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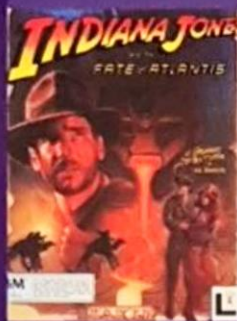
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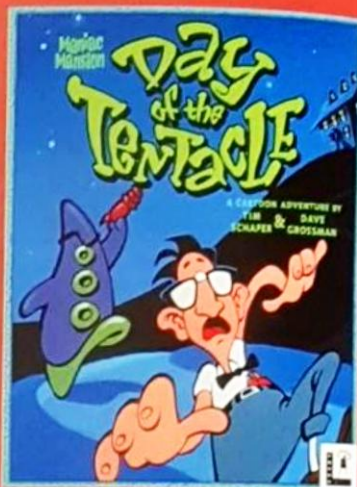


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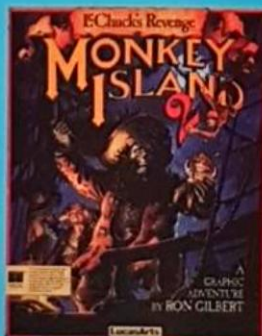
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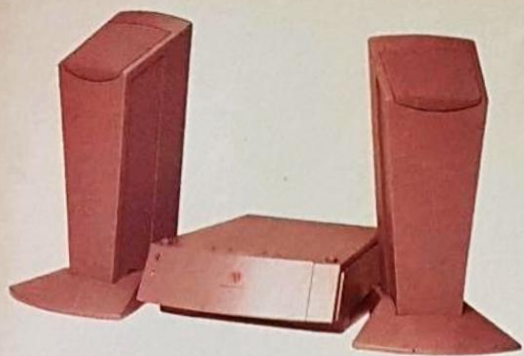
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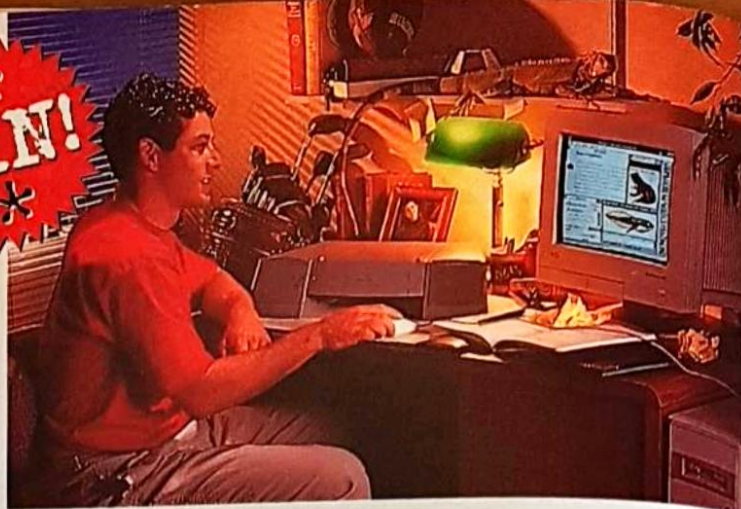
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DO YOU WANT TO KNOW about Psygnosis' *Ultima Underworld*-bashing, 3D role-playing game? It's magic.

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IT'S LIKE CHESS, and it's been around for years. Find out why it's back in new clothes.



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## PC ZONE

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PC Zone is published monthly by Dennis Publishing Ltd, Company registered in England, number 1128891. Entire contents © 1994 Feldon Productions.





Are you the best? Prove it in the PC Zone Games Arcade at the March Computer Shopper Show.



Win a modem and free CompuServe membership.

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# PC ZONE



April 1994 Issue Thirteen

## 76 The Complete UMS

THE DEFINITIVE, HEAVYWEIGHT suite of war simulations is now in a collectors pack. Cor!

## 78 Pinball Fantasies

WILL THESE PINBALL simulators never end? Not when they're this good.

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THERE WAS SO MUCH NEW and exciting product at January's Consumer Entertainment Show in Las Vegas that we didn't have room to fit it all into last month's issue. So please welcome back your host, Laurence Scottford, for part two of his journey through this year's most important computer wares.

### 84 Computer Shopper Show

AT LAST, THE GREAT DAY IS DAWNING and plans for the PC Zone games arcade are nearing completion. So find out how you can take part in a special Club PC Panel and take on the PC Zone team at games like *Doom*, *Syndicate* and (of course) *Star Control 2*. Prizes galore. Need we say more?

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### 14 Cover Disk Guide

HOT CONTENDER FOR the title Best Ever PC Zone Cover Disk is the amazingly tasteless and playable *Canon Fodder*. Read here on how to make the most of it.

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LET US KNOW WHAT YOU do, what you think and what you want and win yourself a smart multi media upgrade kit into the bargain.

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WIN A MODEM PLUS free CompuServe membership and learn what it is to be a network junky.

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TAKE OUT A SUBSCRIPTION to PC Zone, and get a free game and the chance to join Club PC.

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SPECIAL BUMPER SIZE section to reflect the exceptional quality and quantity of product available on the format of the '90s.

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ONCE MORE, MARK BURGESS uses his incredible powers of healing, and places a soothing hand on the brows of troubled PC owners.

### 112 Troubleshooter

A WHOLE HOST OF solutions to some of the toughest games around, including *Hand Of Fate*, *Leisure Suit Larry 6*, *Star Trek: Judgement Rites*, *Alone In The Dark 2* and *Sam And Max*.

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YOUR CHANCE to give the world the benefit of your knowledge and erudition.

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THE DEFINITIVE GUIDE to Shareware and PD takes a glimpse at the stars, and finds himself faced with a galaxy of programs.

### 128 Mail Order

GET YOUR BACK ISSUES here, nice and hot.

### 130 Mr Cursor

THE WORLD'S GREATEST COWARD meets the world's most frightening game!

## BONUS!



## CANNON FODDER!



It's violent. It's tasteless. It's the most playable Zone cover disk yet!

DETAILS P.16

# Bulletin

**+** Have we got news for you. Not only are there five pages brimming with all the latest scoops and scandal but, in addition, a **Cyberdreams competition and a rib-tickling cartoon.** We're just too kind.

## The Empire's Old School Ties

**A**T LAST, A CHANCE to play the baddies in *Star Wars*. Everyone knows that the Empire has the spiffiest uniforms and the simpler career structure. Now you can obey Darth Vader's hissed orders and blow those cute robots to atoms. *Tie Fighter* from LucasArts puts you in control of the Empire's workhorse. As a new recruit to the Imperial Naval Academy, you hone your fighting skills and impress Emperor Palpatine by bringing a bit of law and order to the galaxy. Do it right and the smack of firm government can be heard for light years.

Similar in form to *X-Wing*, *Tie Fighter* has training courses and historical combat as well as the career menu. The designer, Lawrence Holland, says: '*X-Wing* did so well that we were really looking forward to working on the sequel. It's been exciting and challenging to explore these previously "uncharted territories" of the *Star Wars* fantasy and peer into the minds of these Imperial characters.' Holland was also responsible for the award-winning *Secret Weapons Of The Luftwaffe*.

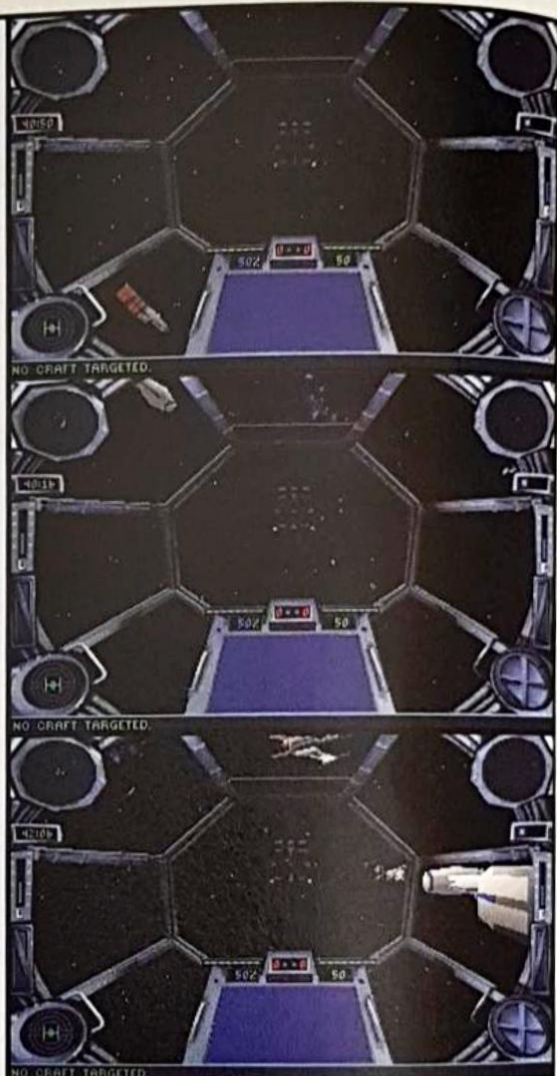
*Tie Fighter* has several improvements on *X-Wing*: the battles are not so linear and there is a greater element of strategy. You can question the briefing officer and call up hints during battle.

The story starts with the Rebels evacuating the ice planet Hoth - an incident shown in the second film of the *Star Wars* trilogy, *The Empire Strikes Back*. In the early missions you fly under Lord Vader and Vice Admiral Thrawn. Choose your craft from the TIE Fighter, TIE Bomber, TIE interceptor and the Assault Gunboat. In later missions you get the chance to fly the TIE Advanced Starfighter, personally designed by Darth Vader himself. Later still, there is a mysterious prototype fighter for you to try out.

As well as the polygons and bitmaps of *X-Wing*, *Tie Fighter* now has Gouraud shading. Digitised sound effects are deployed with LucasArts' own IMUSE system which gives a seamless soundtrack throughout the game. *Tie Fighter* is soon to be followed by two add-on space campaigns.

It needs a 386 or above with 4Mb RAM. It supports Sound Blaster, Ad-Lib, Roland, General Midi and 100% compatibles.

**Publisher:** LucasArts/US Gold  
**Out:** April **Price:** tba



(Above) When not bringing death and destruction to the Rebel hordes the fighter pilots like to play 'spot the difference' from their cockpits.

(Below) No craft targeted heh? Then what pray is that rather large white and blue object rapidly hovering into view?



## TV Games Nightmare

Broadsword Television is working on a new series of the television adventure game, *Nightmare*, due to return to your screen this summer. You must remember it - it's set in a dungeon and you have to fight against Lord Fear and his techno-magic. A kind of challenging version of *The Crystal Maze*. Broadsword is also filming *Virtually Impossible*, a Virtual Reality RPG. If you reckon yourself as a games player and will be between 11 and 16 on 20 July 1994, then here's your chance to get on TV. Send an SAE to TV Games, Broadsword Television, Anglia House, Norwich, NR1 3JG by 31st March 1994.

(Top left) On the set of the futuristic *Virtually Impossible*.  
(Left) Treguard and Majida from *Nightmare*.



## Helicopter Sim In Werewolf's Clothing

Pirates aren't romantic figures if you sail the South China Sea. They're killers, preying on hapless boat people as well as rich merchant ships. Virgin's *Werewolf KA-50* puts you in charge of a helicopter squadron of mercenaries. Find and destroy the pirates' lair with four types of craft: the Bell Supercobra AH-1W, Kamov Hokum KA-50 (the werewolf of the title), Westland Lynx and the Kamov Mi-8 Hip E. Firepower ranges from cannons and rockets to guided missiles.

The game has a full mission-planner and a battle area of the whole of the South China Sea. Virgin claims that *Werewolf* offers the most accurate flight model of any helicopter sim. The scenery is drawn in a mixture of ray-tracing and Gouraud shading. Publisher: Virgin Out: March Price: £35.99.



(Above) Blow up the garden shed in *Werewolf*.  
(Left) Before every mission, be sure to visit the toilet.

## DISPATCHES

+++ **SENSIBLE SOFTWARE IS** to release a sequel to the best selling *Sensible Soccer*. *Sensible Golf* will be released by Virgin under a new partnership agreement.

+++ **IT'S THAT TIME OF THE** year again. ECTS, the European Computer Trade Show, descends on sunny Islington once more in a two-day orgy of hype, marketing ploys and free orange juice. You don't have to go but we do, so you'll get a full report in the June issue.

+++ **YES, IT'S THE GAME THEY** simply couldn't gag. The full registered version of the shareware classic, *Wolfenstein 3D*, complete with hint book is to be made available in the shops for a measly £19.99, making the existing registration fees look positively silly.

+++ **THE SEQUEL TO BETRAYAL** *At Krondor*, due this year, has unfortunately been delayed. The development team for *Thief Of Dreams* has been reassigned to other projects and the program will not see the light of day until 1995.

+++ **WILLIAM COLBY, ONE OF** the former directors of the CIA, is to advise Activision on a range of interactive espionage thrillers. The first will be released sometime next year. Colby served with the OSS during the Second World War and worked to destabilise democratic socialism in Sweden and Italy in the post war period. He was director of the CIA from 1973 to 1976.

+++ **PEOPLE MAY SNEER AT THE** *Zork* adventures, being snorey text adventures and all that, but they still sell. Three and a half million copies of the original adventures have been sold, with *Return To Zork*, the latest, selling over 300,000 copies. That's nearly half a million people trying to save the world from Morpheus. It really makes you think, doesn't it?

+++ **WEAR YOUR ERROR** messages with pride. Imageworks has imported a range of natty leisurewear from the US. There are slogans such as 'Caution I Byte' and 'Silence Of The Lanes' to more accessible jokes about memory problems. You can also get T-shirts and sweatshirts adorned with fractals. No anoraks though. Imageworks is at 20 High Street, Bagshot, Surrey GU19 5AA (Tel 0276 475 331).

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but you're still...

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The above information is correct at time of publication  
(Feb 1994).



Infogrames Ltd, 14 Smedley St, Clapham, London, SW4 6PF  
Tel: 071-730 8199

# Bulletin

## Orchid's Multi-media Bloom

Orchid is releasing a batch of new products. *The Multi-media Upgrade Kit* comes with the award-winning Soundwave 32 and the CDS-3110 double spin CD-ROM drive. The Soundwave 32 can emulate Sound Blaster, Ad-Lib, general MIDI, Roland MPU-401 and Roland MT-32. The CDS-3110 has a transfer rate of 300Kb and will play audio



Orchid's Vidiola video capture system lets you play at being Peter Greenaway.

CDs without the need to install special software or additional drivers. The Multi-media kit has a list price of £359.00 and comes complete with speakers, microphone, 'RAVE' MIDI sequencer, game demos and a full version of *Zool* (PC Zone recommended, issue two).

Also from Orchid is the Vidiola, a complete video capture, edit and playback system for the PC. The Vidiola can capture from VCR, video camera or TV at an impressive rate of 30 frames per second and has a compression ratio of up to 3:1.

Included in the package is Adobe's *Premier* which has true digital editing and *Asymedia PE* which generates business presentations with video, sound and animation.

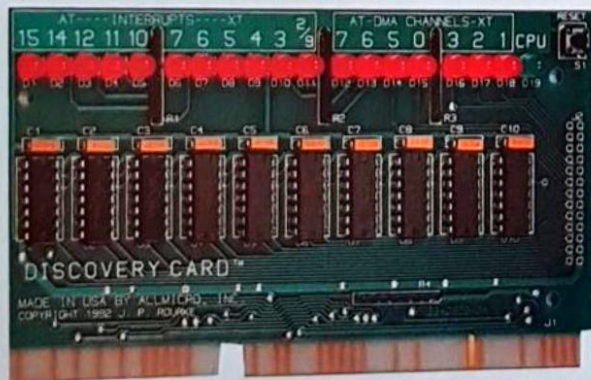
The complete package costs £349.00. Orchid is on 0256 479 898.

## Health Scanner For PCs

IS YOUR PC run down? Does it work slowly or not at all? Eurosoft has the tools to help you. The first is a program called *PC-Check*. This comes on a single floppy, yet is able to thoroughly test just about any configuration. It performs a complete check on the motherboard including DMA controller, CMOS settings and RAM, Interrupt and Keyboard controllers, co-processors, and clock. The memory tester will report on the amount present, its configuration and the refresh rate. A full read/write, seek and controller test is performed on all drives. The video tests will show up errors in the palette, memory and character set, as well as checking the monitor itself for alignment and linearity. An extended soak test will indicate areas which may lead to a failure in the future. A full report is generated and the package comes complete with three loop-back plugs and a manual that tells you everything you've always wanted to know about your PC's insides. The complete package costs £79.99.

Also from Eurosoft comes the Discovery Card. This is a single add-in card that goes into any expansion slot on the motherboard and detects every IRQ and DMA request. Ideal for those occasions when you think you've got a hardware clash but aren't quite sure.

The card costs £199. Eurosoft is on 0202 297 315.



Pin down those DMA conflicts with Discovery.

## Future Shocks



### 10 Copies of Blade Runner Director's Cut

### 15 Copies of CyberRace



If you've heard it once you've heard it a thousand times: Syd Mead, the man behind Cyberdreams' 21st century race game, *CyberRace*, is a Visual Futurist who has worked on many ground-breaking films most notable of which is probably *Blade Runner*.

In honour of all this work, and to celebrate the launch of *CyberRace*, the generous film buffs at Cyberdreams are offering ten first prize copies of the Director's Cut of *Blade Runner* and a copy of *CyberRace*, plus five runners-up prize copies of *CyberRace*.

Sounds good? Of course it does and it looks even better. To get your hands on these goodies, simply write the answer to the question below on the form, add your name and address and send the whole bang shaboodle to The First Cut is The Deepest, PC Zone, 19 Bolsover Street, London, W1P 7HJ.

All entries must be received by 10 April 1994. Usual competition rules apply.

Which of the following people did not appear in *Blade Runner*?

- 1 Rutger Hauer
- 2 Sean Penn
- 3 Sean Young
- 4 Harrison Ford

Answer: .....

Name: .....

Address: .....



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Art & concept: S95 - 43.24.27.77

# Bulletin



(Above left) If I win and shoot this bugger, I can get the next shot of the joystick.  
(Above right) It's all black and starry so I guess I must be in space. And look, there's my enemy. Hurrah.

## Evasive Action

**Duncan MacDonald** has yet another peek at the longest running on-going project ever in the history of leisure computer software... it's *Evasive Action* from Mindscape.



ACTUALLY, you know the last line in the intro? The bit where it says *Evasive Action* from Mindscape? Well, it hasn't always been that way. In fact, when I first previewed this game, (back in 1990 for *Zero* magazine) the game was called *Fokker*, and was coming from MicroProse. We've had a bit of a debate here in the *PC Zone* office about exactly how many publishers have been involved in the project, and about how many name changes the game's been through, but nobody could agree on exact figures. Let's put it like this: it's probably safe to say that the original conception and storyboarding was completed at roughly the same time as The Beatles split up. It's also probably safe to say - the laws of averages being what they are - that at some stage of the proceedings *Evasive Action* was, for a short while at least, called *Space Monsters Attack Mars* (possibly).

### Yawn...

So why has it taken all this time? And what's the concept behind the whole thing? Well, the first question isn't easy to answer without simply making stuff up, so I won't bother. The second question, however, is easy to answer - so here goes. Glynn Williams, the bloke behind the whole *Evasive Action* extravaganza, felt that flight sims in general were too techy, and relied far too heavily on the user remembering one zillion keyboard commands. He reckoned that realism, basically, got in the way of fun and decided to do something about it. Cue *Evasive Action*.

### Uncluttered skies

The game is a series of one on one encounters: from four time zones. There's ww1, ww2, ww3 and, er, Space. In

other words bi-planes, single winged props, jets and space craft. You can either take on the computer in each of these matches, or, thanks to a split-screen option, you can take on another human without the need for serial cables, networks and so on. (Although there'll still be the perennial problem of one poor sod having to use the keyboard if you haven't got twin joystick ports.)

### Rules of engagement

You can muck about with the 'rules' in *Evasive Action*. There's the straightforward dogfight game which can be toggled to either 'first hit is the loser' or the more traditional 'first dead is the loser'. Alternatively, you can opt for the racing game, in which the two craft (ww1, ww3 or whatever) have to fly along an obstacle course: the winner being, obviously, the first past the finishing post. Then there's a sort of pacifist version of the dogfighting bit which sees the two craft in an aerial (or outer space) game of Tag: plane A shoots plane B, whereupon plane B is deemed 'it', and has to shoot plane A. And on and on.

### And that's that

So there you have it. A sort of very simple arcade flight game with the main draw being the head-to-head split-screen mode. At the end of most previews you'll be used to reading such things as 'looks like it might be a cracker', or 'well worth watching out for'. However, I'm going to be brutally honest here and say that from what I've seen I'm not entirely convinced. I'll reserve judgement for the finished version but, in my experience, games that go through loads of re-writes and take five trillion years to come out are often seriously flawed in some way. ☒

**'There's a split screen option so you can take on another opponent.'**

## PC ZONE specs

Minimum Memory: 4Mb

Minimum Processor: 386

Minimum Speed: 25MHz

Installation: Essential

Minimum Hard Disk: 7Mb

Minimum Graphics: VGA

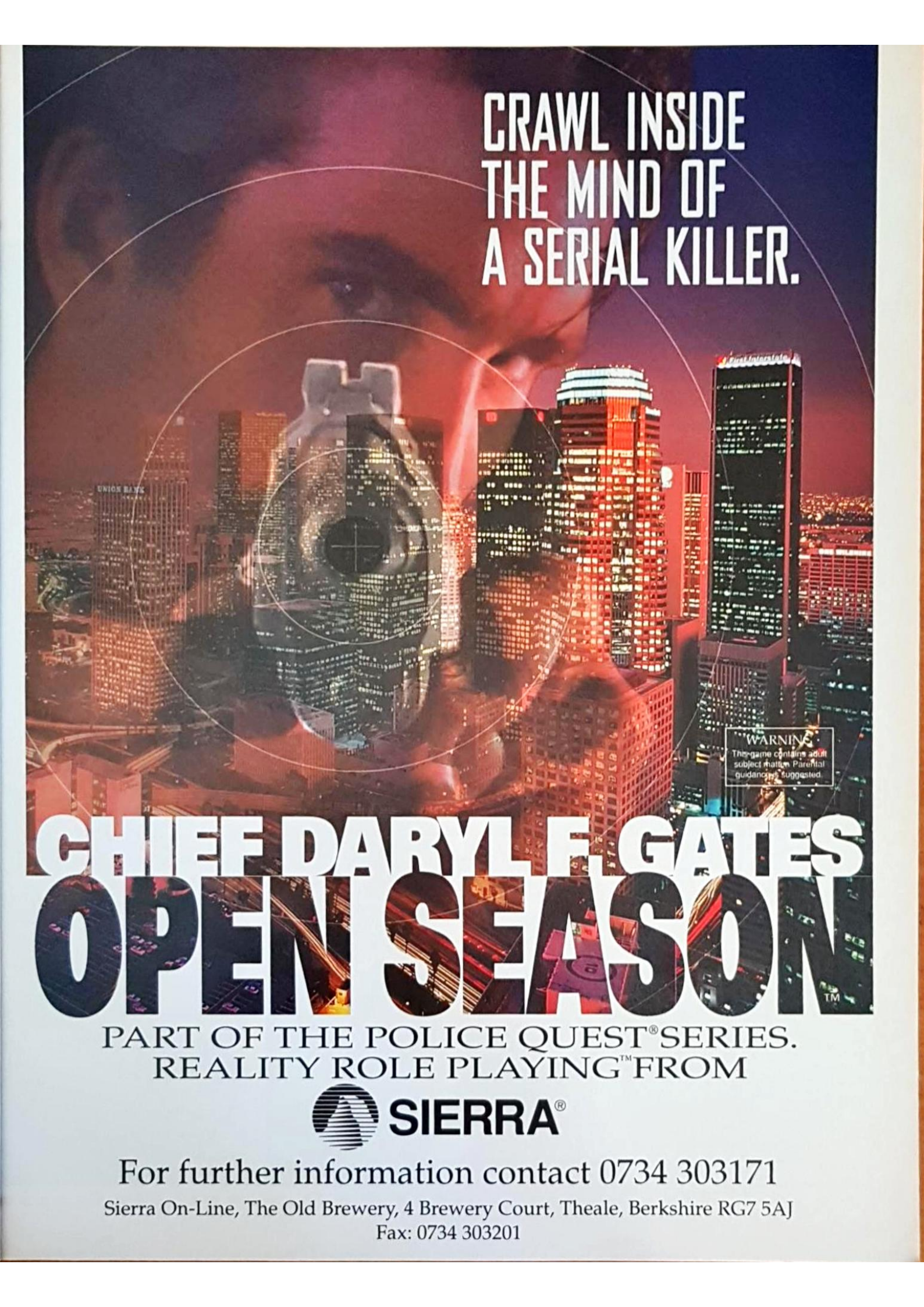
Soundcards: Sound Blaster and compatibles

Controls: Joystick, Keyboard (with mouse option control)

Out: February Price: £34.99

Telephone: 0444 346 333

Publisher: Mindscape



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# Bulletin

## Once More...

**I**mpressions and Omnitrend are releasing a follow-up to the brilliant *Breach 2*. It's called *Breach 3*. Good eh? It uses the interface from *Rules Of Engagement 2* (so it can't be bad) and the interlocking game system (IGS) which means you can marry it up with other Omnitrend games. Whereas *Breach 2* was turn-based – so that you could get shot before you could draw your weapon – *Breach 3* is not. The marines have their own personalities so they can refuse to obey orders, run away and all the other sensible things that people do in battle.

Giving clear orders is important because the marines can disperse throughout the playing area – which means off screen. *Breach 3* is in full 256 colour and comes with a mission builder. It looks set to knock *Syndicate* off its perch.

**Publisher:** Impressions  
**Out:** March **Price:** £39.99

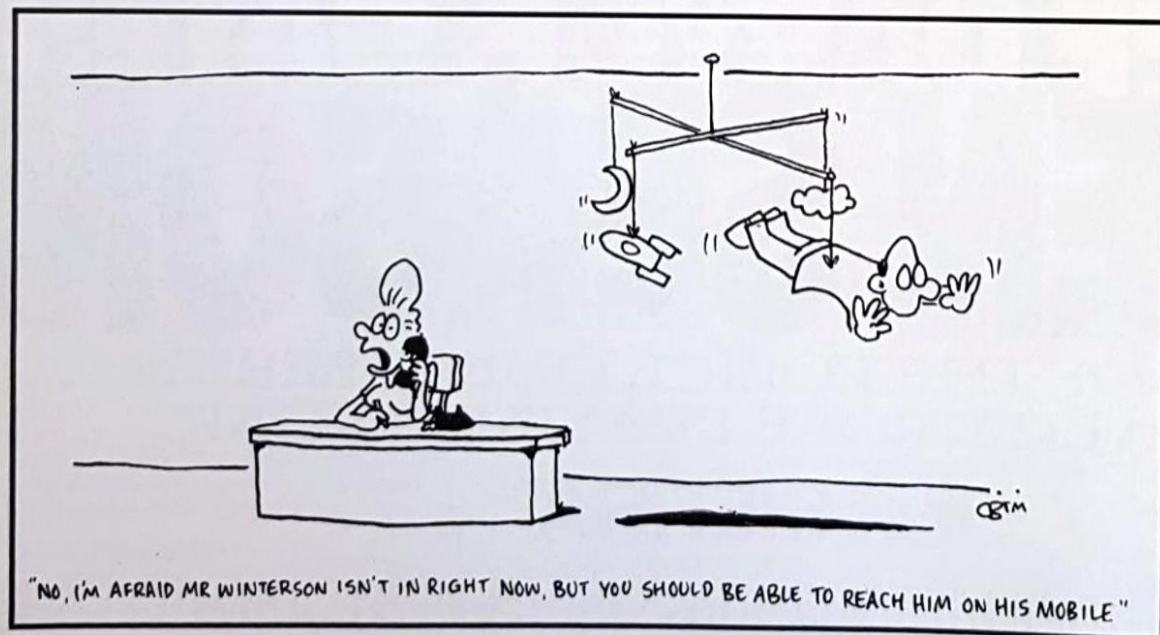
Another bad open plan office.



(Top) See this, that's the bottom of your aquarium that is.



(Top) Select size of weapon and codpiece.  
(Above) Marines high on Tennants Extra shoot fleeing enemies in the back.



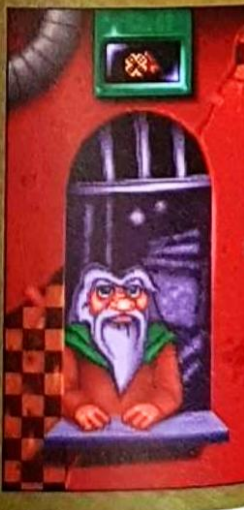
## Dig The New Breed

**M**illenium has released *Diggers* for the PC. This is a jokey game in which you guide a team of diggers in the search for treasure which was a hit on the Amiga. You choose from four different races: the enigmatic Habbish, the fast and nimble Grablins, the violent Quarriors and the scrap metal-collecting F'Targs.

The PC version has 33 levels and each digger has independent actions and decisions. In the course of the game you can build massive tunnel systems and discover lost civilisations and loot.

The planet is infested with the likes of dangerous triffids, dinosaurs, mammoths, sand worms and carnivorous eggs that will attempt to eat you and your band.

(Below) Three of the different 'breeds' of diggers you can use. The middle one looks vaguely familiar...





An early example of Rock 'n' Hole... (ho, ho)...



...followed by a publicity shot of The Fall...



...and finally the set of Going Underground.



**DISPATCHES**

**+++ VIRGIN'S SEQUEL TO REACH**

*For The Skies* is based around D-Day and should be out in time for the 50th anniversary. *Overlord* lets you fly Spitfires, Mustangs and Typhoons, pitting yourself against the Focke-Wulf 190, Junkers 88, Messerschmitt 109 and Hienkel 111. It should be out 'sometime in spring'. Virgin is on 081 960 2255.

**+++ ANOTHER SEQUEL,**

*Lemmings 3*, is on the way. It's three years since these lovable suicides first arrived on a computer screen. They seem, for want of a better phrase, to be hardy survivors. Contact Psygnosis on 051 709 5755.

**+++ UPGRADE SOLUTIONS HAS**

a clock-doubling processor that will turn your 386 to a 486. Based on the Cyrix 486SLC2, REV TO 486/2 clips over the 386 processor and triples processor performance. It will work on any 386 from 16 to 25MHz. The REV TO 486/2 costs £249 and Upgrade Solutions is on 0734 810 020.

**+++ CREATIVE TECHNOLOGY,**

the soundcard manufacturer, has licensed Sound Blaster compatibility to IBM. This means that IBM will adopt such capability as the industry standard and where IBM leads, the rest of the world follows.

**+++ MEANWHILE, ENGLISH**

firm Spectra Video has just clinched a major deal with Nissho Iwai to distribute its Logic 3 ranges in Japan. Spectra Video already has a strong presence in Australia.

**+++ SIGMA DESIGNS HAS**

signed an OEM (Original Equipment Manufacturer) deal for its amazing ReelMagic Full Motion Video card. PC giant, Wearnes, will be bundling ReelMagic with its multimedia range. Sigma recently tied up a similar deal with PC leaders Dell. ReelMagic can display 32,768 colours at resolutions of up to 1024 x 768 pixels at 30 frames a second.

**+++ GATEWAY HAS SETTLED**

on Media Vision's Jazz 16 chipset for its various audio products. These include a soundcard that has full 16-bit real-time audio compression and decompression in accordance with IMA (International Multi-media Association) standards. The card is 100% Sound Blaster and Ad-Lib compatible and has MIDI and joystick ports, plus a 20 voice stereo FM synthesiser.

PREPARE TO EXPERIENCE

**100 TONS  
OF  
OVERKILL**



# Bulletin

## Infinite Isha

**T**he legend continues. Devoted fans of the *Ishar* series will be pleased to hear that *Ishar 3 - The Seven Gates Of Infinity* is due out soon. Everything to delight the RPG player is here; complex, non-linear plots, artificial intelligence and wizards. Yes, wizards. You might think that you killed off the wicked wizard in *Ishar 2* but here Shandar returns in a new and deadly incarnation - the winged dragon Wohrntax. Wohrntax is the 2,000 year old survivor of a race of Black Dragons and has been made Lord of Sith (and, as a fringe benefit, immortal) by the powers of Chaos.

Wohrntax can only take over the world of Isha at a certain planetary conjunction. Your mission is to kill him before that happens. Time is important in *Ishar 3*; to destroy Wohrntax, you must travel back through time gates and arrive at crucial moments in history.

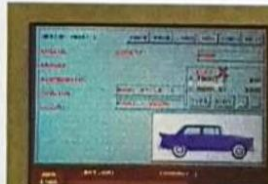
There are over 100 different characters from which you can build your team. Their personalities affect the action throughout. 40 different spells, spectacular locations and animated sequences - *Ishar 3* should not only appeal to fans of the original series but pick up a few new converts.



*Ishar 3*: more silly names in search of an adventure.



(Top) A study in brown. (Above) A mess of potage, or something.

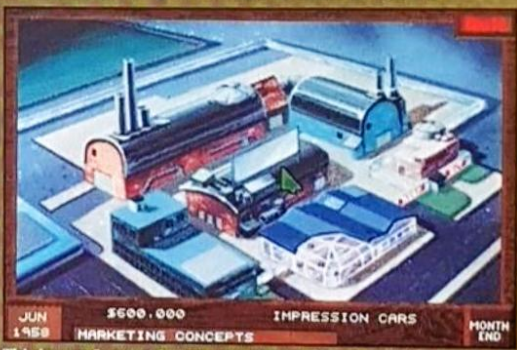


## Motor City Sim

**M**ore news on Impressions' newie, *Detroit*, a sort of *Air*

*Bucks* without wings. Out-perform Henry Ford in a car company management simulation that runs from 1908 to 2008. Can you spot the trends and design the cars to meet them? Or will you still be trying to flog Austin Cambridge look-alikes in 1998? Design your own car and put it into production. Research and development, hiring and firing and other fun stuff is available with a few clicks of the mouse. There are competitors - up to three - and the option for modem play should bring a smile to BT's face. Now that Rover has gone, Britain's only major car manufacturer could be a mass of data on your hard drive. Makes you feel kind of humble. Publisher: Impressions Out: April Price: £39.99.

(Left) The high tech dream machine. (Below) Fill the Scotmobile with crash dummies and give it a spin.



This is your factory; the arena for your Lee locca fantasies.



Plan your media campaign. Yes, advertising is as easy as this.

## DISPATCHES

+++ **SOFTWARE SALES IN THE** last quarter of 1993 reached a staggering \$413, 000,000, a 9% increase on the same quarter last year. Good news for the punters too: the average price of software fell 37% between the third quarter of 1992 and 1993. A price drop of 30% has taken place across all operating systems. Windows software accounted for 73% of total software sales.

+++ **G-NOME IS THE** forthcoming game from Mallard where you play a 22nd Century lawman on a distant planet. As well as the normal crop of villains, you also have to deal with the eponymous G-Nome, a genetic experiment gone wrong. G-Nome is scheduled for the autumn. Mallard are on 0101 214 539 2575.

+++ **MALLARD TAKE ANOTHER** jaundiced look at the future with *Warpoint*. This is an SVGA strategy game in which you must outwit aliens. The trouble is, they're cleverer than you. *Warpoint* has texture-mapping and full Gouraud shading, and is due out in June. No UK distributor at the moment, but you can contact Mallard on 0101 214 539 2575.

+++ **THE LATEST FROM TEAM 17** is *Arcade Pool*, a fully featured VGA game with digitised sound effects and up to eight players. You can adjust the baize colour, table friction and the colour of your balls. Handy. UK or US 9 ball, 9 ball, 8/15 ball, speed pool and more! Play against computer opponents with artificial intelligence. *Arcade Pool* abides by Pool Federation rules, but you can always alter them to give yourself that crucial edge. *Arcade Pool* is due out April at £19.99. Team 17 are on 0924 291867.

+++ **THE TREND OF FILM** companies buying into the software business continues with MCA/Universal coughing up the cash for a chunk of Interplay. Obviously all the Hollywood moguls are beginning to realise how much money is being made out of games based on their films and want a piece of the action.

+++ **SOMEONE ELSE WHO'S** decided to get more directly involved in the games based on their product is TSR (who own the lucrative *D&D* licence). They have decided to end their long-running partnership withSSI and are looking to put together their own programming team to work on new product.

**GALLUP CHARTS**

So many games, so little time – these days shopping for your PC can be a nightmare. But now, with the help of Gallup's handy household charts, you can check out what you should be playing. There's something for everyone here, from your kid sister to your granny: full-price PC titles, budget games and even a selection of CD-ROM titles.

**Top 20 Full Price Titles**

1. Alone In The Dark 2	Infogrames	£44.99
2. Premier Manager 2	Gremlin Graphics	£34.99
3. TFX	Ocean	£44.99
4. Frontier: Elite 2	GameTek	£39.99
5. Star Trek: Judgement Rites	Interplay	£44.99
6. Sam And Max Hit The Road	US Gold	£42.99
7. Zool	Gremlin	£34.99
8. Microsoft Flight Sim	Microsoft	£39.99
9. Indy Car Racing	Virgin	£44.99
10. X-Wing	US Gold	£45.99
11. Network Q RAC Rally	Europress	£34.99
12. Sensible Soccer 92/93	Renegade/Mindscape	£32.99
13. B-Wing	US Gold	£20.99
14. Premier Manager	Gremlin	£29.99
15. Civilization	MicroProse	£39.99
16. Indiana ones-Atlantis Action	US Gold	£30.99
17. Lemmings 2	Psygnosis	£39.99
18. Links 386 Pro	US Gold	£45.99
19. Championship Manager '93	Domark	£29.99
20. Subwar 2050	MicroProse	£44.99

**Top 10 PC Budget Titles**

1. Monkey Island	Kixx	£16.99
2. Sim City 2000 Demo Disk	Mindscape	£2.99
3. Links: The Challenge Of Golf	Kixx	£16.99
4. Wing Commander	Hit Squad	£14.99
5. Populous & Promised Lands	Hit Squad	£14.99
6. De-Luxe Trivial Pursuit	Hit Squad	£14.99
7. Championship Manager '94 Data Disk	Domark	£9.99
8. Fun School 2 Under 6	Hit Squad	£9.99
9. Speedball 2	Kixx	£9.99
10. Eye Of The Beholder	Kixx	£16.99

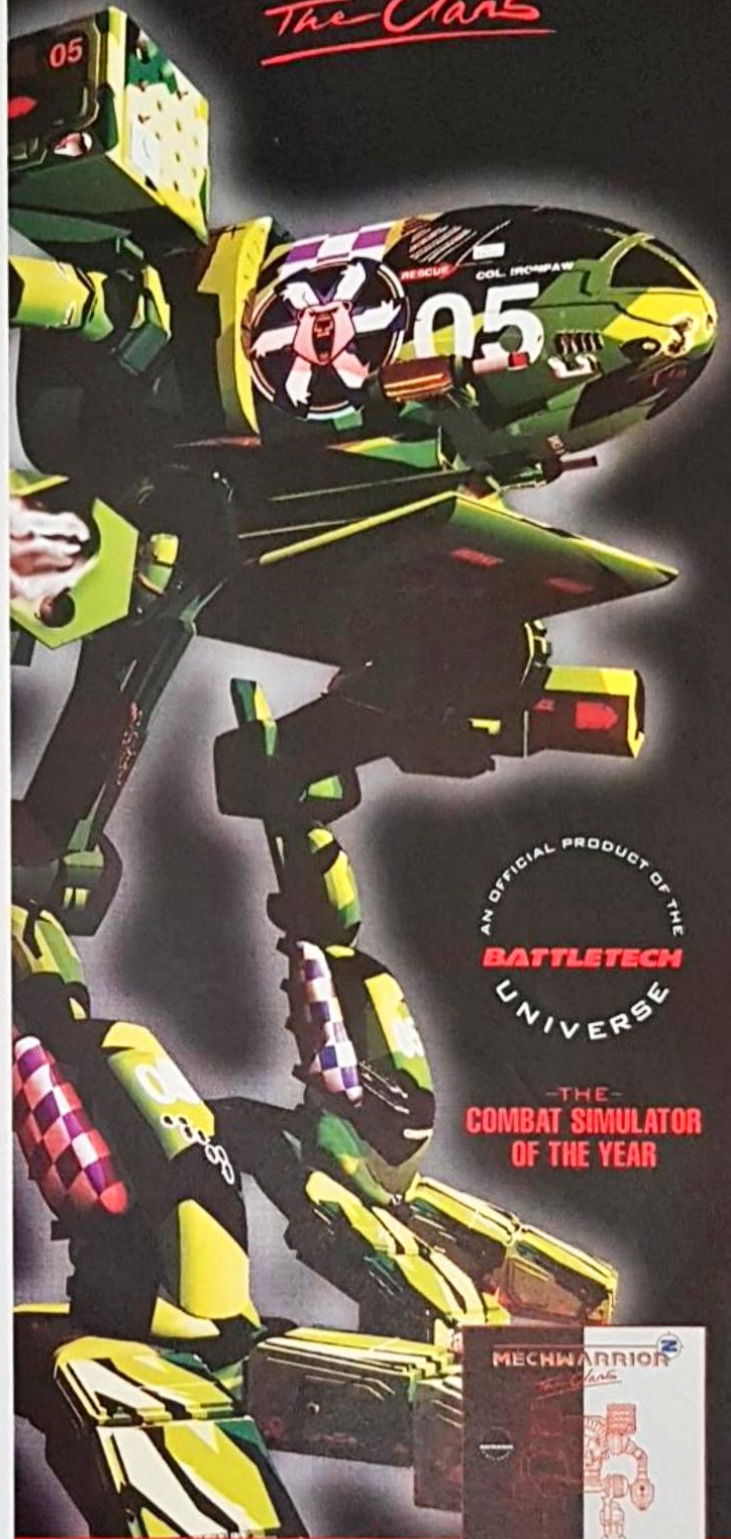
**Top 10 CD-ROM Titles**

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5. Day Of The Tentacle	US Gold	£45.99
6. Dracula Unleashed	Mindscape	£49.99
7. Iron Helix	MicroProse	£49.99
8. Super Strike Commander	Electronic Arts	£49.99
9. TFX	Ocean	£49.99
10. Comanche: Maximum Overkill	Novalogic	£49.99

COMING SOON

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**ACTIVISION**

# COVER DISKS

Fed up with namby pamby games, full of pretty, frilly graphics and nancy soundtracks, but gameplay suitable only for nerdish wimps? Course you are. That's why you need a deadly dose of the latest game to emerge from the hard-as-nails compilers of the Sensi Squaddies. So get that disk loaded now and prepare to die...



## Cannon Fodder

Okay fellas, looks like we've got a spot of bother in the farther reaches of the Empire, what. Seems like some of the native chappies are kicking up a bit of a fuss and need a good kick up the proverbials to bring them back into line. Trouble is, they're getting a bit sharpish with those bayonets, and our good chaps... well, they don't like it up 'em. Fortunately, we've got lots of young whipper-snappers ready to lay down their lives for God and country, and it's up to you to make real men of them.

### Features of Cannon Fodder

- ☐ Guns
- ☐ Tanks
- ☐ Helicopters
- ☐ Grenades and bazookas
- ☐ More guns
- ☐ Blood
- ☐ Death
- ☐ Destruction

### Not Features of Cannon Fodder

- ☐ Pity
- ☐ Mercy
- ☐ Honour
- ☐ The Red Cross
- ☐ The Geneva Convention

### How to load Cannon Fodder

- ☐ Make the drive and directory on which Cannon Fodder is installed current and type **SETUP**
- ☐ Follow the on-screen instructions to configure the demo correctly for your machine.
- ☐ Now type **GO** to start the demo.

## How to play Cannon Fodder

**T**his demo lets you play four gruelling missions which may be split into two or more phases. The complete game has 20 more graded missions for you to play.

There are 15 volunteers for each mission. To begin with they are all Privates, but are promoted with experience. The volunteers will line up at Boot Hill.

At the beginning of each mission, 15 more recruits will arrive and the number of recruits required will be called out of line. They will then be inserted by helicopter, told their objective, and the first phase of the mission will begin. If you fail a mission by getting all your men killed, you can try again with raw recruits, as long as you have some.



## Moving

Your troops are moved around using the mouse. Move the pointer to the place you want them to go and click with the left mouse button. The leader will go there and the rest will follow. Be careful not to lead them into hazards like quicksand. You can cross water, but if it's deep you won't be able to fire your weapons. Speaking of which...



## Firing

You have an unlimited supply of ammo. To shoot at enemy soldiers, move the cursor over them and press the right mouse button. You can't shoot your own men unless they happen to be injured and in agony.





April



- 1 Your troops
- 2 Enemy soldier
- 3 Enemy hut
- 4 Box of grenades
- 5 Bazooka
- 6 Troop's logo
- 7 Grenades
- 8 Bazookas
- 9 Troop names and ranks
- 10 Map icon

### Vehicles

If you are lucky enough to find a vehicle, you can board and use it. Move the cursor over the vehicle and press the left mouse button to board it. To move the vehicle, move the cursor over the desired destination and press and hold the left mouse button. The longer you hold the button, the faster the vehicle will move.

If the vehicle has a weapon, you can fire it by moving the cursor over the target and pressing the right mouse button.

In order to leave the vehicle, move the cursor directly over it and press the left mouse button.



### The map

To get an overview of the playing area, move the cursor over the map icon and press the left mouse button.

### Other controls

To pause the action, press P. Press it once more to continue.

To surrender, press ESC. You will be allowed to try the mission again with the surviving troops.

### Grenades and bazookas

If you have grenades or bazookas (which are indicated in the status panel), you can launch them by positioning the cursor over the target, pressing and holding the right mouse button, then pressing the left mouse button. Be careful you don't get caught in the blast.

You can collect more grenades and bazookas by walking over the boxes and barrels on screen. Beware: stray bullets have a habit of causing grenade boxes and bazookas to blow up.



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\* PC Zone recommended see March 1994 issue \*\* PC Zone classic see March 1994 issue † See review in this issue

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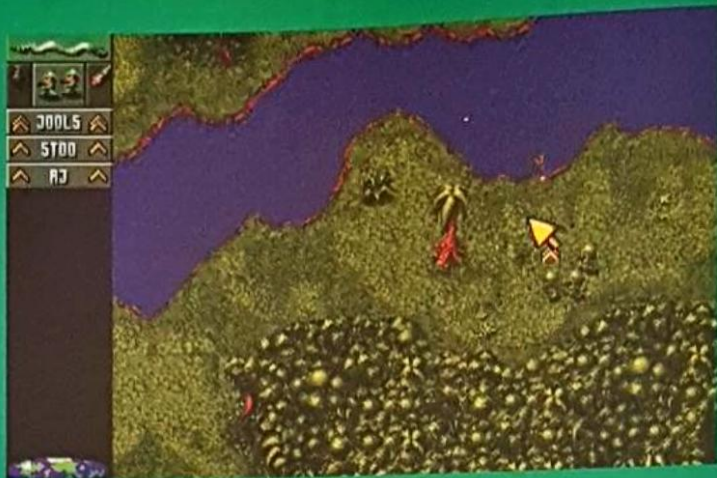
Prices can be subject to change. £6.0E

PC ZONE APRIL 94

## Terrain Types

These are the five types of terrain in the complete game. Each has its own hazards and benefits.

The Jungle Hazards here include sucking quicksand and the deadly crocodiles. Only the birds seem to be totally harmless.



Arctic Wastes: Stay off the ice and check out those snowmen.



Moor Lands The cottages on the moors may look quaint, but they can often harbour rather less wholesome surprises. And as for the silmy, boggy bits... yeuch!



The Underground Base Your ultimate objective lies somewhere in this sinister grey complex. Unfortunately, so do many horrible ways to die.

## How to install your cover disk

**S**o that we can pack as much as possible onto each disk, all the games and demos are compressed. Before you can run them, you will need to install them on your hard drive. To install the program, place your cover disk into a 3.5" disk drive and make that drive current by typing:

**A:**  
or whatever drive letter is appropriate. Now start the installation program by typing:

### DISKZONE

The installation program will display a list of the programs on the disk. Use the cursor keys to highlight the program you wish to install and then press RETURN. The installation program will suggest a drive and directory. If you wish to install the program to an alternative drive and directory, backspace over the default location, enter a new one and then press RETURN. If you are happy with the default location, simply press RETURN.

You should now see the files being listed as they are installed on your hard drive. Once the program has been successfully installed you will be returned to the program list where you may select another program or press ESC to exit to DOS.



The Desert This is a tricky one. Not only are there yawning chasms to swallow you up, and prickly cacti to beware of, there's no bloody cover either.

## IMPORTANT

**P**C Zone makes every effort to ensure that its disks and the programs contained on them are fault-free, virus-free and work as advertised. However, PC Zone and its suppliers and distributors can accept no liability for loss or damage to hardware or software, however caused. The cover disk supplied with this issue is used at the discretion and risk of individual readers. Use of the cover disk implies acceptance of these terms.

Occasionally we include shareware programs on our disks. These are supplied as an evaluation service to our readers. If you like these programs, and intend to go on using them, you should register them. In return you will usually receive updated or additional programs and other bonuses.

## \*\*\*HELP!\*\*\*

**I**f your cover disk won't load, or doesn't operate as expected, you can call our technical helpline: Matthew on 0274 736990.

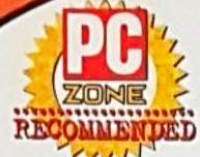
The helpline operates between 9am and 4pm weekdays. If possible, please have your computer operating and your cover disk ready when you call the helpline. If your computer is not near the phone, please note down as much information about your system and the nature of the problem as you can, and have a pen and paper handy when you call.

If, having called the helpline, you are advised that the disk needs returning, please place it in a padded envelope, along with your return address and two 19p stamps and send it to: PC Zone Disk returns 13, TIB PLC, TIB House, 11 Edward Street, Bradford, BD4 7BH.

Please do not return faulty disks to PC Zone. We do not stock replacement disks and we will be unable to help you.



# BENEATH A STEEL SKY



**PC GAMER 91%**  
"A must buy for all serious adventure fans."

**PC PLAYER 4/5**

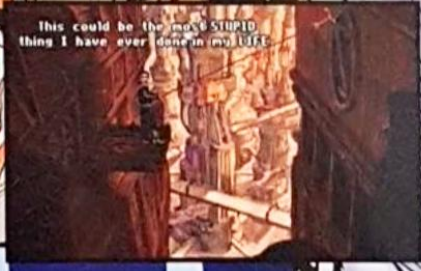
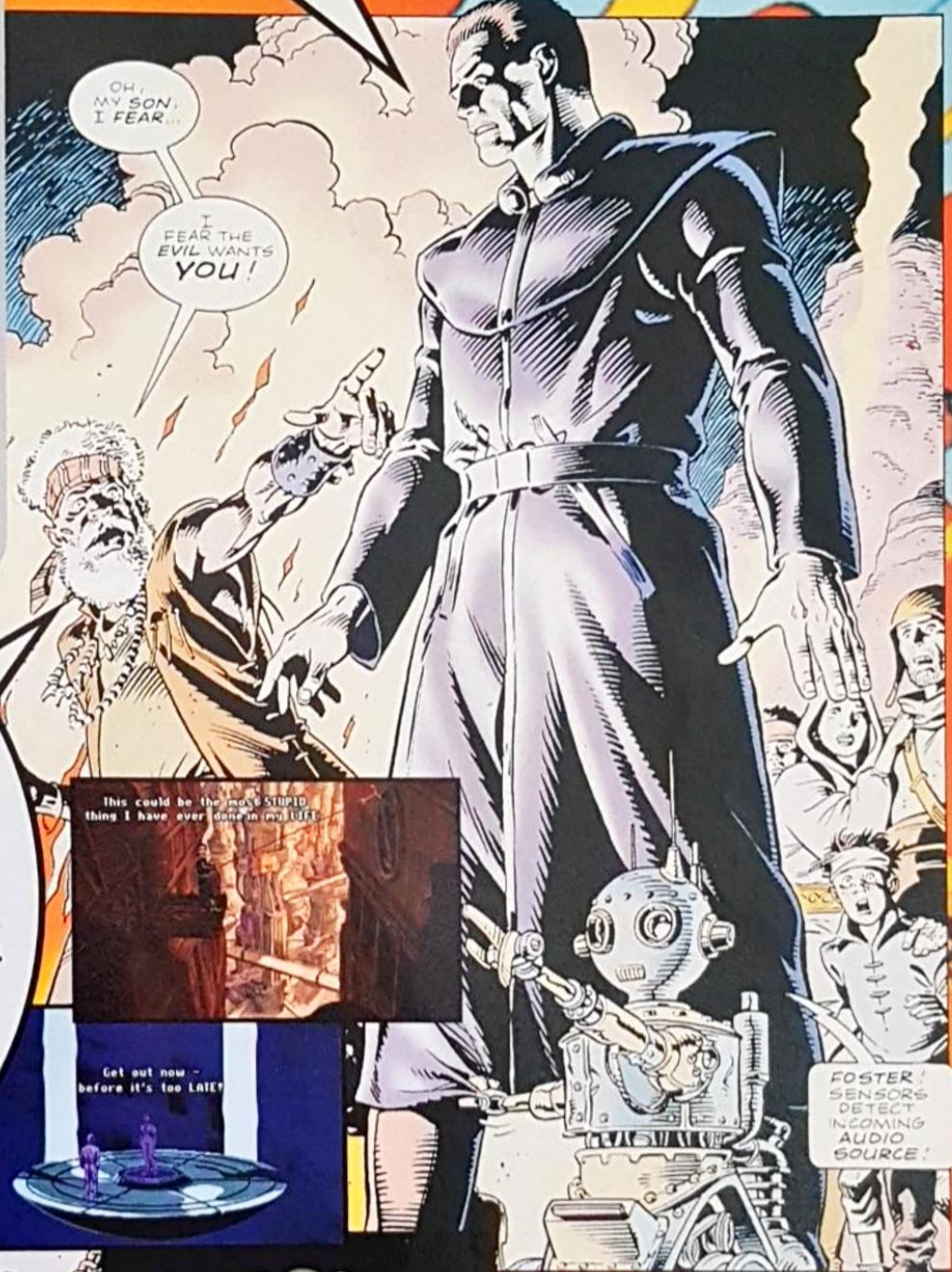
"I recommend this game to all adventurers..."  
"...it's a great game plain and simple."

