fancy Pentium" letter in the August issue, we think you may have misunderstood our reply. The person who wrote that letter was merely asking if old games like X-*

*Wing would run too fast on a Pentium, and if a Pentium would improve the frame rate on games like Microsoft Flight Simulator 5.0. So when we said "go for the Pentium," all we meant was that, yes, games like Microsoft Flight Simulator 5.0 would probably run faster, and that many game publishers are releasing patches for old games that will allow them to run properly on a Pentium.*

*Your point about developers creating games for high-end machines is absolutely true; there are a lot of people out there who picked up, say, a 386/33 a year and a half ago who aren't able to run a lot of the newer software. You'd think that with so many 286 and 386 machines in people's homes, developers would create products to run on those systems. But it seems that while almost every new game suggests a "386 or faster," a lot of them need a 486 to run at an acceptable rate. Perhaps publishers figure there are plenty of older titles still around that'll run on slower systems. Or it might be that their market research indicates that the majority of people buying games have either upgraded to a 486 or are planning to do so shortly.*

*We're not going to tell anyone that they should go out and plow down a couple grand on a new system. But if you are going to buy a system right now, you're better off buying a Pentium. It'll run even the very latest titles — and if nothing else, it'll make the need for another upgrade in a year or two a lot less likely.*

## Speed Demon

Dear PC Gamer,

**T**o start off, I would like to say that I like your review rating system. I am always checking to see how certain games rate overall, and more importantly if they're worth my hard-earned cash! I've been wondering which air-combat flight simulation was better overall, MicroProse's 1942: Pacific Air or Origin's Pacific Strike — and thankfully, after reading reviews of both games in PC Gamer, I am planning to purchase 1942: Pacific Air. However, I'm still lacking information on 1942's compatibility with Intel's Pentium CPU, and the baud rate that it will support.

Primarily, I am interested in simulation games that will support 14.4 speed modems. My friends and I would like to be able to challenge one another. Furthermore, I have purchased some programs and found to my dismay that they are not compatible with Intel's Pentium processors. Also, I've seen game advertisements that boast of modem support, yet on the actual game packaging there's no mention of the baud rate that is supported, or even a mention of whether the game includes modem support.

Since the game manufacturers like to lead us consumers to believe their false advertisements, I was hoping that maybe you could include some of the information that I have requested? I think it would be very helpful to the many PC gamers that rely on your reviews to mention whether a game is compatible with

the Pentium, as well as telling what modem speeds are supported. Nothing is more irritating than purchasing a program and finding out that it won't run on your system, or playing a modem game and deciding just to give up on it because the baud rates it supports are just too slow to make it enjoyable. Thanks you for your time.

Sincerely,  
Terry De Ruyter  
Anaheim, CA

*Thanks for the suggestion! With more and more players using Pentium systems, the question of compatibility is increasingly important. We'll be sure to mention whether a game runs the way it's supposed to on a Pentium, and if modem support is included we'll check it out at various rates to see how it plays.*

## Fun vs. Realism

Dear PC Gamer,

**E**ver since I first laid my hands on the game *Stunts*, I've longed for an exciting racing game to match its caliber on the fun scale.

Every single racing sim out there for the PC seems dead set on reproducing the exact feel of some aspect of racing. I've recently played two "hot and ultra-realistic" racing titles; *World Circuit* and *Indy Car*. Many would disagree, but I thought both were rubbish in the fun department. *World Circuit* is so hard and boring that I took to destroying opponents with my racer every time they slowed for a curve. *Indy Car* is equally depressing. Its insistence on reproducing the true racing experience with silly and confusing options only takes away from what is already lacking.

After playing these hyped up games, I went home, loaded *Stunts*, and breathed a sigh of relief. As my F1 racer reached the top of the abrupt 45 degree ramp and then flew through the air to land safely several meters away, (try that with a real F1 racer!) I thought to myself, "I know that's impossible, but heck, this is a computer game and this is fun."

Roger Chara  
St. Jean, Quebec

P.S. More thanks for giving *Stunts* the respect it deserves by putting it in your Top 40. What you said about it couldn't have been said better.

