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GAMES

- \* **Stonekeep**
- \* **Rise of the Triad**
- \* **Buried in Time**
- \* **Jungle Strike**
- \* **X-COM: Terror from the Deep**
- \* **Command and Conquer**
- \* **Super Streetfighter II Turbo**
- \* **Tank Commander**

# PC ZONE

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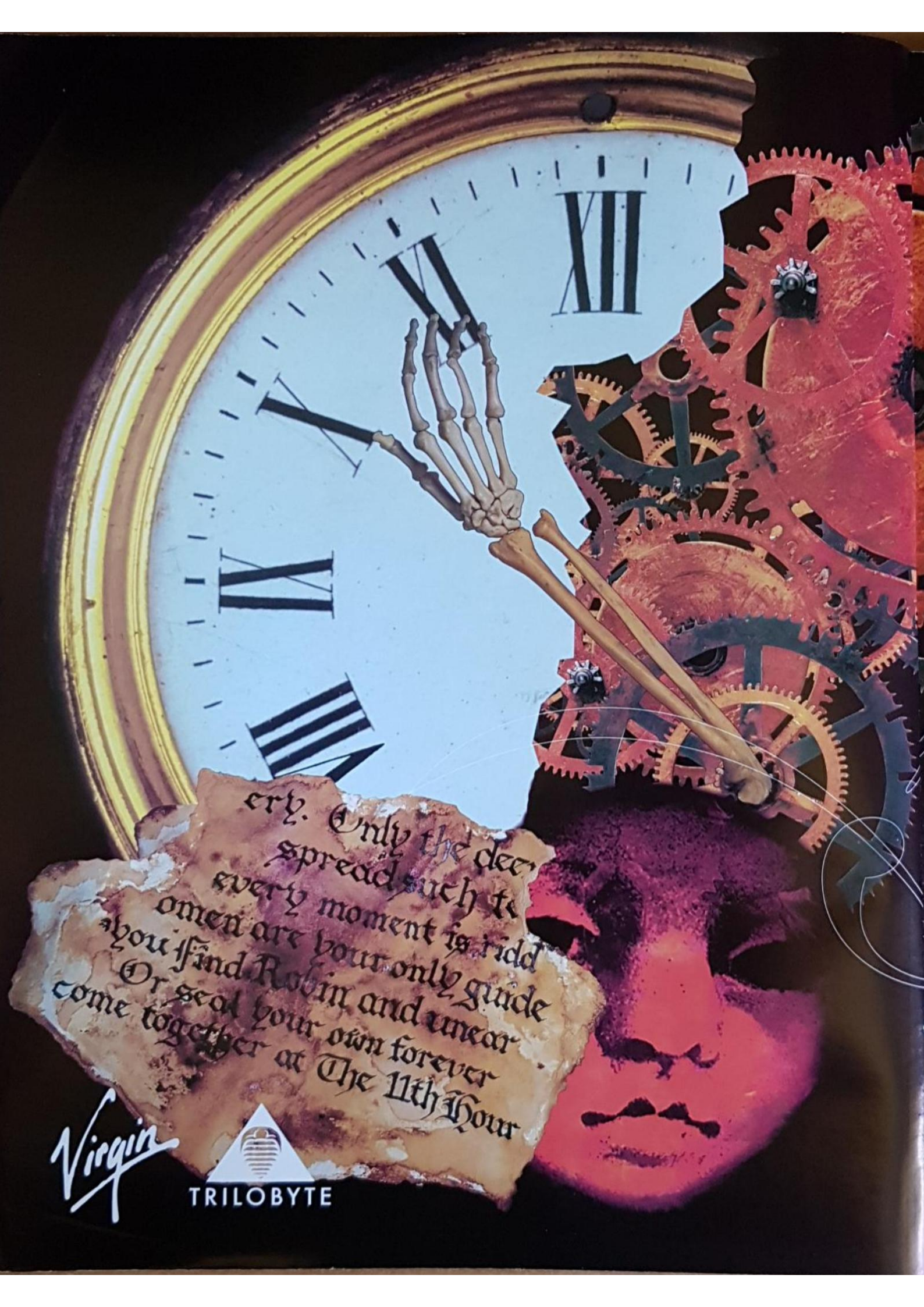