## FEATURING...

REVOLUTION'S INNOVATIVE VIRTUAL THEATRE SYSTEM AND STUNNING ARTWORK FROM AWARD-WINNING COMIC-BOOK ARTIST DAVE GIBBONS, BENEATH A STEEL SKY IS A GRIPPING SCIENCE FICTION THRILLER SET IN A BLEAK VISION OF THE FUTURE.

ROBERT FOSTER IS AN INNOCENT OUTSIDER STRANDED IN A VAST CITY WHERE OPPRESSED CIVILIANS LIVE AND WORK IN SOARING TOWER BLOCKS... WHILE THE CORRUPT, COVETOUS AND RICH LIE UNDERGROUND, SHIELDED FROM ALL POLLUTION.

ALONE, SAVE FOR A ROBOT CIRCUIT BOARD, FOSTER MUST FIGHT FOR SURVIVAL... AND DISCOVER THE SINISTER TRUTH BEHIND HIS ABDUCTION!



SCREEN SHOTS MAY BE FROM A DIFFERENT VERSION

CU AMIGA

97%

“The ultimate in space adventure, Frontier is the single most important step forward for games this decade.”

PC ZONE

95%

“Unrivalled classic, nothing comes close.”

AMIGA ACTION

93%

“Frontier is probably the best game I have ever played. This offers everything you could want in a game of this type.”

 **KONAMI**

**only the very best**



PC Screen shot

DA  
BRA  
PRES

FRONTIER

EL

THE ONE

96%

Available on PC

© David Braben 1993. License



Screen shot



PC Screen shot

VID  
BEN  
ENTS

# FRONTIER

TE

“ Like Elite before it, Frontier is a game that rises above its feeble competitors like a colossus and will be talked about in awe for years to come. It's better than you could ever have dreamed it to be. ”

nature with time

AMIGA, ATARI ST

Konami. Distributed by Gametek

C & VG

# 96%

“ One of, if not the, biggest games ever, Frontier is a title that will make the rest of your software collection obsolete. ”

AMIGA FORMAT

# 90%

“ Frontier sucks you in and keeps you hostage. It's a monster. ”

PC REVIEW

# 9/10

“ The best space game ever. ”

## GAMETEK

# CES Special Report

One month simply isn't enough to tell tales of all the delights and attractions of the Winter Consumer Electronics Show, so **Laurence Scotford** is back with a second installment from sunny Las Vegas.

## In The Navy

**S**OFTWARE SORCERY, the development team responsible for the CD-based naval battle simulation, *Jutland*, (see review in issue nine) has already lined up six new CD games for 1994, which, according to the company's analyst Stephen Campbell, marry 'the interactivity of the computer world to the graphics and sound effects found before only in movie theatres.'

*Fast Attack* joins the growing list of recent submarine simulations with its portrayal of life on board one of the most sophisticated and deadly vessels in the world: the fast attack submarine.

*Buccaneers* is an attempt to supersede the ever popular *Pirates!* from MicroProse. This swashbuckling sim has you engaged in brutal sea battles and exciting sword fights in your efforts to rule the seas and amass treasure and fame.

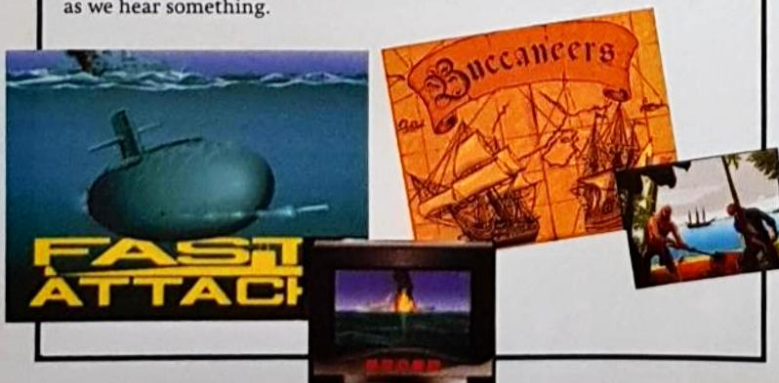
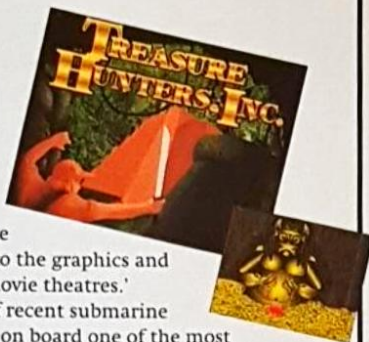
On the subject of treasure, *Treasure Hunters Inc.* has a more technological bent as you go in search of over 400 of the world's richest and most coveted treasures, using the profits from your finds to give you an edge over your competitors.

Entirely different is *Escape From The Dead Zone*, a space adventure in which you find yourself lost in the Dead Zone, a deep space junkyard filled with derelict ships and other lost life forms. Your only hope of survival is to construct a ship from the parts available to you, and fight your way out.

*Fantasy Fiefdom* is a lavish role-playing game in the tradition of *Defender Of The Crown*. Set in Medieval England, it has you competing in various tournaments for wealth and honour, while building and managing a fiefdom.

Finally, and perhaps the most exciting title in the pipeline is *Aegis: Guardian Of The Fleet*, a modern naval war simulation based around the US Navy's sophisticated electronic war machine, the AEGIS-class missile cruiser. Software Sorcery claims that this game is so up-to-date that it even incorporates recently declassified military technology from the Gulf War. The development team visited the AEGIS-class cruiser USS Lake Champlain for a tour and a battle exercise simulation, and the US Navy reviewed the script for the game to ensure its accuracy. Such displays of goodwill are perhaps not so surprising when you learn that Software Sorcery was responsible for developing *NEWSET* (Naval Electronic Warfare System Emulation Trainer) for the US Navy, and that an ex-submarine commander and one of the top electronic warfare instructional designers in the navy number among the staff.

The availability and prices of these titles in the UK has yet to be announced, but rest assured we'll let you know as soon as we hear something.



## MicroProse's Speccy Sims



**F**ollowing their recent merger, Spectrum Holobyte and MicroProse are to collaborate on future simulation products. The new developments will centre around Spectrum Holobyte's *Electronic Battlefield System* which is a series of sophisticated military simulations which can be linked for multi-system, multi-player games.

At present the system includes *Falcon 3.0, Operation: Fighting Tiger, MiG-29: Deadly Adversary of Falcon 3.0, and Hornet: Naval Strike Fighter*. All of these are produced by Spectrum Holobyte, but the list will soon be bolstered with the addition of new MicroProse titles.

To promote their joint venture, the two companies are to launch *Sim Assault '94*, a promotional campaign which will include the establishment of a simulation club for enthusiasts of the genre. The club will initially be US only, but may ultimately gain a UK branch. Watch this space for details.

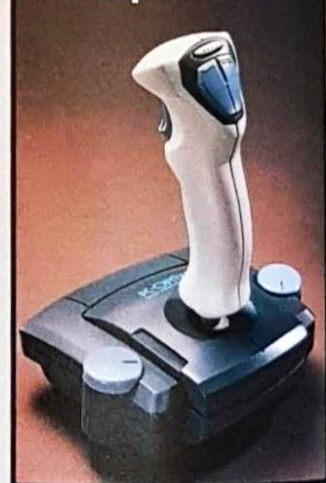


## What A Sight For Sore Joysticks

**F**light sim fans will be familiar with the dying joystick phenomenon where you end up crashing on every other flight. This is due to wear and tear on the tracks of the variable resistors such that the trim controls, need constant readjustment. This is a problem of the past if you opt to buy STD's new PC Optix stick.

The PC Optix uses non-contact optical sensors rather than variable resistors so avoids the drift caused by worn tracks. That combined with four fire-buttons, digital or analogue operation, and a Mega Zoom feature ensures its compatibility with any game, making it a worthwhile investment for the demanding user.

### PC Optix



## Spirit Of Discovery

**U**S Publisher Spirit Of Discovery proved its versatility by announcing two very different products covering gambling and anatomy, at the recent Winter CES. *Beat The House* is a casino simulation that sets out to give you guidelines on betting strategy. It covers craps, slot machines, blackjack, roulette, and video poker. You can opt to play with a tutor switched on permanently or simply ask for tips as and when you need them, and there is a host of other options like the ability to play blackjack with multiple decks, or slot machines with progressive payouts. Now all you need to do is find a casino which will allow you to bring your laptop along.

On a rather more serious note, *Body Illustrated* is an educational journey through the human body. It offers the user several different ways to learn about anatomy, from quizzes to an illustrated encyclopaedia of yucky bits. Definitely not for the squeamish.

UK availability of both these products has yet to be established, but you should be able to get them from major outlets some time this Spring.

## The Multi-media Theatre



**M**edia Vision is breaking new ground in multi-media hardware with its two new devices which take novel approaches to providing multi-media upgrades. Memphis™ is a complete external upgrade kit which turns your PC into a complete multi-media theatre.

The unit contains a Photo CD-compatible, double speed CD drive, and an amplifier built into an independently powered chassis, with front panel controls and a pair of detachable speakers. It is connected to the PC via a single cable to an interface card in your PC which doubles as a Pro Audio Spectrum 16-bit sound card. The Memphis can be used as a stand-alone CD player, even when not connected to the PC.

ReNO™ is a similar idea on a smaller scale. It is a personal CD player that can be used with batteries to play your favourite audio CDs when you're out and about, but at home or in the office you simply plug it into its power pack and interface and it becomes a Photo CD compatible, double speed CD drive. Smart eh?

## More Magic

**R**eelMagic, the first affordable MPEG full-motion video card for PCs, has been attracting a good deal of attention from consumers and manufacturers. Sigma Designs has already struck deals with PC manufacturers, Dell and Wearnes, allowing them to bundle the card with some of their Multimedia PCs.

Sigma has been upgrading its CD-ROM upgrade kit so that it can play all Philips CD-i DigitalVideo™ titles. The range of films available consists of 22 top music videos, documentaries and films like *White Christmas*, *The Hunt for Red October*, and *Star Trek VI*, and is expected to grow rapidly in the coming year. They are presented on one or two standard CDs and can now be viewed on computer for the first time.

There are also new ReelMagic compatible titles on the way. A new version of *Compton's Interactive Encyclopaedia* including over 25 MPEG video sequences will now be bundled with the ReelMagic CD-ROM upgrade kit. It will be followed shortly by a stand-alone version of *The Sporting News Pro Football Guide*™.

Educational multi-media producer EE Multimedia has also announced that it will be supporting the card with six new products. *Mozart Visits Yosemite*, *Mozart Visits The Grand Canyon*, *Mozart Visits Yellowstone*, and *Mozart Visits Hawaii*. These four are accompanied by the documentaries *Learning Fly Fishing*, and *The Nature of Hunting*.



## Under The Weather

**M**ALLARD SOFTWARE is continuing its support for Microsoft's *Flight Simulator 5.0*, with perhaps the most hard-core add-on to date. *Real Weather Pilot* adds that final touch of authenticity by allowing you to fly in current weather conditions for any US airport. Unfortunately, this won't be of much use to UK users, unless they've got money to spend, because the information is only available via modem from the US-based DUATS weather reporting system. Even so, the weather editor making up the second half of the product is still worth having. The program is also compatible with *Flight Simulator 4.0*.

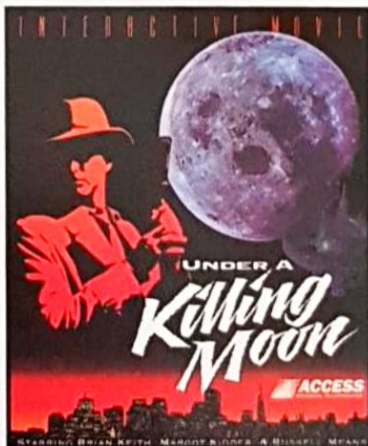


## Moonlighting

**R**emember Tex Murphy, PI, star of *Mean Streets*, and *Martian Memorandum*? Well he's back, in *Under A Killing Moon*, the most ambitious interactive movie from Access to date. Set in a post-apocalyptic San Francisco, Access has created a virtual world in which you are free to explore and interact with characters exactly as you wish, without being tied to a linear plot line.

Of course, it is de rigeur to get at least one 'star' for your CD game these days, and Access has done pretty well in signing up Margot Kidder (aka Lois Lane), Brian Keith (*Hardcastle & McCormick*) and Russell Means (*Last Of The Mohicans*). To emphasise the 'movie' aspect of the game, the development team has added a nice Director's Option in which different scenes in the game can be captured and then 'spliced' together to make your own movies.

*Under A Killing Moon* will be available in February on two CDs.



## Build your own F-15

**R**evell has announced the third title in its popular Power Modeller™ series. *Operation Airstorm*™ includes a CD-ROM with interactive instructions and tips on building Revell's F-15E, AH-64 Apache, F-14A Tomcat, and the F-117A Stealth Fighter models.

Once you've built your model, you can climb into the simulated cockpit of any one of them and fly eight combat missions to defend the fictional Novian Republic. The CD comes bundled with a complete F-15E Strike Eagle model kit.

## DISPATCHES

+++ **WE'VE HAD A SNEAK** preview of *Advanced Gravis'* forthcoming virtual reality visor for PCs. The lightweight helmet integrates three-axis head-tracking with 3D colour imaging and stereo sound to create the most amazing audio-visual experience currently possible with a home system. Look out for more news on the VFX1 headset later this year.

+++ **IF YOU'RE AN** educational game designer working outside the UK, then expect a call from Europress Software. The company is currently hunting for fresh talent world-wide to contribute to its new World Class Collection label. The current titles in the collection are *Storybook Weaver*, *Mutanoid Maths Challenge* and *Mutanoid World Challenge*.

+++ **EUROPRESS SOFTWARE'S** *Fun School*, currently in its fourth incarnation, is to be given a massive overhaul for its fifth version. For the first time the program will take full advantage of the power of recent processors, so it will require a 386 or better. The program will also incorporate SVGA art and will be available in a CD version with 40 minutes of additional sound. The finished games, for the under-sevens, six to nine year-olds and over eights, will be available in September.

+++ **NECTROPOLIS**, EA'S next CD game has been designed for a 'mature audience'. Set in a dark and surreal future city, the plot involves two comic-book heroes and their attempt to stop comic-book villains from invading the real world. It will deal with darker and more adult themes than is normally seen in adventure games. Very intriguing.

+++ **TIRED OF SQUINTING AT** your 14" monitor when playing PC games? SIIG Inc. has the perfect solution for you. TV Gamer Plus is an adapter that converts the signal from a VGA card to a form suitable for television sets. It is aimed at gamers wanting to play games on a larger screen.

# Readers' Survey

It's survey time again, and we want to know everything about you – personal habits, party tricks and so on – and your relationship with our humble mag. To make it all worthwhile, in association with Media Vision, we're offering the new and sophisticated Memphis multi-media upgrade system as a bribe.



**WIN!**

A stylish Memphis multi-media upgrade kit or free CD-ROM games for a year!



IF YOU'VE already read this month's news pages, you'll know that Media Vision's Memphis multi-media system is currently the most sophisticated way to make your humble PC a true multi-media animal, meeting MPC level 2 specifications.

Naturally Memphis includes a double speed CD drive. Not only will this allow you to play today's hottest and sexiest games, it will also quite happily read Photo CDs. Accompanying it is a Pro Audio Spectrum 16-bit soundcard, one of the most popular and advanced soundcards currently available on the market.

### So what makes Memphis really different?

Apart from the soundcard, which fits snugly into a free 16-bit expansion slot inside your PC, the rest of the system is housed in an attractive desktop console. This includes an amplifier and pair of detachable speakers. Thanks to the front panel controls, you can use the Memphis as a standalone audio CD player too, even when the Memphis isn't connected to your PC.

### Hang on, I've already got a multimedia kit!

Ah well, we've thought of that, haven't we? If you're happy with your current piece of kit, and you'd rather not have a Memphis (well, some people are funny that way), you can have our alternative prize. Media Vision is not only the premier supplier of

multimedia hardware, it's also pretty hot on the software front too. *Critical Path* and *Quantum Gate* are the first of its releases, and they both use impressive new technologies to bring you exciting interactive movie action. These two games, and every other game that Media Vision releases during 1994 are up for grabs.

### On your marks...

Is that all? Oh my lord no, because we're really anxious to know how we can tailor *PC Zone* even more to your liking, there are extra goodies for the taking if you get your questionnaire in quickly. The first 30 forms to arrive will win their writers a recent full-price game. And don't worry, if you win a game, your entry will still be included in the main competition. We can't say fairer than that now, can we?

### Just show me where to sign

No doubt you're dying to know how you can get yourself a piece of the action. Just take time to read the survey questions and fill in your responses. Then stick your name and address on the bottom of the page overleaf and answer these three tragically simple questions.

1. Which of these functions is NOT part of the Memphis repertoire?
  - (a) Playing audio CDs, photo CDs and great CD games
  - (b) Generating incredibly realistic 16-bit sound effects and music
  - (c) Making tea

2. Multi-media is:
  - (a) The future of PC games
  - (b) Something to do with fax machines
  - (c) The ancient and revered Japanese practice of napkin folding
3. The most entertaining and authoritative source of information on PC games is:
  - (a) Pig Breeder's Gazette
  - (b) The Times Literary Supplement
  - (c) PC Zone

### RULES

1. The Editor's decision is final, and he gets real mad if you argue. So just don't, okay.
2. In the event that the prizes offered here are not available, we reserve the right to substitute alternative prizes of a similar nature and value.
3. Employees of Dennis Publishing or Media Vision are absolutely not allowed to enter this competition, even for large sums of money or copious amounts of alcohol.
4. The closing date for this competition is 7 April 1994, and entries received after this time will end up lining the Editor's hamster cage.



## 1) HOW OLD ARE YOU?

- a) Under 15
- b) 15-19
- c) 20-24
- d) 25-34
- e) 35-44
- f) 45-54
- g) 55+

## 2) WHAT IS YOUR SEX?

- a) Male
- b) Female

## 3) DO YOU HAVE CHILDREN?

- a) Yes
- b) No

## 4) IF YES, HOW OLD?

- a) Under 5
- b) 5-12
- c) 13-16
- d) Over 16

## 5) WHAT IS YOUR JOB STATUS?

- a) Employed/Self Employed
- b) Student
- c) Unemployed
- d) Other

## 6) WHAT IS YOUR ANNUAL INCOME?

- a) Less than £10,000
- b) £10,000-£14,999
- c) £15,000-£19,999
- d) £20,000-£29,999
- e) £30,000 or more

## 7) WHICH OF THE FOLLOWING DO YOU THINK BEST DESCRIBES YOUR TECHNICAL COMPETENCE ON PC?

- a) Expert
- b) Competent
- c) Beginner
- d) Disinterested

## YOUR COMPUTER

### 8) WHAT KIND OF PC DO YOU USE?

(Note: tick only one in home and one in work (if applicable); if you have more than one PC, tick the one you usually use for playing games.)

- |   | Home                     | Work                     |
|---|--------------------------|--------------------------|
| a) XT <input type="checkbox"/>            | <input type="checkbox"/> | <input type="checkbox"/> |
| b) 286 (AT) <input type="checkbox"/>      | <input type="checkbox"/> | <input type="checkbox"/> |
| c) 386sx <input type="checkbox"/>         | <input type="checkbox"/> | <input type="checkbox"/> |
| d) 386dx <input type="checkbox"/>         | <input type="checkbox"/> | <input type="checkbox"/> |
| e) 486sx <input type="checkbox"/>         | <input type="checkbox"/> | <input type="checkbox"/> |
| f) 486dx <input type="checkbox"/>         | <input type="checkbox"/> | <input type="checkbox"/> |
| g) 486dx/2 <input type="checkbox"/>       | <input type="checkbox"/> | <input type="checkbox"/> |
| h) 586 (Pentium) <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| i) Portable PC <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |

### 9) WHICH BUS SLOT TYPES ARE FITTED IN YOUR COMPUTER?

(Note: tick all applicable.)

- |                                       | Home                     | Work                     |
|---------------------------------------|--------------------------|--------------------------|
| a) ISA <input type="checkbox"/>       | <input type="checkbox"/> | <input type="checkbox"/> |
| b) MCA <input type="checkbox"/>       | <input type="checkbox"/> | <input type="checkbox"/> |
| c) EISA <input type="checkbox"/>      | <input type="checkbox"/> | <input type="checkbox"/> |
| d) Local Bus <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| e) Do what? <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |

## 10) WHICH MONITOR DO YOU USE?

- |                                  | Home                     | Work                     |
|----------------------------------|--------------------------|--------------------------|
| a) EGA <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |
| b) VGA <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |
| c) SVGA <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

## 11) HOW BIG IS YOUR HARD DISK IN MB?

- |   | Home                 | Work                 |
|---|----------------------|----------------------|
| a) Enter disk size in Mb <input type="text"/> | <input type="text"/> | <input type="text"/> |
- (Note: Please enter 'o' if you don't have a hard disk.)

## 12) IN TOTAL, HOW MUCH RAM (MEMORY) DO YOU HAVE FITTED?

- |   | Home                 | Work                 |
|---|----------------------|----------------------|
| a) Enter amount of RAM in Mb <input type="text"/> | <input type="text"/> | <input type="text"/> |
- (Note: If you have less than 1Mb RAM, for example 640k, please enter 'o'.)

## 13) WHICH OF THESE DISK DRIVES DO YOU HAVE FITTED IN/ATTACHED TO YOUR PC?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) 5.25" low density <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |
| b) 5.25" high density <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| c) 3.5" low density <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |
| d) 3.5" high density <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |
| e) CD-ROM drive <input type="checkbox"/>       | <input type="checkbox"/> | <input type="checkbox"/> |

## 14) WHICH VERSION OF DOS DO YOU RUN?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) MS-DOS 4 or earlier <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |
| b) MS-DOS 5 <input type="checkbox"/>             | <input type="checkbox"/> | <input type="checkbox"/> |
| c) MS-DOS 6.0 <input type="checkbox"/>           | <input type="checkbox"/> | <input type="checkbox"/> |
| d) MS-DOS 6.2 <input type="checkbox"/>           | <input type="checkbox"/> | <input type="checkbox"/> |
| e) DR-DOS (any version) <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| f) Other form of DOS <input type="checkbox"/>    | <input type="checkbox"/> | <input type="checkbox"/> |

## 15) DO YOU USE WINDOWS (AS OPPOSED TO JUST OWNING IT)?

- |                                 | Home                     | Work                     |
|---------------------------------|--------------------------|--------------------------|
| a) Yes <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| b) No <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |

## 16) IF YES, DO YOU EVER PLAY WINDOWS GAMES?

- a) Yes
- b) No

## 17) WOULD YOU LIKE TO SEE MORE WINDOWS-SPECIFIC GAMES?

- a) Yes
- b) No

## 18) WHAT WAS THE LAST COMPUTER OR GAMES CONSOLE YOU USED REGULARLY FOR GAMES?

- a) This is my first computer/games console
- b) Another PC

- c) Commodore Amiga
- d) Atari ST
- e) Sinclair Spectrum
- f) Commodore c64
- g) Sega Mega Drive
- h) Super Nintendo
- i) Some other games console
- j) Some other computer

## 19) DO YOU OWN THE PC YOU USE AT HOME (OR DOES IT BELONG TO YOUR PLACE OF WORK OR STUDY)?

- a) Own
- b) Belongs to work
- c) Neither

## WHAT YOU BUY

### 20) ARE YOU INTENDING TO REPLACE YOUR COMPUTER IN THE NEXT 12 MONTHS?

- |                                      | Home                     | Work                     |
|--------------------------------------|--------------------------|--------------------------|
| a) Yes <input type="checkbox"/>      | <input type="checkbox"/> | <input type="checkbox"/> |
| b) No <input type="checkbox"/>       | <input type="checkbox"/> | <input type="checkbox"/> |
| c) Not sure <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

### 21) IF YES, WHAT DO YOU INTEND TO BUY?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) 386sx <input type="checkbox"/>                        | <input type="checkbox"/> | <input type="checkbox"/> |
| b) 386dx <input type="checkbox"/>                        | <input type="checkbox"/> | <input type="checkbox"/> |
| c) 486sx <input type="checkbox"/>                        | <input type="checkbox"/> | <input type="checkbox"/> |
| d) 486dx <input type="checkbox"/>                        | <input type="checkbox"/> | <input type="checkbox"/> |
| e) 486dx/2 <input type="checkbox"/>                      | <input type="checkbox"/> | <input type="checkbox"/> |
| f) 586 (Pentium) <input type="checkbox"/>                | <input type="checkbox"/> | <input type="checkbox"/> |
| g) Portable PC <input type="checkbox"/>                  | <input type="checkbox"/> | <input type="checkbox"/> |
| h) Other computer/games console <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

### 22) ARE YOU INTENDING TO UPGRADE YOUR EXISTING COMPUTER IN THE NEXT 12 MONTHS?

- |                                      | Home                     | Work                     |
|--------------------------------------|--------------------------|--------------------------|
| a) Yes <input type="checkbox"/>      | <input type="checkbox"/> | <input type="checkbox"/> |
| b) No <input type="checkbox"/>       | <input type="checkbox"/> | <input type="checkbox"/> |
| c) Not sure <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

### 23) DO YOU HAVE A CD-ROM DRIVE?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) Yes, single speed <input type="checkbox"/>                                  | <input type="checkbox"/> | <input type="checkbox"/> |
| b) Yes, double speed <input type="checkbox"/>                                  | <input type="checkbox"/> | <input type="checkbox"/> |
| c) Yes, single speed, but I intend to replace it soon <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| d) Yes, double speed, but I intend to replace it soon <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| e) No <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |
| f) No, but I intend to buy one <input type="checkbox"/>                        | <input type="checkbox"/> | <input type="checkbox"/> |

### 24) DO YOU HAVE A JOYSTICK?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) Yes <input type="checkbox"/>                                  | <input type="checkbox"/> | <input type="checkbox"/> |
| b) Yes, but I intend to replace it soon <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| c) No <input type="checkbox"/>                                   | <input type="checkbox"/> | <input type="checkbox"/> |
| d) No, but I intend to buy one soon <input type="checkbox"/>     | <input type="checkbox"/> | <input type="checkbox"/> |

## 25) DO YOU HAVE A MODEM?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) Yes <input type="checkbox"/>                                  | <input type="checkbox"/> | <input type="checkbox"/> |
| b) Yes, but I intend to replace it soon <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| c) No <input type="checkbox"/>                                   | <input type="checkbox"/> | <input type="checkbox"/> |
| d) No, but I intend to buy one soon <input type="checkbox"/>     | <input type="checkbox"/> | <input type="checkbox"/> |

## 26) DO YOU HAVE A GRAPHIC ACCELERATOR CARD?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) Yes <input type="checkbox"/>                                  | <input type="checkbox"/> | <input type="checkbox"/> |
| b) Yes, but I intend to replace it soon <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| c) No <input type="checkbox"/>                                   | <input type="checkbox"/> | <input type="checkbox"/> |
| d) No, but I intend to buy one soon <input type="checkbox"/>     | <input type="checkbox"/> | <input type="checkbox"/> |

## 27) DO YOU HAVE A SOUND CARD?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) Yes <input type="checkbox"/>                                  | <input type="checkbox"/> | <input type="checkbox"/> |
| b) Yes, but I intend to replace it soon <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| c) No <input type="checkbox"/>                                   | <input type="checkbox"/> | <input type="checkbox"/> |
| d) No, but I intend to buy one soon <input type="checkbox"/>     | <input type="checkbox"/> | <input type="checkbox"/> |

## 28) IF YES, WHICH OF THE FOLLOWING SOUND CARD TYPES DO YOU HAVE FITTED IN YOUR PC?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) Roland MT32/LAPC-1/Sound Canvas <input type="checkbox"/>      | <input type="checkbox"/> | <input type="checkbox"/> |
| b) Gravis Ultrasound <input type="checkbox"/>                    | <input type="checkbox"/> | <input type="checkbox"/> |
| c) Orchid Sound/GameWave <input type="checkbox"/>                | <input type="checkbox"/> | <input type="checkbox"/> |
| d) 8-bit Sound Blaster or 'compatible' <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |
| e) 16-bit Sound Blaster or 'compatible' <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| f) None of the above <input type="checkbox"/>                    | <input type="checkbox"/> | <input type="checkbox"/> |

## 29) HOW MUCH DO YOU INTEND TO SPEND ON HARDWARE FOR YOUR PC OVER THE NEXT YEAR?

- |  | Home                     | Work                     |
|--|--------------------------|--------------------------|
| a) Up to £300 <input type="checkbox"/>       | <input type="checkbox"/> | <input type="checkbox"/> |
| b) £301-£600 <input type="checkbox"/>        | <input type="checkbox"/> | <input type="checkbox"/> |
| c) £601-£999 <input type="checkbox"/>        | <input type="checkbox"/> | <input type="checkbox"/> |
| d) £1,000-£1,999 <input type="checkbox"/>    | <input type="checkbox"/> | <input type="checkbox"/> |
| e) £2,000-£5,000 <input type="checkbox"/>    | <input type="checkbox"/> | <input type="checkbox"/> |
| f) More than £5,000 <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

## 30) ON AVERAGE HOW MUCH DO YOU SPEND ON PC GAMES IN THREE MONTHS?

- |  |                          |
|--|--------------------------|
| a) Up to £50 <input type="checkbox"/>      | <input type="checkbox"/> |
| b) £51-£100 <input type="checkbox"/>       | <input type="checkbox"/> |
| c) £101-£150 <input type="checkbox"/>      | <input type="checkbox"/> |
| d) £151-£200 <input type="checkbox"/>      | <input type="checkbox"/> |
| e) More than £200 <input type="checkbox"/> | <input type="checkbox"/> |

## 31) WHICH OF THE FOLLOWING MOST INFLUENCES YOUR DECISION TO BUY A GAME?

- a) Subject matter/genre
- b) Packaging
- c) Review in PC Zone

# COMPETITION

- ea<sup>3</sup>
- d) Review in other magazines
  - e) Review on tv/Radio
  - f) Word of mouth

## WHAT YOU DO WITH YOUR PC

32) APPROXIMATELY WHAT PERCENTAGE OF TIME SPENT ON YOUR PC IS TAKEN UP WITH PLAYING GAMES?

- |                | Home                     | Work                     |
|----------------|--------------------------|--------------------------|
| a) 100%        | <input type="checkbox"/> | <input type="checkbox"/> |
| b) 75%         | <input type="checkbox"/> | <input type="checkbox"/> |
| c) 50%         | <input type="checkbox"/> | <input type="checkbox"/> |
| d) 25% or less | <input type="checkbox"/> | <input type="checkbox"/> |

33) WHAT ELSE DO YOU USE YOUR HOME PC FOR?

- a) Education/Information
- b) Design/Graphics
- c) Music
- d) Programming
- e) Home/personal finance/organisation

34) WHAT TYPES OF GAME DO YOU PLAY?

- |                   | Home                     | Work                     |
|-------------------|--------------------------|--------------------------|
| a) Simulations    | <input type="checkbox"/> | <input type="checkbox"/> |
| b) Arcade games   | <input type="checkbox"/> | <input type="checkbox"/> |
| c) RPGs           | <input type="checkbox"/> | <input type="checkbox"/> |
| d) Adventures     | <input type="checkbox"/> | <input type="checkbox"/> |
| e) Strategy games | <input type="checkbox"/> | <input type="checkbox"/> |
| f) Sports games   | <input type="checkbox"/> | <input type="checkbox"/> |

## WHAT YOU THINK OF MAGAZINES

35) DO YOU BUY PC ZONE:

- a) On subscription
- b) Every month
- c) Most months
- d) Occasionally

36) HOW MANY OTHER PEOPLE READ YOUR COPY OF PC ZONE?

- a) None
- b) One
- c) Two
- d) Three
- e) More than three

37) ON A SCALE OF 1 TO 5, HOW DO THE FOLLOWING ELEMENTS AFFECT YOUR DECISION TO BUY PC ZONE? (1: LITTLE OR NO INFLUENCE, 5: VERY INFLUENTIAL)

- a) Contents of cover disk
- b) Cover
- c) Review content
- d) Preview content
- e) Features
- f) Competitions
- g) Tips

38) HOW WOULD YOU RATE THE FOLLOWING SECTIONS OF PC ZONE ON A SCALE OF 1 TO 5? (1: CRAP, 5: EXCELLENT)

- a) News
- b) Blueprints (Previews)
- c) Cover Disk

- d) Features
- e) Troubleshooter (Tips)
- f) Main Reviews
- g) CD Reviews
- h) Bits & PCs (Tech stuff)
- i) Off The Boards (Shareware)
- j) Budget games
- k) Mr Cursor

39) WHICH OF THE FOLLOWING MAGAZINES DO YOU READ ON A REGULAR BASIS?

- a) PC Zone
- b) PC Format
- c) PC Review
- d) PC Gamer
- e) PC Action
- f) PC Home
- g) PC Power
- h) PC Player
- i) Computer Shopper
- j) Computer Buyer
- k) Windows Magazine
- l) Home Entertainment

40) IS PC ZONE BETTER, THE SAME OR WORSE IN YOUR OPINION THAN THE FOLLOWING MAGAZINES?

- | PC Zone is:  | Better                   | Same                     | Worse                    |
|--------------|--------------------------|--------------------------|--------------------------|
| a) PC Format | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| b) PC Review | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| c) PC Gamer  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| d) PC Action | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| e) PC Home   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| f) PC Power  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| g) PC Player | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

41) WOULD YOU PREFER PC ZONE TO REVIEW:

- a) Fewer games in more depth
- b) More games in less depth
- c) Keep the balance as it is

42) WHICH OF THE FOLLOWING MOST TRULY REFLECTS YOUR ATTITUDE TO PC ZONE?

- a) I want it to concentrate on PC games reviews and previews
- b) I'd like to see more features on games-related hardware
- c) I'd like to see more features about non-games hardware and software
- d) I like it the way it is

43) INDICATE YOUR PREFERRED PRICE/PROMOTION OF THE FOLLOWING (PLEASE THINK CAREFULLY BEFORE ANSWERING!)

- a) No cover disk at all at £2.45
- b) 1 HD disk with one decent playable demo at £2.95
- c) 1 HD disk with shareware at £2.95
- d) 2 HD disks with playable demos at £3.95
- e) 2 HD disks with shareware at £3.95
- f) 2 HD disks with demos/shareware at £3.95
- g) 3 HD disks with playable demos at £4.95
- h) 3 HD disks with shareware at £4.95
- i) 3 HD disks with demos/shareware

- at £4.95
- j) 1 CD-ROM disk with CD demos only at £4.95
- k) 1 CD-ROM disk packed with floppy' demos/shareware at £4.95

44) IF YOU ARE A SUBSCRIBER, ARE YOU SATISFIED WITH THE SERVICE YOU ARE GETTING?

- a) Yes, very
- b) Reasonably
- c) No, not really

45) IF YOU BUY PC ZONE, DO YOU EVER HAVE TROUBLE GETTING HOLD OF A COPY?

- a) Never
- b) Sometimes
- c) Often

46) IF PC ZONE IS YOUR FAVOURITE MAGAZINE, PLEASE TELL US WHY. IF IT ISN'T, PLEASE TELL WHAT IS AND WHY

47) PLEASE TELL US ONE WAY WE COULD IMPROVE THE MAG FOR YOU

# Reader's Survey Competition



To have a chance of winning the Memphis or the CD games, you must complete both the Readers' Survey and the questions on the opposite page. Then

send the whole lot to:

**Spring '94 Readers' Survey  
PC Zone  
Customer Interface Ltd  
Bradley Pavilions  
Pear Tree Road  
Bradley Stoke North  
Bristol BS12 0BQ**

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_

Daytime phone: \_\_\_\_\_

## ANSWERS

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

PLEASE TICK ONE OPTION BELOW:

- I'm happy with the Memphis if I'm the winner.
  - No thanks, if I win I'd rather have the CD games.
- Please indicate here if you do not wish to receive details of further relevant special offers or new products.  Tick Box

# BLOODNET

## Killer Bites and Megabytes in the Big Apple



**Manhattan 2094.** An urban high-tech future, ruled by computer networks, oppressive global mega-corporations and cybernetics.



**TransTechnicals Inc** sits at the top of the corporate heap controlled by another network - **VAMPIRES:** dangerous, treacherous and terrifying.



*You are Ransom Stark, freelance investigator. Struggling against the effects of a vampire's bite, you travel the city's subway recruiting cyberpunk gangs, mercenaries and computer hackers; exploring the far reaches of Cyberspace virtual reality, fighting against the insidious influence of TransTechnicals and trying to restore your humanity.*



**But time is running out and you're beginning to feel thirsty . . . for blood.**

## BLOODNET

*The Cyberpunk Vampire Adventure Game*



For IBM PC  
Compatibles and  
PC CD ROM.



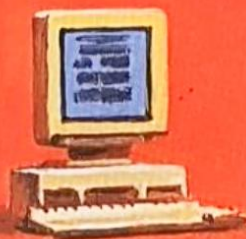
# MICRO PROSE



THE RIDGE, CHIPPING SODBURY, AVON BS17 6AY, UK



£ 99.95 <sup>\*</sup>  
Ex VAT



## Our new stereo 16-bit card sounds better than ever.

\* RRP £117.44 inc VAT



We don't want to sing our own praises, but our new audio card turns your PC into a stereo, 16-bit, CD-quality sound-and-music machine. And all for under £100 ex VAT (£117.44 inc VAT).

It's fully MPC2, Sound Blaster and Sound Blaster Pro compatible, comes with a 20-voice onboard synth, has a Panasonic CD-ROM interface and, thanks to Media Vision's Quick Start, is installed without the song and dance.

Sounds too good to be true? Not when you realise that Media Vision is the world's largest supplier of 16-bit audio cards, developing new technologies and slashing production costs all the time.

So, pop along to any of the dealers listed below and check out Pro Sonic 16. You'll find it's not just the price that's music to your ears.

Action Computers 0800 333333 • Byte Computer Stores 021 733 7373, Stores in Leeds, Gateshead, Birmingham & London • All PC World Stores, Lakeside Thurrock, Staples Corner, Brentford, Croydon, Cardiff, Bristol, Leeds • Software Warehouse 0675 466467, Birmingham, London, Bristol • Technomatic 081 205 9558 • Watford Electronics, Luton 0582 745555

& Watford • Windowline 081 401 1177 • Memory Direct 0252 316060 • Vision Technology 081 982 6363

16-bit Digital Audio Card  
100% MPC2 & Sound Blaster Compatible  
Quick & Easy Installation  
CD-ROM Control Interface

SCSI 2 version available. \* RRP £117.44 inc VAT. All trademarks acknowledged.



# PC ZONE



# reviews

Games reviews is what PC Zone is all about and this is where the reviews start. On the next 50 pages you'll find reviews of all the latest software. However, before you launch yourself into the most authoritative reviews pages around you might like to check up on what it all means.

## THE SCORE

All games receive an overall mark out of 100. So by definition that's a percentage but if you want to call it 'Out of a hundred' then you go ahead and call it 'Out of a hundred'. You can even call it 'Ernest' if you like.

As a rough guide to interpreting the scores here's the guidelines we give to reviewers. (Not that they ever read them mind you. It can be quite heartbreaking at times...)

### 90+ (PC Zone Classic)

Highly original idea or an exceptional, near 'definitive' version of an old idea. Flawless in all departments and crammed to overflowing with long-term playability. Alternatively the software company took the reviewer to Paris for the weekend.

### 80-89 (PC Zone Recommended)

Extremely well executed strong in all/all but one department. High degree of originality.

70-79 Strong idea, well executed. Not necessarily very original. However, weaknesses do not seriously impair playability, and it has a reasonably long life.

60-69 Games falling into the 'If you like this style of game you'll like this if not you won't' category. Plus games strong on idea but weak on presentation or vice versa.

50-59 Seen it all before, take it or leave it. Nothing special to recommend it but not abysmal either.

40-49 Dodgy. Still playable but probably only the once.

30-39 Seriously weak in idea and execution.

20-29 The game is hopeless or the software company forgot the £50 cash bribe.

10-19 Bin jobs

0-9 It didn't work. It crashed the PC and got jammed in the disk drive.

## THE SPECS

Is there anything worse than buying a game only to find it's not compatible with your machine? Well yes, coming home and finding your cat on fire for instance, but we can't do anything about that. With this technical box we can at least make sure you know what memory, graphic and sound support you will need (or can use) with each game.

## PC ZONE specs

Minimum Memory: 565K

Minimum Processor: 286

Minimum Speed: 20MHz

Installation: Essential

Controls: Mouse, Keyboard

## WHAT'S ON OUR HARD DISK?

Some games get installed, reviewed and then deleted. Others hang around a lot longer. This (in no particular order) is what's currently nesting on our hard drive. Not necessarily the best games around, but the ones we keep coming back to.

- 1 Championship Man '94
- 2 Doom
- 3 Sim City 2000
- 4 Micro Machines
- 5 Blake Stone



## IN PERSPECTIVE

Often all that a review is saying is that a game is as good as that one but not quite as good as the other one. In Perspective attempts to illustrate this visually by rating the game in terms of similar examples. The 'scores' given in this graph are relative to each other i.e. all examples might score highly in their own right but not against each other.

## IN PERSPECTIVE

A Better Game

The Game Being Reviewed

A Worse Game

## PC ZONE score

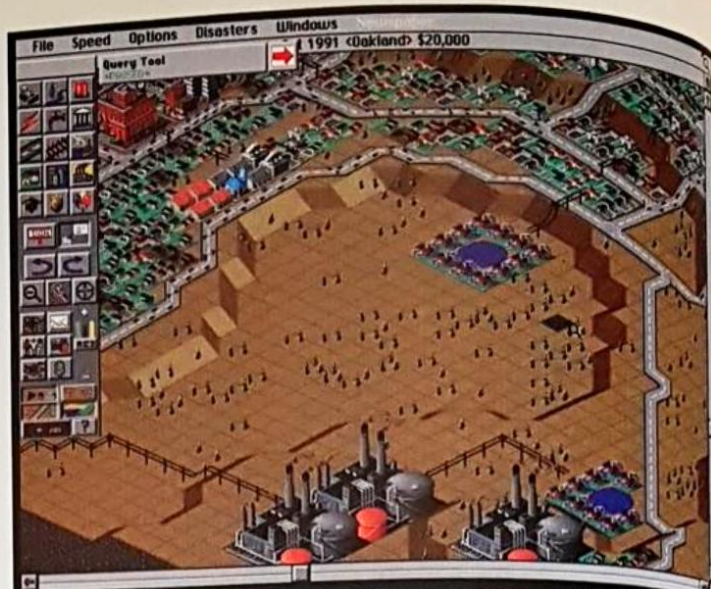
A game of truly  
monumental  
averageness

# 50

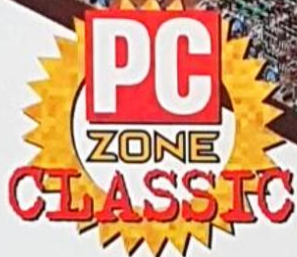
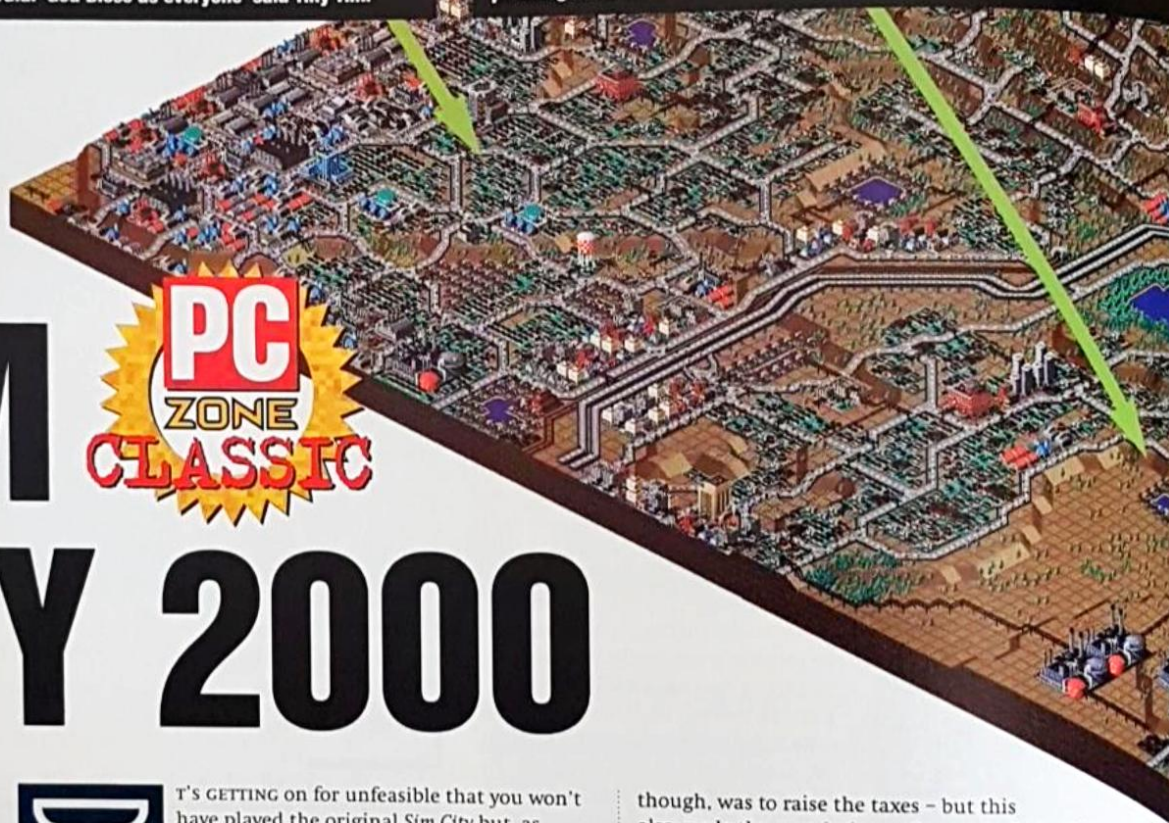
Price: £35.99 Out: Now  
Published: Dennis  
Telephone: 071 631 1433



It's got Fire Engines and Fire Fighters but no one could think of what to call it. So the local newspaper held a competition and Tiny Tim sent in the winning suggestion. 'Let's call it a Fire Station' he cried, winning himself a life subscription to The Dundrass Herald. 'God Bless us everyone' said Tiny Tim.



As with its predecessor *Sim City 2000* is a game of power. Behind every sprawling conurbation is a massive power station. This one has been tactfully sited in an area of huge environmental but little economic importance. City planning at its best.



# SIM CITY 2000

**Duncan MacDonald's wish to live in Milton Keynes, tax the population of Jersey and destroy Bracknell was finally fulfilled by playing Maxis' new *Sim City* game.**



IT'S GETTING on for unfeasible that you won't have played the original *Sim City* but, as there's always an outside chance, I'd better quickly cover the basics. (Skip on a wee bit if this bores you, obviously.) In *Sim City* there was a flat 2D landscape which you viewed directly from above - it was your canvas, and on it you would paint a city. Using the point 'n' click menu bar at the side of the screen you would select 'objects', such as roads, power lines, factories, houses, shops or whatever, and then you could plonk these objects down. The idea was that if you were thoughtful (i.e. didn't put houses too near smoke billowing industrial units and suchlike) then the Sim People would start moving in.

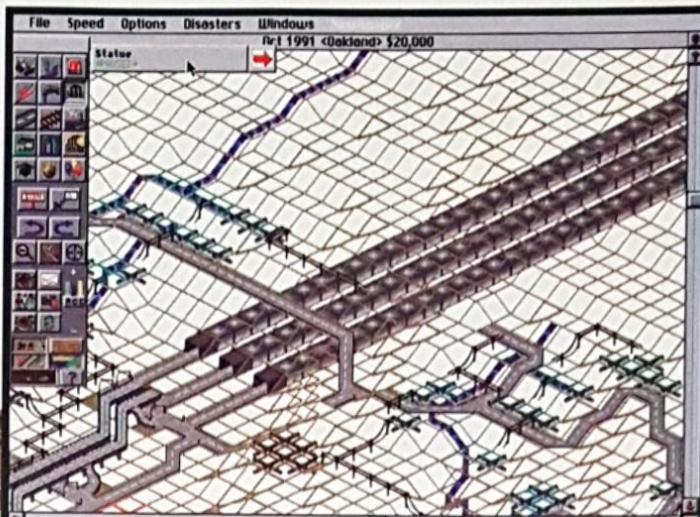
As your population grew, so your city could expand, and it was a constant juggling act as the map filled - with problems coming from all sides. (A simple example: your population was becoming unhappy because of minimal police protection, so you needed to buy, place and fund more police stations to stop the people moving away. The only way to afford to do so,

though, was to raise the taxes - but this also made the population unhappy. And so on.) *Sim City* had minimalist, purely functional graphics and virtually no sound. However, it was also one of the most innovative and addictive games ever produced.

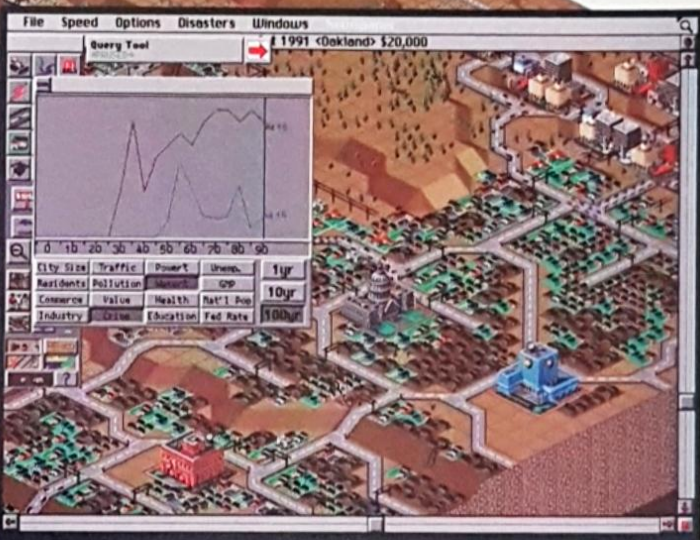
### Moving on...

Which brings us back to the present, *Sim City 2000*, and the question you're obviously going to be asking... which is: 'How different is the new one to its prequel?' And here's the answer. It's almost exactly the same, but at the same time quite different and also infinitely better. Sounds like a contradiction in terms, doesn't it? But it's true. To explain, I'm going to hammer myself as a yardstick - you'll either be the same way yourself or you won't, but either way you should get a better understanding of what I'm on about.

Okay then. When I find a game I really like, I tend to go hammer and tongs to the exclusion of anything else on my hard drive. I use games up, wring them dry and then discard them. I did that with the original *Sim City*. 'Best game ever.



An example of the extent to which *Sim City 2000* reaches the depths no other city simulator even touches. Not only must you fret about your road and rail systems, but there's also all these strange goings on underground to worry about, subways, pipelines, tunnels and of course huge green rats... perhaps.



A quick, mid-term check on the crime and water supply graphs reveals that either the town is in the midst of a drought and a crime wave, or that crime is drying up but the town is about to be flooded. Why oh why didn't you bother to check the key?

proclaimed while I was still addicted, 'I'll never tire of it.' But, of course, I did. The in-built scenarios (where you had to mop up after disasters and so on) never really got a look in, because the joy came from building new cities from scratch and seeing if they worked. As soon as I learnt how to make them work every time, I became bored and moved onto something else; and, what's more, with the original *Sim City* it didn't take very long, because, when you got right down to it, there wasn't a great deal there - not many variables hidden away inside the program.

The main difference with *Sim City 2000* is that there are so many more variables to get involved with, and I'm not just talking about the all-new, all singing and dancing 3D landscape here (it opens up a completely new cans of worms on its own, sure, but there's far more besides). Let's put it this way: *Sim City* was instantly accessible, like in about one and a half pico-seconds, and the 'rush' lasted (personally speaking) for about 30 hours.