*Well, we're certainly in agreement over Stunts. It's just pure fun — and there are times when that's just what the doctor ordered!*

NR 13

**WARNING!**  
NOT RECOMMENDED FOR  
PLAYERS UNDER 13

**MEGA TECH**

System requirements:  
IBM-PC 386-SX compatible  
(486 recommended), VGA  
graphics, no extended memory  
required, Sound Blaster™ and  
Pro Audio Spectrum™  
compatible. CD-ROM or  
diskette version available



*For centuries, war has raged among the demons and fairies, devastating this mystical land. Two young knights, separated at birth and raised by mortals, chosen for the ultimate battle that will decide the fate of heaven and earth. Never knowing their true relation — or their own dark destiny they are fated to meet and duel each other to the death. As Desmond, the Knight of Xentar, you will be striving with many a winsome enchantress to overcome menacing foes — and perhaps in victory, become the ruler of all.*

*So the challenge is on! An incomparable role playing fantasy game for your PC, with stunning, hand sculpted graphics throughout, humorous script and thrilling plots. But be warned — with its romance and intense action, Knights of Xentar is not for kids nor the faint hearted.*

*Available at finer software dealers everywhere or call 1 800 258 MEGA. Visa/Mastercard accepted.*

*Download the FREE demo by calling our 24 hour BBS 310 539 7739 (8 data bits, no parity, 1 stop bit, filename kxdemo.exe) or send \$5 for the demo on diskette to Megatech, PO Box 11333, Torrance, CA 90510.*

# ENTER THE WORLD OF DEMONS ECSTASY OR EXTINCTION AWAITS

Based on the

Japanese hit

*The Role Playing  
Game*

movie and

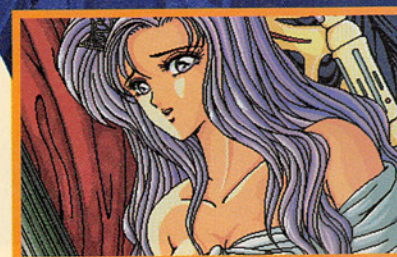
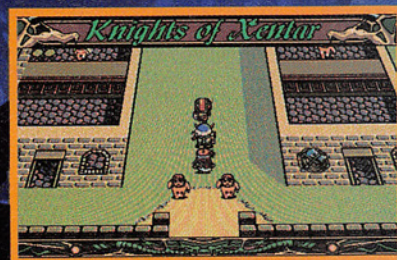
#1 game,

Dragon

Knight III

*Game that will thrill you with the best in Japanese Anime Art*

Product Information Number 183



# KNIGHTS *of* XENTAR

PC GAMER

proudly presents...

# The WING COMMANDER III Contest



Sponsored by 

It's drawing closer each week, approaching like a tiger through the underbrush, ready to lash out and take the PC game market by storm. It's *Wing Commander III: Heart of the Tiger*, Origin's incredible third installment in the *Wing Commander* series.

If you saw our Scoop! in the August issue, you know why *Wing Commander III* may be the hit of the year. Packed with SVGA graphics, full-motion video, and performances by such big-name stars as Mark Hamill, Malcolm McDowell, John Rhys-Davies, and Ginger Lynn Allen, this \$3,000,000 dollar project will take the *Wing Commander* universe to the next level of PC gaming.

And if you *really* want to get the most out *Wing Commander III*, you're going to need the power of our

## Grand Prize: An Intel Pentium System!



That's right! If you're our grand-prize winner, you'll receive a brand-new multimedia computer system, featuring the Intel 60Mhz Pentium Processor. With companies like Origin pushing the limits of today's computer systems, the next-generation Intel Pentium is just the thing to keep you on top of your game. You'll get:

- 60 Mhz Pentium system with 16MB RAM, 540 MB hard drive, local bus video with 2MB VRAM, double-speed CD drive
- 14-inch Samsung SVGA monitor
- Sound Blaster 16 SCSI-2 ASP sound card from Creative Labs (latest in the line)
- SCD-10 GM Daughter board from Roland (attaches to Sound Blaster 16 from Creative Labs). Provides General MIDI (RAP-10 MPU-401).

Now that should be enough to conquer any power-hungry entertainment program!

And There's More!