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spread such te  
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you find Robin and unclear  
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Virgin



TRILOBYTE



# THE 11th Hour

The sequel to The 7th Guest™

In the 70 desolate years since the horrifying murders chronicled in **THE 7TH GUEST**, the town of Harley has been ominously silent. Only when journalist Robin Morales vanishes while investigating the rotting abandoned mansion of legendary toy maker Henry Staul, do events resurrect the malignant past. As Robin's colleague and lover, Carl Denning, you come to the ravaged estate to find her. What you uncover in its decaying chambers embroils the entire town in a deadly legacy of madness.

With over an hour of live action video in **The 11th Hour: the sequel to The 7th Guest**, the renowned developers at TRILOBYTE have created the most powerfully graphic cinematic challenge ever.

A wide array of games, puzzles and quests weaves intricately into a time bending, contemporary adult mystery.





# dir.ectory



● The big pink chap in the picture is one of the friendly guys from *Heart of Darkness* called the Servant. The girl from the joystick feature is a lovely young lass called Michelle Collins who we found through the Samantha Bond model agency on 0171 352 3767. Apparently she's 5'7", 34DD-24-34 and takes size-five shoes... in case you were interested.

**PC ZONE**



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## COVER FEATURE

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VIRGIN INTERACTIVE unveils the first creation from Amazing Studios, a French team that utilises the talents of the creators of both *Another World* and *Flashback*. PC Zone takes an exclusive look at one of the most stunning arcade action games around. We have exclusive sketches, information from the programmers plus the full background on the game.

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SOMETHING THAT ISN'T A SEQUEL... phew! Lots of ancient Activision Atari VCS games, all for Windows and all on one CD.

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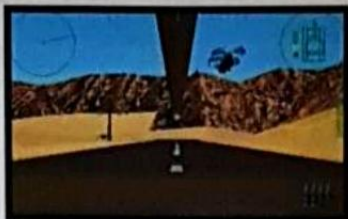
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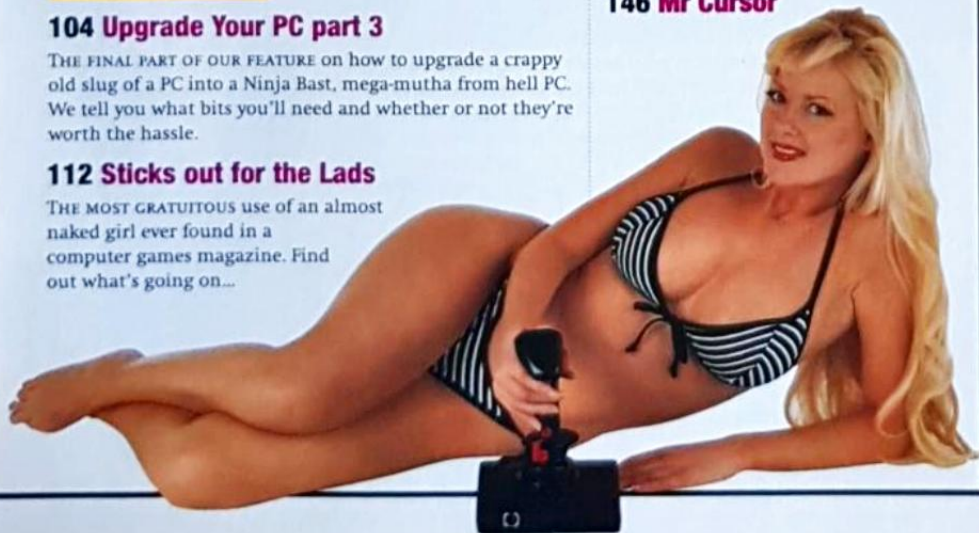
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# PC 100% GAMES ZONE

May 1995 Issue Twenty Six

## COVER DISK

### HD Disk Version

#### Pyrotechnica

Check out our exclusive demo of the latest 3D polygon shoot'em-up thing from Psygnosis. Set in the year 2112, you have to fly your advanced ship around a 3D labyrinth blasting bad guys. Visually stunning and distinctly zany this is an interesting alternative to *Descent*. The demo also appears in the GAME DEMO section of our CD-ROM this month.