**'Legalise gambling,  
or spend a bit of  
dosh on shelters for  
your homeless,  
smelly wino posse.'**

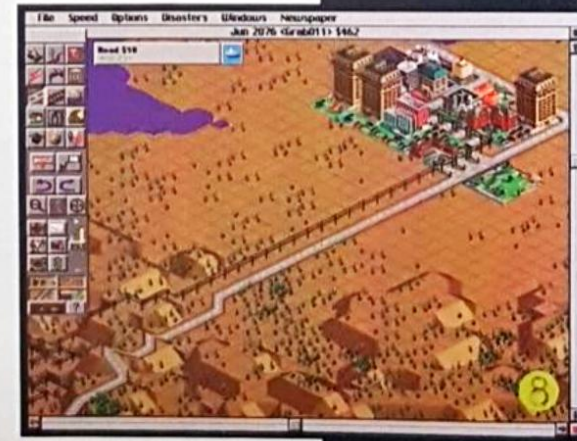
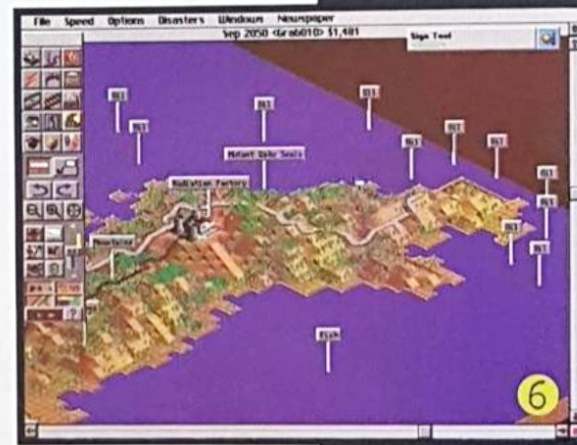
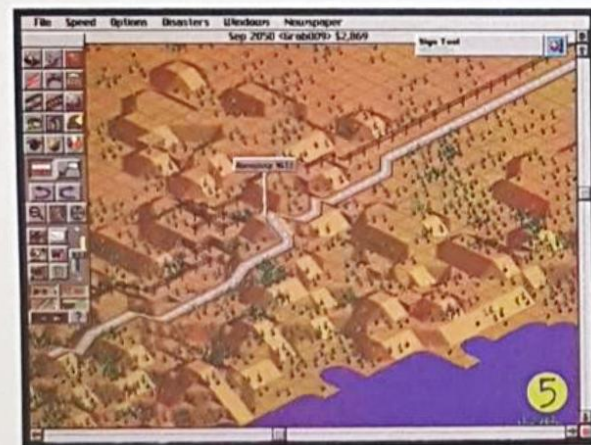
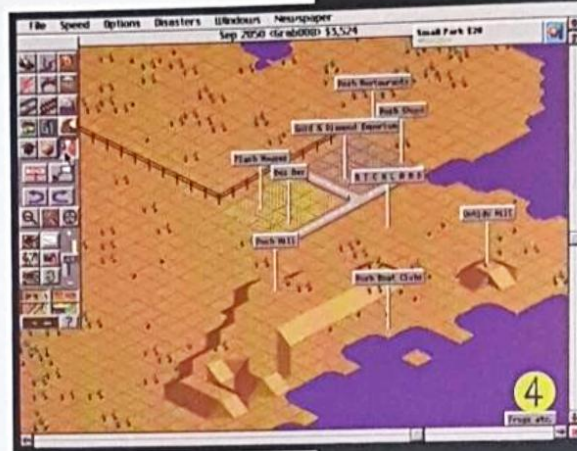
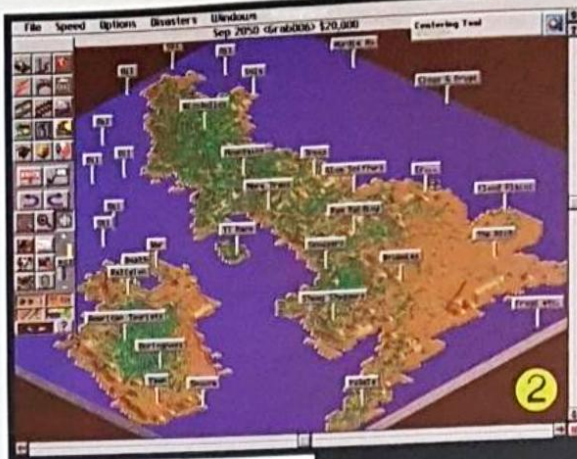
*Sim City 2000*, however, is not quite so instantly accessible... it takes about half an hour. The addictiveness quotient though, when it kicks in, is even greater than that of the original.

From these facts, I've formulated an equation to discover how long it'll take before you tire of *Sim City 2000*, where  $T_1$  and  $T_2$  = the respective games' accessibility times;  $B_1$  and  $B_2$  = the duration (in hours) until you become bored, and  $A_1$  and  $A_2$  = their addictiveness (as a percentage). So check this out:

$$(T_2/T_1)^{((A_1+A_2)/2)^{B_1}} = B_2.$$

Remember that  $B_2$  is the duration (in hours) you can expect to have *Sim City 2000* installed on your hard drive. And do you know the result?  $B_2$ ? In hours? Would you believe that it is the incredible figure of:

386,455,289,262,199,259,102,111,452? No, I don't believe it either as it happens. My equation was obviously flawed in its design. But we're certainly talking at least a few months, even if you're as fickle with games as I am and have a concentration span of 0.78 picoseconds.



**TO SUCCEED AGAINST OVERPOWERING ODDS**

A 'best seller' by Jeffrey Archer

**T**he story of the founding of a city, and the lives of the plucky folk who live there. A story of rags to riches, riches to rags, and in some cases rags back to riches again. A story where everybody is related, but nobody is quite sure who fathered who. You know the sort of thing, crap, basically, and badly written.

① It was a rugged landscape, home to volcanoes, and earthquakes, and giant shifting walls of ice. It was prehistory, the dawn of time. Then some dinosaurs appeared. Then, suddenly, 180 million years passed...

② Jake Topaz, the son of peasants had fought his way out of squalor and was now a world famous geologist: he knew that the flatness of the land in the southern regions of the island he had single handedly discovered had been caused by shifting tectonic plates (or something). He would build a city there.

③ 'Hoorah! Long live Jake Topaz!' Jake smiled to himself inside his ramshackle hut as the crowd of frontier folk cheered loudly outside. His decision to build the nuclear power-station miles from the proposed city site had gone down as well as expected.

④ 'You shall have flashy houses', said Jake the next morning, addressing the masses, 'and you shall have posh shops, too.' A troubled voice came from the throng: '...But we haven't got any money.' Jake crossed his arms and puffed his chest: 'Then I, Lord Jake, shall find you some money.'

⑤ There was oil in the north, Jake was certain. 'But how do we get it?' asked Dirk Stone, his twin half-brother. 'We build a road,' said Jake Topaz, 'a road unlike any other.' 'What, you mean a very long road?' pondered Dirk. Jake Topaz nodded his newly-crowned head, regally.

⑥ King Jake toiled day and night. Lesser men would have died from muscle strain, but Jake Topaz - the top dog with humble peasant ancestry - struggled on. He lay down hardcore. He covered it with concrete (mixed using just a bucket and a stick), and eventually his road was complete.

⑦ 'You local peasants will work my ships and my docks,' and I will send an envoy up, once a week to collect my oil. The hill-people bowed submissively before the living legend. 'God bless you, m'lord,' said one. 'You're a true lord,' said another. 'I would willingly give my breath for you,' said a third.

⑧ Poshville was thriving, and there was plenty of room for continued growth. King Jake's only regret was that his peasant mother had died during his birth... and his father had died three years before that, so they would never see what he had achieved. A tear of sadness rolled down his cheek, but it was followed by one of contentment. (The End.)



## Anal...

The joys to be had from a game such as *Sim City 2000* are manifold, but if you had to pin the underlying attraction down, you'd be forced to conclude that the user's anal retentiveness is a major player. And we've all got at least one anally retentive gene, no matter how well hidden and under control it is. Sure, I don't like to admit it either, but when games like *Sim City* and *Sim City 2000* pop up and I can't drag myself away from them, I'm forced to admit it. Tidiness, form, order: everything in its place, and all within an ergonomic utopia. Ponciness, basically. That's what I'm talking about. I'm a ponce, you're a ponce, everybody's a ponce... or they are when they get involved in the design of a *Sim City*. (Adopt Steve Coogan as Paul Calf style voice - the one he uses when he's impersonating a student): 'Ooooh, well we've got a bit of a hill here, and we wouldn't want our road to have to go all bendy, would we... we'd better lower the terrain.' Or 'Ooooh, that residential zone isn't quite symmetrical when compared to its neighbour, we'd better waste £30,000 by demolishing our power station and rebuilding it one square to the left.' Or 'Ooooh, ooooh, ooooh, untidy, untidy.' You'll know what I'm saying by now... or you will if you're at all familiar with the original game. In *Sim City* you could fart around a bit. In *Sim City 2000* you can fart around like there's (a) no tomorrow, (b) no next week and (c) no year or life beyond.

## Tight-arse...

Think about the anally retentive possibilities. In the original *Sim City* you clicked on the road icon and were given the road tool with which to build up your city's veins. Easy as falling off a log. In *Sim City 2000*, on the other hand, you click on the road icon and are given access to a sub-menu. Just roads? No. How about highways? Or off-Ramps? Or tunnels? Or bridges (of which there are several types)? And more. And it's the same for everything. Name an icon and there's a sub-menu connected to it. No more.

for instance, do you simply choose between residential, commercial or industrial zones: you have to decide on light or dense coverage. And power stations? Don't talk about power stations... Start with the early scenario and there are three types, but the later scenarios offer nine. (And even if you *do* start early, as time clicks on, the others are made available to you anyway - if your city survives that long). And then, of course, there's the 3D element. You've got to think *underground* now. Pipes, subways, tunnels and so forth. You'll be zooming in and out and rotating the map for hours on end.

## Icing on the cake

Forgetting about the actual city construction itself, let's finally take a gander at the equally important feedback parts of the game, which come in the form of maps, graphs, and suchlike. Industry growth? Just look at that 'Y' curve. Check it against an 'X' value of one, ten or a hundred years (and against city revenue or whatever) for more illumination. Police presence? Check the colour coded overhead mini-map. Land value? Pollution? Crime rate? Everything you could muse over in the original game can be mused over here... but times about 20. Social life? Forget about it. You can even allocate different tax rates: not just for population, commerce and industry but even for different types of industry (yes, more graphs). And you can use inducements to make your city appear attractive to potential settlers or visitors. Legalise gambling for instance, or spend a bit of dosh on shelters for your smelly homeless wino posse (i.e. hide them). And so on. Indeed to tell you everything about *Sim City 2000* would take at least ten more pages, but suffice to say that if the original *Sim City* was 90 per cent good in 1989 (and it was) then *Sim City 2000* is, amazingly enough, 92 per cent good in 1994. So it's better than it should be. Uncanny. In fact it's a bit like the price of Mars bars going down against inflation. Er, or inflation going down against the price of Mars bars. Or something. (I never did understand economics.)

## GROW YOUR OWN...

**W**ith the *Sim City 2000* Terrain Editor, you can give yourself as much (or as little) of a challenge as you like. Using tools such as Raise Land, Lower Land, Flatten Land, Raise Sea Level, Lower Sea Level, Plant Forest, Plant Tree and so on, it's entirely up to you as to what your starting point looks like: for instance, the map of the UK in our storyboard was created from here. (It took about half an hour and an atlas, in case you were wondering.) To get an idea of what you can make it's probably a good idea to give you the extremes - and so without further ado, *PC Zone* proudly presents...

(TOP) The Chickenshit Option: drag all the sliders down to zero and click on 'Create'. You can then go even further and manually fill in the little dents and so forth but we've left them in, because a completely flat landscape would have won the 'most boring screenshot ever' award. (And this one's not doing too badly on its own. Ed.)

(BOTTOM) The Ninjascope Hero Option: drag all the sliders right up to the top, click on 'Create', and hey presto... Nightmaresville Arizona. But why stop there? With further vertical coaxing you could create a land and treescap that even the 1998 Roland McBurger's Deforestation Program would have trouble dealing with. (Let alone build a city on.)



## PC ZONE score

It'll make you anally retentive in the extreme.

# 92

Price: £39.99 Out: Now  
Published: Maxis  
Telephone: 071 490 2333

## PC ZONE specs

Minimum Memory: 4Mb  
Minimum Processor: 386  
Minimum Speed: 33MHz  
Installation: Essential  
Minimum Hard Disk: 6.5Mb  
Minimum Graphics: Super VGA  
Soundcards: Ad-Lib, Ad-Lib Gold, Roland MT-32, Roland MPU 401, Pro Audio Spectrum, Sound Blaster and 100% compatibles  
Controls: Mouse

'Everything you could muse over in the original game can be mused over here...but times about 20.'

# BENEATH A



Having always suffered from an innate fear of flying and Erica Jong, **Mike Gerrard** was offered *Beneath A Steel Sky*, as a viable alternative to therapy.

## THE GREAT ESCAPE



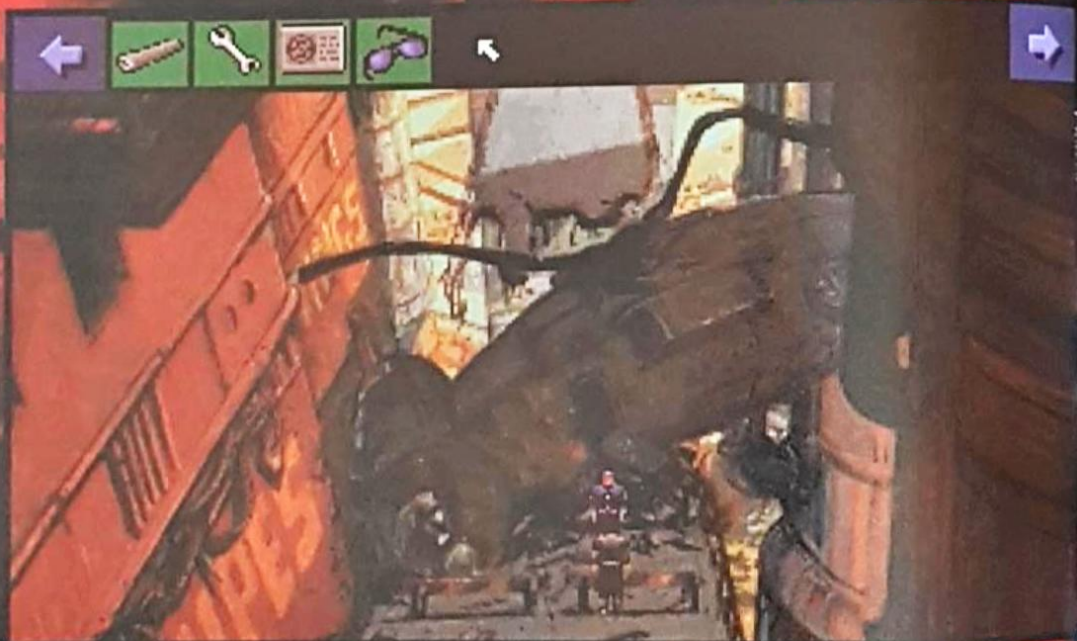
There seems to be no way out of this part of the factory, except perhaps through this lift which appears not to be working.



Standing on the lift only brings an irate Hobbs rushing into the room to tell you to get off.



What is Hobbs hiding in his cupboard? Unfortunately, he never leaves the room while you're in there to allow you to look and find out.



(Top left) Yet another driving test comes to a premature end.  
 (Top right) The most feared question of all.  
 (Bottom left) View From The Bridge  
 (Bottom right) 'Aha, a clue I think, Watson.'



## STEEL SKY



CONTINUAL Break-Dancing Antics Cannot Be Allowed. Caring for Babies Could Become Addictive. These are just two of the things CBACBA doesn't stand for. Instead, and rather boringly, it means a Computer-Based Animated Comic-Book Adventure, at least according to the Revolution programming team, who have already used their system to produce *Lure Of The Temptress*. They also call their kind of game Virtual Theatre, and now the curtain goes up on their latest effort: *Beneath A Steel Sky*.

BASS has been produced with the help of comic-book artist Dave Gibbons, the man behind *Watchmen*, *Rogue Trooper* and *Batman vs Predator*. His Cyberpunk style is also seen in the colourful comic-book that comes with the game. For once this is worth reading, and explains why you, Robert Foster, are about to leave the wilderness to find yourself against your will in a world that is, literally, beneath a steel sky.

What's wrong with the TRANSPORTER?  
I've got an idea, now imagine that.



Talking to Hobbins reveals that the transporter is out of order, and he's too busy to fix it.

What's not to love! (BUT WHY?)  
Can you stop that TRANSPORTER?  
You can. (I'll have to think of a way to...)  
That's what I'm doing. (I'll be back...)  
What! How? (You'll have to wait...)  
I've got it!



Ask Joey and he jump-starts the transporter, which gets the lift working... But Hobbins still won't let you stand on it long enough for you to descend.

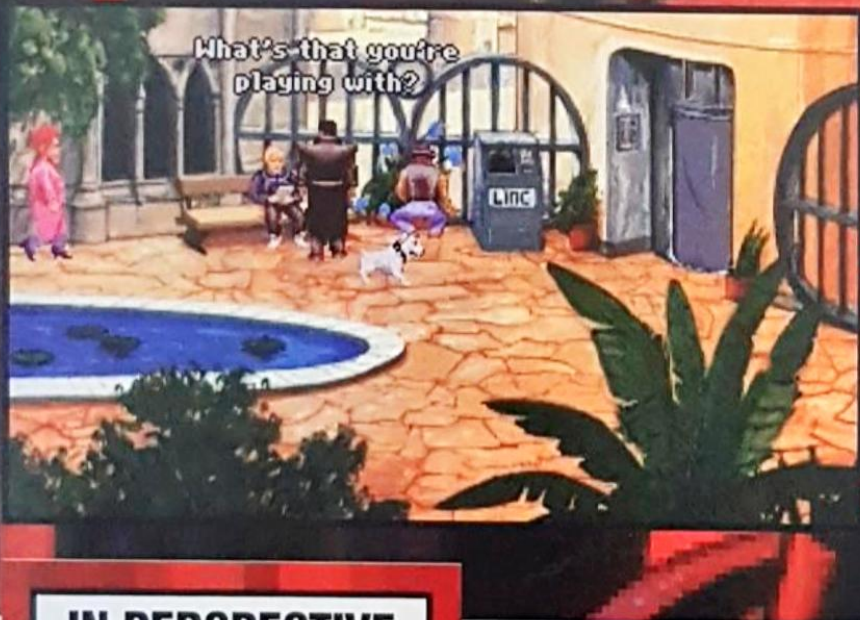


While Hobbins is re-setting the switches, raid his cupboard. Fast action is needed for you to get your hands on both the sandwich and the spanner.



When Hobbins goes back to the other room, wait for the lift to go down and leap fearlessly into the hole. Joey will follow you... He follows you everywhere.

What's that you're playing with?



## IN PERSPECTIVE

Beneath A Steel Sky

Innocent Until Caught

Lure Of The Temptress

'Ask someone to do something before you've pacified them by saying something pleasant, and you may not get what you want... ever again.'

## Helicopters from hell

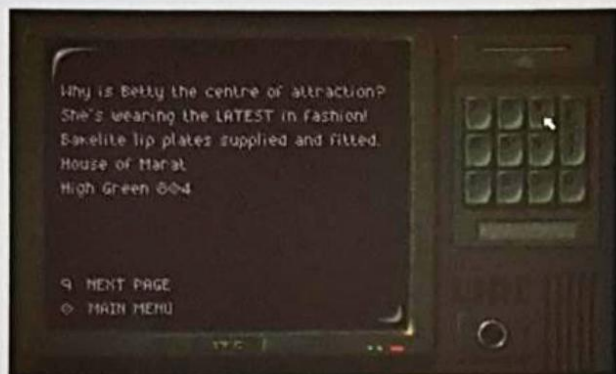
Seeing as you won't have seen the book yet, I'll elaborate on the scenario. The Gap is the place where you grew up. You were discovered there by the tribe in the smouldering ruins of a helicopter crash, in which your mother perished. There was no way back to the City, they explained, and they raised you as one of their own, naming you as Robert Foster simply because you were fostered. The Old Man looked after you, and you learned how to hunt, and how to scavenge from the City dumps - you even built yourself a robot pal, Joey. Time passed happily as you grew up, until the day when Joey heard an unpleasant noise approaching in the sky, and the Old Man perceptively sensed that evil was about to invade his world. Guards from the City had come to take you back, to rip you away from your home with the tribe; but as you leave they do the cruelest deed, and blast the wilderness into oblivion.

Arriving in the steel-skied city and heading for the central security compound, the 'copter goes out of control and, for a second time, you face the horror of a crash, of tearing metal... and, for a

second time, you survive. You escape, dodging the bullets that come after you, and find yourself alone in a city under security alert, guards hunting for you everywhere. So where are you? And who are you? Why were you brought back from the The Gap, and the wilderness subsequently destroyed? Read on...

**Pick and click**

The game picks up the storyline and begins with a glowing shot of the red-metal city, followed by the crash and your escape. The opening screen finds you hiding on a metal gantry, a guard at the foot of the only stairway, a locked fire escape to one side and no way out but down. The guard is immobile, waiting. Do nothing and... well, you'd still be



sitting staring at the screen in five years time. Bit of a waste of a game, really.

Move the cursor to the top of the screen and your inventory appears. All you have at the start is a circuit board for company, aka your robotic friend Joey, lacking only an outer shell to make him mobile. You find this out by left-clicking on an object, which gives you information, while right-clicking allows you to drag the icon around the screen and use it in some way... you hope. Control could hardly be easier or more effective. If the cursor passes over any object on screen its description comes up automatically. Left click and more detail is given, right click and the character interacts with it in which ever way is appropriate: picks it up, looks through it, opens it and so on. Drag an icon from your inventory over an object on the screen and the result is automatic - cards go in slots, spanners go in... Oops, nearly gave something away there. I'll leave it for you to discover where to insert your spanner.

Click on one of the other characters and a list of conversational gambits appears. Most of the time you end up going through each of these in turn

(saying one thing often then brings up further options for the way in which the conversation goes), although sometimes you need to be careful not to say the wrong thing. In addition, it is often prudent to make sure you say things in the right order; ask someone to do something before you've pacified them by saying something pleasant, and you may not get what you want... ever again.

**British beef**

The graphics are pretty good, using mainly muted colours in the early stages of the game to give an impression of a rather depressing futuristic city, particularly in the factory where you find yourself hiding out at the start. Conversation gets you information, provided you can explain your presence there. The main characters all go about their lives independently of you, and their movement is well-handled, though there are the usual problems of getting a person from A to B. Quite why they choose to go via C is a mystery, and getting two characters face to face results in a dance only previously seen from Home Counties North in the Paso Doble final on *Come Dancing*. (I'm a sucker for sequins.) This problem is sometimes solved in one of the game's occasional touches of humour, where one character will say: 'Excuse me, I can't go there because you're standing in the way.'

Sound effects in the factory stages of the game can become head-bangingly repetitive, so praise be to programmers for allowing us to switch them off, and ditto the music although that's not too bad. The speed of the game can be altered via the control panel, which will be useful to those with older machines who can speed things up. Top speed on a 486 is like fast-forwarding a video. There's a slight delay when you move from one screen to the next, but the game will use whatever memory's available to speed things up - 640K is minimum but 2Mb is recommended.

The story of BASS develops well, and the problems (see *The Great Escape*) are usually logical, often quite lengthy, and linked in some way. Your pal, Joey solves some of them for you - if you can get him in the right mood - and other clues about the way the city works and who's in charge, are gained from talking to almost everyone you meet. Your aim is to find your way down from the skies, where peasants like you and me live, to ground level where the rich and influential, such as magazine editors, hang out. Talking of which, he wants my verdict before I fall off the bottom of the page. Well, *Beneath A Steel Sky* may not be flashily impressive, but it has a lot of depth to it and I'll certainly be going back to it. And, by George, it's British. So boost the economy, and buy it. ☑

**PC ZONE score**

Graphically good and pleasingly puzzling jaunt that you'll feel like returning to.

83

Price: £39.99 Out: Now  
Published: Virgin Games  
Telephone: 081 960 2255

**PC ZONE specs**

- Minimum Memory: 640K
- Minimum Processor: 386
- Minimum Speed: 25MHz
- Installation: Essential
- Minimum Hard Disk: 9Mb
- Minimum Graphics: VGA
- Soundcards: Ad-Lib, Sound Blaster, Roland
- Controls: Keyboard, Mouse

The future may have many changes and innovations, but sadly the art of conversation doesn't seem to have made great progress.



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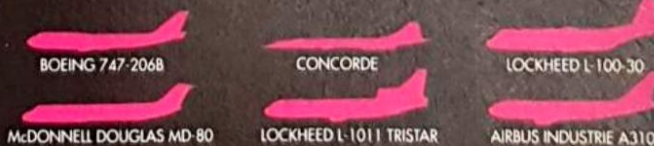
TOKYO



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# Wizard

**Andy Clarkson** has been trying to shake off his fantasy role-playing mantle for some time. Fooling him into thinking *Wizard* was a pop music sim, based on '70s icon Roy Wood, we managed to lure him back to his rune-casting roots and lose him in a multi-leveled dungeon.

**I**CAN'T DO IT. I was just about to launch into the usual fantasy RPG intro about greasy-haired saddoes getting their yellowy fingernails caught in the zipper of their corduroy cardigan in anticipation of an all new half-elven massacre sim, when I thought Time Out. This stereotyping lark, although grounded in truth, might put some people off by association. I wouldn't want to do this, as *Wizard* is a perfect game for beginner RPG'ers to get their mid-length, off-white fingernails (whoops) into. Begat of Tag, the programmer who begat *Bloodwych* and *Legend*, *Wizard* (from Psygnosis) harks back to RPGs of yore where slashing up giant rats with double-edged battle axes took a back seat to a deft piece of spell casting and all things magical.

## The plot

As fantasy stories go, this one seems a little flaky: evil, old wizard banishes The Four Gods of the realm to the Land of Dreams and stashes the four Holy Talismans necessary for their release 'somewhere safe'. In a somewhat histrionic mood, he then shouts 'Let them send heroes'. So off you go in the role of hero to find the talismans to break the spell to free the gods to save the realm. *Wizard's* lucky number is four: four gods, four talismans so, natch, four heroes. At the start you get a choice of 16 characters - made up

(Left) It's at times like these you wish you'd left your family behind, they're nothing but a constant source of embarrassment.

of four warriors, four assassins, four rangers and, er, four wizards. The wizards are top dogs but, as usual, they're weak and old and need some heavy-handed protection. Choose wisely: et yourself a big brawny fella to lead the party.

## The play

Mazes. Every RPG has gotta have them. *Wizard* is one monster maze in the dungeon style. There's six castles to fight your way through, but there's no outdoor pursuits, so nice scenic fauna and ice caps are sadly missing. It's also strictly linear in that you can't get too far without finding a special key or switch. Puzzles aren't hard to fathom and everything you need is handily lying around in dark corners.

Although there are heaps of monsters and spell casters to overcome, this is not one for those who like their RPG tinged with a heavy-handed beat 'em-up engine. Combat is partially automated, so you can mess around with spells and switch between characters' inventories while the battle rages. In combat mode, archers fire off arrows and broadsword-wielding yobs slash at anything in range, leaving you to flash lightning bolts from the spell book. Once you get used to the spell book, everything is rosy. Buy a sturdy mouse as frantic clicking

around the interface is the key. Despite dealing with characters with the usual G-apostrophe-N names like G'Narr, G'Narleth and G'Norr, there's a distinct lack of runic tables, dice-throwing and all that greasy-haired D&D stuff. This means *Wizard* has numerous limitations for those who feel the need for depth of play

**'The Fisher Price of RPGs - not because it's easy, it's just not over-complicated.'**

(Main) The wizard's abode: enter at your peril and risk a life-time fraternising with elves, orcs, trolls and my little pony dolls.



Gorgeous, first person perspective, texture-mapped view of the world. On a 486, scrolling is incredibly smooth even at the highest detail levels. You can select 'Big Mode' (snazzy name), which gives a full-screen view and the tiniest of icons, if you like your gameplay in yer face.



**The posse:** this might look like a bunch of old gits, but *Wizard* is, funnily enough, all about wizards – your 600 year old types with goatee beards and shiny heads. The red border indicates the currently selected character and the yellow and purple bars indicate spell and hit points. Icons above and below are the objects held by each character.

**Spell Casting**

**1 The top icons:** these represent the currently active spells of which there are two types: continuous spells (increased armour, levitation, bionic vision, etc.) and aggressive spells (fire bolts, nerve gas, mindrage, etc.).  
**2 Mad Mega Bar:** click here to select character to weave a wicked spell.

**3 Spell bar:** click here to enforce a wicked spell.  
**4 Spell book:** to choose the spells simply sift through each character's spell book (there are 32 spells in total). As players move up levels they gain experience and knowledge of increasingly dangerous spells. The blue bar indicates the vitality level of the spell caster.



associated with classics like *Ultima Underworld II* and *Betrayal At Krondor*. It also means that it's very easy to get to grips with and makes a perfect start for the budding RPGer. It's got size on its side in terms of places to explore, neither does it take up the obligatory million gigabytes of hard disk space, but then there's no character interaction.

**PC ZONE specs**

- Minimum Memory: 2Mb
- Minimum Processor: 286
- Minimum Speed: 16MHz
- Installation: Essential
- Minimum Hard Disk: 3Mb
- Minimum Graphics: VGA
- Soundcards: S/Blaster, Ad-Lib, Roland
- Controls: Mouse, Keyboard,
- Comments: 800K EMS memory required.

**The look**

*Wizard* parades glorious texture-mappedness and smooth scrolling. I make no bones about the fact that it looks adorable. The interface is intuitive and has nice big icons, well laid out for easy access to all options. It's also colourful, bright (some might say, gaudy, but I won't). It is in fact the Fisher Price of all RPGs. This doesn't mean it's easy, because it's not, but let's just say it's not over complicated. Absolutely marvellous.

**The end**

*Wizard* doesn't add anything new to the standard '90s fantasy RPG and is inferior to the leaders of the elven hoards: *Ultima Underworld II* and *Betrayal At Krondor*. But it is superbly designed and well programmed and, if you've already recognised the street cred factor of first person textured-mapped RPGs, it's a worthy addition to the range. You'll still be up all hours bartering your best Hedhog potion with the local storekeeper for a pot of Chimera Blood and a Serpent Wand.



**5 Odds and sods:** the X takes you out of inventory mode and into normal battle mode. Below are icons to pool all gold coins held by the players and to switch between highlighted characters.  
**6 Combat mode:** combat is partially automatic, and players fight according to strength and armour levels. All continuous spells are cast in combat mode but it is up to you to fire attacking spells at opponents. Foes will always attack the nearest player, so choose your strongest character to head the team as they will take the brunt of the blows.  
**7 Character stats:** shows experience, strength, dexterity, as well as how hungry a player is.

**8 Compass:** apart from the obvious, click here to reveal the world map, depicting exactly where you are and on what level.  
**9 Game options:** save game, choose detail levels, sound options and so on.  
**10 Inventory:** anyone who doesn't know what an inventory is, get off this page immediately. The top line represents things you can wear and hold: gold-plated armour chest plates, strange skull helmets, lovely necklaces and all that magical gubbins. The bottom line is the stuff you carry about. There's loads to pick up in *Wizard* and shops in which to buy things.

**IN PERSPECTIVE**

Ultima Underworld II

Betrayal At Krondor

Wizard

Lands Of Lore

**PC ZONE score**

A good stepping stone into the land of RPGs.

73

Price: tba Out: May  
 Published: Psygnosis  
 Telephone: 051 709 5755





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# Micro Machines



**Patrick McCarthy** never had any toys as a child. Forgive him if his review of *Micro Machines* gets a little weepy from time to time.



**M**ICRO MACHINES must be the only NES game to be converted for the PC. The outstanding games from Nintendo's 8-bit machine, like the *Zelda* and *Mario* classics, necessarily emphasise gameplay over sumptuous graphics and lush sound, but *Micro Machines* was rare in that it combined excellent playability with pretty good graphics. In fact, looking at this version, it doesn't look all that different from the original.

It's a top-down arcade racing game based on those painfully tiny little cars that children like to leave all over the floor, to stick into your bare foot when you're groping around early in the morning with a hangover. Since the vehicles are so small, the programmers had the rather fine idea of keeping them small in the game, so you're driving tiny cars around a giant house, whizzing about on desks, breakfast tables, pool tables, carpets, garage floors and so on. The roadside hazards are all appropriate to the location, the locations are varied and the cars, tanks, helicopters and boats all handle differently.

## Options

There are one or two-player options; both allow you to compete Head-to-Head (single challenges with computer or human opponents), or try to complete a Challenge (racing a chum or every computer character until you've won three races in every category). You lose lives when you lose races and gain lives in bonus rounds.

## Controls

There are no problems running two-player games. Cars can be controlled by any combination of the keyboard, one or two joysticks or even (heaven help you) the mouse. The latter requires the digital strength of those lunatics who hang from mountains by their fingernails. Keyboard controls can be customised to your heart's content, which should enable people with a large personal space to sit happily at opposite ends of the keyboard without making contact.

Steering is either clockwise or anti-clockwise and so it's particularly suited to steering with a keyboard. In fact, it's one of the few games that steers as well, if not better, with the keyboard as it does with a joystick.

The two-player game lacks a split-screen mode, and instead is based on taking points from your opponent by getting a screen's length ahead. You



each start with four lights; each time you get far enough ahead, the race stops and the colour of one of your opponent's lights changes to your own. The first one to turn all the lights to their colour is the winner. It works pretty well, but the system is open to abuse, since it doesn't particularly matter which direction you're heading in when you create the screen's gap. A split-screen and/or link-up mode would've been preferable.

## PC game scrolls well shock

The sound is really pretty pathetic, even when played through a soundcard. Through the PC's internal speaker it's virtually non-existent: no engine noise, and beeps are only dredged up for collisions between cars, so it's only marginally better than having no sound at all.

The graphics are bright and colourful and surprisingly detailed, and there are some nice little touches: chalk dust billows when you slide, oil

puffs out when you skid on it, and so on. The cars handle quite nicely and, on a fast machine, it even scrolls quite well.

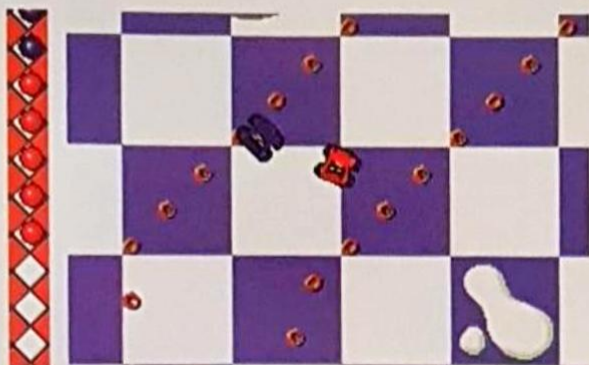
On a slower machine - a 386sx for example - it's too slow even on the maximum speed setting (toggleable between 0 - 10, with 0 being the fastest). The other problem is that the one-player game is too easy - you'll find that you finish the game at your first attempt.

On the plus side, it comes on just one disk, and can be played quite happily without installation, which makes it difficult to understand the amount of wasteful packaging involved. Anyway, it's inventive and fun, despite not really being challenging enough in one-player mode. It doesn't try to do anything particularly fancy, but does what it does rather well. My only reservation about buying would go to those who own a slow PC. Anyone else looking for a bit of light-hearted fun can't go wrong. **Z**



(Top left) Ken, from Citizen Smith!  
(Top right) Camilla Parker-Bowles!  
(Bottom left) Shakey!  
(Bottom right) Moira Stewart!





**PC ZONE**  
score

A good two-player game (if you have a decent PC).

**70**

Price: £29.99 Out: Now  
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**One-player challenge**

There are 11 characters to choose from, of varying ability, enabling you to alter the difficulty level according to who you select. It also introduces a tactical element because you pick your three opponents after each round – the one who comes last is eliminated and must be replaced. Do you try to get the best ones out of the way early on, or pick the worst to make life easier? In truth, the level of ability doesn't differ that greatly, and it's not too hard to win with Walter, the worst, and easily the coolest, character.



**PC ZONE**  
specs

Minimum Memory: 640K  
Minimum Processor: 386SX  
Minimum Speed: 25MHz  
Installation: Optional  
Minimum Hard Disk: 670K  
Minimum Graphics: VGA  
Soundcards: Ad-Lib,  
Controls: Keyboard, mouse, joystick



**Vehicles and courses**

The game is played in a variety of locations and with different types of vehicle that handle slightly differently (but not that much).

● **Sports cars**

Sports cars race on desks, with gaps linked by narrow, tricky-to-negotiate rulers or bridged with enormous ring-binder ramps. There are such obstacles as books, pencil sharpeners and stabbed history teachers to avoid.

● **Powerboats**

Race in a foam-filled bathtub, avoiding shampoo bottles, rubber ducks and the whirlpool down the plug end. Luckily the bath isn't occupied, or some of the objects to avoid could have been alarming.

● **Formula One**

These races take place in, on, and around the edges of several pool tables, and even involve driving into the pocket of one table and popping out of the pocket of another. Illogical, but strangely moving.

● **Turbo Wheels**

Beach buggies that whizz about in a sand pit, jump over mini sand dunes and a huge plastic shovel, hit pebbles, avoid sand castles and their treacherous moats and generally kick sand in each other's faces.

● **4 x 4**

The four-wheel drive vehicles race around a breakfast table littered with cereal boxes to jump over and spilt sticky patches to avoid. Luckily it isn't Jack Nicholson and Jessica Lange's breakfast table.

● **Road Warriors**

Bulky, slow-steering armoured cars which explode when you ram them into each other. You race around on the concrete floor of a garage, avoiding oil, glue, giant tools and enormous workmen's bottoms.

● **Tanks**

These provide by far the highest ag-quotient, because you can shoot your opponents. You're on the bedroom carpet of an old-fashioned child who still has toy soldiers, marbles and playing cards.

● **Choppers**

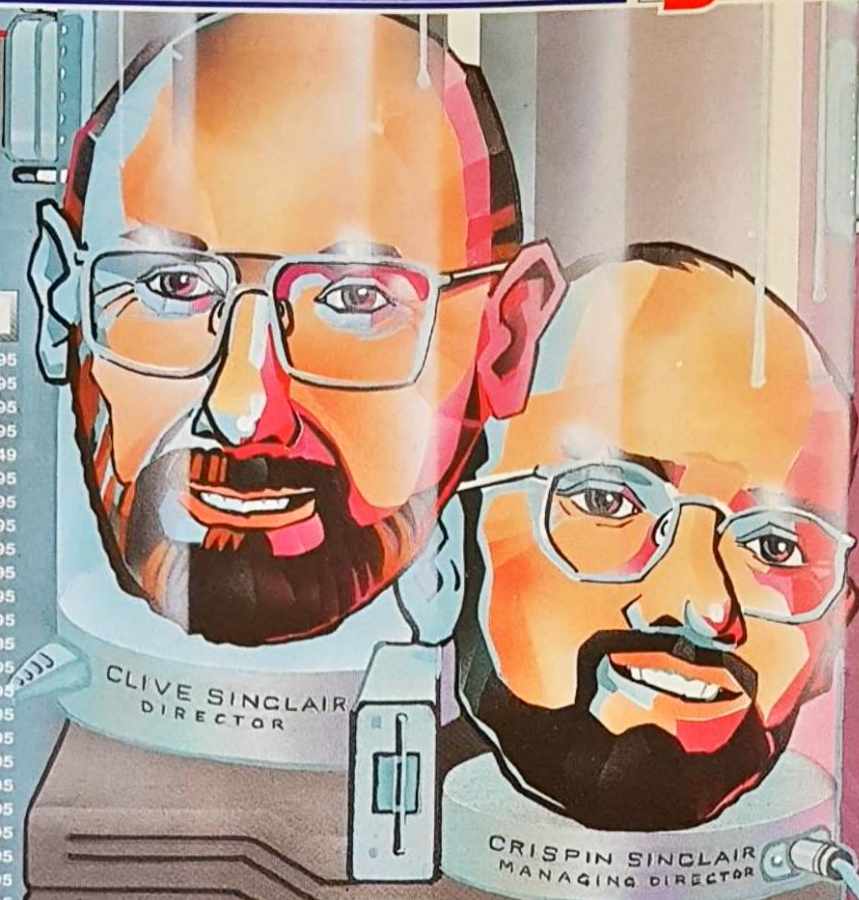
Miniature helicopters in a jungle background provided by a conservatory complete with leaky pipes to kill you and fan heaters blow you off course, but distinctly lacking in Agent Orange.

● **Rufftrax**

The bonus round, which you only get when you win three consecutive races. It involves racing against the clock around a hazard-filled garden, with rocks, puddles and surprisingly solid flowers to hamper you. If you succeed you get another life. If you fall, it doesn't matter.

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# DIRECT



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Too tight to buy his own nuclear arsenal, **Chris Anderson** borrowed a copy of DMA's newie, *Hired Guns*.

# Hired Guns

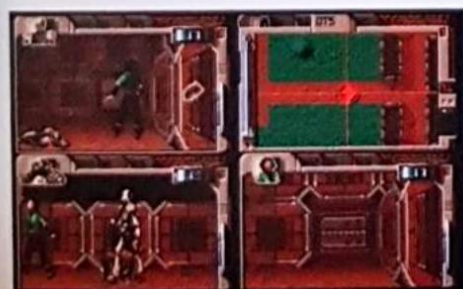
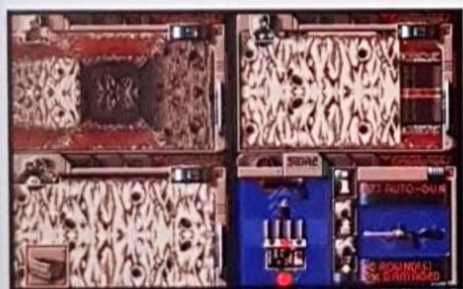


**T**HE STORY CENTRES AROUND Rorian Deevergh and his circle of friends who are being hunted by the authorities. In the year 2712, when all transactions are relayed to a central authority which logs everything each individual does, this can have its problems. For Rory and his gang, the solution was simple. They formed a mercenary gang that took on any mission no matter how dangerous or dirty it was, providing the price was right.

Their latest mission is to go to the backwater planet, Graveyard, waste everybody in it, collect four fusion power core rings, stick them in a generator and scarp before the whole thing blows up. Seeing as it's you who's playing the game, the onus is now on you to complete the mission and make it back alive.

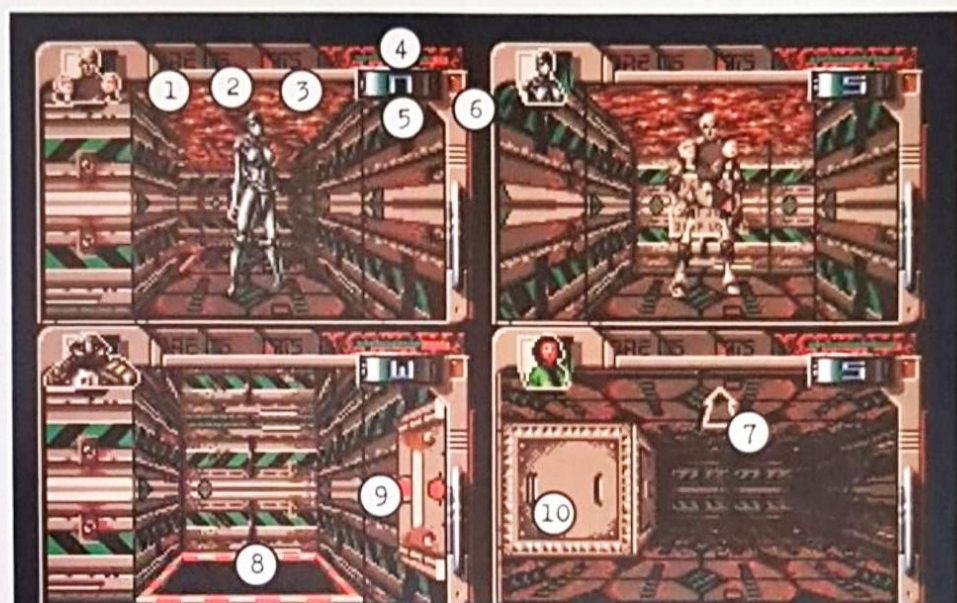
## You need hands

Before you begin, you have the option of selecting the four members of your team from Rory's gang. You can choose from a mixture of robots, droids, and male and female toughies, each with his/her own set of attributes which determine their performance in different areas. With the exception of physique, none of the attributes seem to make much difference to their performance, unlike more conventional RPGs, where individual statistics have to be monitored constantly to prevent your team from behaving unpredictably. Character selection in *Hired Guns* is a simple case of choosing four bods with a high physique rating, so they can suffer more blows before their energy depletes. **CR**



(Top) The Hired Guns relocate to the Channel Tunnel in search of a stale BR sandwich.

(Above) Four equally hard characters, but only one of them is wearing a natty green fashion jacket.



## The Interface

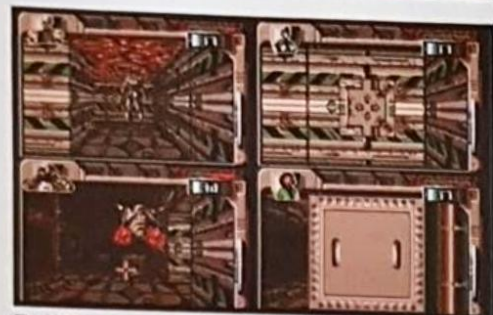
**T**his is an overview of the main playing area. The icons at the top of each character screen allow access to their inventories, maps and stats. The lifts and blocks crop up everywhere, these have to be manipulated to gain access to certain areas.

- 1. STORE:** this is the inventory screen for each character. It can contain anything from weapons to 'unidentified remains'. If you want to use something, all you have to do is select it on the left, and it goes into your character's hands on the right.
- 2. DTS:** the Digital Terrain-Scanning screen offers an auto-mapping facility for each character. It displays any areas explored so far during a particular mission. Your character must have a DTS in his inventory before he can bring up this display.
- 3. STATS:** this shows your characters' statistics, giving ratings for fitness, strength and overall abilities. It also shows the type of character and the weight of equipment currently carried by that character.
- 4. ENERGY BAR:** this lets you take a quick look at the energy level of each operational mercenary. When it's entirely green you are in full health. As you take hits, it starts to go red. Basically, if it gets too red, you're dead.

**5. COMPASS:** shows you which direction your character is facing at any given time. Bit of a waste of time really, considering you will be constantly using your DTS for navigational purposes.

- 6. AUTOLEADER:** allows any character to become leader of a group of two to four mercenaries. First, highlight the bar for the character you want to control, then do the same for any others you want to follow him.
- 7. MOVEMENT CURSOR:** changes shape to indicate which directions you can move in. Just click to move in the direction indicated, providing someone hasn't got in the way first.
- 8. LIFTS:** take you from one floor to another, and can be a right pain when you want to move all characters up a level. You have to deactivate the autoleader facility and use one character to push the button while all the others go up. This is time-consuming and fiddly.
- 9. SWITCHES:** used to activate lifts and deactivate force fields. That's about it for switches, really.
- 10. MOVEABLE BLOCKS:** these can be pushed and pulled, and bring a minor puzzle element into the game. When you find one that's blocking a doorway, you have to move all the others around it in the correct order to get it out of the way.

# REVIEW Hired Guns



(Top) MIA presumably means the Massively Inappropriate Action that leads to your demise.  
(Above) The fact that he's firing in the general direction of character three probably means this is not one of the team.

There's a handy option to take your team out for a spot of training before tackling the full campaign. Training missions vary from simple exploration to help you get used to the interface, to learning how to use some of the weapons and techno stuff you'll come across in the game. You are unlikely to get very far in your endeavours without a fair amount of interface training. This is because the game was designed to be played by four players simultaneously on the same computer. To this end, the playing area is divided into four screens giving each player their own viewpoint, the idea being that you get three mates who all scramble around your computer, each having their own predefined set of keyboard controls. The first one who finds the end of level exit wins the current round. If, understandably, you do not wish to take part in this multi-player nightmare, you can select the single player option.

## Where's that bloody robot?

Even if you decide on a single player game, you still have to control all four characters throughout every mission. There are two ways you can do this.

You can 'link' the characters by highlighting the autoleader facility for each. In theory, this means you can control one character and all the others will follow him where ever he goes. In practice, it doesn't quite work that way. Individual characters frequently get left behind because they've bumped into some stupid wall or other, and you have to guide them back to the rest of the team. The other problem is that you can be walking straight ahead with your main character when one of the others gets in the way. You then have to take control of the offending team member to either get him out of the way or use him to make your way forward. This is no help when you your toughest dude is about to wade into a scrap, and a weaker team member gets in the way.

The alternative to this is to guide each team member through the mission individually, but that makes them particularly vulnerable to enemy attack, and having

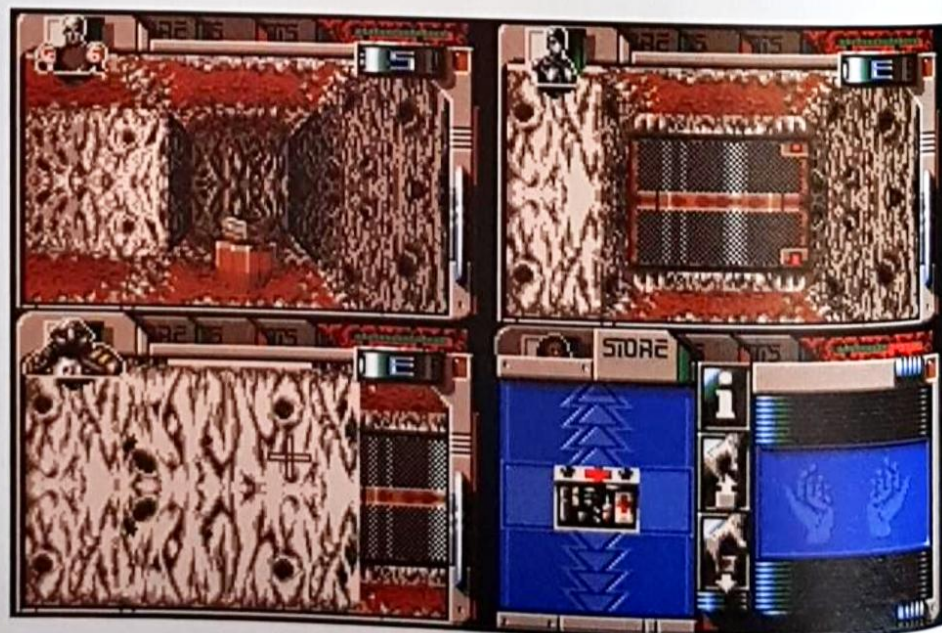
to keep tabs on each one of them all the time is a drag.

## And finally, the game

The control system is a pain in the ass, but after a while I got used to it, and discovered the game itself isn't half bad. The campaign involves completing consecutive missions on Graveyard, each one having to be finished before you can attempt the next.

Keys and access cards have to be found to open doors, and baddies have to be disposed of before you can walk through the end-of-level exit. In the later levels you find yourself too busy blasting everything away to worry about the control system.

*Hired Guns* is addictive in an absent-minded sort of way. You can spend hours working your way through mazes, shooting everything you see and trying to find the exits; I grew to like it, despite my earlier reservations about the presentation. If you don't expect too much, you may be pleasantly surprised. **Z**



(Left) At this point you tend to get rather browned off with the whole thing.  
(Below) While the unimaginative might find themselves suffering from tunnel vision.

## IN PERSPECTIVE

**D**oom is utterly brilliant and sets a new standard for action RPG's. *Ishar 2* and *Hired Guns* look and feel pretty similar. The main differences between the two are *Ishar 2* isn't futuristic and *Hired Guns* isn't crap.

Doom

Hired Guns

Ishar 2

**PC ZONE score**  
*Ishar 2 with robots.*  
**77**  
Price: £44.99 Out: March  
Published: Psygnosis  
Telephone: 051 709 5755

**PC ZONE specs**  
Minimum Memory: 640K (1MB EMS)  
Minimum Processor: 386  
Minimum Speed: 16MHz  
Installation: Essential  
Minimum Hard Disk: 5Mb  
Minimum Graphics: VGA/MCGA  
Soundcards: Roland, Ad-Lib, Sound Blaster  
Controls: Mouse

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**Sensible**  
SOFTWARE

## REVIEW **Mortal Kombat**

Whooop... Whooop... Warning... Warning... Beat 'em-up in sight, Range 1,000 and closing... **Patrick McCarthy** puts his hat on back-to-front, puts £300 in 50p pieces in his pocket and ventures into arcade land.

# Mortal Kombat

**S**HANG TSUNG is a very bad, very old man. For 500 years, he's been living on his personal remote island, hosting fight-to-the-death martial arts tournaments so that he can live on the souls of the losing competitors. (Honest.)

The competitors obviously haven't realised that simply by not turning up, and thus depriving him of souls, he would die: there'd be no fuss, no unsightly bruises and no tedious shouting in foreign languages. Or maybe they have, and just want to show off anyway. The average martial arts expert may spout all that stuff about the purity of movement and the honing of the body's potential but all they really want to do is show everyone how good they are at Chinese burns. Shang's never going to be short of people turning up at his island, determined to demonstrate that they're good at self-defence, and willing to die to prove it.

### And the game goes like this...

You pick one of the seven fighters and have to defeat the other six. After that you fight yourself, which would probably give your psychoanalyst a field day. If you survive that (obviously one of you will, but you know what I mean) you take on the other six again, in pairs. Then you fight Goro, the 2,000 year-old half-dragon with four-arms. Having been long since banned from his local table tennis

league, he's now Shang Tsung's resident killing champ. Should you defeat him, you face the old evil one himself. Perhaps I should mention here that Mr Tsung's a shape-changing demon who has the ability to take on the form and abilities of the other characters, and isn't embarrassed about doing so.

### Snobs' corner

You might have noticed the massive anti-gore fuss this game generated when it appeared on the consoles; the national promo poster campaign and the hour-long tv adverts between any programme aimed at the under 50s - all generated by the publishers - ensured that the game entered the charts at number one. What caused all the fuss were the much-hyped 'finishing moves,' in which victors rip losers' hearts from their chests, pull their heads and spinal cords off, incinerate them with their fiery breath, and other stuff that normally turns up on the news when you're eating your dinner.

What you might not have noticed were the game's reviews, which basically said that it wasn't as good as the king of SNES beat 'em-ups, *Street*

## Those characters in full

The fighters were produced by digitising character actors; obviously a lack of character actors with four arms meant that Goro had to be created in latex, and stop-frame animated.



### Johnny Cage

Originally his was going to be Jean-Claude van Damme, but he didn't like the idea of having his heart ripped out, or something. So you've a generic martial arts film star instead, and he wears poncey sunglasses to prove it.



### Kano

Leader of Black Dragon, the international mercenaries and florists, he has an infra-red eye and a penchant for throwing knives at you (hardly unarmed combat if you ask me). Not to be confused with Kato in the *Pink Panther* films.



### Sub-Zero

This chap is your friendly neighbourhood Chinese ninja assassin, who apparently killed Scorpion once. Don't blame me, didn't make this up you know. Beat 'em-ups love these little

personal histories - like *The Pickwick Papers* with head locks.



### Sonya Blade

Ex-Special Forces token female (think Clint Eastwood with false breasts), she's on the trail of arch-fiend Kano, convinced that he's actually The Master from *Doctor Who* and that he stole her *Ladyshave* to trim his beard.