## 25 First Prizes: Wing III Premier Edition (limited number)

Our grand-prize winner and 25 first-place winners will receive an exclusive copy of *Wing Commander III: Premier Edition*. This limited-edition run of *Wing Commander III* won't be available in any store, and will contain everything the retail version of the game does, plus:

- *Wing Commander III* packaged in a special Premiere Edition canister
- Volume 3 of ORIGIN's Audio CD featuring music from seven games
- The "Making of *Wing Commander III*" videotape
- A full-sized, expanded version of the Victory Roll magazine
- *Fleet Action*, the third installment in the *Wing Commander* novel series
- A large, color *Wing Commander III* poster
- ...and more\*

\*some items subject to change

To pre-order your own *Wing Commander III Premiere Edition*, or for more information, call 1-800-245-4525

## So what do I have to do?

Back by popular demand, it's the Spot This Quote Challenge. But this time, we're making it a little tougher: you'll have to identify *two* quotes!

1. Remember that an operating SPEW will generate MPG...
2. So did he like the game? Clearly, yes.

Just tell us where each quote came from — the story title *and* page number. Then write your answers down, including your name, address, and daytime phone number, and send your response to:

PC Gamer  
Wing Commander III Contest  
P.O. Box 29364  
Greensboro, NC 27429

All entries must be received no later than November 1, 1994.

We'll gather all the entries, and the first correct entry we draw wins our Grand Prize!

And then we'll draw 25 more correct entries — and each of them will receive a copy of *Wing Commander III: Premier Edition*!

No purchase necessary. Void where prohibited. One entry per person. To enter the contest or for a complete set of rules, write your name, address, age and telephone number on a 3x5" card and mail to: PC Gamer Wing Commander III Contest, P.O. Box 29364, Greensboro, N.C. 27429. All entries must be received by November 1, 1994. Winners will be selected at random. The editors' decision is final.

## Fast, Free Information!

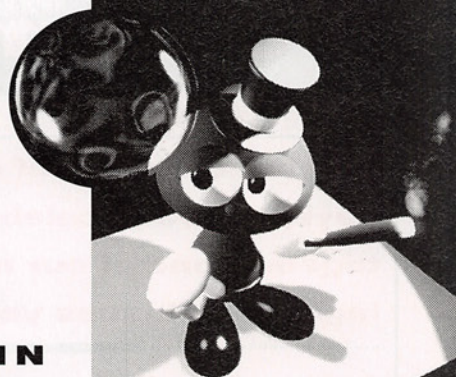
Want more information about products and advertisers featured in this issue?

1. Circle the numbers on the attached reply card to receive FREE information on advertised products. Product Information Numbers are found at the bottom of each advertisement.

2. Print your name and address on the reply card and mail it in today!

*It's that  
easy!*

# CREATE



YOUR CAREER IN

## COMPUTER ANIMATION

COMPUTER AIDED DESIGN • ANIMATION TECHNOLOGY • ELECTRONIC IMAGING

- Two-year comprehensive program
- Housing
- Employment assistance
- Financial aid to those who qualify
- Call for information or to arrange your visit
- Inquire about video, commercial art and other career preparation

CALL TODAY! CLASSES START OCTOBER 3.

**(800) 275-2470**

**THE ART INSTITUTE OF PITTSBURGH®**  
526 PENN AVENUE, PITTSBURGH, PA 15222-3269

Product Information Number 184

## Advertiser Index

Company	Page #	Prod. Info #	Company	Page #	Prod. Info #
21st Century Enter.	56	158	● Merit	38,66,100,107	220
Access	24-25	101	● Microprose	60	221
Advanced Gravis	IBC	172	● Mission Control	109	179
American Laser Games	78	191	● New World Computing	76	241
Apogee	92	165	● NovaLogic	15	186
Art Institute of Pittsburgh	119	184	● Ocean of America	BC	100
Avalon Hill	105	156	● Orchid Technology	27,29,31	193
Capstone	75,77	122	● Origin Systems	11	102
CH Products	53	127	● Paramount Interactive	51	153
Creative Labs	7	160	● QQP	102	104
Falcon Northwest	22	223	● Sierra On-Line	41	109
FormGen	5	157	● SIIG	68	166
GameTek	80-81	242	● Spectrum Holobyte	86	112
ImagiNation Network	83	159	● SSI	71,95	113
I•Motion, Inc.	33	167	● Take 2 Interactive	IFC-1,44	171
Interplay	73,89	182	● Titan Games	115	164
Jazz Speakers	90	194	● ThrustMaster	98	211
Keyboard Commander	50	173			
Liberty International	117	183	● PC Gamer sub.	96-97	
Matrox	64	178	● Next Generation sub.	110-111	