### CD-ROM Version

There is some truly amazing stuff on the cover CD this month. First of all, after our exclusive review last month we now have the first fully playable demo of the incredible *BioForge* from Origin (which we reviewed last month and gave 95 per cent). Also on the CD is the beautiful *Lost Eden* from Virgin as well as a rather splendid playable demo of *Rise of the Triad* - the latest *Doom*-basher to be unleashed from Apogee. From Domark we have a small part of its forthcoming adventure *Orion Conspiracy* and there's also a sneak peak of the next CD-only blockbuster from LucasArts - *Full Throttle*.





## Bulletin

## Wing Commander 4



IF THE RUMOURS are to be believed, work on *Wing Commander 4* is well under way.

Sources at Origin recently let slip that they are already working on the cinematics of the game and the sequel is said to be taking "top priority" over every other project.

*Wing Commander 3* was the fastest-selling game in the USA last year, moving more units than any other PC release, despite coming on four CD's with a price tag of around £60. The game fared less well in the UK and Europe despite a much hyped PR tour by ex-*Star Wars* frontman, Mark Hamill, who stars in the game, although this was in part due to the fact that the game required at least a P60 to run in all its glory.

The new game is said to feature an enhanced combat engine, a sharper flight model and improved gameplay, and will probably be based around the rather cinematic formula of *Wing Commander 3*. Although no official word has been given as to the line-up of the cast, it is fairly likely that Mr Hamill will be gracing the blue studio once more (as long as he's not too busy of course).

*Wing Commander 4* is due for release this Christmas so start saving for that P90.

## QUAKE MATTERS

**S**till absolutely no sign of a *Doom 3* just yet, but in the mean time, one or two rumours about the much-hyped forthcoming release *Quake* from iD.

Recent murmurings from iD maintain that the whole project is going faster than expected, and the guys are making speedy progress with the code they have developed. Apparently there's talk of an SVGA mode, a 3D map and texture-mapped characters made up of 200 polygons. The code they've got at the moment is said to be efficient enough to sling it all round at a decent frame rate on a 486 DX66, although they're still not sure just how many players it will support. Some reports suggest 20, others say it will depend on the capabilities of the server system. It will, however, be primarily aimed at multi-player and network play.

As for Windows '95 compatibility, rumour has it that it's not going to support the new graphical user interface directly, although Microsoft may be working on a port with the help of iD.

*Quake* is still due for a pre-Christmas release, as for Windows '95, that's anyone's guess.

## A WINNING FORMULA

**R**umour on the MicroProse grapevine indicates that we can expect a new *FIGP* racing game by the end of the year, which uses the same brilliant engine as the original, but with better graphics. There's also talk of a motorcycle game (working title *Super Bike Grand Prix*) which uses the same modified engine and contains some jaw-dropping graphics and some pretty squeamish crash scenes. The programmers are currently working on making the engine as realistic as possible so that the bike will slide and skid just like the real thing.

If the rumours are to be believed then we can expect to see something of *FIGP2* in the autumn and *Super Bike Grand Prix* by Christmas. A tie-in with Helena Christensen's favourite scent, Brut, and Barry Sheene has so far been denied.