## IN PERSPECTIVE

**I**n case you saw the *SFII* review and you're wondering about this comparison, I thought *SFII* got too high a score (45 would have been more like it). So there.

**Mortal Kombat**

**Street Fighter II**



C'mon sweetie! C'm'ere! Gimme a cuddle, I'm feeling insecure, I need a hug.





## Rayden

Thunder-God in human form, which is a bit of an advantage. Does all his fighting with a wok on his head and electricity flickering about his body, which looks good when he dances with

Pan's People but plays havoc with Shang Tsung's pacemaker.



## Liu Kang

Absolutely not Bruce Lee, at all. Used to be a prominent member of the 'White Lotus Society', which isn't a club for car enthusiasts, but a group dedicated to the bettering of

society by spray-painting flowers of unpleasant or alarming hue.



## Scorpion

I know, he's supposed to be dead, killed by Sub-Zero. Well, he's been reincarnated in the same form as his murderer, dresses the same to wind him up, and even uses the same

aftershave – a terrible insult in the world of the ninja assassin.



## Goro

Ex-Olympic swimming champion who was caught during a random 'extra-arms' test after winning the 100m freestyle final, and banned for life. (The verdict was later overturned when it

was revealed they grew as a result of natural Chinese herbs.)



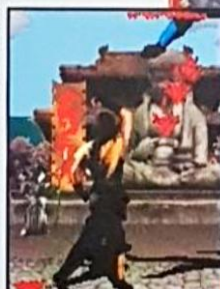
## Shang Tsung

The evil shape-changing demon who changes shape demonically, and owns the island on which the tournament takes place. This means you have to let him win or he'll take it home with him

and everyone will drown. Alright, you think of something then.



Rayden and Sonya soon had the Flying Crotch Massage position down to a fine art.



Things were so desperate they started fighting for the hand of Shang Tsung in marriage.

*Fighter II*. On the PC, though, it's another matter. I never really liked *Street Fighter II* on the PC, because of its poor sound and ropey animation and playing speed. This, on the other hand, is surprisingly playable – it's identical to the SNES and faster than the Mega Drive versions. The digitised characters move quickly and smoothly; the sound quality is good, with atmospheric music and nice sampled phrases. And yes, it has the gory, gimmicky finishing moves.

Obviously, there's a chance you might rush out into the street, freeze someone and shatter their ice-bound body once you see these horrific acts, but rest assured, you have to work out how to do it yourself – it doesn't tell you in the manual.

Both the one and two-player games are playable; the manual says that two people can't use the keyboard at the same time, but we managed to play quite happily (we never read the manuals until it's too late). Given that controls utilise four directional buttons and five attacking buttons at once, you might be relieved to know that two and four-button devices are supported (again, the manual says you can't use two four-button devices at once, but we can't check this in our under-equipped office).

Try to forget the TV adverts and the poster campaign, and the fact that you feel like someone caught buying Radion. *Mortal Kombat* is good. No-one was more surprised than me, but it's by far the best beat 'em-up on the PC. If you really want a good one, though, get a SNES and a second-hand copy of *Street Fighter II*. ☑



## PC ZONE score

Not as good as SNES  
*SFII* – but the best on  
the PC.

# 80

Price: £29.99 Out: March  
Published: Virgin  
Telephone: 081 960 2255

## PC ZONE specs

Minimum Memory: 4Mb  
Minimum Processor: 386DX  
Minimum Speed: 33MHz  
Installation: Essential  
Minimum Hard Disk: 10Mb  
Minimum Graphics: VGA  
Soundcards: Sound Blaster, Ad-Lib, Roland  
Controls: four and two-button joystick, keyboard  
Comments: DOS 5.0 or above; 575K base RAM

COMPETITION

WIN!



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If you're really serious about PC games, you need access to an on-line service. The biggest and best of these is CompuServe. Of course, getting started in comms can be confusing, so here we present a brief guide to what's available on-line, and a chance to win a Sportster modem and one of five free CompuServe membership packs.

**C**OMPUSERVE is the world's biggest and best on-line service. If you want to know what the weather is going to be like, book an international flight, research a magazine article, get advice on rewiring your house, or find out about fish, classic cars or AIDS, you can do it all on CompuServe. But what makes CompuServe the logical choice for games players is the wealth of information you can find on PC games past, present and future.

### Let's GO

All of the services on CompuServe can be accessed via a comprehensive menu system but, once you get to know your way around it, you can go straight to your favourite areas with the GO command. Here are a few we recommend to PC gamers.

**GO GAMPUB:** There are now three forums on CompuServe, GAMAPUB, GAMBUP, and GAMCPUB which are supported by all of the major game publishers. You can leave messages for their representatives to get technical help or information on old and new games, or you can access the libraries to download demos and screenshots of new games and upgrades for old.

**GO GAMERS:** The place to find other enthusiastic game players, who'll be happy to give you help when you're stuck, or advice if you're looking for a particular game. There's also plenty of free software to download.

**GO GAMES:** If you've only ever played games against a computer opponent, then you must experience the challenge of playing against real people, and lots of them. This is the place to go for everything from quizzes to fantasy role-playing games.

For further information on getting on-line call 0800 289458.

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All you need to get started with on-line services is an entry level modem like the US Robotics Sportster 2400 fax modem. This external modem is simple to set up and use, and can even send and receive faxes for you. Then you'll need membership of CompuServe and some software to access it.

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  - a) Mouse Demultiplexer
  - b) Modulator-Demodulator
  - c) Modern-life Demonstration
- 2. Which of the following activities is NOT available from on-line services?**
  - a) Shareware games to download
  - b) Realtime, multi-user games to play
  - c) Sheep and cattle auctions
- 3. Which of the following is NOT required to enjoy an on-line service?**
  - a) Loadsamoney
  - b) A US Robotics Sportster modem
  - c) Membership of CompuServe

**U**S Robotics is also offering our readers free copies of *The Sportster Guide To On-Line Services*. To claim your free copy, call US Robotics on 0753 811180, let them know that you are a PC Zone reader requesting *The Sportster Guide To On-Line Services*, and they will mail a copy to you.

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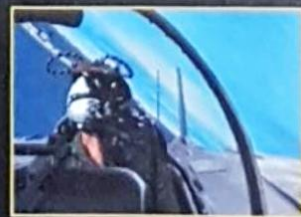
# FLEET DEFENDER

THE F-14 TOMCAT SIMULATION

Fly the US Navy's Top Gun

FOR IBM PC COMPATIBLES

**MICROPROSE**



ACTUAL GAME GRAPHICS SHOWN



**Mark Burgess** looks at a game that blends trading, fighting, city planning and tax accounting.

# Reunion



**T**HE LATEST GAME from Grandslam is set in the 30th century. It's a mixture of *Privateer*, *Dune*, *Master Of Orion* and *Sim City*. Something to please just about everybody except for die-hard headbangers. You are on the planet New Earth. What happened to the old one is a matter of conjecture. Following a period of civil war – a kind of decade of discontent – two ships left earth to colonise new planets. One crashed, the other landed on New Earth. Your business is to find out what happened to the old planet and maybe return to it.

You are the President of New Earth with the constitutional duties of providing comfortable living conditions for the people, protecting them from invasion and refraining from using excessive force or punitive taxation against them. Hefty responsibilities. Your only perk is being able to name any minor planets that are discovered.

Although New Earth is thriving, space exploration and travel are in their infancy. Your first job is to hire scientists, builders, pilots and fighters. You don't start off with much money, so your early recruits will be unskilled. As you get more money you can send them to university, whence they return more intelligent.



Woe to the vanquished: the defeated are treated for war crimes.



Costly victory: one of your colonies is destroyed.

Everything is controlled from the main screen or from a rolling toolbar across the top. All the controls in *Reunion* are simple and self-explanatory. Additional icons appear – to launch satellites, carry goods to outposts, attack or retreat – as needed. You rarely click on something only to be informed that 'you can't do that'.

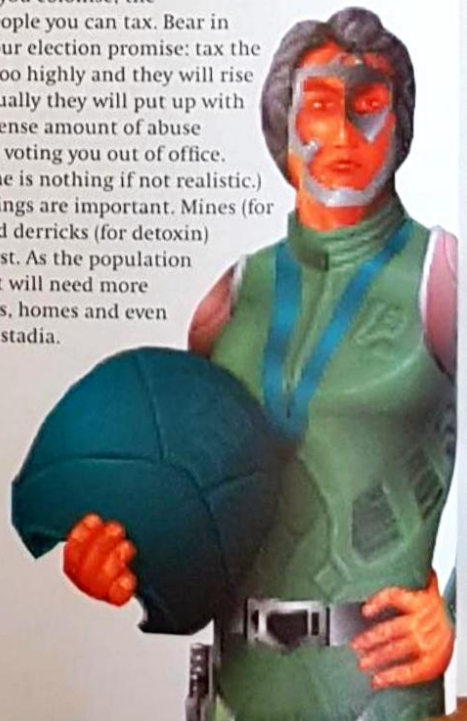
## Taxing tasks

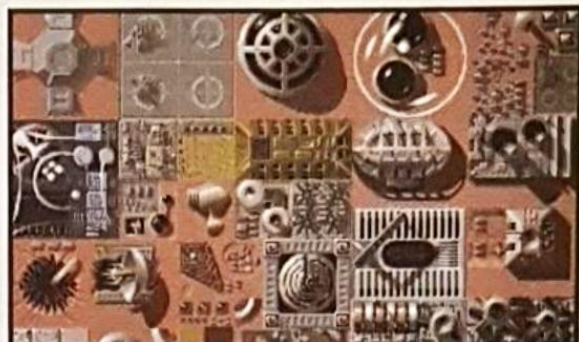
Once your team is recruited, give them something to do. Technical projects are developed in logical order. The first things to produce are mining droids in order to get raw materials, and satellites so you can explore distant systems. Colony ships and fighting ships come later. There is a lucky break when you find the companion ship that came from old Earth and salvage some useful items. But generally all your R & D needs is hard cash. Get this by raising taxes. The more planets you colonise, the more people you can tax. Bear in mind your election promise: tax the people too highly and they will rise up. (Actually they will put up with an immense amount of abuse without voting you out of office. The game is nothing if not realistic.)

Buildings are important. Mines (for ores) and derricks (for detoxin) come first. As the population grows, it will need more hospitals, homes and even football stadia.

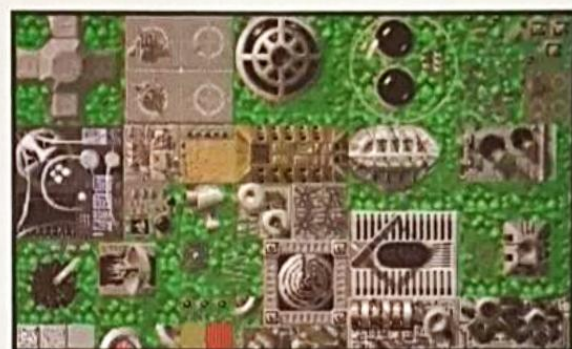


- 1 Starmap/Galactic Map:** this gives an overview of entire systems. Click on a planet or moon for more information and icons to let you launch satellites or deploy the fleet.
- 2 Messages:** what's happening in the universe. Useful when things happen all at once.
- 3 Research Design:** vital. You must develop to stay ahead. Here's where you find out what is being designed and whether a prototype can be built.





Here in the desert lies a colony with hospitals, mines and sports facilities.



A thriving colony in the jungle with the usual amenities.



A crucial bit: enter into an alliance with the resistance.



- 4 **Space Local:** the pub. Talk to everyone. Visiting aliens will drop by here.
- 5 **Commanders:** takes you to the job centre; hire builders, fighters, pilots and inventors. Get the best you can afford.
- 6 **Ship Info:** form new squadrons of Carrier, Trading, Army and Planet forces. Launch and navigate ships, load and unload cargo ships.
- 7 **Info - Buy:** gives a list of available ships, buildings and equipment. Once hardware has been developed you need to go here to buy it and so put it into production.
- 8 **Planet Main:** info about the planet; how happy the citizens are and what it is producing. This is where you build or demolish buildings, add solar or spy satellites, mining stations and colonies.
- 9 **Advisers:** click on an adviser to discuss policies and ask him what he needs.



Messages will alert you when the people are too crowded, or lack hospitals or food.

You might think you have enough to cope with: exploring the universe, sending spies to other planets, building industrial plants and houses, balancing the budget and developing new technology. But random events can undo your careful planning. If a meteor lands on one of your colonies (not many hurt), this might be a signal to develop a laser that can destroy meteors before they hit. You did, after all, promise to keep your people safe from harm.

Every character in the game has a large amount of free will - they will do what seems best to them. In many ways this is an advantage: scientists will discover things without being told to look, and your technologists will refine the old and develop the new. It does mean that you have to talk to your team regularly to find out what they are doing and whether they need anything from you. Pilots will suggest a starfighter program, engineers will demand more materials, and so on.

As you expand, you realise that you are not alone in the Universe. Some aliens are bad, others neutral. How you behave towards them is important and could lose you the whole game; so, because just about every other race you meet is superior, it makes sense to make peace treaties and generally go along with what they say. One lot asked to borrow my

# MONSTER MASH

All the weird and wonderful aliens you can meet. Some can't be identified without giving away the plot and we don't want to do that - not on this page anyway.



**Druedians:**

cute, small and physically weak. As such they are ideal spies.



**Syonians:**

advanced race of swots from Rigel. Get them on your side fast.



**Erans:** are a decidedly shifty bunch. Watch them lest they make any sudden moves.



**Morguls:** a bad lot, but you can use their Pirate leader for assassination missions.



**Informator:** a useless informant; kind of a high tech grass that doesn't work.



**Spy Hunter:** He'll sit in a pub full of snitches and says he's seen 'nothing interesting'.



**Onderling:** an extremely useful informant. And he's free into the bargain.



leading scientist so, ignoring his cries, we put him in the cargo hold. As luck would have it he came back a few months later with a spring in his step. They also gave my rocket technology a much needed boost.

**Battle ships**

Never forget the old adage: plan for peace but prepare for war. Sooner or later you will have to fight someone, if only the pirates.

The battle sequences are far superior to the usual exchange of red lines you get in these strategy games, and the digitised speech and sound effects come into their own. Like the commanders in *Star Wars*, you watch the battle on a huge radar while one half of the screen is given over to smooth animated combat sequences.

At the end of the game you invade Earth. This calls for land war skills as well as managing your fleet. It's one of

those places in the game where everything happens at once. I only got the invasion right on my third attempt, when I had mastered the giving of orders and re-deployment of tanks and propelled guns.

It's impossible to cover the sheer complexity of this game in a short review, but I hope I have managed to

show its depth and playability. *Reunion* needs the skills of *Commander Keen*, *SimCity*, *Dune*, and, to some extent, *Star*

*Control*. The only criticism is that it's fairly linear and it isn't 'open ended'. Once you've re-conquered earth, you've won. These minor criticisms are, of course, aimed at a game *Reunion* is not, nor claims to be. But I am certainly looking forward to the sequel. This first offering from a group of Hungarian programmers is a heady mix indeed and bodes well for the future.

**'Never forget the old adage: plan for peace but prepare for war.'**



Lots of drunken aliens thinking they're handsome in one of those Star Wars-esque bars.



Who said computer games were gratuitously violent?

## PC ZONE score

Reunion has something for everyone.

80

Price: 1ba Out: March  
Published: Grandslam  
Telephone: 081 680 7044

## PC ZONE specs

- Minimum Memory: 590K free RAM plus 0.5Mb expanded
- Minimum Processor: 386
- Minimum Speed: 16MHz
- Installation: Essential
- Minimum Hard Disk: 16Mb
- Minimum Graphics: VGA
- Soundcards: Sound Blaster, Sound Blaster Pro, Gravis Ultrasound
- Controls: Mouse only

## IN PERSPECTIVE

Easier to control and more fun than *Master Of Orion*, but a smaller canvas than *Privateer*. A brave attempt to mix disparate genres that works.

Master Of Orion

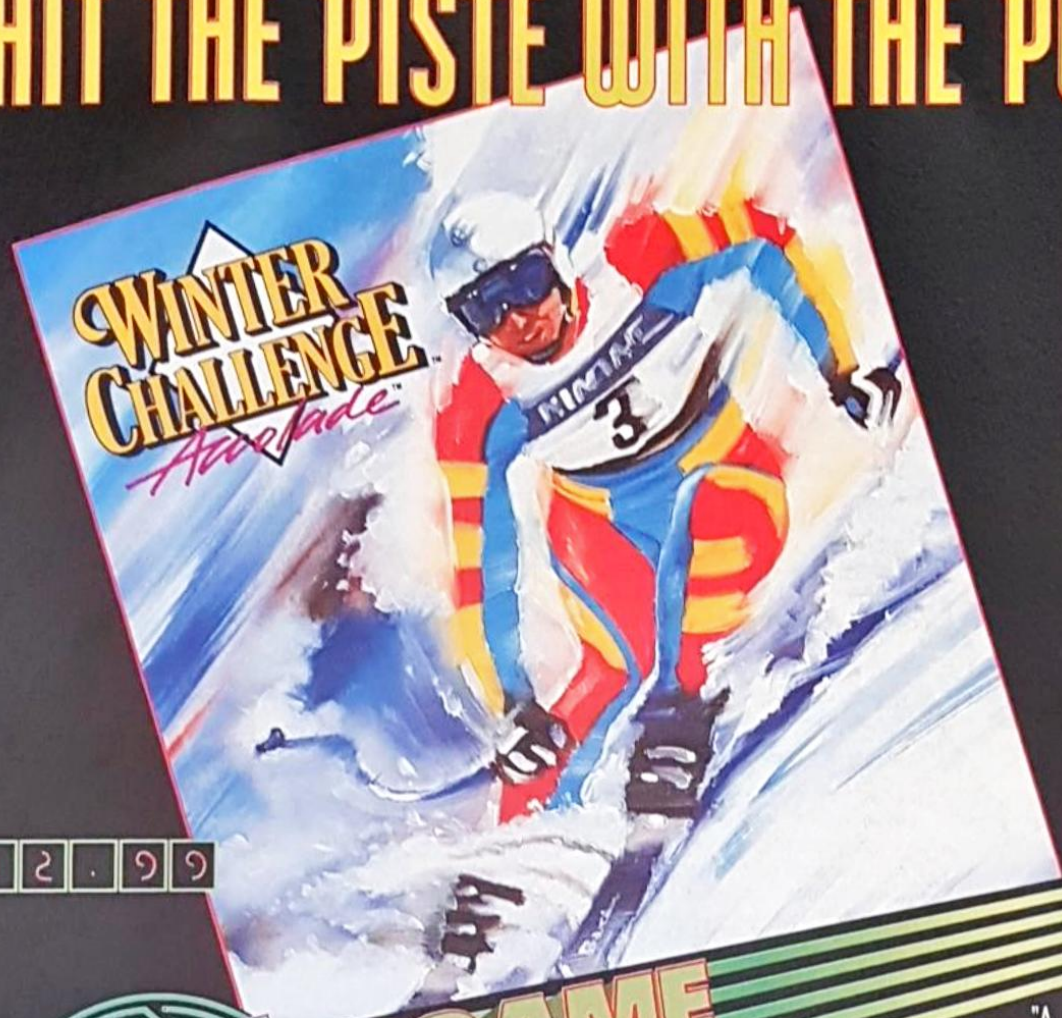
Privateer

Reunion

Star Control 2

Dune 2

# HIT THE PISTE WITH THE PC SQUAD



**WINTER CHALLENGE**  
*Arcade*

1 2 . 9 9



**GAME**  
*of the month*

"A dream to play... the VGA graphics are quite glorious." PC REVIEW  
"...very enjoyable to play, a good fun group game" PC FORMAT

1 4 . 9 9



**RAMPART**  
PROGRAMMED BY DICMASTERS

1 2 . 9 9

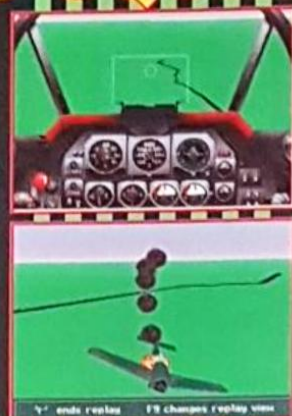
"Superb fun with instant appeal... Rampart is an awfully addictive game - irresistible" PC FORMAT



**HEROES**  
357

WORLD WAR II AIR COMBAT SIMULATION  
ELECTRONIC ARTS

"A wham-bam, straight-into-the-action shot at glory" PC FORMAT  
"Pure arcade action, ace... graphics are superb" XS NRG



HEROES  
OF THE 357TH



WINTER  
CHALLENGE



RAMPART



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# D-DAY

**Sheldon May** spends the longest day assessing Futura's game of D-Day.



WITH THE 50TH anniversary of the Normandy landings approaching, a review of Futura's D-Day seems both timely and definitely in order. A rather strange editor's note entitled 'War is not a game, this game is not war' at the beginning of what is essentially a good and concise manual, confused me. In fact, the introduction in its entirety read more like a legal disclaimer than a whistle-wetter, claiming not to 'imitate or simulate reality'. This does not bode well for a game based on a historical event, leaving me very wary of what Futura and Lorciel were trying to achieve. My initial scepticism was later justified by the abysmal introductory sequence: two sad-looking bombers with equally unhealthy-sounding engines flying overhead.

Despite the claims on the box, there was no Sound Blaster option, so selecting Ad-Lib, the best I could do was a PC speaker combo with dodgy harmonising from Sound Blaster speakers. Can it get any worse? Read and weep guys.

The object of the game is to gain control of a significant proportion of the 144 towns, villages and sites of tactical importance by midnight, 6 June: the 'time of evaluation'. The game is fought through four different military corps: B17 bombers, infantry, paratroopers and Sherman M4 tanks, all controlled by you in the guise of General Dwight Eisenhower. Each of these have practise missions so you can familiarise yourself with the controls.

Having taken time to work through these optional missions, it's onto the real thing - Operation Overlord - and some serious strategy wargaming; or so I thought. You're presented with a map of the Normandy coastline covered in jerry flags, and the clock starts ticking. Rudimentary

icons are zoom, a list of current battles (computer simulated), and a sort of 'how am I doing?' icon. You receive mission briefs for each of the four corps giving you the option of playing them yourself or allowing the computer to simulate the battle.

## Bombers

If aesthetic inadequacy was a crime, this simulation would receive a life sentence. The good news is that there are very few bombing missions and they are towards the start of the D-Day offensive. The bad news is that, unlike other corps, there is no computer simulation option, you must embark on all bombing missions, but you're quite safe since the enemy never shoots back.

## Paratroopers

This element of the game stoops to new lows of tedium as yet uncharted by serious strategy gamers world-wide. The resistance has lit three fires, shown at the base of the screen. This is your target landing zone; outside this and you're hun fodder.

Using four simple controls - left, right, down and down faster - to guide your squad and counter the effects of the wind, you must avoid clashing parachutes otherwise your grenadier, doctor or, heaven forbid, your mortar man is on an express elevator to hell - going down. Failure to land anything but a handful of men severely affects your chances of a successful land-based assault by that paratroop regiment later in the game. It is possible, however, to rally two depleted squads together at one place.

## Infantry

Controlling infantry is perhaps the only place where strategists may find solace though only briefly. The word strategy is applied in its broadest

**'The tank mission is one of the few redeeming features of the game.'**







sense of meaning. Having accepted the infantry mission you can view the battlefield and plan your unit's attack.

A radar scanner displays enemy soldiers but not bunkers or tanks. This, in itself, is not disastrous, but allied with a multitude of other insignificant annoyances my usual forgiving nature was becoming decidedly strained. The enemy soldiers never moved, so often a simple flanking manoeuvre by your unit would oust the opposition. Once shot, Fritz briefly flashes and disappears, whilst your Rambo continues firing into thin air. Finally, the interface used to control individual members of the unit automatically centres on any selected soldier; this, I'm sure was included in the program to assist the player but only serves to hinder gameplay with the ensuing scrolling from one side to another.

### Tanks

The tank missions option is one of the few redeeming features of the game and more work seems to have gone into this particular presentation, though once again it suffers from a critical insufficiency in the finishing touches and sound department.

The visual effect is marginally better than what we have seen so far, but don't let me mislead you; cockpit aside, it's still pretty dreadful. A useful overview map of the area can be accessed by pin-pointing enemy targets. You control from one to

five tanks either from the cockpit, or on the overview map. The computer will automatically engage the enemy when a target presents itself, and status reports are received from the other tanks to keep you posted.

There are a number of views from the cockpit: driver, machine gun, cannon and also an outside camera, but whilst admiring your beautiful green Sherman(s) you cannot control them. This part can be played with either arcade-style cannon or the more difficult simulation where your shells follow a parabolic curve requiring some trial and error to become competent.

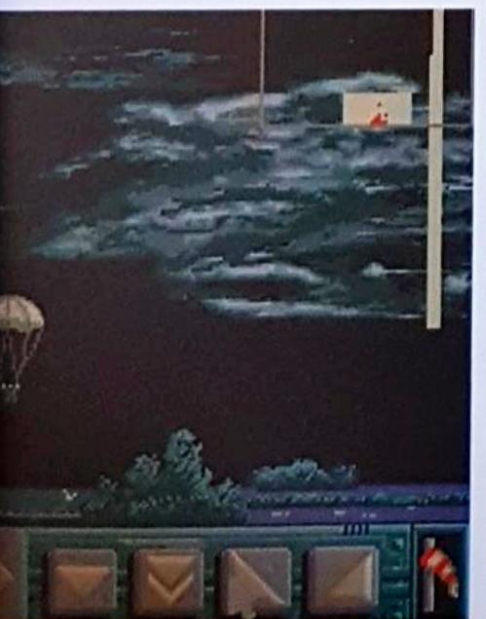
### Would I part with hard-earned?

For those still reading, and in the interests of decency, I need not answer that question, but in order to quantify the caustic reaction I've had to this game, I'm struggling to fathom what audience *D-Day* will appeal to.

In combining flight simulation, battlefield action, and tank command to produce a wargame, the crucial element must be strategy, as each constituent in its own right cannot possibly compete with specialist games like *B-17*, *Fields Of Glory* and *Historyline* respectively. If, indeed, strategists are the targeted buyers, then someone forgot to tell the programmers; the command interface for the four corps is so restrictive as to impede any of the innovative ideas which give wargames playability. ☹



(Above) I bet Ike wished for a map like this - a sort of Biarritz Guide to enemy positions.



(Far Left) The propaganda machine in full swing, keeping the home front advised. It's a shame the rest of the game didn't receive the same polish. (Top) Eat lead bosch! the best of the four simulations. (Middle) Well I never, it's 'Jurassic flight sim'. No Guru shading here, just a brown polygon masquerading as an anti-aircraft battery. (Bottom) Nice clouds! (Right) G. I. Joe gets it on with Fritz, clearing the bunkers with mortar and grenades.

## PC ZONE specs

**Minimum Memory:** 584K free RAM

**Minimum Processor:** 386

**Minimum Speed:** 16MHz

**Installation:** Essential

**Minimum Hard Disk:** 10Mb

**Minimum Graphics Support:** EGA

**Soundcards Supported:** Ad-Lib  
Sound Blaster

**Controls Supported:** Mouse, keyboard

## PC ZONE score

*D-Day* lies, bleeding, in the no man's land of wargames.

38

**Published:** £35.99 Out: Nov  
**Published:** Futura/US Gold  
**Telephone:** 021 625 3388

Space strategy/combat games have a reputation for being complex, often to the point of unplayability.

*Nomad* proves that this needn't be the case.

**Chris Anderson** reviews this simple but effective addition to the genre.



YES INDEED, it's another space combat/trading adventure to add to the millions already available and, just

like all the others, it owes its existence to the rather excellent *Elite* games. Unlike all the others, however, it's easy to get into.

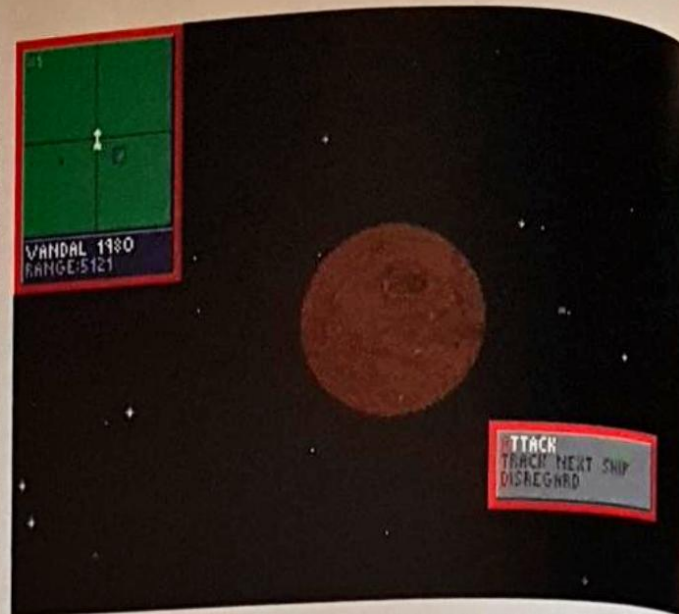
*Nomad's* trader-friendly interface has been designed to have you up and running, swapping with and shooting lots of alien bods, minutes after installing the game to your hard disk. There are no complicated cockpits to get used to nor are there sophisticated switches to memorise before you can get started. A small panel provides access to all the game's commands and functions and it's so easy to use that when you see it you'll be thinking: 'Why didn't anyone think of that before?'

Gametek, the publishers, say the game has been produced for people who want to play space trading games but consider most of them to be too complex and difficult to get to grips with. Well, you could hardly accuse *Nomad* of being too complex. As for the difficulty, that depends on how you play the game, but let's start from the beginning.

### Why are we here?

Tricky one that. I've asked myself the same question many times, usually after a few too many down the local where my mates are more than happy to discuss matters of universal importance. We unanimously agree, usually after several more too many, that the answer is simply that we just are, that's why! Simple as pimples.

Papyrus, the authors of *Nomad*, have taken an equally simplistic approach when explaining how you



have ended up flying about in a space ship talking to various alien species. Apparently, the us government found an alien ship lying about in the Arctic region. They couldn't think what to do with it so they stuck you in it and sent you off to explore space. Brilliant! If only life was always so simple.

### Warhogs and wimps

There are two distinctly different ways to play *Nomad*, and the path you take determines what you will have to do to win the game. You can either fight your way to victory, terrorising everyone you meet, or you can use your grey matter to piece together the bits of info you get from aliens and use your puzzle-solving skills to come up with the final solution. Either way, you'll be up against the same adversary at the end.

You only have to speak to a couple of aliens to discover that an evil race called the Korok are trying to take

over the galaxy and enslave all the other races. All the Korok are being programmed by the Master Control Robot, who keeps telling them to go out and do nasty things to everybody.

To win the game you have to destroy the Master Control Robot, thus putting an end to the Korok's dastardly deeds and becoming a hero into the bargain. This is easier said than done. Even if you manage to find the MCR early in the game, your ship will not be strong or powerful enough to dispose of the guardian who protects it, let alone the MCR itself. The only way to get ahead is by building up your ship's equipment through trading and successfully completing missions.

### Mission not-impossible

Most of the inhabited planets have their own computer network. When you access the network, you can see what missions are currently available and decide which one to embark

## KNOW THOSE SCREENS

Here are all the screens you can expect to come across in *Nomad*. They might not look much, but they sure come in useful during the game, so here's what they're for...



The main panel. All commands and functions in the game can be accessed from here.



There are two ways to get about. You can use the system map to go to specific parts of the galaxy.



Or choose to go to a part of known space and sort the destinations by race or whether or not they're inhabited.



When you scan planets this screen gives you info and helps you decide which bot to send down.

# NOMAD



(From left to right) The combat scenario. Step one - find yourself a likely looking Korok to eliminate. Step two - get him in your sights and put your finger on the trigger. Step three - blow him up. Simple, isn't it? Yes, and bloody boring too.



**'The game is full of sub-plots which pop up unexpectedly and throw you completely off track.'**

upon next. All the races, having got fed up with being pushed around by the Koroks, have formed an organisation called The Alliance. The majority of the missions on the computer network come from The Alliance, but every now and then you get distress calls from one race or another who have got themselves into a bit of a mess and need someone to sort it out. Once you've successfully completed a mission you get a reward from the race who offered it or The Alliance, and it's taken off the network. The reward usually comes in the form of extra weapons or goods you can use to trade with and a hearty slap on the back from all concerned.

Missions vary from find-Korok-and-kick-bot affairs to spying missions and delivery runs, where all you have to do is get something from one planet and deliver it somewhere else. If you've taken the fighting path, you'll want to take the search and

destroy missions to hone your battle skills and get used to the weaponry. If you take the 'thinking' path, you can go on the delivery and spy missions and never have to fight if you don't want to. The drawback to this is your missions will be boring and uneventful. The advantage is the rest of the game will be far more interesting because you will have to speak with all the races to gain information on the whereabouts of ancient documents and scrolls. You will also have to learn about the different races and their history so you can ask the right questions and uncover clues.

You don't have to make a decision at the start of the game about how you're going to play it and then stick rigidly to that approach. Unless you have decided to avoid the fighting sections completely, you can still take either path up to a certain point. You can still go on fighting and attempt to unravel the mysteries at the same

time but, if you spend all your time trying to upgrade your ship and get the best missiles, when you eventually discover where the MCR is, you'll probably just want to blow it up and be done with it.

There is, however, another reason to forget the fighting and just treat the whole thing as a sort of spacey adventure game with a bit of trading thrown in. The combat scenes are spectacularly unexciting. When you enter into battle, your ship can only move left or right, and thrust forwards and backwards (what ever happened to up and down?), and all you have to do is target the ships and blow them up. The whole thing is over in about 20 seconds. If you have one of the weaker missiles, you'll have to hit your enemies more than once and probably get blown up by one of their mates while you're doing it. If you have Quietus missiles, you can destroy almost anything in one hit and the battles become too easy



You can check the status of your ship with the engineering screen. (She just can't take any more captain.)



You can also use the engineering screen to repair parts after you come out of a scrap with some aliens.



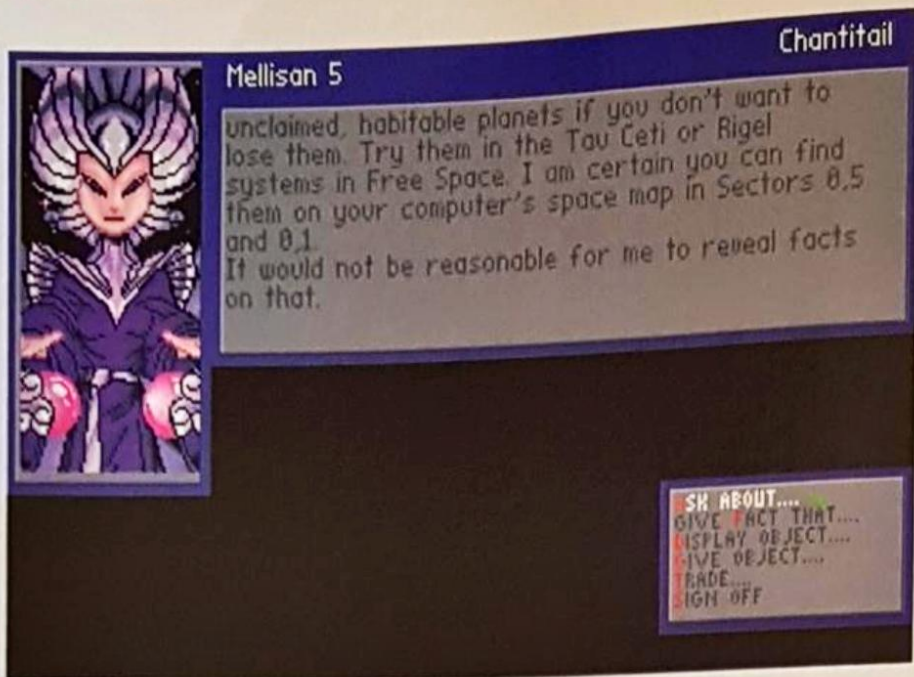
Your inventory shows you what you've got and is useful for viewing things like this skull I stole from a Korok planet.



The ship's log keeps track of everything you've done in the game and you can search for info by subject matter.



(Right) Those chicks on Mellisan 5 can sure be stubborn.



## SHOW US YOUR BOTS

**I** meant robots, you silly lot – put your togs back on immediately. Robots can be acquired through trade and serve a variety of purposes. Apart from the ones shown here, there is also a farm bot. This can be sent to plant and harvest grain from empty planets but I didn't think you would want to see one because farming is so crap and boring. Oh alright, I'll admit it. I haven't got one. I meant what I said about farming, though.



**ARCH BOT:** Useful for picking up relics and other items from uninhabited planets.



**GAS BOT:** Can be sent to mine gas from almost any planet with an atmosphere.



**ORE BOT:** Used for mining ore, spookily enough.



**RANCH BOT:** Used for livestock production on uninhabited planets



**SPY BOT:** This is an undercover bot. They go down to planets, nick loads of stuff, and come back again.

to win. At this stage you start to think that the battle sections of the game were simply an afterthought and thrown in at the last minute.

### Baddie clonking

Okay, a space combat/trading game without the combat doesn't sound very exciting, but the plot development in *Nomad* more than makes up for the pathetic battle scenes. All the different races have their own distinct personality and strive for completely different things. The more you speak to a particular race, the more information you get on all the others; consequently, you often find yourself zooming off to previously unheard-of locations to discover whether or not there is any truth in the myths and legends of the various races.

The deeper you get into the game, the more intrigued you become with the relationships between the various characters and the more determined you are to get to the bottom of what's really going on. I eventually lost all interest in the Master Control Robot and devoted my time to trying to track down an ancient race called the Kenelm, so I could return an ancient artefact which I had found on my travels. The game is full of sub-plots like this which pop up unexpectedly and throw you completely off track.

I completed the game using the aggressive approach (clonking all the baddies until there just weren't any left to

clonk) and still returned to it to see if I could track down the parts I'd missed as a result.

On the surface, *Nomad* doesn't seem to have much going for it. The combat scenes are a waste of time and the graphics are nothing to write home about. What it does have though, is character. The aliens each have their own language which you can hear through the digitised speech, which is then translated on your screen. The conversations are humorous and the aliens often impart little tidbits of information that develop the overall plot and send you off on yet another mini-quest.

*Nomad* won't impress anyone who's played the *Elite* games but it's absorbing, easy to get into and simple to play. If you haven't played a game like this before, it's a good introduction to the genre. **Z**

## IN PERSPECTIVE

**N**omad has simplistic graphics but the plot carries it along nicely. *Protostar* looks better but it's a bit slow and fussy. *Hard Nova* is an old and, to my mind, criminally under-rated game of the same ilk and is now out on budget, so rush off and buy it. *Frontier: Elite 2* is a classic example of the genre. Enough said.

Frontier: Elite 2

Hard Nova

Nomad

Protostar

PC ZONE score

Good game if you're more into exploring than fighting.

78

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Published: Gametek  
Telephone: 0753 553445

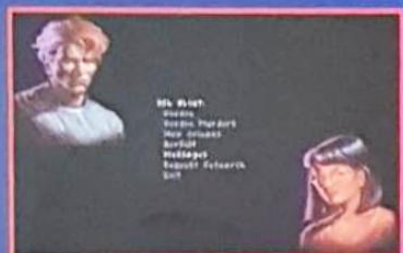
PC ZONE specs

Minimum Memory: 640K  
(592K free base RAM)  
Minimum Processor: 286  
Minimum Speed: 16MHz  
Installation: Essential  
Minimum Hard Disk: 15Mb  
Minimum Graphics: VGA  
Soundcards: Sound Blaster, Sound Source  
Controls: Keyboard, Mouse  
Comments: 600k EMS required for sound



92% - PC ZONE  
 5\*/5\* - PC PLAYER  
 80% - PC GAMER  
 82% - PC HOME  
 9/10 - PC REVIEW  
 93% - GENERATION 4

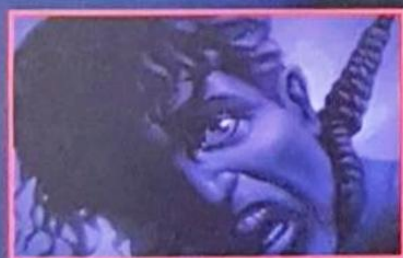
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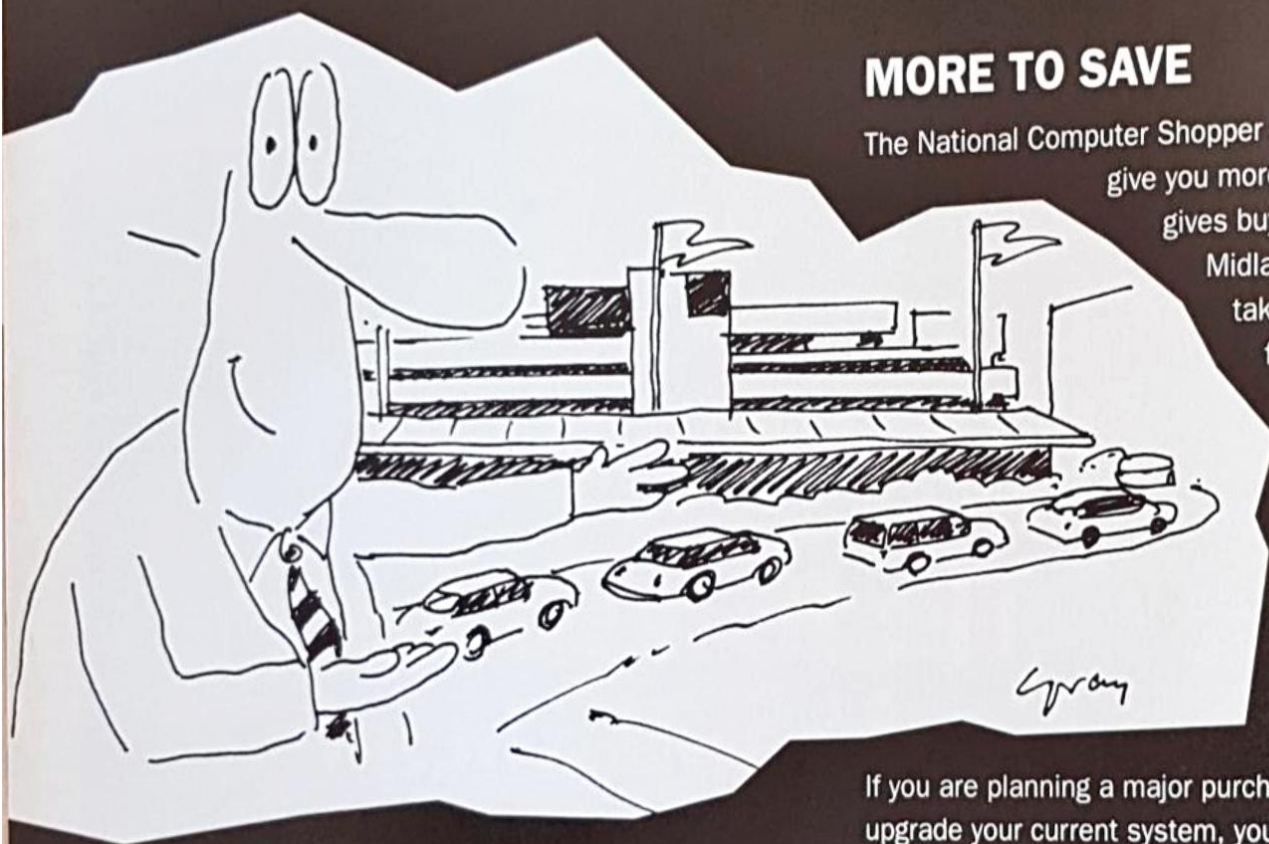
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And verily didth Patrick McCarthy load his Dæmonsgate intro with 'ye' and 'didth' in ye accepted humorous manner, and æven found a dodgy way to slip an 'æ' in there, too.

**B**EFORE WE PROCEED ANY further into this review, cast aside any thoughts you might have had that this game involves the tapes from some kind of far-off-land Presidential black rites scandal.

Daemonsgate is firmly based in RPG country, with nary a Deep Throat in sight.

You are Captain Gustavus. You live within the somewhat inappropriately named Civilised Kingdoms, in the city of Tormis which has been under siege by an army of Daemons (not just demons, mind - these are Daemons... Daemons. I tell you) for two long weeks. They came from the south, through what used to be the sophisticated land of Elsopea before they got their sticky claws on it. Reports suggest that Elsopea now looks more like a gigantic Bolognese sauce.

Tormis stands alone. None of the other cities of the Civilised Kingdoms want to get involved, preferring instead to conduct high level talks about cheese mountains and hope it all blows over before the next general election. That's how you know they're civilised.

You are summoned by the city council and told that it's up to you to sort it out. Typical council, eh? Where were they during the dustmen's strike? You have to form a band of mercenaries and find out why the Daemons are doing these things. (The answer: 'because they're Daemons,' doesn't work with these chaps.) Apparently a lone Elsopean - the first to set foot in the civilised lands for a thousand years - has been spotted in the city of Attiea. The council hope he'll know what's going on, and maybe even what to do about it. (Although, since his own country has been razed to the ground, this seems unlikely to me. And come to think of it, how did whoever spotted this bloke recognise him as an Elsopean? It's been a thousand years since anyone saw one. I wouldn't believe them if I were you... What's that? Well, go on the quest if you want, but if you find him and it turns out to be some kid in a Halloween outfit, don't come running to me.)

The first problem you're faced with is getting out of the city. It's under siege, and Daemons putting a city under a siege aren't known for letting questing travellers pop in and out. You know from initial gossiping that the Thieves' Guild (as usual,

# Daemonsgate

## Chewing The Fat

### 1 Conversation

A large proportion of the game is taken up with gathering information from the characters around you by chatting with them. Faces for these characters are generated at random, so that you can talk to the same person twice in the same room and see a different face each time. You get used to it after a while.

After you select the Conversation option from the drop-down menu, everyone within shouting distance will appear in the window top left. You can cycle through them. The best place to start is by selecting one of the options from the Verbs box.

### 2 Gossip

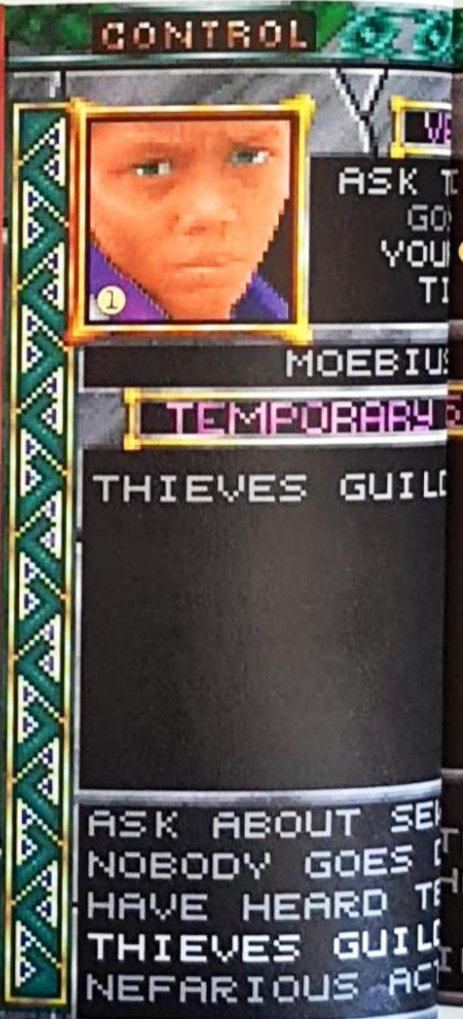
Lets you chat aimlessly about the weather, house prices and the problems you have keeping your moustache so pointy, in the hope that the cornered one will nod off and tell you how to do everything in their sleep.

### 3 Yourself

Asks the person about themselves. Depending on their personalities they'll either tell you where to put your potato rations, or assume you're a latter day chat-show host and recount their life-story.

### 4 Ask To Join

Invites them to join you in your suicidal quest. It's probably best to find out whether they're going to be of any use before doing this. You don't want to find yourself fighting for your life alongside someone who turns out to be Gummy Bill, the city's finest quadriplegic hairdresser.



(Main) That's thieves for you. (Above right) The graphical splendour that is Daemonsgate. Note the beauty of the Combat Screen. (Below) Four men, only one beard. What is this?







## IN PERSPECTIVE

**D**aemonsgate doesn't have as much to offer as the *Ultima* games or *Dark Sun* in either graphics or playability.

Serpent Isle

Ultima VII

Dark Sun Shattered Lands

Daemonsgate

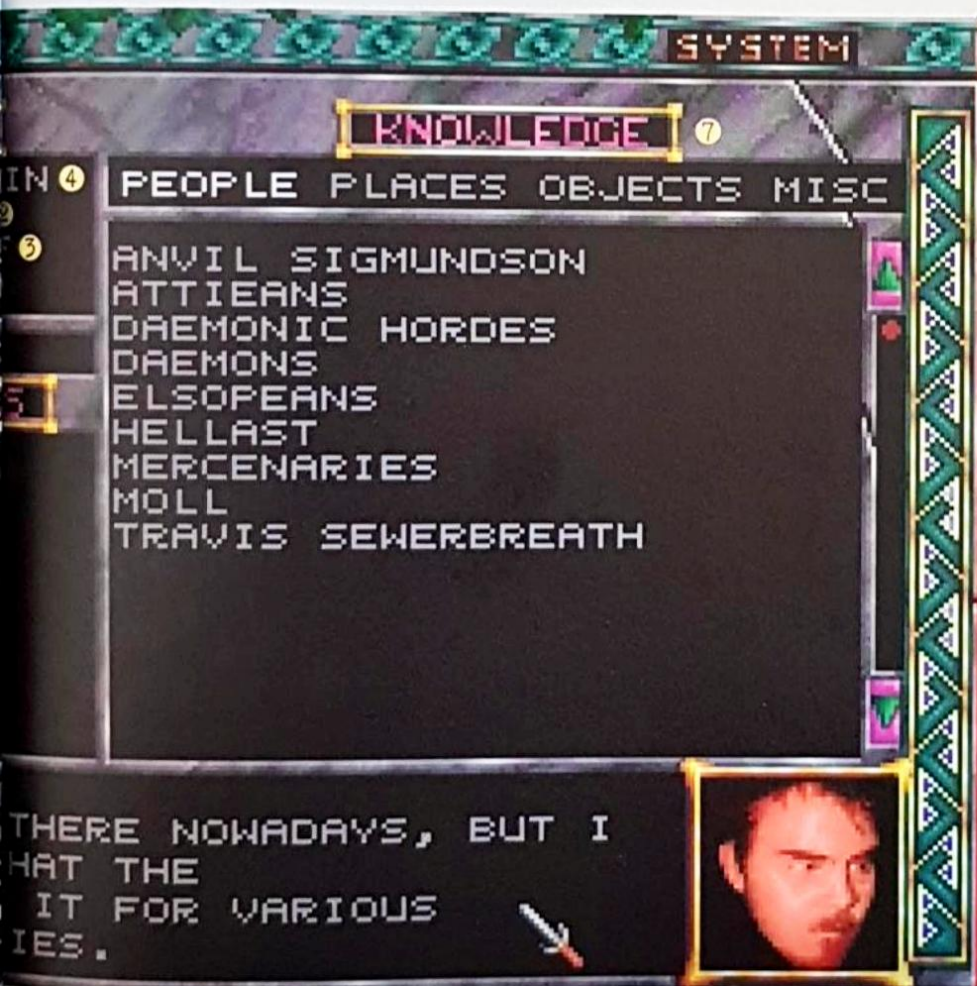
everyone has a Guild) might be able to help you, and that a woman called Moll is worth getting to know. From there, you're on your own.

### Let's go RPG

This will be fairly familiar territory to the experienced RPGer. There are parties of up to eight characters to put together, huge lands to creep about on, monsters to smite with your claymore, puzzles to be puzzled by, and enormous electricity bills to run up as you play through the game's claimed 150 hours of playing time (there'll be more about that later).

This game was first talked about around three or four years ago, so it has been a very long time coming, and it shows. The graphics are terrible: buildings and streets are identical flat slabs of EGA. Messages like: 'The tasteless decor... tells you that this is a house of ill repute,' and 'Three gold balls above the door tells you that this is a pawnbroker,' pop up outside identical flat grey buildings. Would it have taken so much effort to add a few distinguishing features to each? It's easy to lose your way just walking across a patch of open ground due to the lack of features, even though you have a hand-drawn map right in front of you. It doesn't help that the map is wildly misleading.

On top of this, characters move with all the sophisticated animation of an episode of *Bod*. They remind me of the figures in *SSI's* old *Buck Rogers* game - which shows how 'up to the minute' they are. And you don't even get to see all of your party walking about, either - one figure 'represents' them all. Very sophisticated. And if you think these



### 5 Time?

Gets them to estimate the time of day for you.

### 6 Temporary Words

Everything they say appears in the box at the bottom of the screen. Key words, about which the character knows a bit more than he's telling you at the moment, can be clicked on. They then appear in the Temporary Words box, and can be clicked on again from there. The character will then talk about the subject in greater detail. Key words from any ensuing information can be examined in the same way.

### 7 Knowledge

Once you've been told about the subject chosen, the key word is transferred to the appropriate menu in the Knowledge box (under People, Places, Objects or Miscellaneous). This lets you ask about things directly at a later date. As you speak to more people, these lists grow in length. The slide bar allows you to see everything.

The knowledge you collect is stored here permanently, and can be searched directly, by using the Knowledge option from the initial drop-down menus.



# REVIEW Daemonsgate

figures look basic, wait until you see the combat screen. It's like a miniaturised version of a Czechoslovakian animation about bath taps.

The amount of time you spend walking around is extremely tiresome. I timed a walk from one location to another, down a long, absolutely featureless corridor and it took four minutes. That's four minutes, real time, of holding down a cursor key and watching a wall vibrate, and a foot appear and disappear at either side of the character. It's not totally without entertainment value, though. After two minutes there was a message: 'You nearly trip on a broken flagstone'; a minute later came 'Water drips from the ceiling.' I nearly wet myself with excitement.