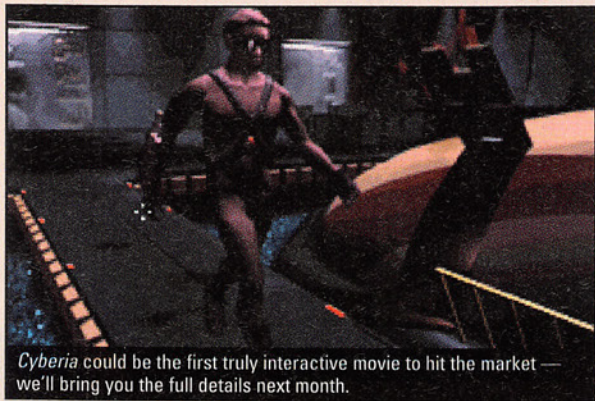
Use reader service card located between pages 48 and 49

# Next time in PC Gamer...

Halloween is one of our favorite holidays, so we're celebrating by putting together one of our most frighteningly good issues yet. Read on — if you dare!!!

Issue 6 Goes  
On Sale  
**Oct. 11**  
Don't Miss It!

## Interplay Takes Us To Cyberia — and we can't wait to get there!



Cyberia could be the first truly interactive movie to hit the market — we'll bring you the full details next month.

Developed by newcomers Xatrix Interactive Design, this CD-ROM game incorporates the best elements from action and adventure games to create an gaming experience unlike anything that's come before. And the game's multiple storylines and plot paths, coupled with cinematic techniques and presentation, make it even more compelling. Don't miss the inside story on this electrifying adventure!

## Scoops Galore!

No one but no one brings you the sort of behind-the-scenes previews you find in *PC Gamer*. We go straight to the programmers, writers, producers, and artists to get the complete story on tomorrow's hottest games. You can look forward to extensive reports on Bullfrog's *Magic Carpet*, Software Toolworks' *Dragon Lore*, Sir-tech's *Star Trail*, and more!

## Reviews, Just the Way You Like 'em

The Christmas holidays are just around the corner, and there are going to be more PC games on store shelves than ever before. With so many titles to choose from, things can get confusing — and that's where *PC Gamer*

Reviews come in. Our expert reviewers are here to make sure that you never again buy a game that's not right for you. We'll be bringing you the definitive word on eagerly awaited games like *Cannon Fodder*, *Lode-runner*, *Fifth Fleet*,

*Beneath a Steel Sky*, *Dark Sun: Wake of the Ravager*, *MicroSoft Space Simulator* — and that's just for starters. Remember, don't buy a game until you've read the review in *PC Gamer*!



*Dark Sun: Wake of the Ravager* is one dangerous place. That's why we'll be here with tips you need to stay alive in the harsh and unforgiving *Dark Sun* world.

## And Another Stunning Disk!

Don't think that just because we're cramming so much into the next issue that we're not going to be bringing you an exclusive, interactive demo of one of today's hottest games. We'd tell you what it's going to be, but that would spoil all the fun, wouldn't it?

All this and more, coming at you in the November issue of *PC Gamer*



Will *Microsoft Space Simulator* be as big a hit as their *Flight Simulator*?

PC GAMER

October 1994

EDITORS, Matthew A. Firme and Stephen Poole  
ART DIRECTOR, Edwin C. Malstrom  
ASSOCIATE ART DIRECTOR, Scotty Billings  
DISK EDITOR, Gary Meredith  
PRODUCTION EDITOR, Shelli Craig  
ASSOCIATE EDITOR, Trent C. Ward  
EDITORIAL ASSISTANT, Joseph Novicki

CONTRIBUTING EDITORS:

Heidi Aycock, Lee Buchanan, T. Liam McDonald, Neil Randall, William R. Trotter, Neil West, Scott Wolf

GP PUBLICATIONS, INC.  
EDITORIAL, ART, PRODUCTION, MARKETING  
300-A S. Westgate Drive  
Greensboro, NC 27407  
Phone: (910) 852-6711  
Fax: (910) 632-1165

EXECUTIVE EDITOR, Selby Bateman  
SENIOR ART & DESIGN DIRECTOR, Amy L. Pruette  
PRODUCTION DIRECTOR, Irma Swain  
MARKETING MANAGER, Kathleen Ingram  
PRODUCTION COORDINATOR, Judy Earley

NATIONAL ADVERTISING SALES OFFICE,  
SALES AND CIRCULATION, MANAGEMENT  
1350 Old Bayshore Highway  
Suite 210 Burlingame, CA 94010  
Phone: (415)-696-1688  
Fax: (415)-696-1768

ADVERTISING SALES DIRECTOR,  
Jonathan Simpson-Bint

ACCOUNT MANAGERS,  
Caroline Simpson-Bint  
Rick Vandervoorn

DIRECTOR OF CIRCULATION, Maryanne Napoli

Please send all advertising materials to Judy Earley, Production Coordinator, *PC Gamer*, 300-A South Westgate Drive, Greensboro, NC 27407.