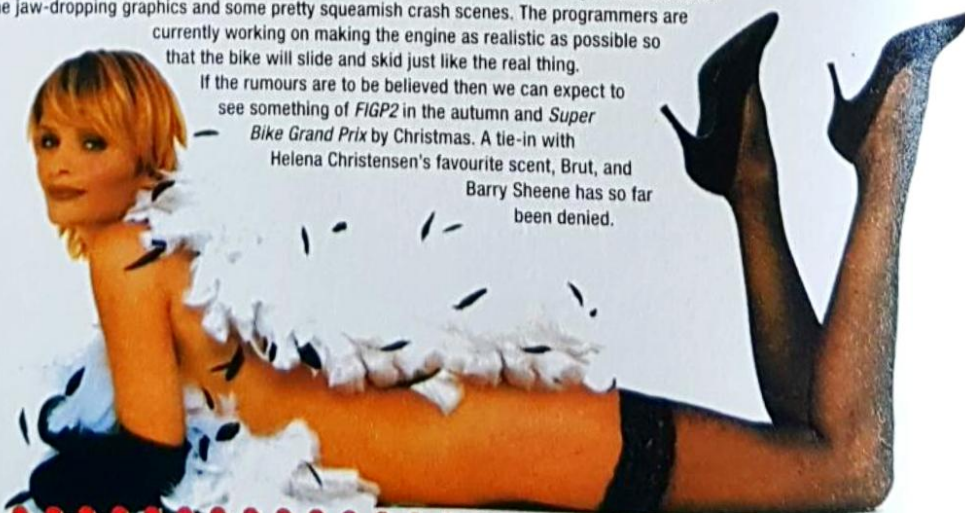


Image taken from *Pret-A-Porter* © 1995 Miramax. Released by Buena Vista International (UK) Ltd.

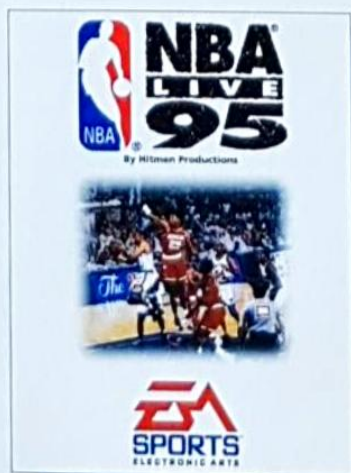


# A Carnival on Court

NBA® Live '95 puts all the razzmatazz of America's most spectacular team sport onto PC CD. NBA® Live '95 reproduces every alley oop pass, rim kissin' basket and stunning signature move in the league. With over 100 hi-res player action shots, these guys burn the boards like a forest fire. The sounds are scorching too, every chant and cheer brought to you in 16-bit stereo. And you can shoot hoops with up to four players simultaneously.

The stats are even more detailed than the graphics, on court and off. TV-style presentation and the unique court perspective brings all the full-court, 5-on-5 basketball action to slam dunkin' life. NBA® Live '95 features all 27 NBA® teams and every pro in the league, plus four Custom Teams and two All-Star Teams. You can even trade players to complete your very own Dream Team.

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the GAME,  
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For more information about NBA Live '95 PC CD, please call 0753 546 845 or write to Electronic Arts, 90 Dorset Drive, Langley, Surrey, Surrey S13 8EP. The individual NBA and NBA team insignias depicted are trademarks which are exclusive property of the NBA and respective teams and may not be reproduced without the written consent of NBA Properties, Inc. "I LOVE THIS GAME" is a trademark of NBA Properties, Inc. EA SPORTS, the EA SPORTS logo and "IT'S IN THE GAME, IT'S IN THE GAME" are all trademarks of Electronic Arts.



## Bulletin

## DISPATCHES

## \*\*\* WEIRD OR WHAT?

*Cybil the Cyberpunk* is a new platform game (for platform fans aged six and above) from Reality Interactive.

The hero of the game is Cyril Smith, a kid from Manhattan who discovers a message from an alien ship, giving details of a plan to invade the earth. He assumes the title of "Cyril the Cyberpunk" and trots off to Central Park to find the ship. When he boards the ship he discovers a race of mutant cyborg teddy bears from the planet Fluff Ball. You take the role of Cyril as he tries to save the world. Reality Interactive say the backgrounds in the game are of an extremely high quality (well, they're hardly likely to say that they're crap, are they?) and the characters are large and highly detailed. *Cybil the Cyberpunk* is set for release in June this year.

We have no UK contact number for Reality Interactive, but if you're really desperate to go to war with a bunch of mutant teddy bears, give them a ring in South Africa on 0027 21 616462.



(Right and Below) *Ultimate Soccer Manager* - with 3D rendered graphics, press conferences and the chance to rig matches and offer bungs, this is likely to be one of the most realistic sims ever.



# ULTIMATE SOCCER MANAGER



**I**MPRESSIONS is about to release a new footie management sim, which it claims to be the last word in football strategy sims.

Boasting 3D rendered graphics, a complete business game option, full match reports, interaction with players and managers, press conferences, financing, sponsorship and advertising, it looks like being a winner. There's even the opportunity to rig matches, offer bungs and bet on matches (which should keep all Arsenal fans happy), so it's probably one of the most realistic sims to surface.