## The mad inventory

An RPG revolves around its inventory and character screens. After all, it's where you sort out all your fighting and bartering, dress all your little men up in nice outfits and check they're not stuck trying to use a hugely heavy two-handed sword when they have all the physical might of Charles Hawtrey after the 'flu. Naturally it's a disappointment when they don't work very well.

The character screen works on its own. (It would be hard to make a bad one, since it's basically some

lists and numbers on moody backgrounds.) It's the inventory screen that's

**They move with all the sophisticated animation of an episode of Bod'**

so poor. Like the rest of the game, it scrimps on graphical detail. Everyone looks identical, fully tooled up and clad in armour; a quiver shows a set of arrows in it, even if the character doesn't have any; you have a short sword in your belt in the picture, but none in actuality; and only two windows are used to display inventory lists - for example, the content of the left hand and the back-pack can be seen at once, but nothing else. If you want to see what's in the right hand, you have to lose the information in one of the windows. It makes everything involved with the using, distributing and examining of items a complete pain.

## (Very) little pluses

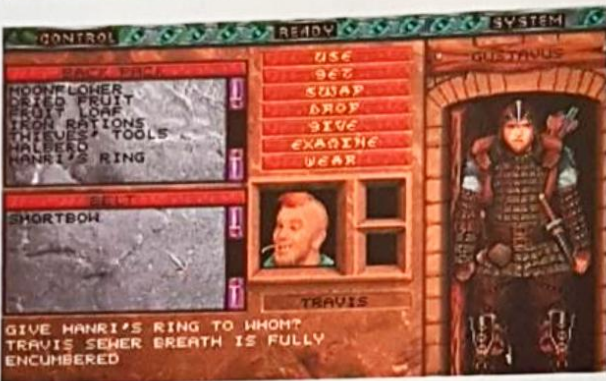
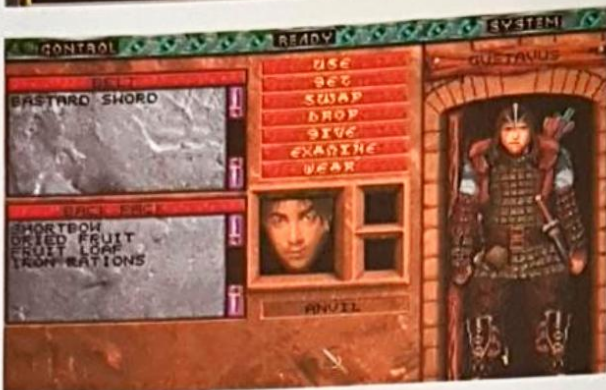
Although you don't create characters from scratch, and those who join your party already have all their attributes, they can be improved by practising, reading books (if they have the ability to read, which most don't) and learning from a master. There are three forms of magic which, as they increase in effectiveness, increase the risk to your own party, and sub-plots galore.

## Gamey

Visually it's a throwback. But then, RPGers don't care about visuals, do they? It's deep engrossing gameplay, and lots of exotic locations and sub-plots that they want. The longer the game, the better. To be fair, there is a lot to do. But if you add the claimed 150 hours of playing time to the several thousand you'll take walking back and forth between locations, you'll be drawing your pension before you finish it. It's all very admirable to have so many buildings, but if they all look alike and a lot of them don't serve any purpose, what's the point? It just bores the arse off you. Generally the only people who will get anything out of this are utter addicts who've finished everything else and are desperate for a fix. **Z**



(Above) A closed open door. (Left, top to bottom) That man in the middle is your 'party'. Unpopular swords go in the belt. Travis Sewerbreath: world's greatest snogger. An inn: unusual sight in an RPG. A trip to the PC Zone offices.



## PC ZONE specs

Minimum Memory: 640K

Minimum Processor: 286  
(386 recommended)

Minimum Speed: 20MHz

Installation: Essential

Minimum Hard Disk: 4Mb

Minimum Graphics: VGA

Sound Cards: Ad-Lib,  
Sound Blaster, Roland

Soundcards: Mouse recommended,  
keyboard, joystick

## PC ZONE score

Out-dated, tedious  
and visually vestigial.

45

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**PC  
ZONE  
CLASSIC**

Texture-mapped to high heaven, ultra-violent, incredibly fast and disturbingly realistic – *Doom* is the arcade

game of '94 and, as yet, the best multi-player game of all time. If you thought the shareware version was the best, says **David McCandless**, just wait until you see registered *Doom*...

**T**HE SHAREWARE version of *Doom* had thousands of zombies, tons of military hardware, buckets of atmosphere, hundreds of people crapping themselves all around the country, and nine sprawling levels. The full, registered version has millions of zombies, megatons of hardware, tankers full of atmosphere, and most of the PC playing population of the world voiding their bowels – as well as 18 more of the scariest locales this side of Elephant & Castle tube station (circa 11.28pm).

For those who haven't lived *Doom* yet, the idea is very simple, very *Wolfenstein*. There's you, a large maze-like level, lots of undead monsters, and guns. You must get from A (the start) to B (the exit) alive.

Unfortunately, life is in limited supply. There are so many ways you can die. You can run screaming into a corridor, chased by hundreds of demons, only to come up against a locked door (and guess who doesn't have the keycard). You can be knocked back into a river of deadly toxic waste and run about gently frying as you look for a way out. You can stroll arrogantly into an innocuous-looking room only to have the ceiling fall and smear you across the floor. A pitch black unlit area may look enticing from a friendly, well-lit vantage point, but saunter in and the million hidden zombies may tell you a different story. While you're at it, don't be too close to an exploding fuel drum (the word 'toast' will come to mind). Hey, and don't

## THE LEVELS

### THE CONTAINMENT AREA

This level (Shores Of Hell, level two) is one of the best designed and down right scary levels *Doom* has to offer. You start in a warehouse area (fig. 1) stacked with crates and boxes, tunnelled with nooks, crannies and narrow passageways. Imps and 'pinkies' hide in these deadly avenues, as do stimpacks and ammo clips.

Once you've secured that section, you have to enter a scary green plaza (fig. 2) and engage in open-air fireball swapping with the imps guarding it. The plaza leads to the containment area itself, decked in strange Aztec sci-fi walls and flickering fluorescent lighting (fig. 3). This area is dangerously open plan allowing Mr Death (and his demon chums) to come running at you from any angle. The aim is to find to the red keycard to open the exit door, but first the tricky crushing walls have to be navigated (fig. 4).

### COMMAND CENTRE

Some levels just don't bode well from the start (fig. 5). An innocent door on the Shores Of Hell (level five) opens to reveal a bunch of guilty-looking zombies (with shotguns).

Command Centre (fig. 6) is possibly the biggest and most complex level. Narrow passageways lead to lethal open-air caverns which, in turn, usher you through precarious parapets suspended over immense lava lakes. Fun.

Getting the best weaponry isn't always that easy (fig. 7). One false move and you'll be ear-high in toxic waste.

Large scary rooms with a million traps and monsters are *Doom's* forte (fig. 8). I challenge you to restrain your bladder as the combined might of two minotaurs, three tomato monsters and a squillion zombies challenge the might of your er, hand gun.

### THE WARRENS

This is the secret level nine in *Inferno*. It looks alright to begin with; exactly the same as the first level (fig. 9). Don't be deceived. The Warrens is just one big trap. You may reach the exit without noticing anything untoward, but step on it and you'll find it's a pretend exit. The walls fall away and a very large minotaur with rocket launchers for hands entertains you (fig. 10). Explore further to find a room packed with Invisibles (fig. 11), or take an extended holiday to the Warrens themselves, designed like a two-sided comb with monsters in every tooth (fig. 12), caco-demons at every corner, and four Barons of Hell at the end.

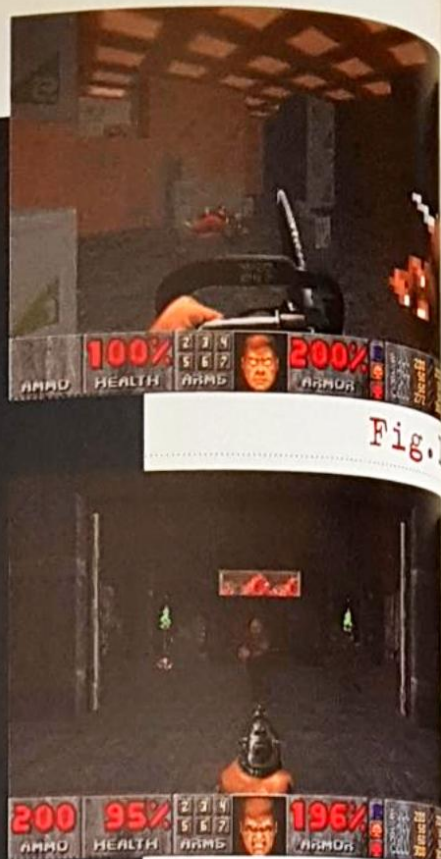


Fig. 1



Fig. 2



Fig. 3



# DOOM



Fig.2

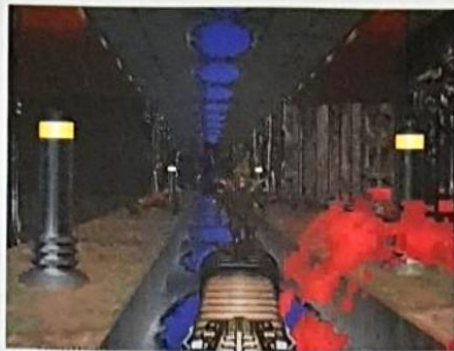


Fig.3

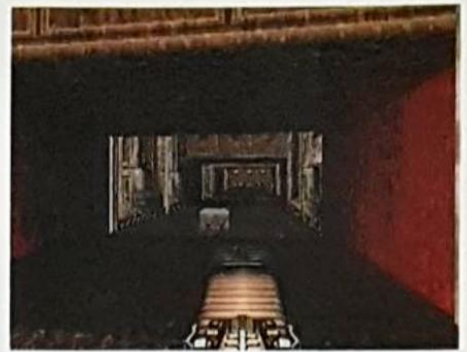


Fig.4

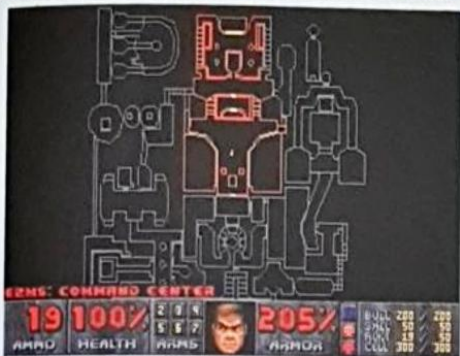


Fig.6

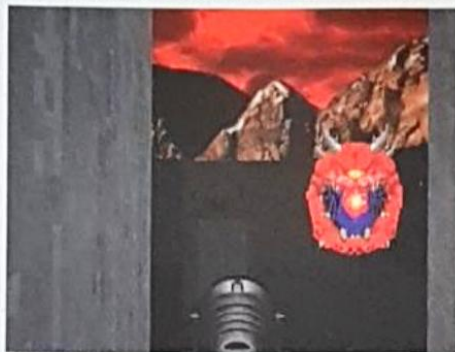


Fig.7



Fig.8



Fig.10



Fig.11



Fig.12



**HELL ITSELF**

Mount Erebus, or, as you will learn to call it, Tomato City is a nightmare – an open air festival of death. Tomato monsters to the power of ten, traps, self-sealing rooms, lost souls and a secret level which can only be accessed by jet propulsion. Fun, fun, fun – arrrrghhhh!



# NETWORK DOOM

be too cocky with those button/lever puzzles either: that pillar you lower or the room you open may contain more than an average number of tomato monsters. And a final point: remember *Doom* is not restricted by range or angle. You can be shot, fireballed or ionised from miles away, from above, below or through certain types of walls. The moral here is watch your back. If you can't watch your back then run!

## Hardware

There is some hope, however. It comes in the shape of the various large-nozzled pseudo-phallic weapons you can amass. After starting with the handgun (a peashooter to all intents and purposes, but with careful aiming it can be quite effective) you'll probably upgrade to the shotgun. Pump action and devastating at close range, an accurate shotgun blast is deadly for the singular monster.

For packs of damn things, the weapon of choice is the chaingun, used mainly to strafe and massacre. At minimum safe distance, the rocket launcher is hard to beat. Five direct hits and most

beasties will be pushing up daisies (you'd better stand back though – the wash of the afterburn will fry you). For the speed of the chaingun

**Makes Underworld, Terminator et al look like they're running in BASIC.**

and the power of the shotgun, look no further than the plasma gun. A spray of highly-charged blue energy bolts is a joy to kill with. For the ultimate fire-power experience, when all else fails, the BFG 9000 will 'do' anything. Consuming a mighty 40w of power, the BFG unleashes a huge green plasma globule, carbonising anything within range.

## Monsties

Those monsties aren't going to just wander into the throbbing maw of your laser cannon. They're clever. And temperamental. Some zombies will trudge mindlessly towards you for their 'presents', while imps will zig-zag and dive behind scenery for cover. The cacodemons and invisibles will run circles around you if you let them, while tomato monsters and minotaurs are too big to be scared by your puny hardware (silly billies). If a group of monsters gets bottle-necked in a corridor, they'll

For a certified *Doom* King the next obvious step beyond the normal game is *Network Doom*. As you'll find, games companies are fond of telling us 'Blah Blah is not a game, it's a way of life,' or 'Blah de blah is the first true virtual-reality interactive movie. Don't play it, live it'. Funny thing is *Network Doom* doesn't come with these high and mighty banners, but it *is* a way of life and it *is* like an interactive virtual reality Arnie movie with no plot. In fact, the more you play it, the more it turns up your dreams. One of our *Doom* sect dreamt he went to a party, except it was in The Phobos Lab (level three) and all his friends had mysteriously turned into tomato monsters. Someone else dreamt he was wandering through a town, with shops and everything, but everyone was armed with chainguns and were sliding backwards and forwards and moonwalking all over the place.

For those of you who haven't experienced it, *Network Doom* has two options – Deathmatch and Co-operative. In Deathmatch, two to four players (coloured green, indigo, brown and red for identification purposes) start in random places on a given level. All the monsters, weapons and ammo are there, as per the normal game.

Without pause for breath, the players hurtle around the level accumulating hardware, stalking their opponents and killing them. The weapons don't disappear when you grab them, so all players have an equal stake in the 'arms race'. But you can only pick up each weapon once per life. Once the ammo's gone, it's gone. Kill another player and you get a 'frag' (Vietnam slang for kill). The dead player presses space and is reincarnated in another random location. When one player thumps the exit switch, everyone leaves the level, with a parting chart of everyone's frags (essential to see who is 'the best' in their wake).

It's brilliant. Frantically rushing around trying to get the rocket launcher first, strafing other players from 'sniping positions', setting up ambushes with the chaingun, leading other players into monster rooms and then doing a runner.

In Co-operative, *Doom* meets *Space Hulk*. All the players start in the same location and must proceed – *Aliens* style – to the exit, covering each other, using strageties and crossfires to beat the bastards. Of course, your stray fire is as deadly as any monster's...



Screen.3



Screen.4



Screen.7

## GAMES YOU CAN PLAY

You're not just restricted to the two network options. *Doom* gives you the freedom to invent, to create, to sculpt games and rules of your own choosing. Here are a few we've come up with:



**SARDINES** (Deathmatch, four players, any level – the larger the better). All the players start in a random location and proceed to go looking for each other.

They should collect all the available weapons en route.

When one player meets another, the violent and noisy conflagration of hardware and spraying body parts you would expect from this

encounter does not occur. Instead, each player gives a secret sign (wagging left and right, or head-butting the wall or something). They now operate as a team, and together they go looking for another player to join their team. When three players are teamed up, they tool up and hunt down the remaining player and kill him and murder him and destroy him. If the fourth player survives this onslaught and subsequently kills the others, he is the best.



# WHO'S BEST?



Screen.2



Screen.3



Screen.5



Screen.6



Screen.8



Screen.9

## Screen.1

**Indigo:** I am the best! I am the best! I am... Bzzzzttt. Ah. *(In a small dead voice)* It seems I am not the best at finding the rocket launcher first.

## Screen.2

**Green:** I am the best, I am the best. Oh... *(Fizzling sounds as he gets burnt to a crisp by a giant tomato monster).*

## Screen.3

**Indigo:** We've decided to cooperate on this level. Friends for ever, bosom buddies and all that (until I get the plasma gun of course). Oo-er it's very dark in here. Those flashing lights are making me feel a bit sick. I wonder what's behind this door, Green? Green? Gre-?

## Screen.4

**Green:** *(Very loudly)* Aarrrrrrrrggggghhhhhhhhhhh! Help! Backup! Cover me! *(crunching sounds as Green is torn limb from limb by 64 zillion demons from Satan's very bottom).*

## Screen.5

**Indigo:** ...I think you'll find I killed all these demons.  
**Green:** No, I think you'll find that it was me.  
**Indigo:** Yeah right. I took most of these out with my fists.  
**Green:** Yeah, prove it.  
**Indigo:** Okay, my BFG 9000 says I did it.  
**Green:** Ah.

## Screen.6

**Indigo:** Ah.  
**Green:** Ah.  
**Indigo:** We seemed to have triggered some kind of secret monster trap.  
**Green:** Yes, I believe when you cross certain 'boundaries' on

certain levels you do most certainly trigger such events (usually, I am led to believe, without knowing).

**Indigo:** Yes, and if it wasn't for those darned demons we would have gotten away with it. Run?

**Green:** RUN!

## Screen.7

**Green:** Listen.  
**Indigo:** What? I can't here anything.  
**Green:** That's because, my friend, you do not have a 16-bit soundcard which allows *Doom* to give high quality omni-directional stereoscopic sound samples of nearby monsters. For my part, I can clearly detect the distant echoey footsteps of a very large and deadly end-of-level demon coming from the left.

**Indigo:** Run?

**Green:** RUN!

## Screen.8

**Green:** Ye gads! It's a cybernetic spider armed with chainguns!  
**Indigo:** It's firing thousands of deadly accurate bullets at us. Which is more than I can say for your efforts Greeny.  
**Green:** Yeah?  
**Indigo:** Yeah!  
*(Massive explosive sound as Green and Indigo are ionised by a singularly tough demon lord).*

## Screen.9

**Green:** We've been reincarnated with just a hand gun and 50 bullets.  
**Indigo:** But where?  
**Green:** It seems, my fine friend, to be Hell itself.  
**Indigo:** Yes, there's lava, strange architecture and great looming volcanoes.  
**Green:** And monsters... Run?  
**Indigo:** RUN!

**BACK TO BASICS** *(Co-op, three/four players, large complex levels only).*

One player is allocated to be the king and is sent off to find all the weapons (the rocket launcher, chainsaw etc.) while the others stay and prepare an ambush somewhere. The ambushers are only allowed to use their handguns and fists (hence back to basics) and must 'take out'

the heavily endowed ninja ambushee without leaving the designated area. Any ambusher who survives is the best, but if the ambushee survives he is only slightly the best.



**BLINDMAN'S DEATH** *(Co-op, four players, any level).*  
 The players form two teams of two. In each team one player person is the blindman, the other

is the leader/guide dog. The blindman becomes blind by turning his monitor off while the leader uses the F12 key to see his partner's viewpoint. Then, using verbal commands and a strange variation on semaphore, the two 'guide dogs' must bring their shotgun-armed and somewhat visually challenged companions to bear on their disorientated adversary and kill them and murder them and destroy them. The winner is the best.

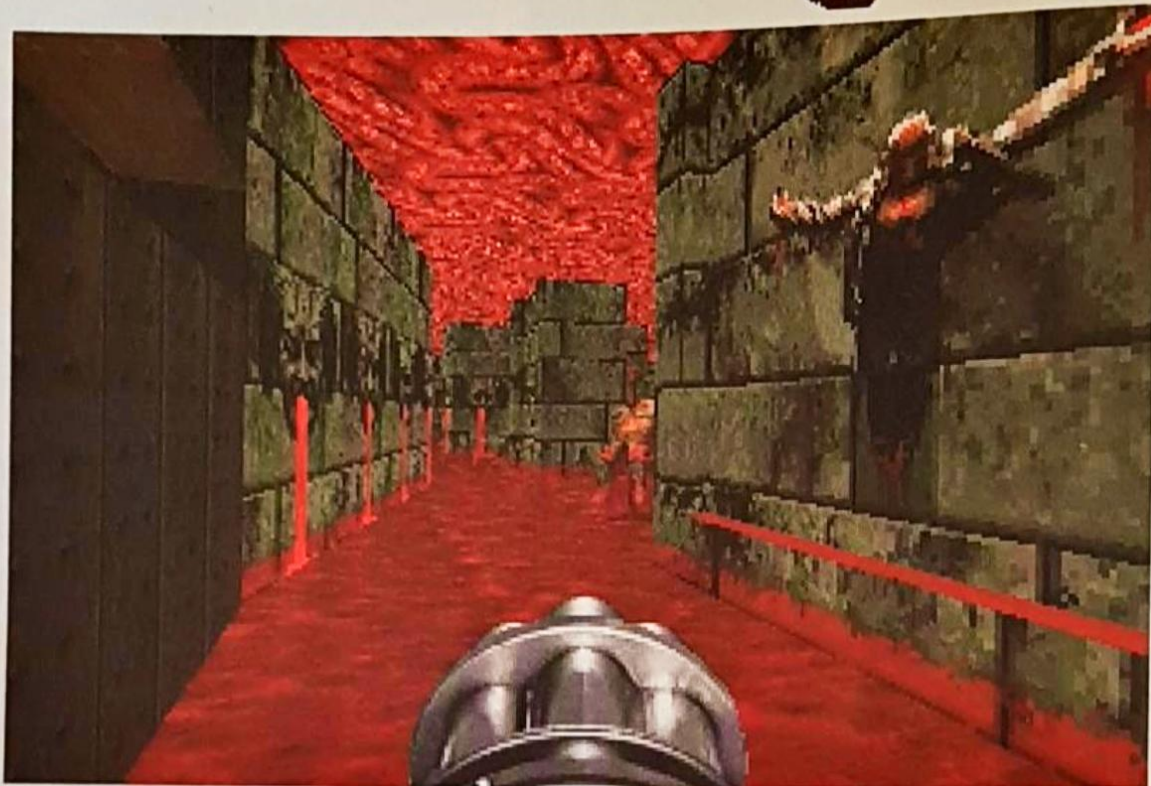


**FIRING SQUAD** *(Co-op, three/four players, any level)*

The four players must race from the start of the level to the end, avoiding or killing monsters as they wish. The last one to reach the exit is deemed 'the criminal', and is lined up against a wall and shot by a firing squad. The executioners are only allowed one shot with whatever weapon they've picked up. If the criminal survives he is the best.



(From left to right) The hand gun (peashooter). The shotgun (wide burst, no prisoners). The chaingun (make the monsters dance). The plasma gun (hi-speed hi-tech death). The BFG 9000 (aka the AntiChrist).



One Baron of Hell is a walkover. Two Barons Of Hell are manageable. Three is pushing it. Four, however, is dooooooom!

turn on each other and start a massive fire-fight. You can just sit back sometimes and watch as they finish each other off.

**Atmos**

The over-riding power of *Doom* is its atmosphere. The graphics, the design, the gameplay, the sound and the sheer horribleness of it all create a hugely convincing and scary testing ground for your reflexes. The speed and smoothness of this texture-mapping system make *Ultima Underworld*, *Shadowcaster*, *Terminator Rampage*, and *Jurassic Park* look like they're running in BASIC. Ominous volcanic backdrops scroll in parallax while massive tall and long 'throne rooms' swivel effortlessly in the foreground.

The levels are treacherous and multi-leveled. Pathways lead you up spiral staircases, through badly-lit mazes and deadly cross-roads, back down lifts, and into underground catacombs and wide-open demon cities. You are part of the commando team in *Aliens* as they seek out the colonists under the reactor. You have to check those corners and cover those corridors, inch around walls, watch your back, find cover, retreat, and react to huge pink monsters looming at you out of the dark.

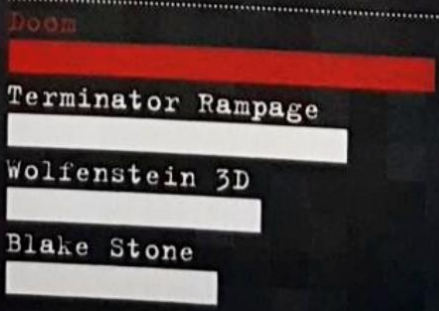
**Scared**

And if all that wasn't bowel-loosening enough, the sampled sounds will finally release the tidal wave. You can hear monsters chomping and snorting in the distance. With a stereo soundcard, approaching zombies growl through the left and right speakers. The chainsaw howls. Bullets rat-a-tat off the walls. Rockets 'whoomph' into the distance. Monsters keel over, groaning, or splat with appropriate intestines-

as-wallpaper sounds (big guns only). And as you wade in - deafened by explosions, roaring demons, and clunking doors, peering into the distance to try and get an aim on an unsuspected zombie - you'll stop and see a twitching body on a stake, or a pulsating heart on a pillar, or you'll notice that the lights are in fact crucified bodies hung on the ceiling. And you'll feel disgusted. And scared. And with just 23 per cent health and a pop gun for comfort, you'll feel just that little bit doomed. Z

**IN PERSPECTIVE**

**T** here are no obvious comparisons to *Doom*, it being the most amazing game ever and all that. Even so, you can draw finely pencilled parallels between *Terminator Rampage* (same idea, bad implementation), *Wolfenstein 3D* (the original but not the best) and *Blake Stone* (oh dear).



**PC ZONE score**

The best arcade game and the best multi-player game ever. *Doom* is the best.

96

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**PC ZONE specs**

- Minimum Memory:** 4Mb (8Mb recommended)
- Minimum Processor:** 386
- Minimum Speed:** 20MHz
- Installation:** Essential
- Minimum Hard Disk:** 12Mb
- Minimum Graphics:** VGA
- Soundcards:** Sound Blaster, General Midi, Ad-Lib, Realsound, Gravis Ultrasound (patch available)
- Controls:** Keyboard, mouse, joystick
- Comments:** The more memory you have the better. 4Mb is the minimum. With 8Mb it's a lot smoother. Sound Blaster or equivalent is recommended (for atmospheric purposes).



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Large table listing various software titles, their prices, and categories. Includes sections for Educational, Special Offers, and Cyrix Upgrade Chips.



Chess meets beat 'em-up in SSI's latest offering. Sheldon May investigates.



ARCHON ULTRA. Okay, hands up those who turned the page, took one look at the board and thought: chess game? Well you're wrong! There are few similarities between *Archon Ultra* and chess, save the monotone colouring of the squares, and even that is changeable.

Every century the forces of light and dark meet to do battle over this chess board that is not actually a chess board at all - it's got 81 squares for a start. The game consists of two arenas, the battlefield and the board, and each side has 18 equal but opposite pieces.

The object is to gain control of all five power points, or eliminate all opposing forces. The strategic decisions are made on the board and, to succeed, you must first understand how board luminosity affects the vitality of the pieces. Light pieces on white squares are more durable to the troll's rocks or the dragon's severe halitosis, whereas on dark squares a banshee or manticore need only open their mouths and you're ko'd. This is a good rule for novice players but, when you're fully spammed on the various traits of each piece, you can throw caution to the wind and have a gamble.

An extra dimension is added to this strategy play due to several 'mutable' squares which change luminosity every other turn, cycling from white to black through six different tones, and back again throughout the game. The balance of power shifts in favour of the opposition, should you choose to remain on that square. The power points (PPS) do two things: primarily, placing your pieces on all five will end the game in your

favour; also, while a piece is there, it will heal quicker and is immune to magic. Allegedly the more PPS you control, the more proficient your pieces are in combat. I didn't notice any difference.

**'When you attack an opposing piece, the gloves come off.'**



When playing on the board the pieces move or fly around in any direction - they are only limited by range. The exceptions to this are the mage and sorceress. In addition to their standard moves, they can cast any of seven spells, but only once per game. This makes for some excellent opening moves which can potentially rout an unprepared enemy, and is even better in two-player mode against the uninitiated. I'm sorry, it's not big and it's not clever, but wiping out a dragon and a basilisk in two turns by teleporting a lowly knight behind Chiswanas lines provided hours of post-game piss-take. There are spells to counter this action, such as revive or imprison, but on this occasion the damage had already been done.

(Right) Game life is not black and white, it's grey too. (Below) The dark arcade world, somewhere outside Milton Keynes.



# Archon Ultra





# Archon Ultra **REVIEW**



## Getting it on with Archon

When you attack a square occupied by an opposing piece, the gloves really come off. The background changes relative to the colour of the square which you move onto. Dark grey and black mean swamp and lava respectively, so you should avoid them with anything that doesn't float or fly. Conversely, white or lighter shades mean lush green 'Garden of England' stuff - you'll soon get the idea when you keep dying.

## IN PERSPECTIVE

**A**rchon Ultra is a funny old cove in the world of games. Not really strategic enough to be a chess game, yet without enough arcadiness to be an action game, it kind of makes In Perspective a bit tricky. Still, that's not the spirit of the Blitz so here goes nothing.

- Chessmaster 3000
- Kings Table
- Battle Chess 4000
- Archon Ultra

## PC ZONE score

More beat 'em-up than strategy.

# 78

Price: £29.99 Out: March  
Published: SSI/US Gold  
Telephone: 021 625 3388

## PC ZONE specs

- Minimum Memory: 2Mb
- Minimum Processor: 386
- Minimum Speed: 25MHz
- Installation: Essential
- Minimum Hard Disk: 4.5Mb
- Minimum Graphics: VGA
- Soundcards: Sound Blaster/Pro & Native Mode Gravis Ultrasound
- Controls: Joystick (recommended), Keyboard, Mouse
- Comments: Minimum memory 555K without digitised sound.

It's got to be said there is nothing fundamentally upsetting about the game. The controls are smooth and responsive, and there's a modem option. Perhaps the only pitfall is, having played the game for any length of time, combat does become a little easy, even on the toughest level. This detracts from the strategic board element as errors of judgement then can be rectified by experience and prowess in combat. This may just be the way I play 'em, if so, the blame lies fairly at my feet and not with ssi. Finally, both the sound and music can be left on all the time because the tunes are not intrusive and work well to create atmosphere. After all that's what they're supposed to do - ever watched a Hammer horror movie with the sound turned down? ☒



## Mage and Sorceress

The kingpins of the board section. Keep them safe and, if possible, take out the opposition's early in the game. They're capable of imprisoning pieces, summoning elementals, healing, reversing the flow of time but, best of all, they can revive a dead unit. On the battlefield, the sun, spheres and lightning bolts they fire are more than a match for most opponents, and their ability to teleport from one corner to another is infuriating for slow creatures.



## Shapeshifter

'And fighting out of the dark corner we have exactly the same as the light corner.' Only tackle this feisty beggar when the board tone is in your favour. It takes on the abilities and form of whatever it's fighting. Fine in two-player mode, but don't try to beat the computer at its own game.



## Banshees

Truly a 'Knightmare'. If you can't fly, you're history. As with all characters, the Banshee has two weapons: skulls, which roll along the ground and attach themselves to the enemy thus slowing them down and sapping their strength; and a wail offensive enough to make Take That sound good.



## Elementals

Elementals are summoned to the board and sent in to attack. They do this by lunging forward into the target. When they weaken, get them as close as possible to the target and have them self-destruct. Not always lethal, but a nice way to wear down a gross Troll.

# The Complete UMS

Does the new all-in collection help **UMS** keep its rank among computer wargaming greats? Or is it long past its sell by date? **Andrew Wright** boots up in good old EGA to find out.

**T**HE UNIVERSAL MILITARY Simulator or **UMS** is one of the best-known computer wargames around, and it can, quite legitimately, claim to be the one that a whole generation of computer wargames buffs cut their teeth on. On the other hand, it does date back to 1987 when VGA was just a twinkle in someone's eye and mice were things that ate cheese and got their heads crushed on little wooden blocks. It all goes to show that, where money is concerned, some people will stop at nothing, as the whole **UMS** collection has just been rereleased under the banner *The Complete Universal Military Simulator*.

## UMS 1

**UMS 1** comes on a single disk along with the five original scenarios: Arbela (331 BC), Hastings (1066), Marston Moor (1644), Waterloo (1815) and Gettysburg (1863); and some 50 or so public domain

Standard units - from archers, elephants and chariots, through light and heavy infantry/cavalry to latter day armour and artillery - are there for convenience, but you can mix and match as much as you want. You could wargame a 'what if' scenario, pitting a small medieval army of knights and archers against a screaming horde of spear chucks. Or create your own kind of units with firepower, range and capabilities taken from your favourite fantasy or science fiction games, and pitting them up against a modern armoured division.

Once you've chosen a map and added a couple of armies, you're ready to start up the scenario. The artificial intelligence is particularly good, and it weighs up ten factors for each unit, to decide things like morale, casualties and fighting ability which all affect the unit's behaviour in combat. The manual is well-written and easy to understand.

The main gripe about **UMS** isn't the game, it's the dreadful graphics. Despite being able to zoom in at three different levels and take one of eight view points around the battlefield, the **UMS** map never looks like anything other than a computerised terrain map with flags stuck in it.

## UMS 2

**UMS 2** is a completely different game altogether, not an upgrade to the first version. Subtitled *Nations At War*, it covers warfare on a global and strategic scale rather than combat between individual platoon and company-sized units.

The scope of the game is huge and, despite the graphics which haven't improved much over **UMS 1**, it allows you to design and create almost any kind of war, from ancient times to the present day.

The interface is much better than **UMS 1**, with mouse support and pull-down menus, though the scrolling and screen redrawing is diabolical, even on a fast PC. You get four views of your 'world', ranging from global view, which displays the whole of the earth as a globe, right down to divisional level where you can look at individual units.

As in **UMS 1**, just about anything is possible in **UMS 2** including land, air and seaborne operations, naval warfare and even missile combat. The rules are complex, but they can always be left at the default settings if a quick game is all you want. There



Active: Force Z (black)  
Fulda Gap

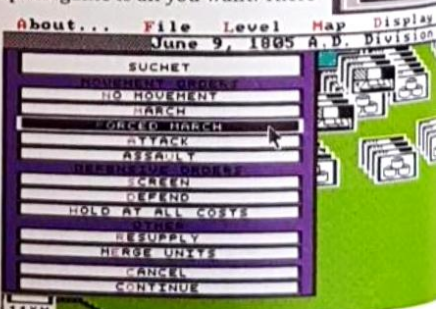
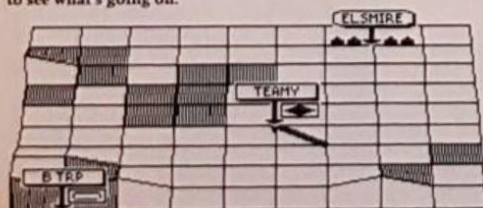


ones. The former represent good solid wargames, and the background in the manual is well-written and entertaining. The latter range from some rather stupid fantasy scenarios to accurate representations of conflicts on various scales including the Battle of Little Big Horn and the 1944 Ardennes offensive.

### Painting the picture

**UMS** lets you play any of the historical battles provided, or you can, in effect, design your own wargames at just about any level at all. When I say design your own, I mean just that. Not only does it include drawing up your own battle maps, complete with woods, hills, towns and villages, but you also have to decide on each side's order of battle and the rules with which you're going to fight. You decide the range and firepower of the units, how far they move and how fast, giving each an identifying name and placing them in position on the battlefield.

(Top) Design your own armies... (Above) ... and scenarios. (Below) The Battle of Gettysburg - with more units it's increasingly hard to see what's going on.



## Bloodbath city

If you get bored with what's on offer, *UMS 2* gives you the option to play the following add-on scenarios:

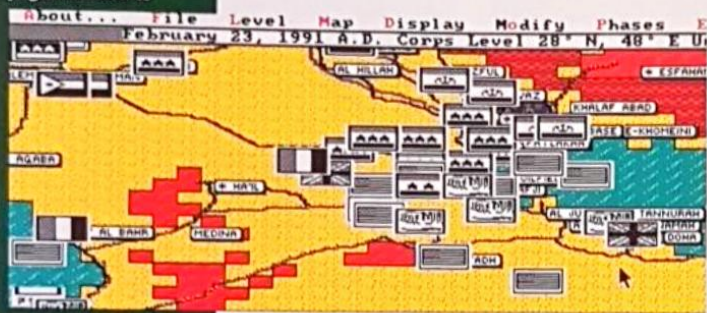
### Stormin' Norman

There are two scenarios in Desert Storm, one set on 16 January and the other 23 February. As there isn't a shred of documentation on either of them, that's about as much as I can tell you. If my own attempt at taking back Kuwait is anything to go by, the Allies aren't always going to win. The rules are a fair reflection of the conflict, with Scud missiles being the first weapons whizzing into action over Allied lines.

### Yankee Doodle

The American Civil War campaigns comprise a total of eight scenarios, ranging from easy to very difficult. There are 50 pages devoted to them in the manual, with full orders of battle for each side, including information such as strength, leadership and morale. The wealth of historical background makes excellent reading.

Supplies and railroads are the keys to the Civil War. The Union player, with an advantage in industrial output and recruitment, can take it easy while the Confederate player needs to strike quickly and keep on striking to keep the Union from organising.



(Above) Desert Storm - you too can be stormin' Norman. (Left) The American Civil War - throw troops away in useless assaults and defend hills with silly names. Just like the real thing.

the outcome of which depends on choices you made that you never know enough about. For example, you can raise taxes and fiddle your budget without ever knowing whether it did any blinking good whatsoever. Just like the Tories. *UMS 2* undoubtedly offers plenty of scope - but it's real anoraks-only stuff, I'm afraid.

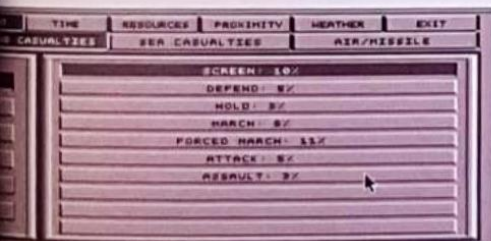
## Planet Editor

The Planet Editor warrants 100 or so pages in the manual which should lead you to suspect that it does more than just edit planets. It lets you create new scenarios from scratch in any kind of game world you want to play on, and even allows you to edit existing complex scenarios such as those provided with the game.



(Below) The Planet Editor lets you, well, edit planets.

(Below) You can customise the combat rules to your heart's content. (Below left) Snappy graphics, eh?



are detailed rules for weather effects, fortifications and defensive works, supplies and transportation, national policies, budgets and taxes.

Three major scenarios are provided for use with *UMS 2*: Alexander the Great in Asia, the campaigns of Napoleon Bonaparte, and D-Day and the assault on Europe. All are fully documented within the 250-odd page A5 ring-bound manual.

Unfortunately, the game provides little in the way of visible results and campaigns invariably end up as a slogging match between two equal powers.

## IN PERSPECTIVE

Despite its flexibility, *UMS 1* scores poorly against modern wargames like the *V For Victory* series while *UMS 2* doesn't have the playability of games like *Empire and Civilisation*.

*Civilisation*

*Empire Deluxe for DOS/Windows*

*V for Victory series*

*UMS 1/2*

To use the Planet Editor you have to load in a 'world', either as an existing data file, or as a .GIF format image which is then wrapped around the globe. Next comes the rather laborious process of adding climatic zones, tidying up the land masses, adding roads, rivers, nations and provinces in fine detail, and finally adding the armies.

It's a quirky and complex program which seems to go about things in a rather odd way - painting terrain at one magnification can cause problems if you subsequently change views - but there's no doubt that it adds a new dimension to *UMS 2* in that you can now design and fight your own wars in any setting under the sun. **Z**

## PC ZONE score

Both classics in their day, the two *UMS* games are a bit too long in the tooth to excite anyone but a real enthusiast.

58

Price: £44.99 Out: Now  
Published: Intergalactic/Mirage  
Telephone: 0260 299909

## PC ZONE specs

Minimum Memory: 640K  
Minimum Processor: IBM Compatible PC/XT/AT, DOS 2.1 or higher  
Minimum Speed: None  
Installation: Optional  
Minimum Hard Disk: 3Mb  
Minimum Graphics: EGA/CGA (not VGA)  
Soundcards: PC speaker only  
Controls: Keyboard (Mouse optional)

(Below) The Planet Editor lets you, well, edit planets.



Come on down in the Billion Dollar Gameshow.



Partyland - more fun than a bottle of cider.



Speed Devils - outrun James Dean and Grace Kelly.



Stones 'n' Bones - a graveyard for the cack-handed.

# Pinball Fantasies

Is the latest pinball program really the stuff of fantasies? Or just the continuation of a dream? **Mark Burgess** is our man with the lager and the cheese and onion crisps.



**P**INBALL SIMULATORS on the PC are coming thick and fast. There are now half a dozen. The first real one was *Pinball Dreams*, (issue six) a successful conversion of the Amiga original. The smooth-scrolling and sampled sound effects made the whole thing a realistic and noisy experience. From the same firm as *Pinball Dreams* comes *Pinball Fantasies*. This is not an add-on disk in disguise, 21st Century have added some dramatic improvements.

*Pinball Fantasies* has 256 colours, more detailed graphics, better sound and a more complex table. The programmers have managed all this in a program that actually requires a lower processor than the original. Someone has even thought about the copy protection. It's the usual manual stuff but once you've done it once, that's it.

You are still unable to redefine keys but you can use either the Control, Alt or Shift keys for the flippers. Tilt remains the space bar. The difficulty of the game can be altered by changing the number of balls, the slope of the table and the smoothness of the scrolling.

There are four tables and the manual gives hints on each of them. *Partyland* has a ramp, a drop zone, a tunnel, a loop and a roll-over that spells 'puke'. This is a pretty devastating insight into the sort of party software developers go to. *Speed Devils* has a boy racer theme and a really smart ramp. *Billion Dollar Gameshow* is self-explanatory (and the easiest) and with *Stones 'n' Bones*, we are back to the world of *Graveyard* in *Pinball Dreams*.

The tables need different strategies and some of the things you have to do to get on the high score

table demand fast reflexes. There is a nice feature that enables you to cycle through lights if your ball is heading towards one already lit. Altogether, the tables are tougher than any other pinball game - which should make for long term playability.

What about the opposition? *Pinball Fantasies* has a powerful rival in *Epic Pinball*. The *Epic* game is shareware and has one table in the unregistered version. However, a registration of £23.99 gets you four tables and £34.99 gets you eight. Technically, *Pinball Fantasies* has recaptured the high ground from the slightly limited 8 Ball Deluxe. **Z**

**'Altogether, the tables are tougher than any other pinball game.'**

## PC ZONE score

The meanest machine of them all and a worthy successor to the original *Dreams*.

80

Price: £37.95 Out: Now  
Published: 21st Century Entertainment  
Telephone: 0253 851852

## PC ZONE specs

Minimum Memory: 560K base RAM,  
(530K without sound)  
Minimum Processor: 286  
Minimum Speed: 16MHz  
Installation: Essential  
Minimum Hard Disk: 4Mb  
Minimum Graphics: 256 colour VGA  
Soundcards: All popular cards  
Controls: Keyboard

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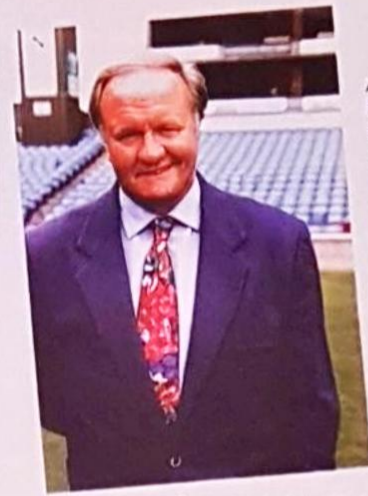
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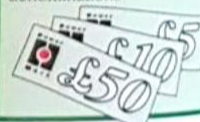
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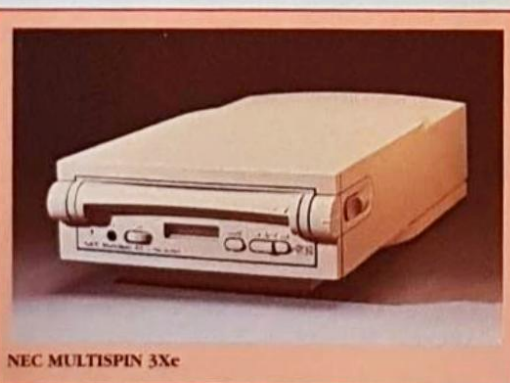
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- New loading mechanism
- 256K cache
- 195ms access time

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- New loading mechanism
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- 195ms access time

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NEC MULTISPIN 3Xe

### NEC CD ROM DRIVES

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- Full function control panel

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- 340ms access time
- Includes cards, cables & software
- Tray loading
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With Photo CD software £147

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£159

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- 250ms access time
- 64K buffer
- Motorised tray

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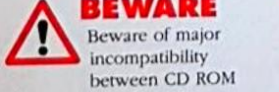
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# PC Zone at the National Computer Shopper Show!



Following the staggering success of the Games Area at the Christmas Computer Shopper Show last year, **PC Zone** is once again sponsoring the computer leisure feature area at the National show at the NEC between 24 and 27 March.



THE NATIONAL Computer Shopper Show promises to be one of the best events of '94 for users. Sponsored by

PC Zone's sister magazine, *Computer Shopper*, over 100 companies will be at the show, flogging their wares at

ridiculously cheap prices. Whether you're looking to buy a new computer or upgrade an existing one, hunt down a cheap CD-ROM drive or stock up on games software at knock-down prices, it's the best place to go.

But the most important factor in your decision to attend the show is the presence of **PC Zone**. We will be

sponsoring a leisure area, packed with PCs running the latest hot games software. 60 square metres of hall will be filled with the latest superfast 486DX2/66s, including a set of four PCs networked together and two special machines with spectacular-sized screens for head-to-heads. Throughout the show, we'll be showing exclusive preview footage of soon-to-be-released blockbusters and giving you the opportunity to try out the latest and greatest software.

There are hundreds of prizes to be won, from T-shirts to soundcards, plus an opportunity to win every single piece of software demonstrated on the stand in a massive free competition. The entire **PC Zone** team will be on hand to answer your game queries on the spot and pretend we know more about expanded memory than you do. There will be guest appearances by Duncan 'Mr Cursor' MacDonald and David 'Macca' McCandless and other celebs to be announced, but don't let that put you off.

So if you fancy meeting the crew, playing the latest and greatest and saving a wedge into the bargain, fill out the form on page 62 and book your tickets NOW!

## SHOW DETAILS

**National Exhibition Centre, Birmingham.** It's park-tastic and rail-iferous to get to.

Thursday **24 March**, 10am-6pm | Friday **25 March**, 10am-6pm  
Saturday **26 March**, 10am-6pm | Sunday **27 March**, 10am-5pm

In advance: Adult, £5.00, under 16s £3.50, family £16.00. Box office hotline: 021 767 4343, or send in the form on page 62 which also has details of a special British Rail offer for readers in the south-east.

On the day: Adult, £7.00, under 16s £5.00, family £21.50.

### WHY IT'S A GOOD IDEA TO BOOK IN ADVANCE

You're quids in, you could save a fortune on rail travel to the show, and you'll avoid queues of quite possibly horrific proportions (allegedly). Plus we can get the beers in before the show.

## WELCOME TO THE ARENA...

Throughout the show we will be holding regular head-to-head challenges on two tooled-up 486DX/66s with enormous screens ideal for spectating. Literally hundreds of prizes are up for grabs, so come along and test your mettle.



### Virgn's IndyCar Racing

The world's greatest car racing game has one of the best head-to-head serial link options going! At the show, you'll have the opportunity to race head-to-head with your mates on PCs equipped with the latest steering wheel controllers for full realism. Plus a massive prize for the winner in our four-day knock-out competition!



### Activision's MechWarrior 2: The Clans

40 foot high BattleMechs slug it out via serial link in glorious BattleTechnicolour! PC Zone will be running regular head-to-head running battles throughout the show. Gasp as your friend's armour hits boiling point! Curse as your bottom is seared by a blinding flash of laser fire! The PCs will be fully kitted out with Thrustmaster gear for full effect...



### Electronic Arts' Syndicate

Four cyborg agents go wild in Novell networked multi-player madness! On the Saturday afternoon, we'll be running a four-player game of Bullfrog's fantastic game, *Syndicate*, compered by Bullfrog's chipper guru, the one and only Peter Molyneux. Mystery prizes to be announced!

### Four way challenges!

Four of the PCs in the Leisure Zone will be networked together to demonstrate the latest in network gaming mayhem.

when you **insist** on

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&  
**CHOICE...**

You  
*need*  
to...



# FEATURE Computer Shopper Show



## Spectrum HoloByte's Falcon 3/MiG 29

Another four way extravaganza, featuring a networked Falcon 3/MiG 29 set-up: dogfighting two on two, or even three on one for the real Falcon jocks among you. The PCs will be fitted with a mixture of controller types to allow you to test out the latest in flight control devices.



## ID Software's Doom

More networked mayhem with *Doom* running on four terminals. Hosted by David McCandless, the *Doom* challenge is set to be a gore fest of terrifying proportions! Competition prizes for the survivors to be announced at the show.



**SAVE £1.50**  
again and again  
and again!

Use this coupon to claim a £1.50 discount on THREE tickets to the National Computer Shopper Show



24-27 March 1994  
Hall 11, NEC, Birmingham



Sponsored by Computer Shopper Magazine

### Show opening times

Thursday 24 - Saturday 26 March	10.00am - 6pm
Sunday 27 March	10.00am - 5pm

Photocopies not valid. Valid on entry to show only.

I am claiming £1.50 off 1  or 2  or 3  tickets. PLEASE TICK.

## Subscriber panel live from the show!

**C**lub PC members are invited to take part in a special reader's panel review live from the National Computer Shopper Show at the NEC. Usually the Vox Pop review feature is put together in the London office which gives a bias towards subscribers from the south-east, but this is a chance for any Club PC members going to the show to make their opinion count. Club PC members who are intending to attend the show and are interested in taking part should contact Laurence Scottford at PC Zone on 071 631 1433 for more details.

++++Plus other featured titles+++

Other games to be featured over the four days of the show include:



## Digital Integration American Football Challenge

The world's premier American football management game publicly unveiled.

## Electronic Arts' Ultima VIII

A revolutionary episode in the *Ultima* series - a preview not to be missed!



## Theme Park

An exclusive first public showing of Bullfrog's latest smash, demonstrated by Peter 'Famous games geezer #1' Molyneux (if he's free...)

## Ocean's Inferno

From the team who brought the world *TFX... Inferno* is a space epic of CD-ROMesque grandeur (and it has even got a soundtrack by Alien Sex Fiend).



## LucasArts/US Gold's Star Wars series

All the very latest action from the *Star Wars* stable: *X-Wing*, *B-Wing*, *Imperial Pursuit*, *TIE-Fighter*, *Rebel Assault*...



+++Plus sneak previews of the latest products from Sierra and Interplay!

All products/promotions are subject to change without notice due to product slippage etc.

# Make the *ConneXion*



## ▲ Eye of the Beholder

CBM Amiga, PC & Compatibles 3.5"  
RRP £16.99



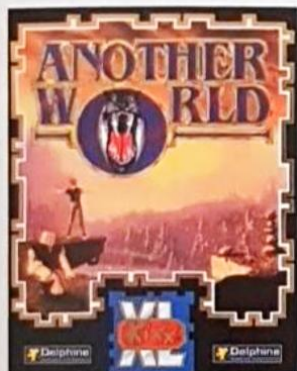
## ▲ Winter Gold

C64 disk, Atari ST, CBM Amiga, PC &  
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## ▲ Leisure Suit Larry 1™

Atari ST, CBM Amiga, PC & Compatibles 3.5".  
Also available Leisure Suit Larry 2™  
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## ▲ Another World

Atari ST, CBM Amiga, PC &  
Compatibles 3.5" RRP £14.99



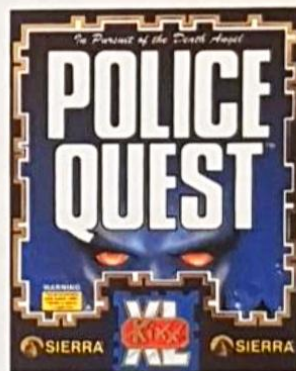
## ▲ Cybercon III

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## ▲ Cadaver/Payoff

Atari ST, CBM Amiga, PC &  
Compatibles 3.5" RRP £14.99



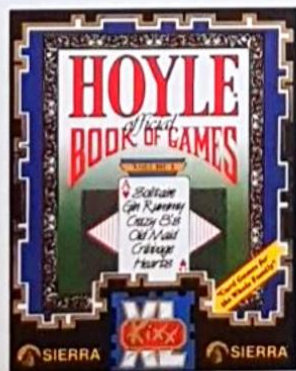
## ▲ Police Quest 1™

Atari ST, CBM Amiga, PC  
& Compatibles 3.5" RRP £16.99



## ▲ King's Quest® I

Atari ST, CBM Amiga, PC  
& Compatibles 3.5" RRP £14.99  
Also available King's Quest® II  
RRP £12.99



## ▲ Hoyle® Book of Games Vol. 1

Atari ST, CBM Amiga, PC &  
Compatibles 3.5". Also available  
Hoyle® Book of Games Vol. 2  
RRP £12.99



## ▲ Space Quest® I

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And now the concluding part of the HackMasters™ Conference. So far we have dealt monstrous blows to the forces of darkness (RPGs), the forces of stupification (flight sims), the forces of garishness (shareware games) and the forces of fantasy (space sims). In this, the

last segment, we will tackle strategy and arcade games. We are the best. To prove we are the best, we will now announce the forthcoming arrival of our Mega Hacks Disk. Not only will it contain a) a database utility with every single HackMasters™ hack built in to totally eliminate debug from the equation, b) over 25 especially-penned trainers (TSRs which run 'behind' your game allowing a press of a key to give you infinite lives, skip a level ability and lots more) for recent games, but an X-Wing mission editor, a Wolfenstein level editor and all manner of cheaty text files with all the undocumented cheats and Action Replay codes we couldn't fit into the HackMasters™ Conference. Coming very very soon to a cover disk near you.