GP PUBLICATIONS, INC. - CORPORATE

PRESIDENT,  
Chris Anderson

VP/FINANCE & CFO,  
Tom Valentino

After a period of infinite blackness, unconsciousness, consciousness, — somewhere between a nightmarish hell and a euphoric serenity, Lance was jostled back to reality by something large moving beneath him! He immediately panicked, as his first thought was that of a demonic shark chewing his legs off! He couldn't feel his right leg anyway. What to do! What to do!

"My knife! Get the knife!" he screamed aloud to himself! He rammed his right arm inside and down through the life preserver to grab his boot knife. It was gone! "Dear God, help me!"

Lance thought this was it, but out of the corner of his eye he caught a glimpse of his demon. Curious, he plunged his face into the water to get a better look. To his amazement, beneath him hovered what appeared to be a gigantic sea turtle, snow-white and glowing as if it were some heavenly fantasy, not real.

He came up for a breath of air then right back down to steal another glance of this unique creature. The turtle was stationary beneath him and had a friendly face that seemed to be saying "Come with me. Come with me. Everything will be alright."

Lance knew then that God was on his side. He obeyed his angelic siren grasping both sides of the enormous shell. Instantly, the turtle began to swim, towing him atop the surface, skimming along, still encompassed by the life preserver.

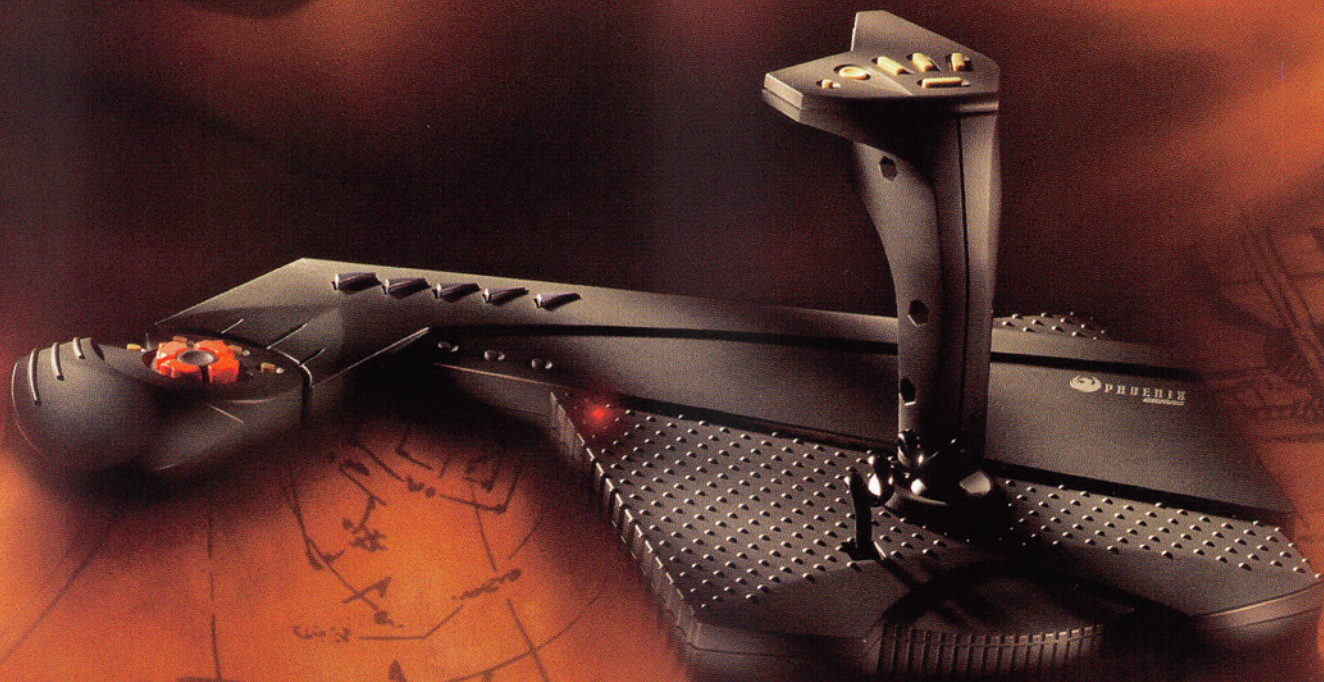
CONTINUED NEXT MONTH!