The HackMasters™ are (in hierarchical order):  
David McCandless, Network, Johnathon Mell and Brian Oxley.

# Strategy

Ah, the hexagonal world of strategy games. The six-sided, small-iconned, garishly-coloured domain of those tank, infantry and submarine sims. Yawn. God sims aren't much better with their infinite possibilities and gambolling hordes of 'little people' building little houses and castles and that. Just hack them, we say, just hack them.

## HOW TO

Due to the TruePlayer™ dominance of Troubleshooter this month we've been forced to relocate our explanation of debug to this page. Read on and learn.

To run a hack just type DEBUG in the appropriate directory (i.e. the one mentioned in the hack blurb). It should run automatically and produce a '>' or '<' prompt. If you get a 'FILE NOT FOUND' error then your DOS path hasn't been set properly. Refer to the MS-DOS manual.

1 >NPIRATE2.SAV <RETURN>

Once you have a little '>' prompt you should type in the commands listed in the program, starting with the line above, the 'N' command. This tells debug which program is to be hacked. Remember, there should be no space between the 'N' and the full filename.

2 >L <RETURN>

This actually loads the file you've just specified into memory and into the hands of the hacker.

3 >E 028A v <RETURN>

This is the Edit function. Type is as it appears above, i.e. with a space between the E and the address (028A) and the 'v'. The 'v' stands for a value you will enter yourself, ranging between 00H and FFH (0 to 255 decimal).

4 >E 02AA FF FF FF

If the edit command looks something like this (i.e. a long list of numbers), press RETURN after the address and debug will repeat your command. Then type in the values which follow (FF and FF) pressing SPACE between each one, except the last when you should press RETURN. So, basically, the command should be enacted thus (with what you must type in red):

```
> E 01E3 <RETURN>
21FB:01F3 34.FF <space> 23.FF
<space> 34.FF <return>
```

5 >W <return>

This command writes the hacked file back onto the disk. A message saying 'WRITING XXXXX BYTES' will appear, where 'XXXXX' is the size of the file (it varies). Nothing has been changed on your hard disk until you type this command. So, if you've made a mistake earlier just quit debug and start the process again.

6 >Q <return>

This quits you back to DOS.

### Sector editors

If you want to use your favourite disk sector editor (i.e. PC Tools or Xtree Gold) for a debug hack then you must deduct 256 bytes (or 100 hex) from the address in question. So, for instance, in Pirates! Gold, if you want to obtain loads of money, you must put FF FF FF in the 01AA address (02AA minus 100 hex is 01AA). It's just a case of deducting one from the second digit of the address. Be careful though; if the second figure is a letter - say the addresses are 0AFF and DE46 - then the addresses for your sector editor will be 09FF and DD46 respectively.

Thanks to the Tottenham Court Road Computer Exchange (071 916 3110) for the generous loan of their games for the HackMaster™ Experience.

### CIVILISATION (Electronic Arts)

Old but gold, as the cliché goes. Old but dull, it should read. Not that Civilisation is a boring game but, frankly, there's isn't enough texture-mapping, death, guns and wholesale violence to temper the HackMasters™ palettes. Nevertheless, God sims do have a reputation for being Hack City, so try this debug doofer swiftish. Save a game in the top slot exit to DOS and backup the file CIVILO.SVE. Now, simply debug with:

>RCIVILO.SVE

>L

>E 05DF FF FF FF FF FF FF Loads of knowledge

>E 05E9 FF FF FF FF FF FF Loads more knowledge

>E 05F3 FF FF FF FF FF FF Even more knowledge

>E 023A 30 75 Lots of money

>E 0244 30 75 30 75 More lots of money

>W

>Q

# THE HACKMASTER™



**E-MOTION (US Gold)**

Aged and basically rubbish. However, E-Motion is notable for being one of the first games to use Gouraud shading. Anyway, save your game, exit, and backup the file SAVEGAME. Now debug:

```

>NSAVEGAME
>L
>E 0107 v      v = level number minus one
>W
>Q
    
```

**PIRATES! GOLD (MicroProse)**

Another souped-up strategy game falls to its slimy knees before the might of the HackMasters™. Play the game. Save it. Quit out. Backup the file PIRATE2.SAV and bally well debug:

```

>PIRATE2.SAV
>L
>E 02AA FF FF FF 17 million gold
>E 028A v      v = no of days
>E 028D v      v = cannon
>E 02A1 v      v = hides
>E 02A0 v      v = goods
>W
>Q
    
```

**RAILROAD TYCOON (MicroProse)**

Ian P. Davies is the HackMaster™ Infanta behind this swift and easy debug routine. If you're feeling a slimness of your wallet in your back pocket, save your game in slot one, quit out, backup RRO.SVE and debug:

```

>RRO.SVE
>L
>E 3848 88 13  Five million dollars
>W
>Q
    
```



**SIM CITY (Maxis)**

One of the most legendary cheat modes in the world is the one for Sim City. Just type FUNDS during the game to earn yourself substantial dosh. Warning: extended use of this cheat may result in unsuspected earthquakes.

**SPACE HULK (Electronic Arts)**

Ah, Space Hulk - what a rather atmospheric and playable game. What a scary game. What a good game. What an incredibly hackable game. Backup the file HULK.EXE as HULK.BAK. Then copy the file

HULK.EXE to HULK.TMP. Enter debug and enact the following hacks:

```

>NHULK.TMP
>L
>E 9DEF 90      Infinite freeze time
>W
>Q
    
```

Now copy the file HULK.TMP to HULK.EXE. Alternatively, if you're a contented owner of Xtree Gold or PC Tools:

```

For Infinite Freeze Time:
Find:          74 08 48
Change to:     74 08 90
For immobile genestealers:
Find:          6F70500107403E9B202
At:            E368
Change to:     26F70500107403909090
    
```

If, however, you want to be a bit more subtle, try this debug hack to adapt your squaddies to their less than inviting environs. Head into the DAT\_DIR subdirectory of the HULK directory. Backup the file SQUAD.INF. Debug:

```

>RSQUAD.INF
>L
>E 0194 0B      Resurrect sergeants
>E 0154 v      v = current mission number
>E 0150 v      v = current training mission
>E 0102 07      Maximum
>E 0108 07      experience
>E 010E 07      points
>E 0114 07      for all
>E 011A 07      sergeants
>E 0120 x      weapons squad one (see below)
>E 0122 x      weapons squad two
>E 0124 x      weapons squad three
>E 0126 x      weapons squad four
>E 0128 x      weapons squad five
>W
>Q
    
```

The 'x' value for weapons works as follows:

- SB 02
- FL 01
- TR SH 10
- LC LC 08
- PS 40
- CF 20
- PG 80
- AC 04

You can equip multiple weapons by adding certain weapons together, for instance, 42 will give you a PS and an SB, 28 a CF and an LC etc. Experiment and have fun.

**SYNDICATE (Electronic Arts)**

Can we just say, in a rare moment of self-congratulation, that the HackMasters™ were the first to discover these cheats last August and since then they have mysteriously appeared in just about every other magazine? Can we say that? Thank you. So, just for reference, type the following phrases (with spaces) as your company name for all manner of cheaty cheat things:

- HUK THEM Resurrect dead team members
- ROB A BANK Top up your money
- WATCH THE CLOCK Speed up the clock
- TO THE TOP Play any country
- COOPER TEAM Obtain a ninja squad

# Arcade

The PC is not renowned for its arcade games, but there is a range of fast, playable and hackable games available today.

**DOUBLE DRAGON 2 (Virgin)**

Backup the file DRAGON.EXE as DRAGON.BAK, then copy DRAGON.EXE to DRAGON.TMP and, just for a change, debug:

```

NDRAGON.TMP
L
E 0B06 FF
E 0B0C FF
W
Q
    
```

**THE FIRST SAMURAI (Ubisoft)**

For infinite lives and to play any level in this interesting little platformer try:

```

DEBUG
>NSAM.CFG
>L
>E 0102 FF
>E 010C FF
>E 0116 FF
>E 0120 FF
>E 012A FF
>E 0134 FF
>E 013E FF
>E 0148 FF
>E 0152 FF
>E 015C FF
>E 0166 FF
>W
>Q
    
```

**FLASHBACK (Delphine/US Gold)**

For many lives enter the FB\DATA subdirectory and examine the files. If you DIR \*.PGE you'll find about 16 files called LEVEL??PGE. These contain the data for the levels. To obtain 255 lives for all levels, change a single byte in each individual file. So, first backup all the files by typing:

```
COPY *.PGE *.BAK
```

and then debug each file in turn. If you want 255 lives on level one, for example, debug and type:

```

>NLEVEL01.PGE
>L
>E 010A FF      255 lives
>W
>Q
    
```

If you want to 'adapt' level five just change the filename in the first line to:

```
>NLEVEL05.PGE
```

and so on. Alternatively, if you possess a disk sector editor then:

```

Find:          F6 06 08 74 05 07 44 08
              FF FF
Change to:     F6 06 08 EB 05 07 44 08
              FF FF
    
```

# CONFERENCE

# PART 4

for the ability to fall from any height. If you hate hacks, however, then here are the level codes for you to peruse at your leisure.

	Easy	Normal	Hard
LEVEL 1	JAGUAR	BANTHA	TOHOLD
LEVEL 2	COMBEL	SHIVA	PICOLO
LEVEL 3	ANTIC	KASYK	FUGU
LEVEL 4	NOLAN	SARLAC	CAPSUL
LEVEL 5	ARTHUR	MAENOC	ZZZAP
LEVEL 6	SHIRYU	SULUST	MANIAC
LEVEL 7	RENDER	NEPTUN	NO WAY
END	BELUGA	BELUGA	BELUGA

**GALACTIX (Cygnus)**

We've never heard of Galactix version 1.0B but Mick Smith seems intent on giving us a hack for it. Backup the file GX1.EXE and then copy said EXE file to GX1.TMP. Debug with:

```
>GX1.EXE
>L
>E 08A0 27 0F 9999 missiles
>E 08A3 27 0F 9999 bombs
>E 08B5 v v = mission number (1 - 64)
>W
>Q
```



**JURASSIC PARK (US Gold)**

Add your own three digit code (from the first level) to magically warp to these levels, as discovered by Adrian Yuen.

B14A5***	Triceratops pen
3B5FB***	Tunnel
0B77D***	Gallimimus pen
607AF***	Brachiosaur pen
EBBFD***	Visitor's centre
8BBFF***	Power Shed
AB901***	Power on
4B903***	Caves

**PRINCE OF PERSIA I & II (Domark & Electronic Arts)**

The HackMasters™ were the first to discover the now famous Prince Of Persia 2 cheat mode in July last year. We hate to bleat our own trumpets but these things have to be known. Anyway, if you want the original Prince Of Persia cheat mode you'll have to run the game with:

```
PRINCE MEGAHIT
and if you want the Prince 2 cheat function, type:
PRINCE YIPEEYAHOO
alternatively type:
```

PRINCE MAKINIT if the first one doesn't work. Now, in game try the following keys:

```
ALT+N Warp to next level
K Kill all nasties
SHIFT+K Lose one health bottle
SHIFT+T Gain one health bottle
SHIFT+W Float down gaps
SHIFT+I Invert screen
+ and - Increase/decrease time limit
In addition Prince Of Persia 2 has a few more keys:
F2 Co-ords
F6 Shows a ruler on screen
SHIFT+B Turn off background
And with joystick mode on:
PGDN Warp half-step right
END Warp half-step left
PGUP Warp full-step right
HOME Warp full-step left
Cursor left One pixel left
Cursor right One pixel right
```

**RICK DANGEROUS 2 (MicroProse)**

Backup file MAIN.EXE as MAIN.BAK and then copy MAIN.EXE to MAIN.TMP (debug doesn't like editing what it thinks are .EXE files). Now debug:

```
>MAIN.TMP
>L
>E 9CAF 05 Play level five
>E D7ED EB Infinite lives
>E D824 90 90 90 Speeds up game
>W
>Q Cheers to Marc Holgate for that one.
```

**ROBOCOD (Millennium)**

Sander Kouwenhoven of the Netherlands sent in this excellent hack for the superlative platformer starring the superlative James Pond. The method is simple. Backup the ROBOCOD.EXE file as ROBOCOD.TMP and copy it to ROBOCOD.TMP. Enter debug and:

```
>ROBOCOD.TMP
>L
>E 4AFA 90 90 90 90 Infinite health
>E 4B68 90 90 90 90 Infinite health
>E 2660 90 90 90 90 Infinite credits
>E DF7B 90 90 90 90 Immunity
>W
>Q
```

Once you're done, type: COPY ROBOCOD.TMP ROBOCOD.EXE and you're away. If you're just in it for the levels, try typing: LITTLE MERMAID during the game. The screen border will flash if you've done the right thing so now pressing 'L' will allow you to teleport to any level. Is this enough?

**SPACE HARRIER (Elite)**

Search the file MAIN.EXE for the codes FF 0E 5E 33 and replace them with 90 90 90 90 for infinite lives.

**TEENAGE MUTANT NINJA TURTLES (Mirrorsoft)**

We're really dredging the bottom of the barrel here. Backup the file SAVEGAME and then debug: >SAVEGAME

```
>L
>E 010C FF 0F
>E 013A FF 0F
>E 0168 FF 0F
>E 0196 FF 0F
>W
>Q
```

**TERMINATOR 2029 (US Gold)**

For a quick bout of immortality in this Bethesda flick scroll film license 'em-up, simply backup the file TERM.EXE and copy TERM.EXE to TERM.TMP. Once you've debugged with the following script, just copy TERM.TMP to TERM.EXE.

```
>TERM.TMP
>L
>E 0F17 90 90
>W
>Q
```

**TERMINATOR RAMPAGE (US Gold)**

To have something of an upper hand in this badly-timed Wolfenstein 3D style game (it came out the same time as Doom - oh dear) save the game in slot one. Quit out and backup GAME1.SAV and debug:

```
>GAME1.SAV
>L
>E 0140 FF For all weapons
>E 0148 FF 7F Max shotgun shells
>E 014A FF 7F Max ammo
>E 014C FF 7F Max s-grenades
>E 014E FF 7F Max c-grenades
>E 0150 FF 7F Max hi-ex grenades
>W
>Q
```

You can thank our Australian cousin Jason Chua for that one.

**TROLLS (Flair)**

Backup the file TROLLVGA.PCN and then debug:

```
>NTROLLVGA.PCN
>L
>E 5CB6 90 90 90 90 90
>E A3BA 90 90 90 90 90
>E A482 90 90 90 90 90
>W
>Q Gives infinite lives
```

**XENON II (Renegade)**

Backup XENON2.EXE. Make a TMP file. >XENON2.TMP

```
>L
>E 456B 07
>E 456F 27 00 03
>E 5845 B8 00 00
>W
>Q
```

Brings you free gifts and invincibility.

**ZOOL (Gremlin)**

For a lot (i.e. limitless amount) of lives in this tiring but still pretty popular platform thing use your copy of Xtree Gold or PC Tools on the file ZOOL.DAT.

```
Find: FE 0E 04 80
Change to: 90 90 90 90
```

**THE HACKMASTER™**

### UPDATES

Here a few extra-genre hacks we have stumbled upon since the start of the conference. You may find these interesting.

#### SILVER SEED (Electronic Arts)

The *Ultima* series has been renowned for, amongst other things, its cheat codes. Make a mistake early on in *Serpent Isle* and then try to correct it without the SERPENT PASS cheat. With the Silver Seed upgrade, Origin rather slyly changed the cheat's password. So, if you've bought said add-on, run the game with:

SERPENT MANIMAL.

and grin with glee as F2 brings up the cheat menu, F3 teleports you all over the shop, F5 casts a spell of your choice, and ALT 1, 2 and 3 perform all manner of special tests.

#### REX NEBULA (MicroProse)

This one may have been sitting on your shelf for a year or two but why not reinstall it for a bit of fun. Start a new game and then hold down CTRL and type WIDEPIPE. The mystic words CHEAT ENABLED should appear. Now, in play, the following keys will have the following effects:

CTRL-2 Causes an error emergency

SPACE Speeds up game

CTRL Goto room number (101 - 111, 201 - 215, 301 - 351, 401 - 413, 501 - 513, 601 - 612, 701 - 706, 801 - 804)

CTRL-P Gives current room number

CTRL-O Move object (0 - 54) to location (2 = you).

#### 4D SPORTS BOXING (Mindscape)

Here's a bit of mindless fun for this excellent budget boxing game. Create your boxer and save him in slot one. Quit out and backup the file BCDATA1.DAT. With debug, enact the following for a thoroughly effortless stroll through all the levels.

»BCDATA1.DAT

»L

»E 0120 FF Speed

»E 0121 FF Power

»E 0122 FF Stamina

»E 0123 FF Overall

»E 0190 FF FF FF Money

»W

»Q

#### JORDAN IN FLIGHT (Electronic Arts)

Sports game are nigh on impossible to hack without totally spoiling the point. So what. Try out this league-skipping, basket-balling, debug-using hack. Play the game as per normal and then save your tournament as HACK. Backup to DOS and backup HACK.TNM. Then debug:

»HACK.TNM

»L

»E 0100 v v = round number minus one (i.e. semi finals = 7)

»E 0150 v v = games won first place team

»E 0152 v v = games lost

»E 0156 v v = games won second place team

- »E 0158 v v = games lost
- »E 0150 v v = games won third place team
- »E 015E v v = games lost
- »E 0162 v v = games won fourth place team
- »E 0164 v v = games lost
- »E 0168 v v = games won fifth place team
- »E 016A v v = games lost
- »E 016E v v = games won sixth place team
- »E 0170 v v = games lost
- »E 0174 v v = games won seventh place team
- »E 0176 v v = games lost
- »E 017A v v = games won eighth place team
- »E 017C v v = games lost
- »W
- »Q

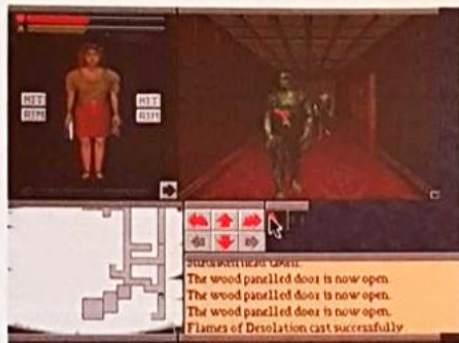
#### EYE OF THE BEHOLDER II (US Gold)

From now on ignore the savegame hacks from the first HackMasters Conference. Try this quick PC Tools/Xtree Gold hackaroonie for infinite health for all characters. Backup the file START.EXE and then search the file:

Find: 26 29 47 1B 8A

At: 13C7A

Change to: 90 90 90 90



Hack your way into The Legacy and beat those RPG blues.

#### THE LEGACY (MicroProse)

We missed this little baby way back in the first RPG conference so we'll stand corrected to Stephen Brooks' easy-peasy hack. Enter the C:\MPS\LEGACY\TEXT\CHARGEN directory and backup the file CHARDATA (no extension). Now simply type:

EDIT CHARDATA

This will bring up the text file using MS-DOS's EDIT command. The file will read something like this:

START

Mr. Charles Weiss

It was announced yesterday that an heir to the Winthrop estate

Blah blah blah, lots of text here

... upset his new neighbors.

STATS

50 50 50 50 50

99 99 99 99

99 99 99 99

99 99 99 99

15 14

18 12

19 11

Once you're done, save the file and play the game as normal. Create a new character and don't die.

} Enter these figures to change your energy settings

} Enter these to alter your magic stats.

### APOLOGIES

Lots of 'sorrlys' and a couple of 'please forgive us's' must go out to those HackMaster disciples who tried and failed to work out, and indeed get to work, the *Ultima Underworld I & II* hacks we printed in our first conference. A slight underestimation of the encryption system we were dealing with resulted in a rather bad cock-up. But, put your hands together now for a new revamped and totally working *Underworld* festival of hacks. Unfortunately, you'll have to own the eponymous PC Tools or Xtree Gold or similar disk sector editor to work these babies.

#### UNDERWORLD I (Origin)

Firstly, backup the file UW.EXE. Just use a simple COPY command to do this. Now, once inside your disk editor, search and replace the following in UW.EXE:

For infinite health:

Find: 08 2A 46 0A

At: 1D125

Change to: 08 90 90 90

For infinite mana:

Find: 08 28 47 37

At: 7B848 and 35C10

Change to: 08 90 90 90

#### UNDERWORLD II (Origin)

The method is the same as *Underworld I*, except this time ensure you backup the file UW2.EXE. You'll notice the search string for Xtree Gold differs from PC Tools'. This is because of a shortcoming we've encountered with our version of Xtree Gold (v 3). For some reason, it will not find a byte string if it's split over two screen lines. So the number in brackets (0A) in this case will be the first digit on the first line under the find location. So when editing you have to move the cursor to this line to change it to 90. Other than that, it's simple.

For infinite vitality with Xtree Gold:

Find: 06 26 8A 47 08 2A 46

(0A)

At: 1BBEE

Change to: 06 26 8A 47 08 90 90

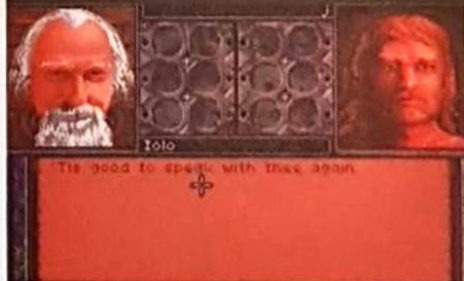
(90)

For infinite vitality with PC Tools:

Find: 2A 46 0A

At: 1B8C3

Change to: 90 90 90



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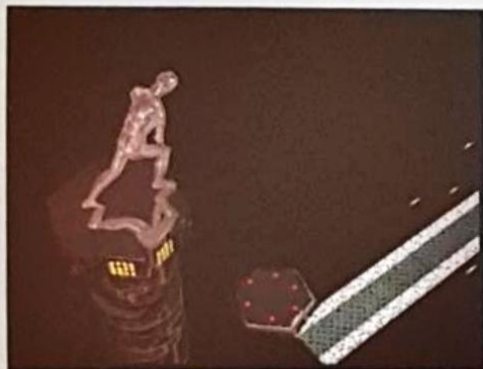
# CD-ROM

## REVIEW

CD-ROM owners can look forward to a deluge of new titles this year, many of outstanding quality. Just check out our specially extended CD-ROM section...

# The L

As the second *Lawnmower Man* film finally goes into production, **Laurence Scottford** enters the strange world of the game to discover if virtuality has become a reality on CD-ROM.



### LEDGE OF DARKNESS

This is one of two segments in which fast reactions are essential for survival. After making carefully-timed jumps between moving pillars, Angelo faces a sprint along a frighteningly narrow ledge, being chased by Big Red while he avoids deadly obstacles.



### CRACKIN' THE CODE

A change of pace here from high-speed action to problem solving. Angelo has to open a sealed door by selecting the right buttons to press from a large selection. It's simply a case of finding the odd one out of the symbols in each column.



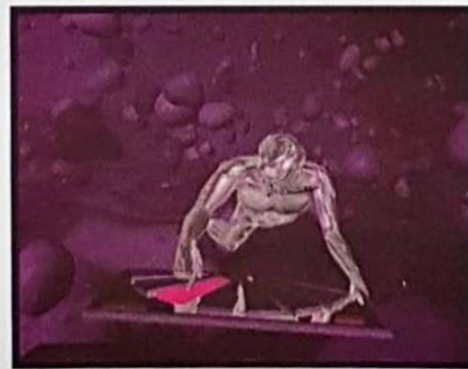
### PATH TO FREEDOM

Three paths through a circuit board present themselves to Angelo. One of them leads to the next segment, the other two to certain death. Angelo must examine the paths carefully before choosing one. Once started, he cannot turn back.



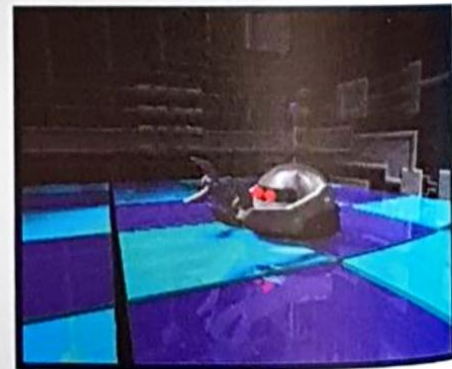
### CYBER BOOGIE

Inspired by the incredible flight sequences in the original film, this is the fastest moving section of the game. Flying down a long tunnel, Angelo must steer round bends and carefully time shots at snapping-jaw doors and other hazards.



### TUNE IN

Remember those funny old electronic toys which played a tune to you (with coloured lights for the tone deaf), which you then had to memorise and play back? Well that's essentially what this is all about, the difference being that the penalty for failure is a little more severe.



### ACCESS DENIED

Angelo's way is blocked by a steel door, the keys to which are in a hidden room. Angelo cannot reach the room, but he can control a robot inside it. By guiding the robot with a remote control he must collect all the keys and open the door.



# Lawnmower Man

**T**HE LAWNMOWER MAN was quite an enjoyable piece of hokum, even if it did get a bit carried away with itself at the end. It was one of those movies in which the real stars were the women and men in the special effects team. The second movie, which has just gone into production, promises to be even more spectacular, but if you simply can't wait, Sales Curve Interactive has come up with an interactive snack you can eat between movies without ruining your appetite.

Having managed to install himself in the worldwide network of digital systems, the evil Cyberjobe now seeks revenge on his nemesis, Dr Angelo, but

rather than just kill him, Cyberjobe decides to play with him first. Dr Angelo and his companions, Carla and Peter, find themselves sucked into a parallel virtual world that Cyberjobe has populated with monstrous caricatures of people from his memories. They are incarcerated in cyberstasis spheres, while Dr Angelo, in his virtual form, is free to take on Cyberjobe and his alter ego, the malevolent mower, Big Red.

The story thus far is elegantly explained in a superbly presented introductory sequence, combining clips from the film with original animation. Then you are launched into the game proper - a series of challenges ranging from pure action to mental stretching (er, sort of).

## THE VIRTUAL FANTASY REVEALED

The interactive part of *The Lawnmower Man* consists of 11 sections, most of which are repeated with variations and increasing difficulty. If you get through each of these you'll be treated to a twelfth and final section, in which you rescue the hapless Peter. Working out your objective is half the struggle with some segments, but you'll get three chances at most sections before you are consigned to the virtual scrapheap.



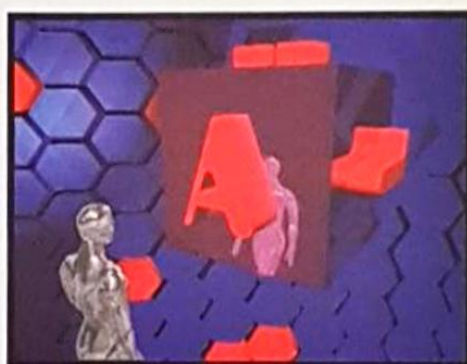
### INTO THE VOID

Consisting of hi-tech stepping stones, this grid can only be traversed by jumping from one to another. That's easy enough - at least it would be if Angelo wasn't being stalked by the invisible Dr Timms at the same time.



### LEAP OF FAITH

At first sight this looks like a lot of fun. All Angelo has to do is slide down a hi-tech helter skelter. Unfortunately those steel jaws at the bottom are constantly snapping: time his descent badly and he'll be virtual mincemeat.



### SPIN OUT

There are shades of Rubik's Cube in this word block. Angelo can rotate it, but, other than that he has no clue as to what he's supposed to do with it. Only when he has figured out this final puzzle can he proceed to the next stage of the game.



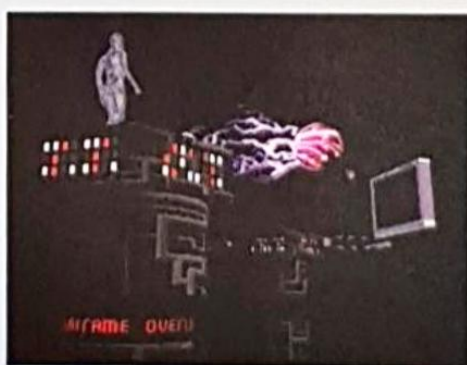
### BREAKING THROUGH

This is a souped-up version of that game you can find about a million shareware versions of, in which two players take turns at firing shots at each other, then adjusting the angles of their cannons until one of them scores a hit (oo-er).



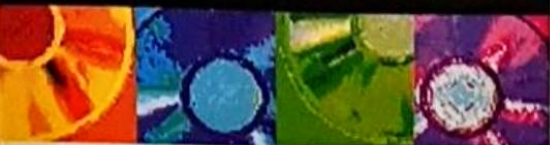
### THE STING

This is probably the most sinister of the segments. Facing a three-dimensional maze, Angelo must open or close a series of gates so that a swarm of virtual bees will be forced to fly to their deaths. Get it wrong and there'll be a stinging penalty.



### GLORY ROAD

Angelo only gets to play this game once, at the end of his quest. Peter is heading for a sticky end and Angelo must find a way to rescue him from certain death. Here he'll need both brain power and sharp reflexes.



## FROM DREAM TO SCREEN

**T**he *Lawnmower Man* was always going to be hot property as far as computer games are concerned. You couldn't hope for a more appropriate license and, with the wholly British film grossing over £142 million, you probably couldn't hope for a more lucrative one either. But the story of the game's creation isn't all sunshine and roses.

Sales Curve Interactive had always intended *The Lawnmower Man* to be a flagship product, but that meant a level of commitment which involved setting up a new development team in Southampton and spending an intensive year putting the project together.

Although development of the game began after the film's release, the team hoped that they would be ready in time for *The Lawnmower Man 2*. Sadly, things haven't been timed as well as they might, and the second film has only just gone into production. Even so, having material from both films has meant that the team has been able to cleverly construct the game so that it ties in nicely with the plots of both films.

Despite its hi-tech appearance, *The Lawnmower Man* remains an accessible product, running on most basic PC CD-ROM set-ups. However, SCI won't be able to say the same for its next project: an enhanced version of the game with more detailed and colourful graphics, more complex gameplay and smoother animation.



The team take a well-earned rest from the toils of development, alongside the star of the show, Cyndee Chan.

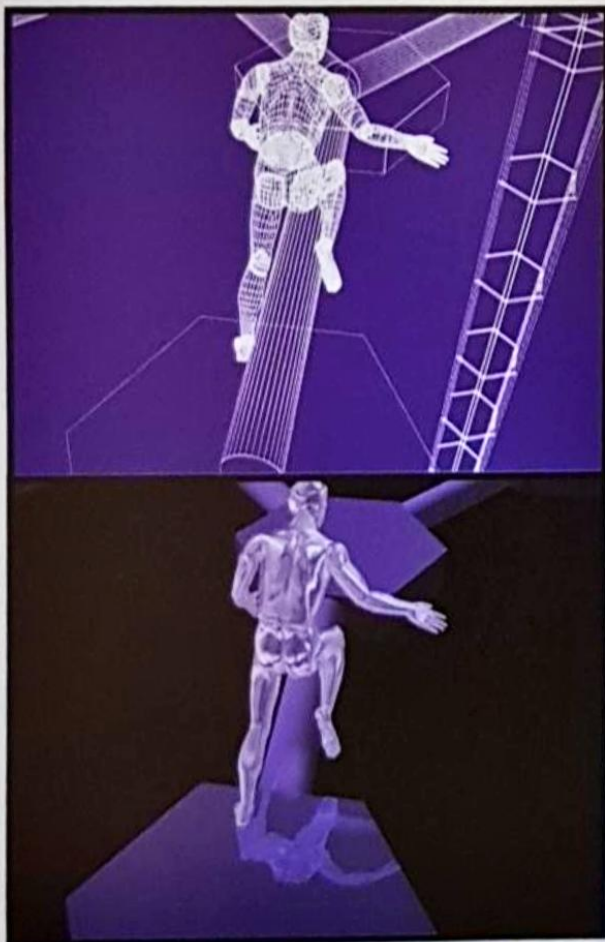
### Dragon's Lair syndrome

Each of the segments is rendered in the style of the graphics in the film. Of course your PC hasn't got the welly of a million squid's worth of Silicon Graphics machine, so the results aren't as slick or detailed as the originals, but they're more than adequate. So, visually the game is excellent, but it doesn't quite hit the spot in the interactivity stakes.

Most of the action segments require you to do little more than hit the right key at the right time, a condition we might justifiably call the *Dragon's Lair* syndrome. Some relief is supplied by the problem-solving sections, but none of these are particularly taxing on the old grey matter (or any matter come to think of it).

Between each segment you're treated to a scene from Cyndee Chan's memory banks, which is basically an excuse to show another clip from the film. There are also punishment and reward sequences when you get things right or wrong.

The overriding impression is of a game which has had a great deal of tender loving care lavished on it, but still hasn't managed to crack that elusive balance between beauty and long term playability. For all that, however, it is no more short of the mark than any other CD game I've seen to date, and if you enjoy playing games purely for the audio-visual experience, then this will keep you pleasantly occupied for a weekend or three. **Z**



## IN PERSPECTIVE

**A**ll of these games have first class presentation, but at the end of the day, they are all limited in their gameplay.

Critical Path

Dragon's Lair

The Lawnmower Man

Rebel Assault

## PC ZONE score

Excellently presented. Just a little more complexity in the gameplay and it would have been unreservedly recommended.

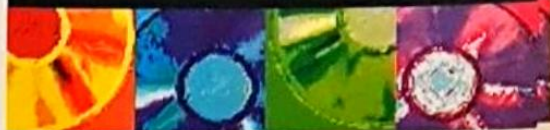
77

Price: £54.99 Out: Now  
Published: Sales Curve Interactive  
Telephone: 071 585 3308

## PC ZONE specs

Minimum Memory: 2Mb  
Minimum Processor: 386  
Minimum Speed: 20MHz  
Installation: Optional  
Minimum Hard Disk: 20Mb  
Minimum Graphics: VGA  
Soundcards: Sound Blaster  
Controls: Keyboard only  
Comments: The game will work fine with a single-speed drive, but a double-speed drive is recommended.

(Left) Now you see him; now you don't. All of the objects in the game are initially constructed as wire frames. These can be used to work on the basic movement and positioning for each scene, before texture, colour and light are added using sophisticated ray-tracing software to create the final look.



# MegaRace

**W**ELCOME TO the future which, apart from the odd *Blade Runner*esque movie screen all is much as it ever was – a craven public in frantic search of greater thrills and TV companies in search of higher advertising revenue.

Enter Lance Boyle, a futuristic mix of Hughie Green and Michael Barrymore, and host of *MegaRace*, the ultimate TV virtual reality game. Contestants race in high speed vehicles through various city and even planetary tracks without ever leaving the confines or safety of the studio. Success is measured, in true Hughie Green fashion, on an audience applause metre (or Clapometer as we 'Opportunists' used to call it) with points for the most exciting as well as the most successful race.

## Silver dream racer

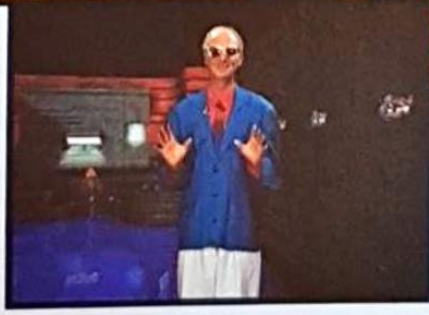
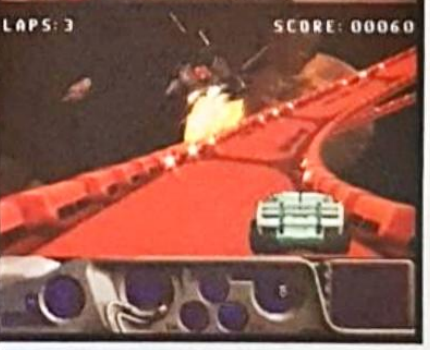
There are eight cars and 16 tracks for the budding racer to tackle. The game will be linear in that a contestant won't be able to move onto a track until they've completed (i.e. won) the previous one. The tracks are set over a variety of landscapes, some of the highlights of which include a fully enclosed, futuristic San Francisco and a race round the seven rings of Saturn.

Not only do you have to deal with trying to corner at high speed while some wide boy in the other car slips by on the outside, but you also have to worry about said wide boy trying to put a missile up your exhaust (or whatever the future equivalent is). Of course, on the plus side, you'll be able to do exactly the same to any other car on the course.

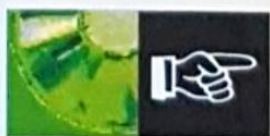
As with all such racing games, there are various bonuses to be picked up along the way. These range from the conventional speed-ups, extra weapons, loss of control etc. to some distinctly odd ones, such as the entire screen going all wibbly around you, as if you were in one of those mid '60s flashbacks where you suddenly find yourself 10 years younger picking daffodils with your first love.

## Car Wash

The aim of *MegaRace* is, obviously enough, to produce a racing game which manages to combine speed with outstanding graphics. (CD product with gameplay shock.) The graphics are all there and looking pretty fab. As for the speed... Well it was pretty impressive on most levels but on San Francisco, the only level on which Cryo has done a serious amount of tweaking, it was stunning. If all the levels are of this standard and they add the ability for the cars to fly off the track – as they intend – then this will be one to watch. Provided you're quick enough. Paul Lakin



Scalextric meets Sim City in this frantic drive 'em-up. Not only are the graphics outstanding, but it is looking like there's actually a vestige of enjoyment to be had from this game. Wheee!



Price: 100 Out: March Publisher: Software Toolworks Telephone: 0444 246333



# Winter Olympics

Squeezing himself into lycra salopettes, **Chris Anderson** relived the excitement of Lillehammer from the comfort of his bedroom.

**T**HIS is the latest in a long line of sports compilations from US Gold and it's something of an oddity in the current batch of CD releases. The actual game is identical to the disk version and has no advantages over the original other than saving space on your hard drive. In this respect, *Winter Olympics* is typical of the growing army of shovelware CDs that seem to be cropping up everywhere. To make up for employing this unimaginative tactic, US Gold has added a multimedia database to the CD version, a sort of all-about-doing-skiing reference guide with narration, photos and film footage. As a result *Winter Olympics* is more typical of the edutainment programs that have recently become all the rage with certain US publishers. Whether or not this represents value for money and justifies a CD version is open to question. There will no doubt be a few skiing bods out there who will look at the archive footage and say: 'Ooh, I never knew that', and be reasonably content. I suspect, however, that the majority of

people who buy this game will do so because they'll see the screen shots and think: 'That looks a bit of a lark,' and are likely to opine that the time spent on creating the multi-media database would have been better spent on enhancing the game itself.

The in-game graphics are simplistic and uninspiring, despite being infinitely better than those in the earlier compilations. It wouldn't have hurt to have included some digitised sound effects

**'All you have to do is get your head down, bend your knees and go like crazy.'**

and speech to enhance the atmosphere in the games - crowd whistles and claps, commentary overlay, that sort of stuff. For me, and I expect most people who pick up this sort of game just for the fun of it, such additions would have

been preferable to having a database full of facts that I'll look at once and never want to see again. So there you have it. If you have the disk version there's no point in buying this one unless you think skiing is totally fab and want to know everything about it. If you haven't, it's a fairly mediocre collection of winter sport games that you'll get bored with after a few hours so there's no point in buying it anyway. ☒

**PC ZONE**  
score

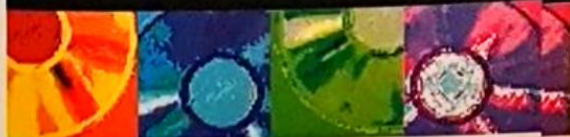
Has its moments but you'll probably play it for a few hours and thereafter pick it up once a year if you're really bored.



Price: £42.99 Out: Now  
Published: US Gold  
Telephone: 021 625 3388

**PC ZONE**  
specs

**Minimum Memory:** 640K (590K free base RAM)  
**Minimum Processor:** 386SX  
**Minimum Speed:** 25MHz  
**Installation:** Essential  
**Minimum Hard Disk:** 165K  
**Minimum Graphics:** SVGA 256 colour  
**Soundcards:** Sound Blaster, Pro Audio Spectrum  
**Controls:** Joystick, Mouse, Keyboard  
**Comments:** Double speed CD ROM drive required for Hi-res graphics. Vesa compliant graphics card and driver required.



### ON THE ROAD TO NORWAY

Here are the events featured in the game. Some are good, some are okay and some are simply awful. This makes playing the Olympic campaign a waste of time as you have to plough through the rubbish events whether you like it or not. The downhill and slalom events are a bit of a laugh though. Sort of.



**BIATHLON**  
Joystick wiggling event number one. This is a combination of cross-country skiing and rifle shooting. The objective is to wiggle your joystick as fast as you can in order to build up speed for the yawnsome cross-country bit. After that, you just strudy up and take a pop at the target.



**SLALOM**  
The slalom's a bit more challenging, seeing as how there's flags lying about all over the place and you're expected to dart in and out of them at high speed. This is well tricky so it's more likely to hold your interest than the other events, but after a while it becomes more frustrating than challenging.



**BOB-SLEIGH**  
This event is a combination of pushing, jumping and yawning. Minor joystick wiggling to push your bob-sleigh down the slope, pressing fire to persuade your bob-sleigh buddies to jump in, and yawning loudly as you casually move your joystick left and right to get round the turns. Boring.



**DOWNHILL**  
This is the easiest of the skiing events. All you have to do is get your head down, bend your knees and go like crazy down the hill, occasionally nipping through a couple of gates. Good fun for a while, but it gets too easy too quickly and so becomes pointless once you've mastered it.



**GIANT SLALOM**  
Just like the slalom except it's, well, bigger. More zooming down hills at the speed of light, dodging flags and occasionally coming a cropper (even that's a welcome diversion at this point). All credit to US Gold here, who has now managed to squeeze four games out of one basic concept.



**LUGE**  
This is exactly the same as the bob-sleigh event except, er, it's got a different name. Apart from that, it's still all about pushing, jumping in and steering. US Gold has again managed to squeeze two games out of a single concept. Now is that clever or what?



**SUPER-G**  
A shorter track than the one used for the downhill. The gates are positioned in awkward places so you have to slow down to go through them. Apart from that it's more of the same so, as is the case with the Downhill event, you'll play it a few times and then give it the boot.



**SKI JUMP**  
This event is a combination of skiing and jumping, would you believe? Minor joystick wiggling on the way down the slope to build up speed is followed by an elegant leap into the air, which in turn is followed by a decidedly inelegant plonk into the snow.



**SPEED SKATING**  
Joystick wiggling event number two. All competitors must wiggle their joysticks like people possessed in order to be first across the finishing line. Anyone caught wiggling before the starting light goes green will be disqualified. On your marks, get set, wiggle.



# Strike Commander



(Above left) Play with the enemy and make your own firework displays.  
(Above right) Half the fun is just sitting back admiring the scenery.

## W

HAT IS IT about flight sims that makes software houses release them in separate parts instead of just supplying the whole package? It seems a bit much that flight sim fans, having just shelled out 40 or 50 quid for the latest 'ultimate flying experience', are then expected to fork out another 20 quid just to get the rest of the missions. Not to be outdone, Origin have gone one step further with the invention of the 'optional' speech pack add-on which, considering the amount of disk space it takes up, may as well have been chucked in with the main game. As it stands, if you want the speech you can say good-bye to yet another 20 pounds. Yes indeed folks, they are having a bit of a laugh at our expense.

The CD version of *Strike Commander* puts an end to all that money-spinning malarkey. The package includes the original game, the *Tactical Operations* missions, the speech pack and lots of extra speech besides. This is good news for CD-ROM drive owners, because this game is brilliant.

The graphics are exceptional in every department. Gorgeous gourad-shaded landscapes and ultra-detailed, texture-mapped objects create a highly realistic backdrop to your wanton destruction. Okay, looks aren't everything, but they certainly help. Almost every software house that produces a flight sim inevitably comes up with that over-used phrase: 'It's just like being there'. For my money, I will remain unconvinced by such ridiculous proclamations unless I'm flying over cities that look like cities and shooting down planes that actually look like planes. With *Strike Commander*, that's exactly what you get, and it makes all the difference.

*Wing Commander* style cinematic sequences develop the plot in-between missions. As the game progresses, you find yourself in command of the Wildcats, a mercenary squadron who fly dangerous missions for whoever puts up the cash. The missions are long and varied, and involve taking out specific air or ground targets. Short and medium range missiles are available for dealing with enemy pilots, but there's no fun to be had by simply launching a missile and waiting for the resulting bang.

*Strike Commander* comes into its own when you engage enemy pilots in dogfights. The explosions when you scratch enemy planes, the screams of agony from the pilots when you shoot them down, the pleas for help from your wingmen when they get into trouble - all these elements combine to create a high degree of tension and give the game a real sense of urgency.

Multiple camera views enable you to view the action from almost any angle, and you can access the control panel to set your preferences for the game. You can make the flight model as simple or realistic as you like, or make the general gameplay easy or challenging. Personally, I can live without the mid-air collisions. There's nothing worse than spending 40 minutes completing a mission, disposing of multiple bogeys and blowing up half the world in the process, only to bump into some idiot doing a loop-the-loop on the way back to base.

The only problem with *Strike Commander* is you need some serious equipment to get it running smoothly. On a 4860x33 it's sluggish and jerky, but still just about playable. Electronic Arts say it's fine on a DX50 but, to get optimum performance, I'd say you need a DX2 66 and a double speed CD-ROM drive. If your equipment meets these specs, buy this game. It's addictive, well presented, and has enough missions to keep anyone in the skies for a long time to come. *Chris Anderson*

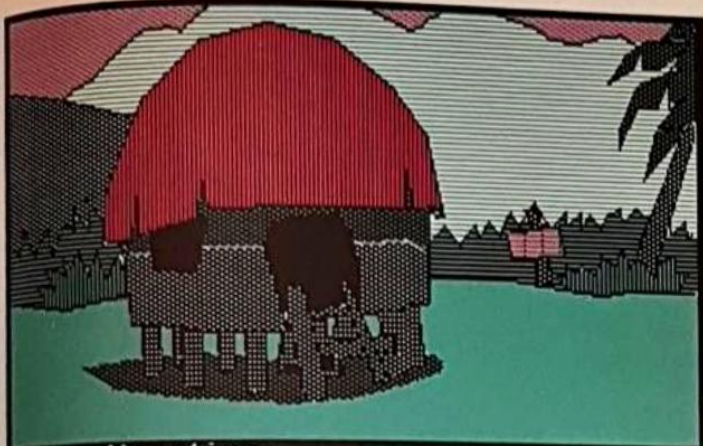
**Superior flight sim but you need the hardware to match it.**

SCORE  
86

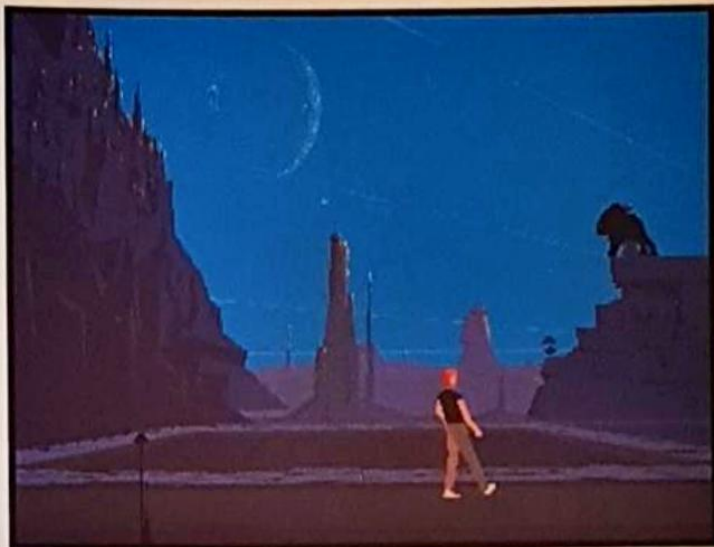
specs  
Min. Memory: 4Mb  
Min. Processor: 486  
Min. Speed: 33MHz Installation: Essential  
Min. Hard Disk Space: 2Mb (10Mb recommended)  
Min. Graphics: VGA 256 colours Soundcards  
Supported: All major cards Controls: Keyboard,  
Mouse, Joystick

Price: £49.99 Out: Now Publisher: Electronic Arts Telephone: 0753 549442





Try a direction.  
Command > S  
You stand before a primitive, badly  
deteriorated hut.  
Command >



# Interplay's 10 Year Anthology

**A**NTHOLOGIES of ancient software seem to be in vogue these days, especially now that CD-ROM allows publishers to get a good sized collection in a box without resorting to two and a half tons of floppy disks. The day can't be far off when the astute consumer can just pop into a store once a year and catch up with all the best releases by buying a single copy of *Digital Now* or whatever.

In promoting that attractive state of affairs, I suggest you go out now and buy Interplay's tenth year birthday present from itself to us. Interplay has taken what it considers to be its best game from each year of its existence and lumped them together on one CD. The resulting medley (four adventures, four role-playing games and two strategy games) is varied enough to suit even the most jaded palette.

### Those games in full

*Mindshadow* is, shock horror, a text adventure. Oh alright, it's got a few graphics, but they are static, and they are in glorious technicolour CGA. The plot is straight out of stock film noir: You wake up on a desert island with no possessions and no memory of who you are or where you come from. Don't be put off by its decrepit looks, this classic is still engaging. I'm not quite so keen on *Tass Times* which is another text adventure with graphics (which are also in CGA), and is a bit of a strange game set in the bizarre alternate reality of Tonetown.

*Bard's Tale*, *Wasteland*, and *Dragon Wars* are three classic role-playing games. *Bard's Tale* is the most well-known of the three, and the game that influenced most subsequent CRPGs, introducing, as it did, three dimensional graphics (of a sort) and all the elements you'd expect to find in a pencil and paper RPG. The other two use developments of the same system, and *Dragon Wars* will even accept characters generated by *Bard's Tale*. *Wasteland* throws off the usual pseudo middle ages scenario for a post holocaust American mid-west.

*Battle Chess* was the first game to offer animated pieces rather than static representations of the classic Staunton set. It's not the most powerful opponent in the world, but good enough to satisfy average players.

*Lord Of The Rings* is about as faithful to Tolkein's masterpiece as a computer game is going to get, but as a CRPG this title has its faults. The worst of these have been corrected in the enhanced CD version (reviewed in issue eight), but on this disk you get the game in its raw form. Nevertheless, there is much enjoyment to be had if you give it time.

Strategy fans are catered for by the presence of *Castles*. While there are better strategy games about, elements of *Castles*, chief of which is designing and building your own fortress, make this worth at least a couple of plays.

Finally there are the two most recent games, and the meat of *Interplay's 10 Year Anthology*: *Star Trek 25th Anniversary*, a perfect homage to the spirit of the original TV series, and *Another World*, a ground-breaking game which has become the benchmark for action adventures.

All the games are accompanied on the CD by rolling or interactive demos of a dozen or so recent products. The whole thing is superbly presented with a graphic front-end for installation. While each game is installing, the CD plays a title track and you are treated to comments from some of the people involved with that product. As an added bonus, there are 19 audio tracks from various Interplay games which can be played on your hi-fi. You can't play fairer than that can you?

Laurence Scotford

**A cost-effective way to build an instant library of classic games.**



**specs** Min. Memory: 640K  
Min. Processor: 286  
Min. Speed: 12MHz Installation: Essential  
Min. Hard Disk Space: 15.8Mb Min. Graphics:  
CGA Soundcards Supported: Roland LAPC-1, Ad Lib, Sound Blaster Pro, Pro Audio Spectrum  
Controls: Keyboard, Mouse, Joystick

Price: £49.99 Out: March Publisher: Interplay Tel: 0865 390029



The changing face of adventure games. The antiquated *Mindshadow* on the left ... and the spiffing, nearly new *Another World* on the right.

**Comments:** Some of the games require EGA or VGA and a faster, more powerful processor. Not all games support listed soundcards and control devices. Note that disk space figure is for all games. Requirements for individual games range from 400K to 7.5Mb.



# Dragon Tales



As the CD-ROM speeds to the front of the games market, one company with its foot on the accelerator is Cryo. **Paul Lakin** hops over to France to check out their latest piece of inspiration.

## H

IDDEN AWAY in the 18th Arrondissement of Paris, Cryo has been responsible for some very impressive product over the last few years one of which, *Dune*, was amongst the best CD games of last year. Now the team is producing *Dragon Tales* for Software

Toolworks, a game which aims to set new standards for the CD market. Cryo shares its offices with a film/advertising production company and consequently is able to learn cinematic and animation techniques at first hand.

### Knight tales

The filmic influence on *Dragon Tales* is clear in the plot alone, which is not a million miles away from that of a certain huge-grossing, late '70s space trilogy. The son of a Dragon Knight - one of the mystic and powerful keepers of the faith - you have been brought up by a farmer in a world entirely occupied by the forces of Chaos. Well, not entirely. One small village of indomitable Gauls still holds out... Sorry. What I mean is

there's a small fortified area still resisting Chaos, still holding out for the way of honour, virtue and attractive football played along the ground. However, the protective wall round this area is crumbling and there's a traitor on the loose.

More than this I dare not say, partly because this is one of those games where you discover your quest as you play the game, and partly because I stopped taking notes at this point (oh to have been on a shorthand course). What I can say is that, due to the scope and size of the game, it has been divided into two parts (or chapters as Software Publishers like to say in an attempt to make people treat their games as art). The first chapter is due to

be released in May with Chapter Two hopefully following around November.

### Beauty of the beast

While the scenario behind *Dragon Tales* seems to owe a little to *Star Wars*, then the game's only connection with it is that it too looks poised to set new standards for visual wonderment.

**'It looks poised to set new standards for visual wonderment.'**



## THE MAKING OF EVIL

**A**ny adventure of this nature is going to stand or fall by the characters in it and, in this respect, *Dragon Tales* walks tall. The villains, monsters and assorted dubious characters you come across are all created using 3D Studio, making them impressively three-dimensional villains, while auto-scaling means they never get too big for their boots, or their screen position.

The process used can be seen here: 1) first a character is drawn by the artist, 2) a wire frame version created which is then 3) fully rendered in 3D. The 3D affects both the look of the game and events such as combat, as fighting a 3D foe is considerably different to fighting a flat one.

Developed using 3D Studio, both backgrounds and characters are impressive. Gone are the days of entering a room and finding yourself squarely in the middle. In *Dragon Tales* the whole room is open to you, and it will be possible to interact with all the objects in a room.

If the interiors and creatures are impressive, then wait until you see some of the backgrounds. (Well you don't have to wait, since you can see them on this page - that's the speed of modern communication systems folks.) Suddenly, you find yourself wanting to play Chapter Two simply so that you can visit these places.

### Aims of the game

Of course, hardened cynics will remember countless games which have been drooled over in previews for their wondrous graphics, only to completely flop in review because the game fails to live up to the packaging. The CD format seems to have been particularly prone to games which are dead from the neck up. I haven't seen enough of *Dragon Tales* to give a cast iron guarantee that it will be any different, but the signs are very promising.

Cryo makes no bones about wanting to 'raise the bar of game design' and see *Dragon Tales* as launching the next generation of D&D style games, not limited by the stigma of the perceived anorak element in role-playing games. The team's also aware of the tradition of games with groundbreaking graphics tending to be somewhat challenged in the games playing department. Consequently, a lot of effort went into finishing the graphics early so as to free up time to concentrate on the game's content.

One of the key strengths of the gameplay is the degree of interaction. It will be possible to talk to or fight (using a range of around 16 weapons) every character in the game. Likewise with the puzzles, most of which will have a brain and brawn solution. The way you interact with a character will affect developments later in the game.

In his review of *Rebel Assault*, Paul Presley opined that it was a view of the future of CD-ROM games. From what I've seen, I'd put in a bid for *Dragon Tales* occupying similar ground. At the very least, it's the game *Seventh Guest* should have been.

Price: 150 Out: April Publisher: Software Toolworks Telephone: 0444 246333

# Star Trek: 25th Anniversary



**T**HERE IS only one aspect of the original version of this game that isn't in keeping with the TV series: all of the characters have perfectly formed bodies and great musculature. What happened to Kirk's flabby gut and the bags under McCoy's eyes? Still, in every other respect the game is true to the spirit of *Star Trek*.

There are eight 'episodes' to play through. You take on the role of Captain James T. Kirk, but the other crew members, including the endless supply of disposable security men in those fatal red jerkins, are all involved too. The structure of the episodes will be familiar to anyone who has played icon-driven graphic adventures, the difference with this one being that there is a lot more emphasis on dialogue. You will need to converse frequently with your crewmen and the other characters if you are to stand any chance at all of solving each problem.

## Dying a lot

Between episodes you find yourself on the bridge where you must manage all the on-board functions like raising shields, activating weapons and all that 'warp factor eight' stuff. This section is not only the means to get from the location of one episode to the location of another, but



Kirk, Spock and McCoy strut their stuff once again, this time with voices.

also involves some space combat in which you get to lock phasers and photon torpedoes with Klingon birds of prey, Romulans and Elasi pirates. It provides a welcome relief from the cerebral stuff, but can become a chore if you keep dying.

So what's that 'Enhanced' doing tagged to the title of this CD version? Well, you get a couple of additional missions, but also the digitised voices of the original cast, making this the ultimate in interactive *Trek* ephemera. You can opt to have the voices accompanied by text, but they are pretty clear throughout and actually do add enough atmosphere to make the whole game worth playing again, even if you have seen it all before. *Laurence Scotford*

**A game boldly going where it's been before, just a little more vocally.**



Well, at least we can show you the 'hot vision'.

# Hot Sound & Vision

**T**HIS CD brings together all the best in shareware graphics and sound utilities. There are programs for painting, generating fractals, ray-tracing, morphing, point of view and viewing and converting graphics and animation. There's also hundreds of graphic files in \*.GIF and \*.JPG format.

On the sound front, there are sequencers, sound banks, a \*.MID to \*.ROL converter, over 150 MIDI files and nearly 1,400 \*.MOD files. Spice up your Windows sessions with samples ranging from Jeff Tracy saying: 'Okay boys,' to Bones' laconic 'He's dead Jim'.

Games are represented too. The emphasis is on Apogee with the most recent being *Bio Menace*. This is not one of those compilations with 86 CGA versions of *Tetris*.

The disk also contains a number of demos; both of commercial games and programmers' 'calling cards'. Actually, the latter have moved from advertisements of the programmers' skill to something like graffiti, and seem to be heavily influenced by the techno movement. These will really give your soundcard a workout.

Installing these programs is painless; they unpack to a temporary directory and a suite of anti-virus programs is included. All in all, a disk packed with the famous, the tested and the useful. *Mark Burgess*

**An outstanding collection.**



## specs

Min. Memory: 2Mb  
Min. Processor: 386  
Min. Speed: 20MHz Installation: Essential  
Min. Hard Disk Space: 10Mb Min. Graphics: VGA  
Soundcards Supported: Roland LAPC-1, Sound Blaster, Sound Blaster Pro and compatibles  
Controls: Keyboard, Mouse, Joystick

Price: £49.99 Out: Now Publisher: Interplay Tel: 0865 390029



## specs

Min. Memory: 2Mb  
Min. Processor: 386  
Min. Speed: 16MHz Installation: Essential  
Min. Hard Disk Space: Less than 1Mb  
Min. Graphics: SVGA Soundcards Supported:  
All major cards Controls: Keyboard, Mouse

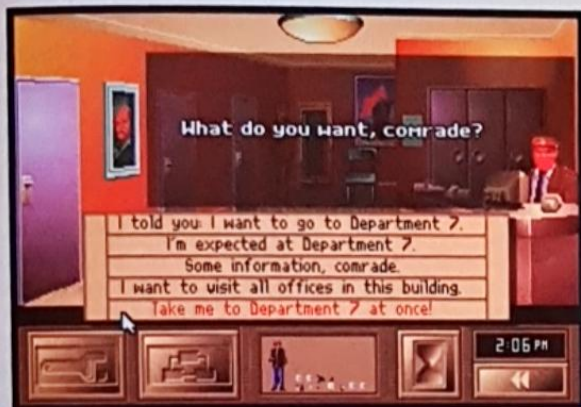
Price: £44.99 Out: Now Publisher: Interplay Telephone: 0865 390029

# Conspiracy

**J**UST WHEN I was beginning to wonder what ever happened to Cryo, creators of the *Dune* CD classic, up they pop with a CD revamp of *KGB*. *Conspiracy* is set in Russia and casts you as Maksim Rukov, a captain in the KGB and working for Department P - a branch set up to investigate corruption within the KGB itself.

A serious plot for a serious game. *Conspiracy* looks and plays like an adventure game but it sure doesn't feel like one. This has nothing to do with the game design: the interface is flexible and intuitive; the graphics aren't bad; there's an auto-mapping feature so you won't get lost and forget which room you've just come out of, and there's even a helpline manned by none other than Donald Sutherland.

The big problem with *Conspiracy* is its sense of humour. It hasn't got one. If you ask your colleagues about Moscow night life, they say stupid things like: 'Beware decadent pleasure-seeking'. The punters in the local bars either won't talk to you



When in doubt, order them about. It doesn't work but it's far more fun.

or fob you off with non-committal one-line replies. If this was real life situation, I would, by now, be making highly amusing faces at everyone I met to see if I could get them to smile.

The game is played over four chapters, each consisting of a series of mini-missions you have to complete to get to the end of the chapter. By Chapter Two I discovered I'd be spending more time talking to KGB agents, taking photos of all the evidence and witnesses and decoding silly messages; I decided I'd had enough and called it quits. This game is definitely not for fun-lovers. The only enhancement for CD is the Dial-A-Donald helpline which is a nice touch but I'd still advise you gave the whole thing a miss. *Chris Anderson*

**Takes all the fun out of Ruskie bashing.**



**specs** Min. Memory: 640K  
Min. Processor: 386  
Min. Speed: 20MHz Installation: Essential  
Min. Hard Disk Space: Nominal amount for saves  
Min. Graphics: VGA Soundcards Supported:  
Sound Blaster, Sound Blaster Pro, Ad-Lib, Ad-Lib  
Gold, LAPC-1 Controls: Mouse, Keyboard, Joystick

Price: £44.99 Out: March Publisher: Virgin Telephone: 081 960 2255

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Unlike its poor staff, PC Zone gets around. Disk failures in Belgium, CDs in Holland; they're all grist to the mill of our

resident agony uncle, Mark Burgess.

### Legendary

I HAVE A Packard Bell Legend 445. It is a 486 with VGA monitor. Firstly, I want to know whether my dad made a good purchase when he bought this PC or whether he is completely stupid (be honest, I don't mind).

Secondly, if I buy an 8-bit soundcard will it produce any sound with all the 16-bit sound games.

Thirdly, and most importantly, I am getting annoyed with my mate who has just bought an Amiga 1200 and he thinks it is as good as my PC. Trouble is, I have only just got my PC and don't know any better. Is it just as good? If it isn't, tell me how my PC is better so that I can tell him.

Great magazine by the way.

C. Walte, Duston, Northampton

Rest assured, your father made a good choice. What an ungrateful little bastard you must be. An 8-bit soundcard will play 16-bit samples but you may find a degradation in sound quality. Nothing too serious.

An Amiga isn't as 'good' - in any absolute sense - as a PC. There are lots of reasons. Firstly, IBM is an industry standard and looks like so remaining. There will still be IBM compatibles (which is what you have) around when the Amiga has gone the way of the Dragon 32 and the Acorn Atom. Of course, games programmers point out that the IBM PC was never designed for games and has some dreadful limitations (base memory, DOS) but the games now available for it are easily as good as anything for the Amiga and will continue to improve. The Amiga is a 16-bit machine. Software for it has got as good as it is going to get.

So tell your mate that your computer is widely supported and immensely flexible. If you don't know what that means, ask your dad. I reckon he knows his PCs. MB.

### History Lesson

I HAVE A problem. On many of today's magazines there are free floppies. Many of these require 600K or 640K of base memory to run. Could you give me an idea of what is the least I can have in my AUTOEXEC.BAT and CONFIG.SYS files to run them.

I have an Ambra 486 335X, a CD-ROM drive and a Mustec hand scanner. I am using Windows 3.1, DOS 6.2 and Stacker. I work with a base memory of 485K with everything installed, and have managed to get it up to 600K using the multi-menu facility of DOS 6.0, allowing me to use some of the free floppy programs. But I can't get it any higher.

Two other things if I may:

1. Why are PCs limited to a base memory of 640K?
2. Do other computers like Atari STs and Amiga 500s have a base memory to worry about?

I look forward to reading your reply.

Royston E. W. Bland, Iver Heath, Bucks

See the letter 'Improve Your Memory' for an example of AUTOEXEC.BAT and CONFIG.SYS files. General rules are to use LOADHIGH (or just LH) for the programs in the AUTOEXEC.BAT and use DEVICEHIGH for all drivers in the CONFIG.SYS except HIMEM.SYS which should be the first driver loaded.

PCs are restricted to 640K because when IBM made their first PC they used the 8088 chip from Intel as a CPU. This was able to address up to a million bytes - heady stuff then. The 640K was the useful memory segment as defined by the CPU. The 8088 could address 1Mb of memory in 16 segments of 64K. Because of design limitations only 640K was actually available. This was the block from 0 - 9 called the user memory area.

All PCs are designed to be 'backwardly compatible'; i.e. software written for the first of the series will run on the latest. That's why there's an XT inside the latest Pentium machine. The progress of Intel's chips, and with them IBM, has been such that nothing has been left behind.

Ataris and Amigas use Motorola chips of the 6000 family. These chips do not suffer from the artificial memory segment limit of the Intel series. MB.

### Improve Your Memory

I RECENTLY bought a copy of Day Of The Tentacle on CD-ROM, and I was pretty miffed to discover that I can't free up enough memory to play it! I have tried

## Cursors!

I have a Vtech 486SX/25 and have come across a problem which I am unable to solve. I use various Windows and non-Windows software (games like Railroad Tycoon, Flight Sim 5; and 'serious' applications like Freelance and Ami Pro), and everything works fine except three games: Wing Commander, X-Wing and The Lost Files Of Sherlock Holmes. The cursor will not move to the right of the screen in any of these games. The problem is the same whether I am using the keyboard, the mouse, or a joystick to control the game. I have tried using a basic boot disk and freeing memory but have had no success. Other applications run perfectly well. This means that these games are unplayable and I am reluctant to buy new software in case I have the same problem.

I hope you will be able to help.

Ian Jones, Beckermat, Cumbria

I think the problem is with your mouse driver. Several games (and X-Wing is certainly one of them) need a totally Microsoft-compatible mouse driver. One will be in your C:\DOS directory and is called MOUSE.COM. One reader solved a similar problem by using the joystick port on a game card and disabling the port on the Sound Blaster. He also disabled MOUSE.COM entirely. MB.

to 'REM' out as much as possible in my AUTOEXEC.BAT file, but because the game is on CD, and requires the use of my Sound Blaster and mouse, I don't know of anything else I could possibly get rid of. Day Of The Tentacle says it requires another 43K to run properly. I tried running it anyway, but it trips up when it needs to load a lot of speech.

The other weird thing is that after it has told me it needs another 43K, it also tells me that 'EMS DETECTS LESS THAN 2MB'. This seems a bit strange as I have 4Mb of simms in my computer; why can't it detect them all? I was running the program through DOS, as I presumed that I would be unable to free up any more memory through Windows as it requires SMARTdrive (which I had REMED out). I have also been having trouble getting the right driver to run my Trident svGA card at 256 colours, so, to be honest, I'm avoiding Windows like the plague. It doesn't seem to be my day/week/month/ life at the moment, please help!

My system is a 386SX 25 with 4Mb, a Trident svGA card, Creative Labs/Panasonic 563 CD-ROM drive, Sound Blaster Pro (set at a different IRQ to the default - could this be causing anything?), MS-DOS 5.0 and Windows 3.1. I have also enclosed a printout of my AUTOEXEC.BAT (complete with REMS) and CONFIG.SYS.

AUTOEXEC.BAT:

```
@ECHO OFF
PROMPT $P$G
PATH C:\WINDOWS; C:\DOS; C:\MOUSE
REM ***** MOUSEWARE 6.12 SETUP *****
MOUSE SER 1
LOGIMENU
CLICK
REM *****
SET BLASTER=A220 15 T4
SET SOUND=C:\SBPRO
C:\SBPRO\SBP-SET /M:12 /VOC:12 /CD:12 /FM:12 /LIN:12
REM C:\WINDOWS\AD_WRAP.COM
REM C:\WINDOWS\SMARTDRV.EXE
SET TEMP=C:\DOS
KEYB UK,,C:\DOS\KEYBOARD.SYS
REM DOSKEY
C:\SBPRO\DRV\MSCDEX.EXE /D:MSCD001 /V /M:15
CONFIG.SYS:
COUNTRY=044,,C:\DOS\COUNTRY.SYS
FILES=30
STACKS=9,256
DRIVPARM=D:0 /F:7
DEVICE=C:\WINDOWS\HIMEM.SYS
DOS=HIGH
DEVICEHIGH=C:\DOS\SETVER.EXE
DEVICEHIGH=C:\DOS\DISPLAY.SYS CON=(EGA,,1)
DEVICEHIGH=C:\SBPRO\DRV\SBCD.SYS /D:MSCD001 /P:220
```

Jo Wright, Harrow, Middx

First off, Windows doesn't need SMARTDRV. It runs perfectly well without it. Then re-write your AUTOEXEC.BAT and CONFIG.SYS files.

AUTOEXEC.BAT:

```
@ECHO OFF
```

## Expanded Packmate

I recently purchased a Packard Bell Packmate 386SX 33MHz with 2Mb RAM (okay, so I should've bought a 486 - I haven't had a wink of sleep since, just like when I bought that 16K Spectrum). Knowing very little about PC shenanigans, I'm completely perplexed regarding EMS. Can you help?

Your recent *Seal Team* demo failed to work because of a lack of expanded memory, as did my copy of *Ultima Underworld II*. In the *Ultima* manual it says to use EMM386.SYS 1024, which I did, but this only seemed to increase the EMS pool and didn't increase the available amount from 256K.

After many hours trying to sort this out, I decided to ask you before my fist goes careening through the monitor. How can I increase my EMS? Or am I totally smegged?

**Nigel Carter, Worcester**

P.S. My printer's pretty crap too.

No trouble. Just put the line

**DEVICEHIGH=C:\WINDOWS\EMM386.EXE 1024 RAM** in the **CONFIG.SYS** file after the line that says **DEVICE=C:\WINDOWS\HIMEM.SYS**. If you want to configure the whole 2Mb as expanded memory then change the last bit to '2048 RAM'. Can't do much about your printer, I'm afraid. **MB.**

sprogs in level one - look in the sewer for the girl. You'll have to take the box with you and push her in. (The box, not the sewer.) **MB.**

## Slipped Disk

I'M A HAPPY man as I found your (magnificent) magazine between all the other thick and nothing-telling computer magazines a few months ago.

But the reason for writing this letter is not praising you into heaven (others can do that), but because I have some major problems. Please listen:

I own a French Bulldog. This type of dog is known as being one of the most obstinate creatures on earth, but in comparison to my computer it is a please-tell-me-what-to-do-and-I-will-do-it kind of pet.

As a student I have to spend a lot of time on the train, so when my good old XT finally died quietly I decided to buy a portable computer. After having scanned the market I bought a Toshiba T1850 (4Mb RAM, 120Mb hard disk, 25MHz).

For the first two months everything was okay. Then suddenly everything began to run a bit slowly so I checked the hard disk. The test told me I had some 12Mb bad sectors. So I ran Norton Disk Doctor, hoping that would resolve the problem but after this program had finished I had 17Mb bad sectors.

'So you play it the hard way', I said to my Toshiba and I re-formatted the hard disk. The first 55 per cent was finished in 10 minutes, the rest took three whole days. Result: 12Mb bad sectors found.

Toshiba said that I had to register my computer in the International Warranty Programme. I would get a sticker and then I could bring my computer in. But all this happened nine weeks ago; I've never seen any sticker and the 12Mb is still bad.

But I still had 108Mb to use, so I bought myself a few new games which all run well, although I have to re-install *Grand Prix* every now and then because my Toshiba can't read drive C from time to time.

I bought *Return To Zork* but after installing it the computer said: 'FILE RTZ.PRJ HAS BEEN DAMAGED. SKIP THIS FILE AND CONTINUE INSTALLATION?'

'One file can't be that important', I thought and typed 'yes'. But then I saw that the skipped file contained a good 21Mb. No game so far. I returned the game and got another copy of *Return To Zork* but it resulted in the same message. So no *Return* for this poor chap.

So I ask you: what could be wrong with my computer? Why does this game not run on my computer? Is it not IBM compatible enough? Besides I could not run the *Seal Team* demo disk from PC Zone either. *Risk For Windows* also will not load, etc... (I do make use of EMS).

What should I do? Should I bury my Toshiba next to my XT or just throw it out the window and buy a 'real' computer to play games on?

Thanks for your time and I sincerely hope you can help me.

**Richard Schulze, Antwerp, Belgium**

P.S. Hey Pierre Alaphilipe from France (issue nine). Stella Artois is about as British as a train on time. Stella is a Belgian beer, and it isn't even one of the best. You don't want me saying a Bordeaux Chateau Margot is an Italian wine do you?

Golly mon brave, you have a problem sure enough. The computer is fully IBM compatible, so don't worry about that. But it is simply broken. The disk - and maybe the controller - is up the spout. I hope Toshiba have done the right thing by now and you have a replacement. I don't know much about the Belgian Civil Code, in fact I know nothing, but in this country your first act would have been to take it back to the shop. The retailer is immediately responsible and then the manufacturer. As I say, I hope it's sorted out now because there is absolutely nothing you can do yourself. **MB.**

## Light Speed

I HAVE A 486 DX40 and a CD-ROM (150K/sec.). Do you think this is too slow for future games? I have seen a program called *Lightning CD* which says: 1,000 times faster after used. Does it mean that it will be faster than a double speed CD-ROM? Can you give me any advice on this and tell me whether it is worth buying this program? Is there any other program on the market which does the same as *Lightning CD* but which is cheaper? The program costs about Hfl. 300 (about £120).

**Antonic Cheang, Holland**

I think that 150K/sec. is really the minimum for a CD-ROM. Future games will need a faster transfer rate (some games do already). I've not heard of the program you mention, but I suspect that it is a caching program. These can speed up some CD games because they hold frequently used pieces of information in a part of the computer's memory. Obviously you won't get the full effect if the program isn't using the same bits of data repeatedly. The figure of 1,000 times faster is a reference to ideal conditions. It's not the same as having a double speed drive.

The first thing to do is to look in the manual that came with your CD driver and find out how to set up a buffer in the memory. Then set up the biggest you can. There is a program called *Cacheall* that claims a 2607 per cent increase of transfer with a 386/25MHz and a 150Kb/s Mitsumi CD-ROM. European distribution is handled by Fox Lane Computer Products (telephone: [England] 081 882 1874, fax: 081 882 1949). *Cacheall* is only 22K and can be loaded high in the memory. It costs £69.00 **MB.**

```
PROMPT SPSPG
PATH C:\WINDOWS; C:\DOS; C:\MOUSE
REM
MouseWare 6.12 Setup
*****
MOUSE ser 1
LOGIMENU
CLICK
REM
SET BLASTER=A220 I5 T4
SET SOUND=C:\SBPRO
C:\SBPRO\SBP-SET /M:12 /VC:12 /CD:12 /FM:12 /LIN:12
REM C:\WINDOWS\AD_WRAP.COM
REM C:\WINDOWS\SMARTDRV.EXE
SET TEMP=C:\DOS
LOADHIGH C:\DOS\KEYB UK, C:\DOS\KEYBOARD.SYS
REM DOSKEY
LOADHIGH C:\SBPRO\DRV\MSCDEX.EXE /D:MSCD001 /V
/M:15
```

```
CONFIG.SYS:
DEVICE=C:\WINDOWS\HIMEM.SYS
DEVICEHIGH=C:\WINDOWS\EMM386.EXE 4096 RAM
COUNTRY=044, C:\DOS\COUNTRY.SYS
```

```
FILES=15
STACKS=0,0
DRIVPARM=/D:0 /F:7
DOS=HIGH,UMB
DEVICEHIGH=C:\DOS\SETVER.EXE
DEVICEHIGH=C:\DOS\DISPLAY.SYS CON=(EGA,,1)
DEVICEHIGH=C:\SBPRO\DRV\SBCD.SYS /D:MSCD001
```

P:220  
The reason your computer doesn't recognise the 4Mb is because you haven't told the PC that it's there. You need the line saying  
**DEVICEHIGH=C:\WINDOWS\EMM386.EXE 4096 RAM** in the **CONFIG.SYS** file (after the first line).

The Trident should have come with its own driver but it might not be able to display the full 256 colours if there is insufficient memory on the card. Have you used the setup to ensure windows is working with the right driver? **MB.**

## Another Dimension

A FEW MONTHS ago I purchased a Gravis Ultrasound card and I am very pleased with it. However, I have some questions:

1. The manual I got with the card describes 'Focal Point 3D Sound'. Is this the 3D sound people have been going on about?
2. Do you think there will be more games written supporting the Ultrasound and what games are being written to use the 3D sound?
3. A Sound Blaster emulator (SBOS) is supplied with the Ultrasound, but are there any other emulators available? For example I read somewhere that there is a Roland emulator available from a bulletin board. Is this true?

**Jamie Cansdale, Church Crookham, Hants**

P.S. Are there any cheats for *Jurassic Park*, and where the hell is Lex (the girl) on level one?

It is indeed the same. The new buzz word, and actually quite impressive. Few games are written to support it, but the number will grow.

There is a program called *MegaEm* which allows the Gravis Ultrasound to emulate a Roland SC7 or MT32, and play Sound Blaster digital effects. One version is on CIS, in the PCVENB Gravis area, but the latest version is on the Gravis BBS.

The level codes for *Jurassic Park* are in this month's *HackMasters* Conference. Even I managed to find both

# TROUBLESHOOTER

FEATURING THE HACKMASTERS™ AND THE TRUEPLAYERS™

No HackMasters™ in Troubleshooter this month. The reason is not, as the TruePlayers™ would lead you to believe, because they've accepted the sin of their cheaty, hacking ways and gone to live in a monastery on the Isle of Wight. It's simply a well-earned rest after the months of work spent on the HackMasters™ Conference. Rest assured, *debug* fans, the HackMasters™ will be back next month. Meanwhile, the TruePlayers™ have filled the gap with a series of solutions split over two months. The TruePlayers™ are usually against two part solutions, but a huge swell of spoilsable game titles has forced a change in methodology. Spoils for *Hand Of Fate*, *Judgement Rites*, *Leisure Suit Larry 6*, *Sam And Max* and *Alone In The Dark II* should keep your adventure buds ticking over until next month.



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## The TruePlayers™

### PART ONE

**H**AND OF FATE is not un-rubbish. Neither is it not un-hard. And the TruePlayers™ will concede, they were a little not un-intimidated with the prospect of solving this mammoth, magical manipulate 'em-up. Scenario: the land of Kyrandia, as you know, is disappearing in chunks, at regular intervals. Your aim is to retrieve the magic anchor stone from the centre of the world. Allow arch TruePlayer™ and note maker extraordinaire, Aidan Reeve, to guide you there.

#### Episode uno (the island)

As the game begins, you'll find yourself in your lab surveying the damage caused by some burglars. Search carefully to find blueberries (1), an empty flask and another flask full of water underneath the rug. Tell Faun to stay put and head outside. Grab more berries (2) and tangle with the swamp monster. He's not so tough (but don't get too blasé - there are parts of the game where you can die

quite suddenly, so save big and save lots). At the dock, take the fungi then zip to the weed patch and look inside the right-hand tree to get your spell book; there are some missing pages but they'll turn up later. At the gnarlwood tree pick some bark and also cultivate an onion. Go north to the ferry and then to the dark swamp, plucking a feather from the nest in the tree.

#### Recipe ingredients

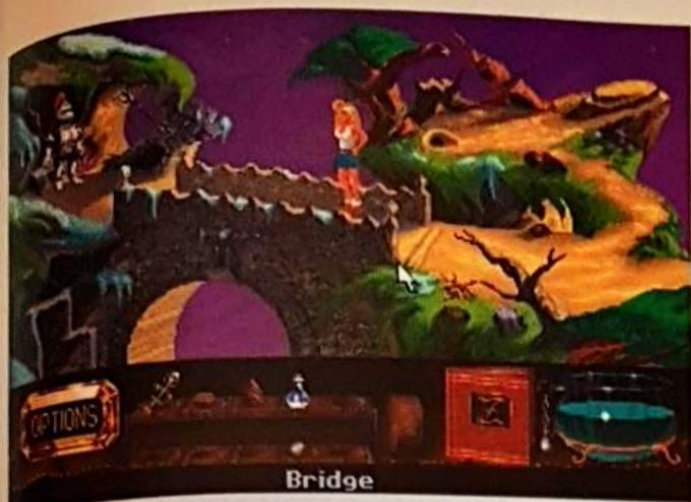
Now, head north to Herb's shack. Outside, cool down the fireberries and collect them (there are three). Enter the shack and 'buy' the plant food (polite name) and the toad's stool. Leave and retrace your steps, heading west toward the quicksand. To cross the bog safely (hark at the savegame warning earlier), push hard and take the boney key en route. At the lagoon stroke the croc with the feather, collecting the result (other methods may be used to draw a tear but it must be replaced later). Examine the hollow of another tree to find your cauldron then go north to the hot springs. Take the sulphur. You now have the ingredients for your first recipe: Swampsnake Potion. Combine the following in the cauldron:

- Windy woof (gnarly bark)
- Smell of eggs (sulphur)
- An onion (there's another at the cave entrance)



# Hand Of





Lizard Tears (crocodile's tears in flask)  
Toadstool (toad's stool)  
Hot water (warm flask in springs)  
This will generate the aforesaid potion which can be stashed away in any spare flasks. The next step leads you to the cave entrance where you meet Marko. Go south to the firefly tree. This is the first tricky puzzle and is randomly generated. Basically, you need to note the positions of the seven fireflies and their colour. Click on the right-most firefly and it will react by chiming and triggering the next one. Now, click on the first again and then the second: this activates a third... and so on. Finally, once you've worked out the entire sequence, click on all seven in order and a message will appear. Make a note of the colour sequence.

**Freeing Marko, rodent, fish**

Go to the weed patch and free Marko by administering some of that Baby Bio stuff. Return to the cave entrance and use the potion to frighten the rodent blocking your way. Go through the twisty tunnel, and at the dark cavern colour is the key. Make a note of the teeth and use the firefly tune to open the box from which you should take everything. You need some lead and unusual bait will do the trick but you might not see the results immediately. Walk to the dock to get just rewards and to make it nice and shiny. This is your passage off the island but if you try and board events have overtaken you. Four letters are required. One is near at base, two have a fiery connection, and the last is as easy as falling off a log. Give all four to the deviated mailman and fasten your safety belt...

**Episode two (Morning Mist Valley)**

When you land most of your luggage has gone AWOL, but you can recover it by scouting around the landscape. First search the haystack to find an empty flask and then pick up some grain and the letter, noting who it's for. The farmer can be found to the south, but for now go west to the water wheel. Free the stick and open the valve. Go back to the farmer and give him the letter as you promised. He'll respond by giving you the recipe for his top-notch mustard. Take the vinegar before you leave.

**Water supply, ghosts, scarecrows**

You can't open the cellar yet, so go east instead. Look at the scarecrow and use the re-connected water supply to do some irrigation, then you can harvest the lettuces and grab the alchemist's magnet. Go back to the meadow and bottle up a spirit. You have just the right container for our sad ghost, so return to the garden and use the ghost bottle on the scarecrow. The scarecrow will come to life, and if you walk back to the farmer he goes chasing after it. This leaves the cellar open. Before you descend, return once more to the meadow and 'milk' one of the sheep.

**Cellar, magnet, sandwich potion**

Enter the cellar and collect the shears and four horseshoes. Place the milk in the machine to make some cheese. Leave the cellar and take the dragon's water bowl (collect the tears in an empty flask). Now nip back to the water wheel and use one of the horseshoes near the electricity to make a real magnet. Press a radish under the hammer and collect it in the bowl. Add vinegar to make hot stuff and then make the Sandwich Potion. Add the mustard to the cauldron and then crush the grain à la the radish. Simply add lettuce and cheese to complete the recipe. Then use this on yourself to create some food.

**The city, Drunk Dragon, teeth**

Okay, now you can enter the city. Offer the sandwich to the guard to get the gates open and once inside remove the stick from the fountain's mouth. Walk down the alley and when you reach the door, key in the colour sequence once more. The colours may be in different positions but the sequence will be the same. You should now be in the Drunk Dragon inn. Fill the beer pot with ale and take part in the poetry recital competition. Leave and come back to discover a huge fight taking place. Stay until a pirate's gold tooth is knocked out, and then use the alchemist's magnet to turn it into 'not-gold'. You can now pick it up and take it to the water wheel press. Flatten the tooth into a coin and turn it back into gold.

**Gorge, lucky rabbit, potion**

This whole procedure has to be repeated two more times until you've managed to gain three coins. Walk across the bridge to the street area. Note the condition of the sheriff, shop keeper and ship's captain. Pick up various odds and ends here, including one of the missing pages from your spell book. Re-unite these to get some more spells. Go east to the gorge (note the hand watching you) and pick up a mud patty which you should use on the statue's foot to get a lucky rabbit's foot imprint. Walk up to the top of the gorge and use the stick to negotiate the chasm. You'll need to make another potion at the altar, so drain the cauldron if necessary and use the following:

- A lucky horseshoe (one facing up)
- Dragon tears
- Footprint
- Sweet and sour sauce

The last ingredient is made by combining root beer and vinegar in the bowl. All these, when added to the cauldron, will make the potion (check you've used the correct horseshoe). Transfer the result to a flask and place it on the altar. This will activate the potion. Do this three or four times (you may have to return with more empty flasks).

**Ticket, jail, ship**

These serums will rather handily break the sleep trance on the villagers. First free the shop keeper and give him the three gold coins for a ship ticket. At the street location use the horseshoe magnet on an item in the water. Make sure you do not leave the magnet behind. Next, use a potion on the Sheriff. This will give you access to the jail. Then use the key to try to free Marko. You'll find it won't work and you'll both be imprisoned. No problem. Try to use the magnet to get the key but the fish will get in the way. Examine the straw and you'll find some fishing tackle. Use the angling equipment out of the window, catch the fish, and retrieve the key. Once free from the clink go to the wharf, use the potion (twice if needed) and then use your boarding card. Then, take a trip to Volcania... er, next month.

Rather like those scenes on The Holiday Programme these are beautiful locations that you won't be able to visit... unless you read part two of the complete solution in next month's issue.

**Fate**

## TROUBLESHOOTER

SPOTTED!

Oh dear, it's an AI Lowe game. Oh dear, oh dear, oh dear. Are you prepared for a cleavage-count of *Leisure Suit Larry 6*?

Are you sitting down comfortably for the bladder-popping 'jokes' of *Leisure Suit Larry 6*? Have you a large axe ready for grinding over the unbridled sexism and ultimately crap sentiments of *Leisure Suit Larry 6*? Good. **Paul Lakin's** complete solution should expose you to the outer-limits of AI Lowe's mentality.

COMPLETE

# Leisure Suit Larry 6



**T**HE ULTIMATE aim of *Leisure Suit Larry 6* is to seduce the mysteriously self-indulgent Shamara. To reach her you have to seduce, or fail to seduce, eight other women. There's no particular order in which this has to be done, although some women cannot be seduced without items gained from earlier... er... conquests (it's difficult to write about this game without lapsing into its vocabulary). Remember this hint guide assumes you've visited all the locations (only Shamara's room is in any way hidden). When talking to people, keep chatting until they start repeating themselves, clicking only once with the speech icon will only reveal part of what they have to say.

### Checking in

On arriving at the hotel you'll meet Gammie the receptionist. Chatting to her will get you your room key and your first quest. However, your first action should be to go to your room outside of which you should find the maid's trolley. Plunder this for soap, towel, face cloth, toilet paper and dental floss.

In your room check all the cards on the table. One of them offers a Turn Me Down service if you ring 75. Ring this number. In fact ring all the numbers. (N.B. You won't get the Turn Me Down service unless you've read the card.)

Go to the bathroom and try the sink. It should run with brown water. Call maintenance and get them to send a plumber. Once he arrives and starts working on the sink, relieve him of his wrench and file. If you've missed this chance you can always get the plumber back by blocking the toilet with toilet paper. Finally, remove the flower. Now you're completely set up and ready for Gammie.

### Gammie

Gammie wants to use the famous Cellulite Machine, which is broken. To repair it you need to get the lard from the kitchen to grease the piston. You also need to repair the split hose with the rubber belt from the work out room. The first time you go into this room there is a woman using a machine with a large vibrating band on it to

reduce her backside. If you return to the gym later she'll have gone and you can swipe the band and wrap it round the hose. Finally, the filter needs cleaning. Open up the casing with the spanner, remove the filter, take it to the kitchen and wash it in the sink. Replace it in the machine, switch the machine on (to check that it works) then go and tell Gammie.

Once attached to the machine she'll need an orange (from the salad bar in the dining room), a cool cloth (wet your face cloth in the sink, then leave it in the fridge in the kitchen for a little while) and some mineral water (the maid will leave a basket in the corridor which contains a bottle of mineral water).

### Rose

Give Rose your flower. After a gruesome experience she'll give you an orchid. It's a good deal in the long run.

### Thunderbird

To seduce Thunderbird (an entirely inappropriate expression in this case) you need a pair of handcuffs. To get these, go to the mud baths, remove the plants that are stacked on the steps between the men's and women's showers. Then use the wrench on the security camera so that it's pointing into the women's shower.

At the exit gate in front of the hotel is a security guard. He is distracted by the pictures from the women's shower so you can steal the handcuffs from his belt. Give these to Thunderbird and join her later in her room (about five doors to the left of the reception, as you look at the screen).

When you wake up the next morning, remove the diamond from the dog collar.

### Cav

To talk to Cav you'll have to join in the aerobics lesson (by clicking on the empty place). She has a security badge hanging from her shirt. Look at it and then take it (it takes a couple of attempts). Keep talking to Cav until she arranges a double date with you in the Sauna.

### Burgundy

To stop Burgundy singing, trip over the lead to her microphone (by clicking your hand in it) and talk to her while she waits for it to be repaired, and find out that she wants some booze. To get this go to the employees' campground (in the hotel corridor - walk right until you get there). To get in you'll need to use Cav's security card on the gate. Collect beer from the tent and take it back to Cav. Repeat the process. Then go to join her in the sauna.

To get into the sauna go to the changing room, open the locker and put on your towel (if you haven't picked one up from the trolley you can get one from Gary by signing in). Wearing the towel enter the sauna where Burgundy will be sitting.



Once you're joined by Cav keep talking until you end up throwing a bucket of water on the heating. Pick up Burgundy's bracelet.

### Charlotte

The batteries for Charlotte's vibrator are in Art's porch. To get them collect a match from the free box in the bar then hitch a ride on Art's trolley when he's going right. When he gets to the employees' campground, hop off and chat to him. He wants a smoke so give him your match. Once he's wandered off into the campground, open the back of the trolley and use the wrench to bugger up the engine. When Art finds his cart's knackered, talk to him. When he gets you to hold the torch, pick your hand on it to remove the batteries. You then need to get into Electro Shock room. To do this, collect the loose wire from the Make-Up room and use your hand on it to strip the flex. Then plug it in to the socket by the Electro Shock room door and stick the bare wire into the lock.

### Shablee

The dress Shablee wants is Burgundy's, so after she has left you go back to the bar and go backstage (between the two curtains) where the dress is there for the taking. You also need a condom, and, provided you have rung the Turn Me Down service, this should be on your bed.

Once on the beach keep touching Shablee then, after a bit of fooling about, use the condom.

### Merrily

Probably the trickiest of all the women; even speaking to her is a major problem. On your first visit to the pool pick up the deflated beaver (very warty Wilde) that's lying on the ground. Take it to the kitchen and inflate it using one of the tyres from the van (not the flat one!). Return to the pool. When the pool bar drifts to the side, look at it.

There's a sunglasses case; take the sunglasses, which are no earthly good, and the cleaning cloth which you use with the dental floss to make a swimsuit. Now, drift out on your inflatable and talk to Merrily. Order a drink by slapping the beaver's tail on the water, using your room key to identify yourself. Get out of the pool and talk to the life-guard who'll give you the key to the tower. At the top of the tower use the key on the soap. After diving from the tower get out of the pool, get changed, go to reception and pick the key from the bin by the desk. File this key to make a copy of the key you copied in soap. Give this key to Merrily.

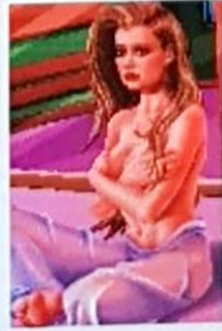
When you and Merrily are about to jump, keep touching her, then when you've taken all your clothes off, click the zip on her to get her to tell you something special.

### Shamara

For someone who has turned her back on the material world, Shamara doesn't half want a lot of presents. Before going to her room, go back to the beach and collect the champagne, dig in the sand and collect the oil lamp, take this to the Cellulite Machine, fill it with cellulite (charming) and then light it using another match from the bar and your trouser fly. Also, revisit the Electro Therapy room and collect the pearl lying by the sunbed. Finally, fill the champagne's ice bucket with ice from the machine by your room then go to the kitchen, open the dumb waiter (using the button on the wall) and use it to travel to Shablee's room. Give her all the items mentioned plus Rose's orchid, Burgundy's bracelet, Thunderbird's diamond, Merrily's words of wisdom and your melted gold medallion. The order doesn't appear to be too important except the champagne has to be the final item.

And that is that. A sense of disappointment? Talk to friends, see a therapist, and watch lots of Channel Four documentaries.

(Left) Larry indulges in a somewhat different form of eyeballing. (Right) Somehow I don't think it's Gammie who needs a cool cloth for her head.



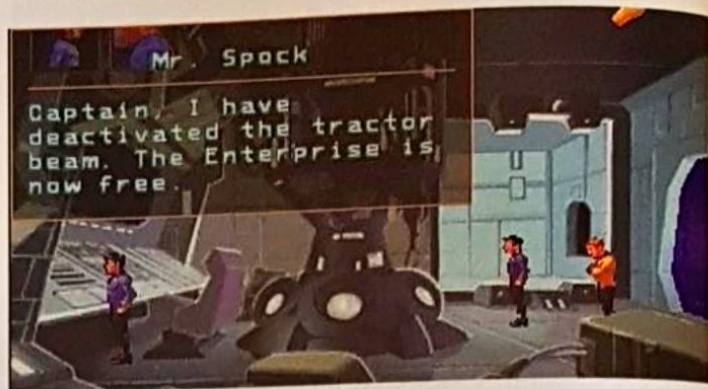
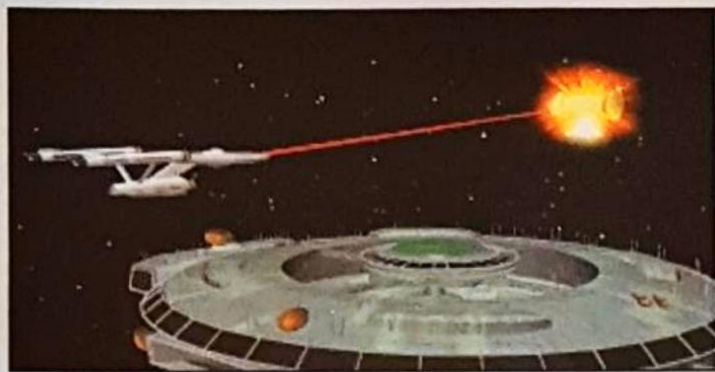
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# STAR TREK: JUDGE



## PART ONE



Space, as we all know, is the final frontier. These, it's been said, are the voyages of the starship Enterprise. Its voyage is, we have it on good authority, to explore strange new worlds, seek out new civilisations, and to inspire two computer games resplendent with all our trekkie 'faves': Kirk, Spock, McCoy, Uhura and Mr Anonymous Red Jacketed Security Guard. Let S.C. Vallender boldly and clichédly go on the first four missions of TruePlayer™ *Trek: The Next Part In A Month*.

(From left to right) The Enterprise wins another 'Klingons On The Starboard Bow' style space battle. The ever-reliable Mr Spock saves the day again. Nice to see the programmers have recreated the authentic polystyrene boulder effect. Blimey, the away team has beamed down into King's Quest VI.

**B**EFORE YOU go to warp nine, note that each of the missions can be completed without a 'perfect' score. At the conclusion of each, you will be given a percentage score and a certain number of bonus points. These points improve the general efficiency and abilities of your ship and crew. It's worth replaying missions to try to get at least three out of four bonus points per mission.

General tips are to win space combat, avoid indiscriminate use of phasers, examine everything with Spock and McCoy's tricorders and at all times to think 'trekkie' - if James Tiberius would be proud of you, then that's the way to do it.

### Episode one - Federation

The warm-up mission throws you straight into the deep end and, depending on the level of difficulty chosen, the Enterprise is up against one or two Elasi frigates. Do not insult the Elasi captain. One of the frigates will be equipped with three photon torpedo tubes and should be your prime target. It may take a couple of tries but who said a day in deep space was a walkover. If you can't either defeat them or chase them off, then you are obviously 'not Klingon' enough, so drop down a difficulty level.

Once you get to the space station the real situation becomes clear and you'll find yourself in the brig. You can use Spock to remove a piece of the panelling, but the best way is by talking to the guard around. In the next room recover all your equipment and then enter the main part of the station. Get ready for action and phaser-stun the guards - don't worry if Bones is knocked down - he'll soon recover. Go to the computer room and, having stunned the technician, you need to get the computer system out of its loop. Play chess and in most circumstances take the 'middle of the road' move rather than the overly aggressive or ultra defensive moves. This should guarantee success and Spock can now access and record the computer data on the tricorders - useful as evidence later.

Next, go to the command centre and again stun the guards - also make sure you talk to Munroe. Use Spock to disable the three computer systems here - communications, back-up and weapons systems. McCoy will also gain points by treating the allergic techie. In the crew's quarters don't disturb the patient (put him back to sleep if he wakes -

you'll lose points if you have to do this) and take the dummies. In the executive quarters take the air purifier. Now go to Docking Bay One and use Spock to disable the two systems off to the top left - the one on the far right will stop Bredell's getaway.

If you have the purifier, go to the transporter room and use it on the transporter to keep the air clean. Transport into the security room using the dummies and use Spock again to disable the computers here. Talk to the recovered guards and afterwards get Spock to replay the tricorder recordings of the main computer's data. They now switch their allegiance. One of these systems lowers the force fields in the special projects room. Go there and for one of the few times use the phaser set to kill; there seems no other way with this creature. Now access the computer here and you can release the Enterprise.

The final location is Bredell's quarters. Use Spock to give the codes to open the door (again from the computer that was chess-locked) and once inside stun Bredell. Take the plaque and then examine and read the journal to get a red herring code, then pick up the journal. This should identify a bookmark which contains the real code. Spock must tricorder the book marker and then use that code (2188) on the control panel behind the plaque. This will disarm the Weapon and bring the mission to an end.

It should be possible to attain a score of 100% and four points without being too pedantic - the main shortfall occurs if you didn't sabotage Bredell's shuttle and he escapes.

### Episode two - Sentinel

Slightly simpler than Federation, this chapter involves a little to-ing and fro-ing between half a dozen interconnected locations. You beam down into the transmitter room; all the equipment is surrounded by force fields and the doors are electronically locked. Your landing party needs special badges to counteract these, but for the moment the only way you can move around is by using Spock to open the doors. From the transmitter room you pass into the control room, exit from here using the door furthest to the right and you enter the assembly room.

Take the cards and batteries from the two bins and place both in the hopper machine in the left corner. Use this machine to press the two components together and also collect the other

# JUDGEMENT RITES



hardware items hanging around – the bridge unit, interface cables, control cube, computer display and switch. Go to the generator room and use the battery charger. The assembled and now charged badges are now automatically worn and literally open doors and lower some of the force fields.

Return to the control room and use both the monitor and control cube on the central computer. The shape puzzle varies depending on the level of difficulty, sometimes it's two of a kind in each line, all different, or a case of adding the total number of sides. For maximum score you must solve it first time, despite being given three attempts.

Completing the puzzle drops the other force fields, so you should now go down to the experiment room. Wait for a Balkosi to appear and use Spock to Vulcanise him! Use McCoy on the native both here and in the medical room. The main aim of this mission is to disable the equipment without triggering the release of poison into the planet's atmosphere. At the vat room you should now be able to turn off the vat by using the switch mechanism on the vat. Finally go back to the generator room, use the wires and control card, and you should be able to safely shut the equipment down.

The main stumbling block is accidentally poisoning the planet. To achieve full points make sure that you tricord every machine and the Balkosian, both when he is awake and after he's been Spocked!

Again a score of 90%+ and three points should be easily obtained; 100% and four points can be scored with a little care.

## Episode three – No Man's Land

In the third part of *Judgement Rites* an old adversary of James T. Kirk's makes an appearance – the juvenile but powerful Trelene, erstwhile Squire of Gothos. No Man's Land is one of the trickier sequences with a lot to do to amass top score.

In response to a message from Starfleet, you are buzzed by Trelene in a World War One biplane. This is a tricky customer and quite a bit of skill is required to win this duel. Its defeat is only needed to achieve maximum points and can be done by avoiding head-on combat, and timing your photon torpedoes to perfection. The biplane also has a much smaller turning circle than the Enterprise, so use the speed controls to let you turn much quicker and then accelerate after Trelene.

After the dogfight you find yourself locked up again. This time it's a more traditional cell and you won't be able to talk your way out. Open up the case and take some schnapps. Collect some sticks and use the schnapps and the sticks on the hay. In best boy scout traditions things warm up and then use Spock's neck pinch on the guard to make good your escape.

You find yourself in a Trelene-created World War One scene and should stop the guard beating up the old man. Get Bones to give him some medical treatment. The theme of this episode is that you must destroy four items that give Trelene his power and maintain the force field into the castle. The store clock, the school blackboard, a soldier's locket and his aeroplane are the ones, and you will need good ol'-fashioned TNT to do the deeds.

Go to the Tavern and speak to Gretel, Schiller and Umland. There is a card game in the back but you need your ante first. To earn some money go to the shop and ask about the broom, food and rope – you can't get the shoes nor the clock yet. Go to Eckhart's apartment, speak to him and brush up to earn some dosh. Take this back to the Card school and gamble your wages. You clean up and can now afford the clock. Buy this and then go to the armoury. Use the food and then McCoy on the dog to get rid of him. Travel west to the trenches, talk to the wounded soldier and examine him. Talk about the locket and agree to take the letter – this should be delivered to Gretel. Return to the soldier to get the locket.

Go back to the tavern and use the medical kit on the beer barrels in the western corner. This drugs the beer and, if you now go to the armoury, the guards should be asleep. Tie the Commandant up with a rope and let McCoy bring him around. Talk to him but the threat of violence might be the only way. Get the rifle and extract the combination from Commandant. Open the safe and take the TNT. Talk further to him and 'persuade' him to prepare the transfer orders.

Take the orders to Sunderguard and talk to him to arrange the favour. Now leave and speak to Schiller about the blackboard to get a letter for the teacher. Head to the classroom and, by debating, get rid of the guard. Present the letter to the teacher who then lets you take the blackboard.

Once you have all three items take them to the Fokker. Put them all in the plane and then go right and tricord the residence. Back to the plane and

use the TNT on the plane. Bang! You're transported to Trelene's castle. To achieve 100% you need to talk to Trelene, convince him of his cowardly actions and make him aware of his loneliness. Examine all the bottles and restore Ellis with the offer of a swap. Finally for Volume Three make Trelene aware of the horrors of the Great War.

## Episode four – Light And Darkness

*Judgement Rites* varies from the 25th Anniversary product in that a common plotline runs throughout the eight episodes. The 'other' lifeform of the Brassica now comes to the forefront in a short but tricky adventure.

Simply, you must combine two opposite races in a classic *Star Trek* tale of good versus evil; light versus dark – with all not quite being what it seems. Ignore the outside locations for the moment, scan the building and enter the main foyer. Go off to the left and right and speak to both projections. Obtain agreement and samples from both and then return to the foyer. Sterilise the one tube structure and then use Jons to put both genetic samples through the sequencer (the equipment on the left). Jons will try to sabotage the dark sample so talk to him and explain the error of his ways without directly challenging him. Now get another sample (use Spock on the projection machine) and then sequence both separately and then together.

Run this through the replicator (the other panel in the foyer) and take the new Gamma sample to the computer room to the north. Get Spock to insert this and watch the bad reception. You need to repair the transmitters outside, one of which is mis-aligned, and they all need power.

Use Spock's tricorder on all three and examine the rocks. Try to use the red phaser on the rocks and then use the tricorder around the rocks to the left to find a suitable spot. Contact Scottie on the bridge of the Enterprise and he'll heat things up. Now walk to the other transmitters and use Spock to realign them. You should hear a noise and can now return to the Gamma projection and find out more about this strange race.

You can get 90% and three points without too much trouble. For a full score you mustn't make a wrong turn with either of the three races; you must sort out Jons without mentioning sabotage, and should scan all structures and equipment. As usual, don't use phasers unnecessarily.

# Alone In The Dark II



end of the passage. As soon as the one-legged pirate appears, shoot him and pick up the scrap of paper he leaves behind. Tie the rope to the grappling iron by choosing 'Use' from the options menu. Stand in front of the statue which the one-legged pirate was guarding, and push the base. Use the grappling iron to pull the statue's arm down and open a door in the base.

## Underground

The door leads to another underground passage. Pick up the five cent piece at the bottom of the ladder, then cross the plank, picking up the crank on the way. At the other side, collect the paper bag and walk over to Striker's body and find the other half of a notebook and a pipe-cleaner.

The door next to Striker's body is locked. It can only be opened by placing the pirate's piece of paper under the door and then pushing the key through the keyhole with the pipe-cleaner. The key then drops onto the paper which can then be pulled out again, allowing you to open the door.

Enter the room beyond, and stand to the left of the lever, behind the bloke sitting at the far end of the room. Inflate and burst the paper bag. The gangster will wake up and stroll towards you. Push the lever. A barrel will swing down on a rope and knock him out over the ledge into the Ocean. He will leave some health, a book and a shotgun.

Go to the grandfather clock in the top left hand corner of the room and insert the crank into the hole. A doorway will open in the left hand wall, leading to a passage. Inside, you'll find a book.

## The Basement

Through the doorway is a box of shotgun cartridges and the entrance to a lift. Enter the lift and ready yourself. As soon as you get to the next floor, you must tear the Music Man's Pact in half. This will kill the bullet-spitting, accordion-wielding music man. Collect the hook he leaves behind.

Go through the doorway on the far side of this room into a tiled room. You'll hear gunfire. Pick up the bat near the door on the far side of the room, then go through the door. Two armed goons are in here, firing at four spinning cards. Quickly back-pedal out of the door and arm yourself with the wooden bat. As the two sharpshooters come out of the door, whack them until they both keel over. Pick up the cartridges on the table just inside the door and go to the far end of the room. Spin the giant playing cards by hitting them with the wooden bat until they are all the ace of diamonds. A door will open, letting out another gangster with a gun. Kill him with the bat and enter this room.

Add the two books by the barrels at the far end to your inventory. Take the bottle of whisky and the health from the shelves near the door. Use the five cent piece in the fruit machine next to the door and take the two tokens you win. Go back into the room with the spinning cards and grab the sack from the hat stand. This will make the inebriated male ballerina a little unhappy, so give him a fair few spansks to get rid of him. Now go back into the tiled room and go up the stairs.