# PHOENIX

## FLIGHT & WEAPONS CONTROL SYSTEM

Take control of your elevators, ailerons, throttle, rudder, and flight and weapon commands with this unique two-handed joystick – the Phoenix Flight & Weapons Control System.

Each of the 24 buttons can be programmed using a graphical interface, designed for simplicity. The Phoenix is compatible with all games and flight simulators that support a standard joystick and keyboard controls. No special support is required.



Advanced  
**GRAVIS**

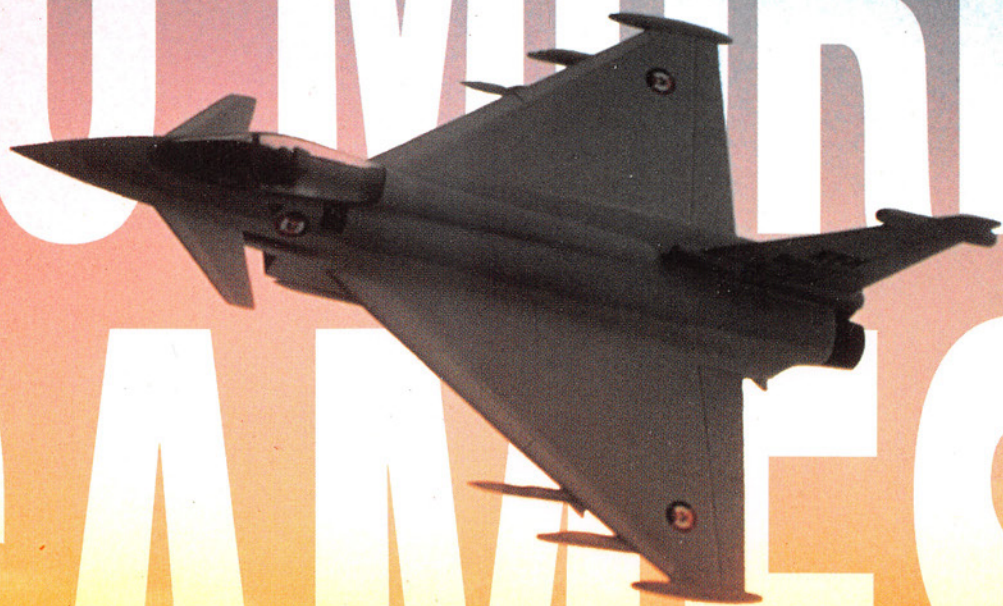
Available now for IBM/PCs & compatibles.  
Macintosh model available Spring '95.

Advanced Gravis Computer Technology Ltd.  
1790 Midway Lane, Bellingham, WA 98226

For information call: 1-800-663-8558, 604-431-5020 or fax 604-431-5155

Product Information Number 172

# NO MORE GAMES



**TFX**  
TACTICAL FIGHTER EXPERIMENT

**You're finished with training...** Had your fun and games. Now it's time to face reality in the most sophisticated aerial combat simulation ever created for your PC—TFX: Tactical Fighter Experiment.

Grab the controls of any of three USAF-spec flight models and spread democracy over five million square miles of topographically accurate landscape.



Equipped with ASRAAMs, Mavericks, M61s, laser-guided GBUs...you're fully loaded to tackle more than 200 "real-world" campaigns, based on today's geopolitical realities. And to keep you sweating bullets, from Somalia to Sarajevo, the skies are swarming with AI-programmed bogeys that'll make you pay for your mistakes...with your life.

Log on and engage in TFX. This time, you're not just playing games.

**ocean**

Ocean of America  
1855 O'Toole Avenue, Suite D-102  
San Jose, CA 95131  
(408) 954-0201

TFX © 1993 Ocean of America. All rights reserved.  
Ocean is a registered trademark of Ocean Software Limited.

Product Information Number 205

**WIN the TFX  
Contest.  
"Be A Real Fighter Pilot"  
See Package  
for Details.**