The solution will be continued in part two next month.

## PART ONE

*Alone In The Dark* games are no morceau de gateau. If the idea of marauding zombies, scary pirates, oblique puzzles and disorientating camera angles make you feel a little tense, then allow TruePlayer™ Neophyte **Duncan Swain** to cover your ass as you take your first tentative steps into Hell's Kitchen.



AFTER THE intro sequence you are left outside the gate-house with an unconscious guard at your feet. Duff up the guard when he regains consciousness, and pick up his tommy gun, his clip of ammunition and a flask of health-boosting potion. Get yourself into 'push' mode and sprint up the right-hand side of the path. Quickly push the anchor statue towards the house before the two goons get a chance to pump some lead into you.

## The Maze

This will leave you just inside the entrance to the maze. Arm yourself with the tommy gun and walk just past the gap on your left-hand side, quickly dart back and wait for the gangster to come up the path. Keeping the corner of the hedge as much as possible between yourself and the baddie, you should be able to plug him enough times without actually getting shot yourself.

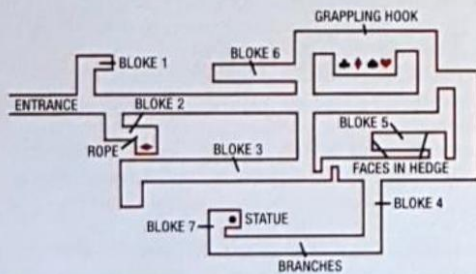
In the maze, kill all the goons you come across. There should be six in total above ground (don't forget to pick up anything they leave behind). There are extra ammo clips and health lying around and the map will show you all you need to know.

## Cavern beneath the cards

When you come across the four aces in the maze, make sure you only step on the ace of diamonds. The ace of diamonds will disappear and Carnby appears at the bottom of a ladder in a cavern. Kill the goon who comes up to you with a head-butt, and pick up the health on the left-hand side by the bottom of the other ladder. Pick up the part of the notebook at the other end of the tunnel. Push the chest to one side and pick up the metallic playing card underneath. This will raise the altar at one end of the tunnel and release a purple spook which can be dispatched by repeated head-butting. Pick up the pirate's sword. Place the metallic card on the altar to open the trapdoor at the top of the ladder leading you to another part of the maze.

## The maze II

The pirate sword from the cavern is used to kill the branches that block your path in the maze. Walk past the dead branches and carefully edge up to the



Carnby contemplates a quick dip.

## PART ONE

Ah, comedy is a subtle thing. Unfortunately, 'comedy' games generally miss the point. *Sam And Max*, though – what an armpit-tickler that was eh? Ribs splintering all over the place, rolling down the aisles with mirth and overwhelming glee. It's muchos tricky though. Well, for non-TruePlayers™ anyway.

**A**FTER THE intro sequence, examine everything in the office. In particular, look into the rat hole – this will give you your stash of cash and let you buy whatever you need. Next, look in the closet at the far right corner of the office and pick up the black light-bulb. Walk out of the room and on the landing wait for the action to subside and then 'use' Max on the body. This technique of using Sam's sidekick is a common one in *Sam And Max* and if you get stuck just try using Max.

Outside the office again, use Max, this time on the cat and get your orders. Use the car for the first time and travel to Snuckey's shop. Enter and buy some pecan candy – pick it up and then speak to the store owner. If you ask about the candy you will be able to pay for it. Now get back into the car and travel to the carnival.

## Carnival

At the entrance to the carnival, Flambe the fire-eater will only let you pass if you show him the orders from the cat – and that's the end of them. Enter the tent and then talk to the brothers Kushman. This is your mission: find Bruno the missing Big Foot and Trixie the Giraffe-Necked girl. Before you leave the tent collect the tufts of hair (by the block of melting ice) and also pick up the artefact of Jesse James' severed hand.

Walk off north-east and then off to the west to come around by Trixie's caravan. Walk over towards the Whac-a-Rat, but before you get too close pick up the fish-eye lens that is in the tent background. Play Whac-a-Rat until you manage to score 20 points at which point you win a prize of a torch. Combine the torch and the lens and then walk over to the Cone of Tragedy.

Talk to the operator and ask about everyone and the ride. Take the ride (good eh!) and then check your inventory. You've lost most of your possessions during the ride... talk to the Cone operator again and ask about your inventory. He'll give you a lost property ticket and point you towards the lost property tent positioned to the left of where you enter the carnival: enter the tent and recover your goods plus a fish magnet.

Now, walk back west and go to the Tunnel of Love ride. Use the boat and when inside use the constructed torch/lens on the walls. On the second wall there is a fuse box. Press the right-hand mouse button to keep the torch on and then quickly use Max on the fuse box. This may take a couple of attempts but eventually, with some style, this shorts the ride and lets you enter the display. Examine the King's beard to trigger the door at the rear and visit Doug the mole man.

Talk to him (watch out for those shaggy mole stories!) and learn all about his uncle Shuv-Oohl and get the intro to the Ball of Twine. Give Doug the candy from Snuckeys and he'll give you a crowbar. Use the lever on the wall to restart the ride and travel back to Trixie's caravan. Use the crowbar to force the door open and once inside, open the Hope Chest to get the costumes, then collect the Alligator Golf store card from the closet.

That's about all folks at the carnival. Use the car to access the map and travel to Snuckey's again.

## Snuckey's

For this second visit pick up the Car Bomb game from the postcard carousel, speak to the shop assistant about this and also ask about Jesse James' hand (to open the box). Finally, ask him about the loo so Max can relieve himself and then follow Max out of the store. You should now be outside as Max returns, speak to him immediately and ask him about the rasp – this should result in you hanging onto it. This should complete Snuckey's, so go back to the car and travel to the Ball of Twine.

## Ball of Twine #1

You will visit this location several times, on this first trip go straight to the museum (the shack under the Ball of Twine). Talk to the curator and ask about the raining fish – this will open up the World of Fish Bait site. Leave and walk off east to the tram station. Use the tram and travel to the top of the Ball. Note the strand of twine. Use the elevator, and at the observation lounge talk to the customer. The swami will bend a piece of cutlery and give it you. Again use the elevator and tram to return to the car. Next you must travel to the World of Fish Bait.

## World of Fish Bait

A well-drawn location with a great helicopter sequence. Take a bucket of fish from the stand and talk to the fisherman. Notice the fish statuette on the stand in the water. Use the Swami's tool on the fish to remove it from its stand. As it floats, first Sam, and then Max enter the fish by using it. From inside the fish you float towards and frighten off the angler. You are then tossed into the net and helicoptered back to the Ball of Twine.

## Ball of twine #2

You are dropped in a different part of the Ball and can now get to the unravelled twine. Use Max on it and, although the chef scares you off, you end up with another thread of the puzzle. Check your inventory for the twine and then head off towards Gator Golf.

## Gator Golf

Go west first to speak to the attendant and pick up the golfball retriever from the bin. Combine Jesse James' hand and the fish magnet with this to make a new implement. Go south, and after the fight try to rescue Max from his island prison. You need to play the target golf but must replace the golf balls with the basket of fish from the World of Fish Bait. Hit these with the golf club and line up the Gators in a straight phalanx from you to Max. When you get it right an alligator bridge will be formed and Sam will run across to Max. At the tank, use the door to free Max and note the second door that appears. Go in and take the Snow Globe that opens up the Mystery Vortex location. Max also gives you another tuft of hair. Now hang on to your wigs – it's Vortex time!

## Mystery vortex #1

Go east and walk through the entrance. Walk east – you can ignore the doors since you can't get through them yet – then walk through the curtains at the back. Get the tuft of hair near the ice block



Sam And Max – it's funny, tricky, challenging, and American. Surely some mistake.

and talk to the assistant. Now return to the corridor and enter the mirror – here there are two levers which, when triggered, change the interior colour. These colours coincide with the doors in the corridor and allow you to enter them. Find Shuv-Oohl behind one of the doors (the purple one in my game).

Talk to Shuv-Oohl and more will be revealed – he needs his mood ring back, so go back and travel again to the Ball of Twine.

## Ball Of Twine#3

Now go into the museum and use the golfball retriever on the Ball of Twine that you see in the Museum room – this should pull Shuv-Oohl's mood ring from the twine. Return it to his moliness at the Mystery Vortex to complete the first half of PC Zone's complete solution to *Sam And Max*.

The solution will be continued in part two next month.



# Sam And Max

# WORD

# processor

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**The most write on pages in the magazine offer you the chance to give the world the benefit of your wit and insight into the**

**world of PC games. Whatever the subject, write here. The Letter Of The Month wins its writer a free piece of software. This month the writers all seem to have entered a 'Who can mention X-Wing most in one letter' competition.**

## X-Tra Missions

BEING A FUTURE monarch of Bulgaria you will have undoubtedly noticed the amount of *Star Wars* material LucasArts has produced over the past year. I took great interest in the *debug* cheats for *X-Wing* in issues three, four and eight of your magazine and, being a complete *Star Wars* junky, I went out and bought the *B-Wing* mission disk as well.

While typing out the cheats I made a mistake and tried to give myself ribbons for Tour Six, which doesn't exist since *B-Wing* is the fifth tour. I hadn't noticed the mistake and went in to play *X-Wing*. To my amazement Tour Six ribbons had appeared in my medal case. Try it for yourself. All you do is enter *debug*, select a pilot and type: E 03F5 0C. This must mean that LucasArts is planning another tour of duty for *X-Wing*. I'm sure you would be able to find out for me. I leave it in your capable hands and crave absence my Liege.

**Stephen 'Wedge' Beattie, Arbroath, Scotland**

*There are no plans for more X-Wing Tours of Duty, instead look out for Tie Fighter later in the year, Ed.*

## Boot Up

HAVING READ your excellent magazine for many months, I've come to the conclusion that, judging by the number of letters you get in sections like *Bits & PCs*, games manufacturers are taking a number of diabolical liberties, the most important of which concern the problems surrounding different system setups.

I'm no programmer, but I do know enough to know that if Microsoft and Norton can write programs such as *MSD* and *Sysinfo*, then there is absolutely no reason why games manufacturers cannot write similar programs themselves. The resulting data acquired could then be used to 'intelligently' produce *CONFIG.SYS* and *AUTOEXEC.BAT* files suitable for the consumers, and which could inform the customer whether the system has:

a) a serious *IRQ/DMA/joystick* conflict(s), or (b) is otherwise unsuitable for the game. After all, they all state quite clearly on the box the minimum specifications they recommend with which to play their games.

These *CONFIG.SYS* and *AUTOEXEC.BAT* files could then be copied to a clean/formatted disk, which may even be included in the package specifically for this purpose, along with a copy of the system files. Granted, there are many different disk sizes/configurations, but they already assume that everyone has a 3.5"/720K and usually include a trade-in option for other formats, so that's not a problem as I see it.

The result would be that the customer just puts the boot disk in drive A, and presses *CTRL/ALT/DEL* or switches on. After the PC has gone through its initialisation process, the game would start. This system would avoid the need for the customer to write a new *CONFIG.SYS/AUTOEXEC.BAT* file every time he/she changes the task for which the computer is being set.

Companies must recognise that the PC is primarily a business tool, and is more often than not sold specifically with that purpose in mind. For instance, *Windows* uses one kind of memory allocation and *X-Wing* uses another (*EMS/XMS*). As a result, *CONFIG.SYS* and *AUTOEXEC.BAT* files already on the C: drive of the majority of all new PCs will be set up incorrectly for games players.

I am forever coming across poor individuals who think there is something wrong with their system, when all they lack is intelligence and information. As a result of not being able to play a particular game, they soon start ripping open the case and fiddling with the drive cables and God only knows what else. They do this because they know the PC is modular in design and think that perhaps something has fallen out of place. So, they unplug something and don't put it back properly - the cables and devices are not always obviously directional. Now, I'm not for one moment blaming the games industry for the stupidity of their customers but if they thought about the problems a little more, they would be doing both themselves and their customers a great service.

Another thing: games producers presume everyone has the same operating system. This ain't necessarily so. Perhaps it would prove to be more beneficial if they produced their own system disks, not just *AUTOEXEC.BAT/CONFIG.SYS* files, in order that they could always boot PCs in a fashion which suited them. They could then leave out certain unnecessary functions and include new ones more suited to their requirements.

So come on games producers - let's have a little more co-operation from you. The PC is arguably the best games machine on the market, and the ability to change its specification is its strength, not its weakness. You should be helping your customers get the best performance out of their system, not providing them with more problems. I know it's hard - some have got this VGA card some have got

that SVGA card; some have got this soundcard some have got that - but surely that's a reason for helping them, not confusing them.

**Rob Anthony, Upper Norwood, London**

You are certainly right in assuming that it is configuration problems rather than incompatible hardware that causes most games to trip up, but you are very wrong in assuming that it is a simple matter to construct a universal, self-configuring boot system. Remember that many users have hardware which is non-standard and requires proprietary drivers in order to work correctly. It would be impossible to write a program that could correctly configure every mouse driver, memory driver or disk compression driver in existence. As far as providing an alternative to DOS is concerned, many games already do come with built-in operating systems like *DOS4GW*, which, in theory, simply require the player to boot the machine with a 'clean' disk, but even these aren't problem-free. The only real solution is for the PC to evolve into a machine in which every piece of software or hardware can be configured in a standard way. To be honest, we can't ever see that day arriving. **Ed.**

## Bits & PCs

THIS IS A letter from a computer novice who is having some difficulty in deciding what kind of soundcard he should invest in.

I have three unused 16-bit expansion slots and I am in great need of a soundcard, as I am getting extremely frustrated with my crappy PC speaker sound. What I want to know is can you slot an 8-bit soundcard into a 16-bit expansion slot (without ruining the computer, that is). This might sound like a stupid question, but I really don't want to buy a 16-bit soundcard as I'm only 14 years old and it will take me about ten years to save up enough dosh to buy one.

I have another question for you. A couple of weeks ago I had a phonecall from a friend, during which we got talking about computer games. He told me that in the latest issue of *PC Zone* there was a review of a D&D game called *Stronghold* which looked well smart. After the phonecall I legged it down to my newsagents and bought issue eight of your magazine and began to read this review. The further I read, the more I began to like the game. Then I saw the Specs box. The game needs a 25MHz 386 and I only have 12MHz 286. After much cursing I eventually calmed down and went home.

Anyway, in the next month's issue of *PC Zone* I saw a letter entitled '286 Miracles'. After reading that *X-Wing* could be played on a 286, I decided to write this letter to ask whether *Stronghold* could be played on a 286 with 4Mb RAM, even if the game would not be as fast or smooth as on a 386.

My final query is which is the better game: *Simon The Sorcerer* or *Might And Magic IV - Clouds Of Xeen*. Oh, and I would just like to say that your magazine is brilliant.

**N. Thadwell, Rowley Regis, West Midlands**

The good news is that you can plug an 8-bit soundcard into a 16-bit slot. The bad news is that the rather fab *Stronghold* will not run on a 12MHz 286. As for *Simon*



## LETTER OF THE MONTH

## My Favourite Year

**W**elcome to the obsessive ravings of a *Championship Manager* addict. It all started innocently enough with a man confident enough to take on the managership of Charlton. A season-opening home defeat should have been an indication of things to come but I crashed onwards, casually plummeting Charlton into the Second Division with a mere five victories and a top scorer with the same tally.

My purist policy of pursuing a pass-to-feet style throughout the season with players manifestly incapable of such skills may have been my downfall. Chastened, I scoured the Premiership to find Norwich – a team accustomed to the neat instep lay-off – and took charge. The removal of Chris Sutton for 59 weeks in a pre-season friendly didn't dampen my enthusiasm. A European placing seemed within reach, and my purchase of Gordon Strachan seemed inspired. With virtually no points in the final third of the season, it all came down to the final game. I had reason to be confident with an almost full squad, a home match against an Arsenal side two points below, and needing this away victory to stave off relegation. Buggered if they didn't manage it.

I reasoned relegation away with the presumption that the game is rigged to ensure all first seasons are disappointing. I off-loaded a duff purchase at one hundred thousand pounds profit (John Collins from Scotland) and settled down to Division One play. After eight weeks I was in second place and Chris Sutton had returned only to break an arm in training before he could even make the subs bench. It was downhill from there.

I stuck by the purists pass-to-feet-style in the face of a challenging pack insisting on dragging the beautiful game down with their long ball 4-2-4 formations, and slipped down the table. Chris Sutton returned and actually played two games before going down with a virus, followed by a further five games and a broken leg. On returning this time he had the gall to register his discontent at not playing regular first team football. Meanwhile, John Collins was playing like a demon at Southampton.

My girlfriend won't discuss the matter. She resents the hours I spend hunched over the mouse, the sudden cries of: 'I could play Polston as a sweeper and Woodthorpe as a stopper' in public places apropos of no previous conversation; and my virulent swearing at Norwich players when shown on Match Of The Day highlights – especially Chris Sutton, who should be in plaster but is there in front of me on the screen – scoring.

I've decided to lay off in an attempt to stem the personal involvement. I'm going to Egypt. When I return I shall assume the management of Hartlepool, a dismal club about which I'm completely ignorant. I've never heard of the players and would have to ask for a 100 mile radius if stabbing at the location on the map. Meanwhile, of course, I can spend my time mastering *Dune 2*, bemoaning the dilatory nature of my harvesters and swearing at the Harkonnen – especially Chris Sutton who should be in plaster but is out there bombing my spice silos.

Frank Plowright, Glasgow, Scotland

concerning PCs and not all of them involve sheep and marmalade. One of them was to write a reply to Peter Row's reply to Richard Allen to say: why does he need to make excuses about only having half an hour to play games? Why can't he just admit that RPGs are shoddy aberrations of being, and platform/arcade games pummel them out of existence and spit on their graves whilst humming the theme tune from *Cannon Fodder*? He shouldn't be afraid. Gone are the days when you got knee-capped for liking platform games. It's time for arcade gamers to rise up, have a revolution, shoot all RPGers, burn them, drop them in acid, bury them, only for them to be found 75 years later at which time our comrades can create a Union of Shoot 'em up Players Sadistic Republics... The letter tails off into incomprehensible mutterings about Lenin, Trotsky and Red Flags, ruining a potentially serious point for the sake of a cheap laugh.

Oh, and will *Doom* be any good (or run at all) on my computer? The beast is a 386sx running at a paltry 25MHz with a somewhat feeble 2Mb of RAM and a slightly un-good 256K of video RAM (SVGA).

Comrade Ian Martin, Longwell Green, Bristol

I'm afraid *Doom* needs 4Mb of RAM. Ed.

## Privateer

I HAVE NOTICED that in your magazine's letters pages you have not had a letter about piracy for a while, so I decided to write one especially for you.

First I thought about writing about how software piracy is dreadful and publishers should do everything in their power to stop it, but then I thought again! Why do people copy software illegally? Many people answer this question with reasons such as: 'Original games are far too expensive to buy', and: 'I just borrowed it from my friend and decided to keep a copy of it. I didn't realise it was illegal.' These are feeble reasons (although the prices are ridiculously high), but I can think of a very good reason. Copy Protection.

Many people buy pirated games because of the copy protection on the originals. You load up a game to relieve stress and enjoy yourself, not to face wading through a huge manual to find a stupid word which, when entered, the computer refuses to accept and you have to start again.

It seems that, with copy protection, the software publishers are penalising the people who buy the originals instead of stopping pirates who have the game cracked within minutes. It's unfair that you have to pay £50.00 for a game, and then have to spend ages looking up a stupid little word before you can play it. You pay software companies a lot of hard-earned money and still they do not trust you enough to let you play the game without checking that you have the manual and know how to count.

M. Burroughs, Glasgow, Scotland

You have a point. Copy protection can be effective and unintrusive. Often it's the opposite. Ed.

PC Zone reserves the right to alter, edit and generally hack about with your letters until they bear little relation to the original. The PC Zone team are unable to enter into individual correspondence, even with members of their own family. All the other usual bottom-covering disclaimers apply.

and Xen, at the risk of fence sitting, they're too different to compare. One's a light hearted graphic adventure, the other a full-blooded first-person perspective adventure. Courses for courses and all that. Ed.

## Spanish Bombs

**GREETINGS FROM** the land of the bull butchering and the sun itching. First of all, apologies for my blasphemous use of English. I'm sorry, but I was born in Stratford-Upon-Avon, and anyway, I think you are so accustomed to the brain-diminished (e.g. cases of *Tornado* abuse) that one more will make no difference.

Did you think that there were no PC lunatics in Spain? Error. I'm a complete PC games worshipper! I've not much spare time for it, as I have my job, my university, my girlfriend, my bills... agf! But the time I've had playing *Syndicate* can't be equalled.

The real leitmotiv of my letter is a) to make you laugh with my suffering to get a PC Zone here in the land of the dark and hairy mediterraneans, and b) to subscribe and be happy to pay a gruesome sum of money to be a member of Club PC; get a free game and contribute to your payrolls.

Can you believe that there are only a few kiosks here who have your mag? Can you believe that I have to pay a painful 40 per cent of overprice over cover price (I like this sentence!). Can you believe that the chosen ones who have them only have a couple of copies, so if you are in bed with a serious knee injury, you can kiss goodbye to your mag?

Thank your cruel and mind-poisoning mag. It's the only well-worth in the market. It's a pity that I'm living here; I would like to be a contributor, and enter the building wearing my dark suit and carrying a chainsaw in each hand.

Javier González Recuenco, Madrid, Spain

## More Bloody Bits &amp; PCs

I KNOW IT'S a bit late, but I would just like to remind you that *PC Zone* is the best PC mag I've ever read in my life, and believe you me, I've read a few. I know that every month people ask whether you could recommend them a PC, but I'm desperate.

I've got an Amstrad PC 3086. Is there any cheap way to up grade it or maybe just speed it up? Would a new mother board make any difference, or should I just get a new computer? It would be easier to get it upgraded, because my last bank statement was for three pounds and 64p. I would rather get a 486 since about eight months ago a friend of mine bought a 386 (against my advice, I might add) for £800, and now he's looking for a cheap 486. I don't want to make the same mistake.

My PC is alright with respect to most of the other requirements in the 'Specs' box in your reviews (i.e. hard disk etc.) so it just needs speeding up.

Peter Hart, Llanrhaeder, Shropshire

I'm afraid it's unlikely you'll be able to upgrade your PC so you'd be better off buying a new one and that basically means a 486. Ed.

## Speakers Platform

THE OTHER DAY, whilst reading through issue 11 of your magazine, (as you do) I suddenly felt an inexplicable urge to write a letter. There have been a number of thoughts going round my head



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# OFF THE BOARDS

Welcome to the bit where **Mark Burgess** reviews all the best in the shareware world (unless it's really good, in which case it gets shanghaied). This month's special subject is the Universe.

## Xargon

**D**O YOU REMEMBER the brilliant *Crystal Caves*? It was an EGA platform/puzzle game in which you had to collect crystals and



complete the levels; this had to be done in a set order. *Xargon* works from the same idea - the different levels need to be completed in series. Its real antecedent is the brilliant platform game, *Jill Of The Jungle* so, while waiting for *Jill Of The Jungle 2*, feast your eyes on this. It was featured on last issue's cover disk and it has excellent

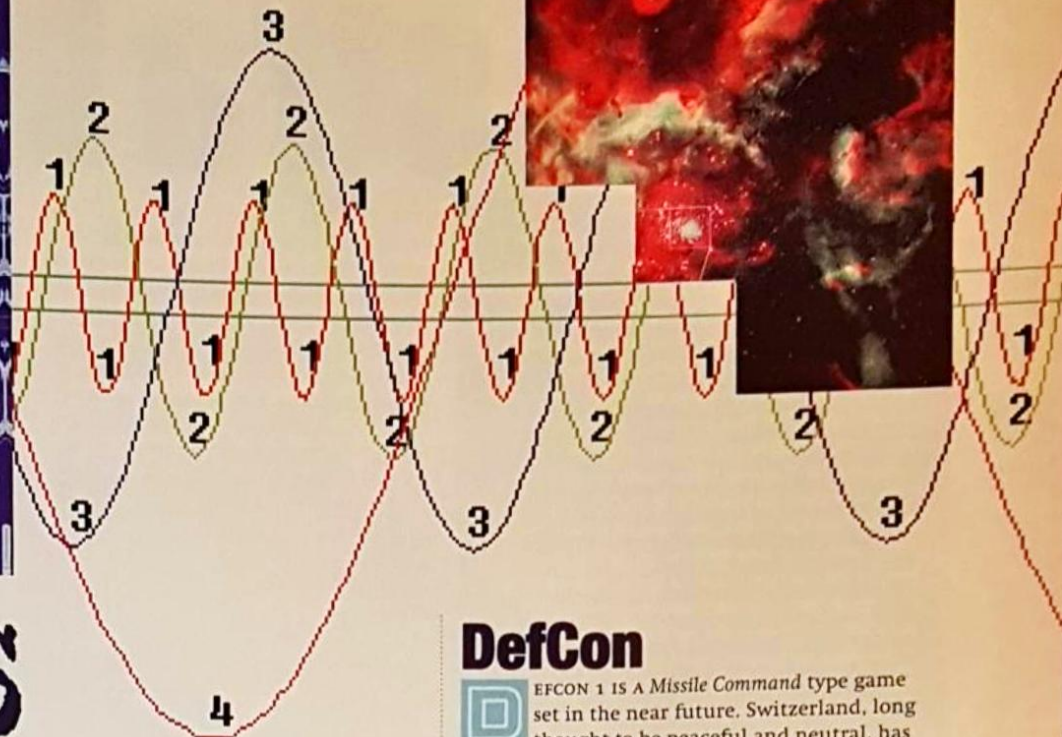
smooth-scrolling graphics, and lots of tough levels. I finished them all, so anyone can. (In the reactor, keep as many bricks as possible in place - this will trap the flying eyes.)

**Shareware by:** Allen Pilgrim for Epic Megagames

**Registration:** £23.99

**Needs:** 386/25, mouse, joystick, keyboard, VGA, 605K RAM

**Supports:** Sound Blaster, Ad-Lib



## DefCon

**D**EFCON 1 IS A *Missile Command* type game set in the near future. Switzerland, long thought to be peaceful and neutral, has secretly been stockpiling nuclear weaponry. Frustrated by a slump in watch and army knife sales, they plan to take over the world starting with the us.

As Senior Defence Controller you must protect your cities by intercepting the ICBM's that are careering towards them. The bad news is that you

have only a limited supply of anti-missile missiles; the good news is that your scientists are working on new weapons which will come on-line as you reach further rounds. They are Big Bertha, a larger version of the standard bomb; the Cluster Cloud, a



swarm of small explosions; the Ring of Fire, eight explosions that form a circular ring; the Shield, which is a long-lasting barrier; and the Pinwheel which hurls spikes through the air. There's a sixth, but I never got that far.

The missiles coming at you range from the standard to the nasty AJ-Vector94 which zig-zags down the screen, and the MX-Assassin which flies very close the ground, coming from the side of the screen and giving you very little time to stop it.

This is a very good version of the old classic. You can increase or decrease the speed of the mouse pointer by pressing the (+) and (-) keys. The twists are that you have different weapons and that you are defending named cities (you get points for survivors). The program needs VGA and a mouse or track ball. Registration gets you a full version of the program together with a version of *Tron*.

**Shareware by:** Jon Cortelyou for ROMulus Software

**Registration:** \$10.00

**Needs:** 286 12MHZ or faster, with VGA, 200K RAM

and a mouse



# Ad Astra



**T**

he Hubble space telescope has got new glasses. They cost £420,000,000. Are they worth it? I'd say yes, but then it wasn't my half billion. NASA reckons it has had its

money's worth and so does the community of astronomers. The first images from the improved Hubble were swiftly uploaded onto CompuServe. You don't need such expensive optical equipment yourself. Graham Hosty, a Huddersfield postman, discovered a nova using half a pair of broken binoculars he had bought for £10.00. He found a nova in the constellation of Sagitta, between the chimneypots of 89 and 93 Blackmoorfoot Road, on the 7 January 1977.

To begin astronomy, follow the way the science itself began: stand outside and look up at the night sky. Any pocket guide will give the names and positions of the stars and planets; so will a planetarium program which will tell you the names of the celestial bodies you can see at a set time and location, and will print out a map of the sky.

In the following list, DOS programs are marked with a [D] and Windows programs with [W]. All scores out of five as usual, but the programs are only compared against others doing the same job.

## Night Sky [D]

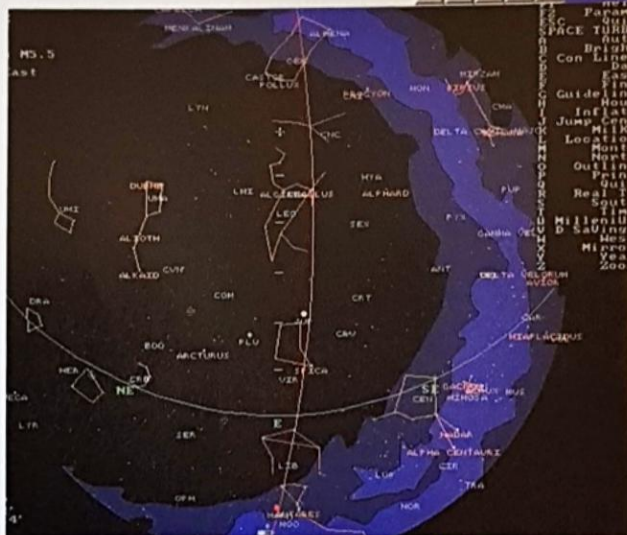
This is an old program dating back to 1990. It was written by A. C. Stevely, a London bus driver, and can plot 24,000 stars to magnitude +7.49. The registered version is able to plot 45,000 stars to magnitude +8.49. The display is the most basic of any of these programs, so it should run on any machine. Registration is £24.95.



## Astro [D]

From Athabasca University comes Astro, now in version 2.02. This is written by Malcolm Reeves and will run on any IBM compatible with DOS 2.1 or above. The display is from CGA to VGA. This program has a better display than Night Sky with everything from magnitude to spectral class clearly shown. An intermediate file must be generated before printing.

It comes with a well-written manual that serves as a good and informative introduction to astronomy.



## StarBase [W]

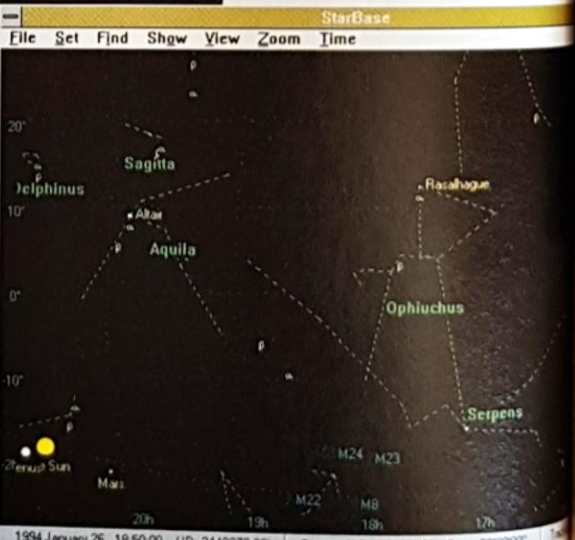
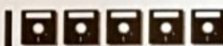
This comes from Skyline Software and is based on the Yale Bright Star Catalogue. The program has the five planets visible to the naked eye, the 88 constellations, 3,143 of the brighter stars from the Yale catalogue, 112 deep sky objects (including all Messier objects and 21 named objects) and 64 named bright stars.

The display is a horizon view with the option to change to full sky map. Clicking on a planet opens a box with its name, right ascension, declination, magnitude, apparent position and further information. If you click on a star, the program will give the constellation, Flamsteed and HR numbers, Bayer id., right ascension, declination, magnitude, spectral class and apparent position. Oh, and the name. For deep sky objects you get the Messier and NGC number, right ascension, declination, magnitude, size, class, apparent position and name (if any). StarBase has indices of common objects and astronomical terms. Has a nice print preview feature. Registration (£29.50) brings an update with 38,838 extra stars to magnitude 7.5 and much more.



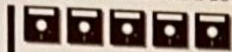
## SkyGlobe [D] [W]

Written by Mark A. Haney, SkyGlobe runs under DOS or Windows. It has a beautiful high resolution display with a host of options. Move through time at intervals ranging from a minute to a millennium. SkyGlobe comes with a massive database of locations and runs under Windows or DOS. My personal favourite.



### Earth Centred Universe [W]

A really beautiful and flexible program. Written by David Lane in 1992, it shows the stars in either Mercator or Zenithal Equidistant Projection. The display can be adjusted for precession and the observer's parallax and (in the registered version) for the finite speed of light. Stars can be between 0 and 10 magnitude and deep sky objects can be between 5 and 20. Clicking on an object will give right ascension, declination, magnitude, azimuth and altitude. In the registered version you get the name or designation from a vast range of star and object catalogues. Runs on a 286 or better and EGA/VGA.

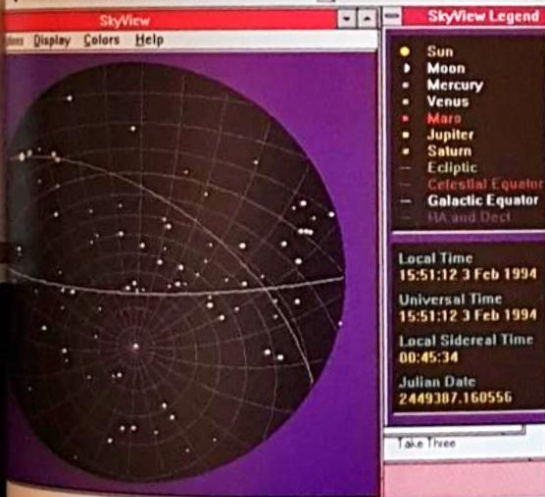
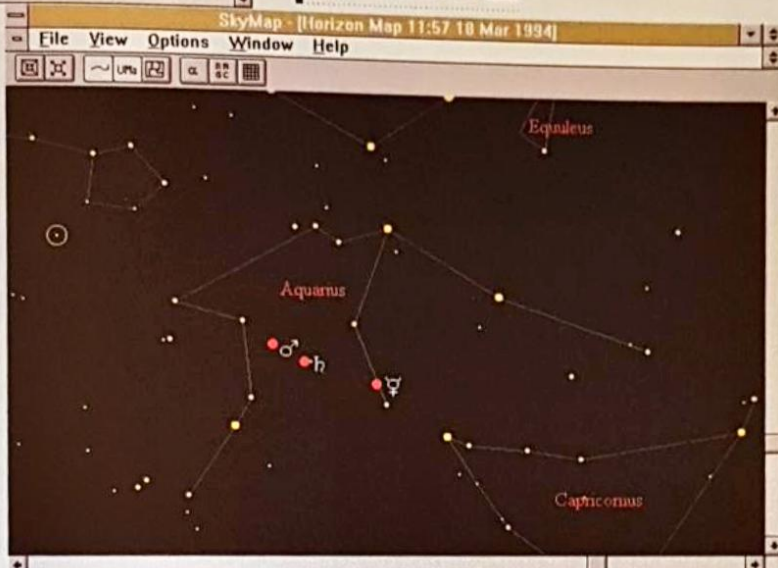
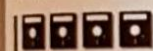


### SkyMap [W]

SkyMap displays a map of the sky from 4,000 BC to 8,000 AD as either a horizontal map or as a sky map. Stars are well labelled but the deep sky objects are not. There is an easy-to-use toolbar and a good help file. You can configure all the printer/screen colours.

The program also comes with a GIF viewer.

Written by C. A. Marriott from Cheshire, registration is a paltry £15.00 and brings you a larger database of stars, a bound manual, technical support and a money-back guarantee! Once again, British shareware leads the world.



### SkyView [W]

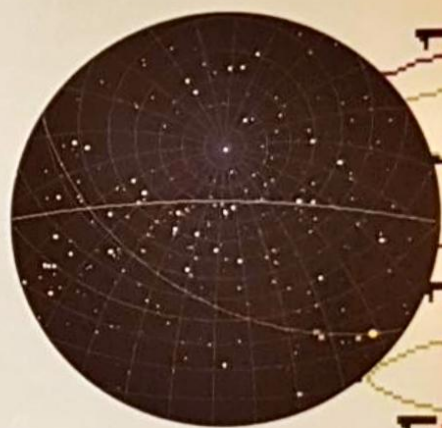
This program seems to have a lot going for it. Its author, Stephen Schimpf, is at the Department of Astronomy at the University of California. The original was written in FORTRAN for the VAX 750 - and anyone who uses FORTRAN is okay by me. Furthermore Stephen was unhappy about the 'false perspective' of many astronomy program displays; stars clustered round the edge of the screen (rather than a random distribution), and the drastic foreshortening of constellations.

You choose location from a list of us cities or enter your own co-ordinates. The display in SkyView is like a traditional starmap but none of the stars are named nor are the constellations drawn. Unfortunately, you cannot print the map.



### Circumspace [D]

A program from KlassM SoftWare, Inc., the publishers of SkyGlobe, and written by Mark Haney. It isn't really a planetarium program, it's more of a space travel simulator in which you travel around the 7780 stars nearest the Sun. After a portentous intro (which you can skip by typing: x) you are left just outside the Sun, at a distance of one astronomical unit (au), equal to the orbit of the Earth. The sky appears exactly as we are used to seeing it, with Orion just to the right of the Sun, Sirius down and to the left, and the Plough off the screen up and to the left. Left double-clicking on a star will go directly to a location one au from that star (the whole program can also be controlled from the keyboard). A menu panel gives a full list of options.

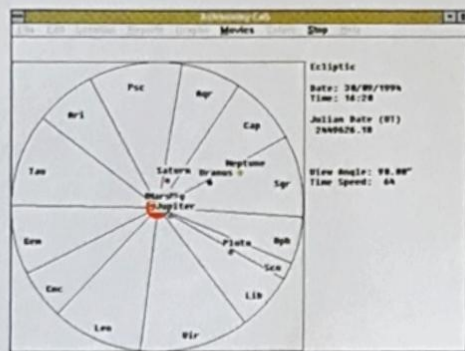


## Ephemera

Now that we have looked at the sky, we'll move on to programs – there's only one worth mentioning – that list and predict astronomical events.

### Astronomy Lab [W]

Shareware by Eric Bergman-Terrell which generates animation sequences of Jupiter's Moons, day and night, binary stars, a complete planetarium and more. It also predicts important astronomical events and uses graphs to illustrate many fundamental concepts. The program has a dictionary of terms, a good reading list and the best on-line help I've seen in any program.



All Windows programs were supplied by Omicron systems (0702 710391). DOS systems were downloaded from the Astronomy Forum of CompuServe, as were the graphics of the National Aeronautics and Space Administration, and the Jet Propulsion Laboratory.



## Experiments

Now onto the modelling programs. How is a galaxy formed? How does gravity work?

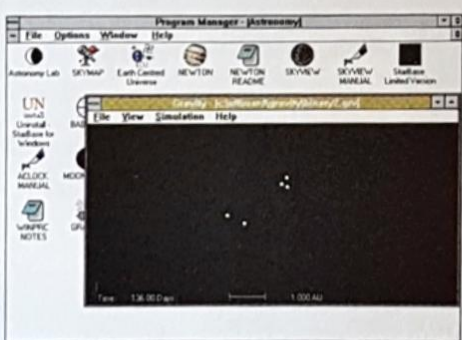
### Newton [W]

By Paul Keet, lets you construct your own planetary or star system. Experiment with binary or trinary stars, slingshot effects, retrograde motion, energy transfer in near collisions and a lot more. The present version (v 1.0) uses Newton's equations and follows his law of gravity:  $F = \frac{GMm}{r^2}$  but a version using Einstein's equations is promised if people show sufficient interest. Registration: \$10.00.



### Gravity [W]

Another demonstration of Newton's laws. It features the solar system, binary stars and 'rogue' systems. Written by George Moromisato for TMA; \$15.00 gets you the source code in Turbo Pascal.



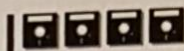
### Galaxy [W]

This program simulates stellar motion under the influence of gravity. You can create your own field of stars (2 - 1,000), vary the initial velocities and the gravity constant, or you can load a number of pre-set scenarios from exploding to collapsing galaxies (including one model with a strange attractor). It needs a powerful machine – at least a 386DX – and large galaxies take a while to calculate. Written by Michael Cornelison, the program also doubles as a screen saver. Registration is \$10.00.



### Galaxy Builder [W]

Written in visual basic by Steve Cullen, this program lets you design galaxies and view them at various angles and in various colours. Good demonstration of the Hubble sequence. There is no documentation included.

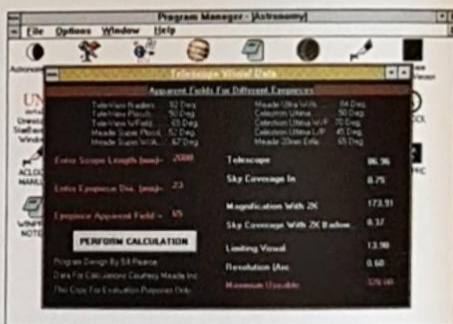
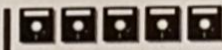


## Tools

How good is your telescope? When is Mars visible? You need a dedicated calculator.

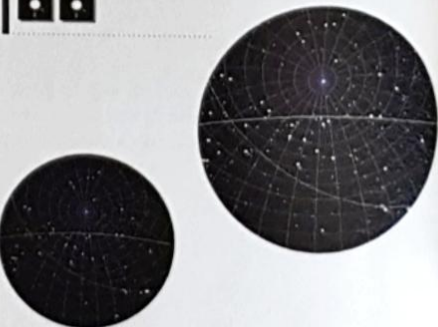
### Telescope Visual Calculator [W]

Work out the sky coverage, resolution and maximum usable magnification of any telescope with this. It's written by Bill Pearce from Ohio (same place as Captain Kirk) and \$10.00 gets you a personalised copy and any further revisions.



### Windows Precession [W]

A Freeware program from Bruce Dahl. It doesn't come with any documentation but it is a simple-to-use calculator for the right ascension and declension for any object in different epochs.

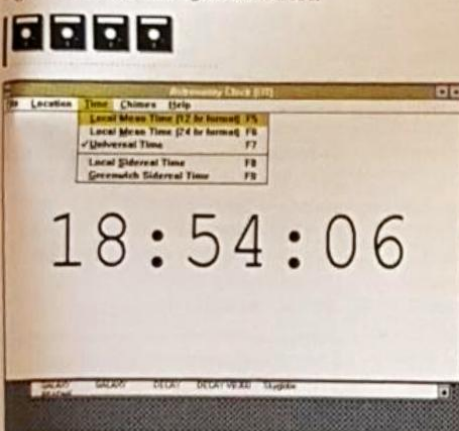


## Clocks

One thing you need for astronomy is a good clock. The clock built into your PC is a fairly sloppy device, losing seconds every year. There are programs that will use your modem to ring up a standard clock and set your computer.

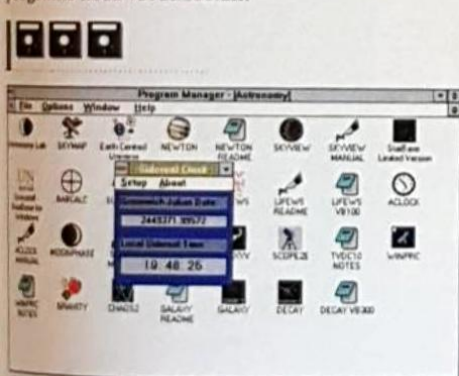
### Astronomy Clock [W]

Written by the indefatigable Eric Bergman-Terrell. With a nice big display you can see from feet away, it shows Local Mean Time (12/24Hr), Universal Time and Local or Greenwich Sidereal Time. No set registration fee, but \$5.00 asked for.



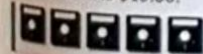
### Sidereal Clock [W]

A small window that you can paste wherever you like on the screen. Written by Bill Pellerin, it gives the sidereal time and Greenwich Julian date for any longitude. From the same chap is *MoonPhas* which shows the approximate moon phase. Both programs need vbrun100.dll.



### Astroclck [D]

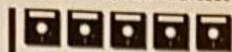
This program by Dave Ransom is used at a number of observatories around the world. Displays Local Time, UTC, sidereal time, solar time and a perpetual calendar. It will track selected stars or planets and determine the nearest USNO Navigation Star. Registration is \$10.00.



### Sidereal [D]

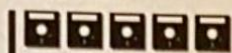
Freeware by Peter Petrakis. Gives a big display of local sidereal time to 0.1 secs. The program can

generate pulses from 100 per second to one per minute to drive external devices.



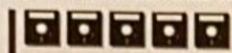
### Nbscom [D]

A program from Frank Antonio which phones up the NIST (National Institute of Standards and Technology) time service.



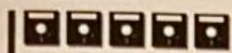
### PCClock [D]

Phone a number of atomic clocks (the NIST in Boulder or the USNO in Washington). Display is six digit or 12/24 hour with chimes and an alarm.



### TimeSync [D]

Set your clock to within milliseconds, again using USNO or NIST clocks.



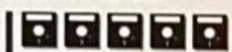
### TimeSet [D]

What about Europe? The nearest I know of is *TimeSet* which dials atomic clocks in Austria, Italy and Sweden. Another program by Peter Petrakis



### RighTime [D]

All of these programs are excellent. Once you have your internal clock set use the program *RighTime*, which is a learning clock corrector for ATs or above and can achieve accuracy of 0.5 seconds per week. Shareware from Tom Becker.



## Graphics

The Astronomy forum on CompuServe has hundreds of dramatic and exciting images which have been uploaded by University departments and observatories. NASA and JPL are particularly generous when it comes to distributing programs and graphics.



### Autodesk Animation Player for Windows [W]

Astronomers exchange moving pictures as well. These are normally \*.FLI files made with Autodesk Animation. There is a freeware program from Autodesk to play them. The Autodesk Animation Player for Windows [W] is at version 1.10 and should be on everyone's hard disk.



## Definitions

### altitude

the angle subtended at the location of the observer by the object and the point on the horizon directly above or below it. Together with the azimuth, it is part of the horizontal coordinate system.

### azimuth

the angle subtended at the location of the observer by the point on the horizon due north of the observer, and the point on the horizon directly above or below the object.

### declination

distance between an object and the celestial equator - similar to latitude.

### deep sky

the region beyond our galaxy.

### Julian date

the number of days since noon, January 1st 4713 BC.

### magnitude

measure of the brightness of a celestial object; the lower the number, the brighter the object. A difference of one is equal to 250%. Absolute magnitude is the brightest a star would appear to have were it ten parsecs away.

### Messier number

The number given to a deep sky object in Charles Messier's 1781 catalogue of 'fuzzy objects'. He gave a list of 103 objects (although M40, M91 and M102 are missing and no one knows what they could have been). The last object, M110, was added in 1968 but it is usually known as NGC205.

### NGC number

The number given by Dreyer in his 1888 *New General Catalogue of Nebulae and Clusters of Stars*. Dreyer had his own elegant shorthand for the objects so the galaxy NGC 2863 is recorded as CF<sub>5</sub>E<sub>1</sub>BET2\*12.16 which means 'considerably faint, small, elongated, between two stars of magnitude 12 and 16'.

### right ascension

similar to longitude but measured in hours, minutes and seconds from the point the ecliptic crosses the celestial equinox.

### RNGC

Revised *New General Catalogue of Non-Stellar Astronomical Objects* Sulentic and Tift, 1973. The successor to Dreyer's catalogue.

### sidereal time

'sidereal' is the adjective meaning measurement with respect to the stars.

### spectral class

a measure of the temperature of a star ranging from O (the hottest) through B, A, F, G, K and M (the coolest). The classes are further subdivided 0-9.

### Universal time

the local time zone at Greenwich.

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is a mouse-controlled EGA role-playing adventure game in the *Ultima* style. It's designed to expand in a 'modular' fashion so that when you have completed the quests in this introductory module, you can continue your adventures in other modules. Features ten character races, 17 character classes, magic items and spells, interaction with monsters and non-player characters, hundreds of weapons, potions and herbs, shops, and much more. Shareware version restricts adventurers to the fifth level of experience.

● Order ref: B3866

**Monster Bash** is a VGA resolution platform-jumping arcade game from Apogee in the tradition of their best-selling *Commander Keen* and *Cosmo* games. Johnny Dash must use his catapult to repel undead monsters in his quest to free stolen pet dogs and cats held by the evil Count Chuck. Johnny can climb, crawl, shoot his catapult, fly a broom and much more.

● Order ref: BH212

**Ken's Labyrinth** is a 3D 256-colour VGA arcade adventure game. You have been captured by the Zogarians and must escape their labyrinth in order to rescue your dog

Sparky and save the known Universe. Supports Gravis Gamepad control, and a musical soundtrack with Ad-Lib

or Sound Blaster cards.

● Order ref: BH218

### The Blade Runner Disk version 1.1

for film fans includes a *Blade Runner* quiz program with four levels of difficulty; a Wilbur Mercer simulator; random quotes program; 514 x 463 greyscale image of Rachael; 432 x 718 and 784 x 458 two-colour images of the film poster; plus a text file of *Blade Runner* information, including cuts and continuity errors in the film. (Public Domain disk)

● Order ref: B3747(1)

**NOTE:** Shareware entitles you to try before you buy. Registration costs are usually a fraction of comparable commercial software and they also entitle you to documentation, user support and upgrades.



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# Mr Cursor

HE'S AFRAID OF GOING TO SLEEP



**F**RANZ KAFKA'S *Metamorphosis* began something like this: (and it's from memory, so don't get all pedantic and trainspotty if I get the words in the wrong order) 'As Gregor Samsa awoke one morning from uneasy dreams he found himself transformed, in his bed, into a gigantic insect.' Well, I now sort of know how Gregor Samsa must have felt, although it doesn't happen at the same time and there aren't any insects involved. Here's my version of *Metamorphosis*: 'As Mr Cursor falls asleep every night he finds himself transformed, in his dreams, into one of the main sprites from *Doom*.' And this is frighteningly true. It's a very strange and disorientating experience, believe you me, and I'm not alone in suffering from the disorder.

You see, for the last couple of weeks we've had *Doom* hooked up on the network upstairs in the offices of *Windows* magazine and have been engaging in some very serious four-player *Doom* sessions... every evening from six till midnight, and from lunch time till getting on for the dawn chorus at weekends. As a result all the *Doom* fanatics from whichever Dennis Publishing magazine you care to mention, dream in *Doom-o-Scope*. We compare notes as it happens, and it would seem that our dreams are often along the same lines. And guess what else? Somebody pointed out a message that had been left on Compuserve from some poor sad American bastard, and this is how it went: 'It's weird, since getting addicted to *Doom* I have been reliving it in my dreams. Has anyone else experienced the same?' If I knew how to log on to Compuserve I would have sent him this reply: 'Yes, three people from *PC Zone*, four people from *Windows*, one person from *Computer Buyer* and a bloke from the computer shop down the road - welcome to the Get A Life Brigade.' As I didn't know how to log on to Compuserve, however, the message remained unsent. (It's the thought that counts though, eh?)

Anyway, so back to the actual dreams themselves. For instance what exactly are they about? And when do they happen? Well, to answer the second question first, there are two notable times when these *Doom-o-Scope* extravaganzas occur, and they're at opposite ends of the sleep spectrum.

First is the 'as you're becoming unconscious' moment... you know, after your head's been on the pillow for a couple of minutes and everything's gone swirly. Mr and Mrs Normal from number 31 Square Street are counting sheep just prior to this, and then suddenly they're contentedly dreaming of cheese and wine parties at the vicarage, pleasant walks in the country and the previous evening's episode of *Dr Quinn Medicine Woman*. A hardened *Doom* addict, however, will be swirling his or her way down into a texture-mapped world of, more often than not, complete and utter mayhem - with seven different weapons up for grabs, and lots of texture-mapping on the walls. I've seen it first hand, many many times. The second *Doom-o-Scope* slumberama experiences happen after you've woken up in the morning and have then, due to not being arsed to actually get out of bed, gone back to sleep again - and these dreams are more vivid than the first type. (And easier to remember when you wake up, naturally.)

So that's the general timing of *Doom-o-Scope*, but how about the 'plots' of these dreams? You may have some data to add yourself (if you're a sufferer), but on the information received from the blokes on the front line here at Dennis Publishing, it would seem that they're much the same as in general dreams, except for the movement and firepower. In case you haven't yet played *Doom* I'd better explain that, not only are there several weapons on offer, but that (using a totally re-configurable keyboard and/or mouse) you can move forwards, backwards, rotate clockwise and counter clockwise, and side-step to the left or right, SAS style, all in first person perspective, and, as it's a computer game, it sort of feels as if you're 'sliding'.

Here's a snippet of a dream had by Charlie from the Tottenham Court Road Computer Exchange (the staff pop in to take us on at multi-player games): 'I walked into my house, went upstairs, and realised I'd left the front door open. The next bit was very *Doomy*, with me sliding left and right with a shotgun readied as I went back down to check if anyone was there.' It sounds good, doesn't it. A good *Doom* dream. Here's one of my own, also rather good: I'd just put my card in the slot of a cash-dispensing machine when I noticed that somebody had vomited all over the buttons. I didn't want to get someone

else's sick on my hands, so I 'slid' to the side of the bank, hid in an alcove, and readied my grenade launcher. (Don't ask me why - in real life I would just have used a stick on the buttons and retrieved my card.) Much carnage ensued, and I eventually got my cashcard back. Noel Edmunds was in the dream for some reason, and he was killed.

So there you go, *Doom* Dreams, *Doom-o-Scope*. Whatever you care to call it, the phenomenon is definitely here, and it's going to get more intense as software and hardware become increasingly sophisticated. Hello virtual reality, in other words.

So maybe I should finish with a conclusion, thesis style, like some kind of ponce... but I'm not going to. I'll leave that to the alarmists who sell stories to the Tory tabloids. For my own part, I think I'll just go back to sleep. (Or am I already asleep? If I am I'll force myself awake and pop into the office for a game of *Doom*. The cycle continues.) ☒



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