It's coming out on PC floppy and CD-ROM in April and will retail for around £40.

Contact Impressions on 0171 372 7435.



## PLAYER MANAGER 2

**F**ootie maestros, Anco, have finally decided to go and release the sequel to their *Player Manager* management game some six years after the original was released.

The cunningly titled *Player Manager 2* CD-ROM version will include FMV and feature current BBC soccer afficiando, Alan Hansen. There will be four modes of play (including a personal challenge, knock out competition and a World Cup campaign), a comprehensive set play designer as well as three different levels of play. Players can opt to play in their favourite position or control the player nearest to the ball, whilst there are 40 different refs and four types of pitch to contend with. For the real footie fanatics, there's even a rolling team history, giving league positions, honours, ground capacity and team ratings for each club over the last 20 years. *Player Manager 2* is due for release in May.

## STARRING WHO?

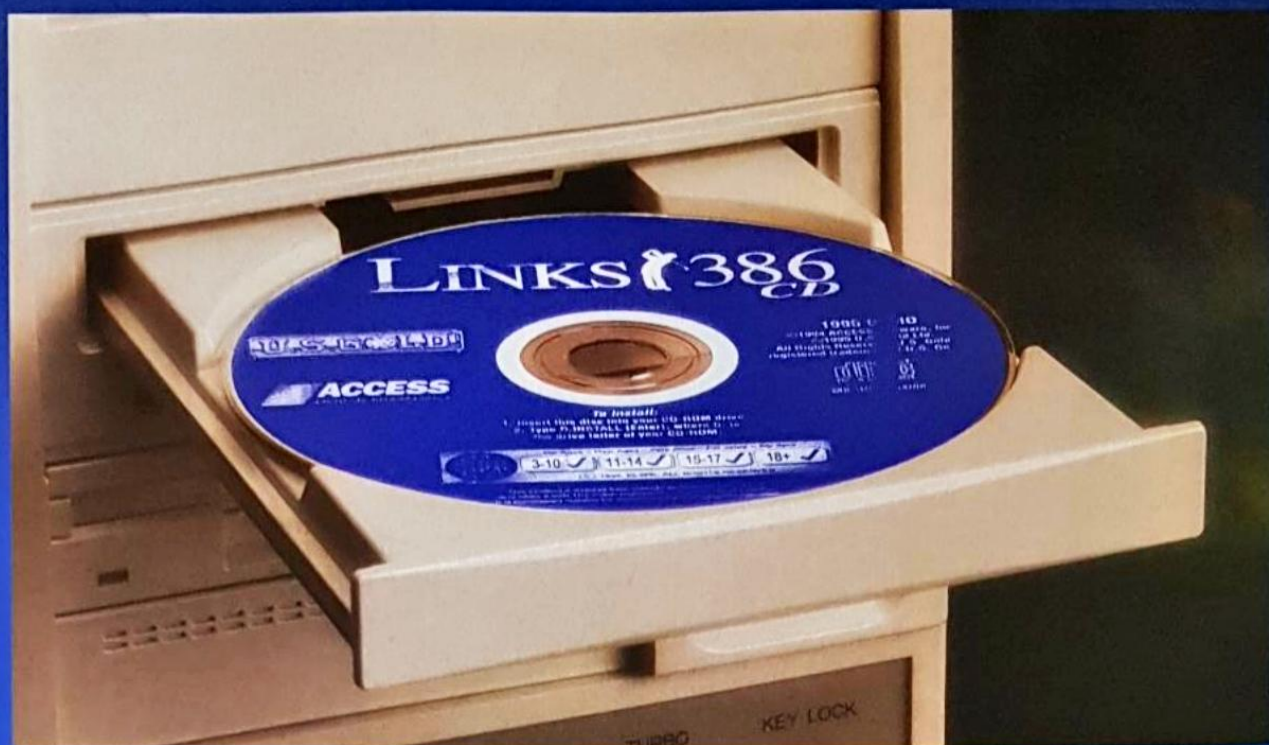
**N**ew World is currently polishing off its new card game for the PC, *Multimedia Celebrity Poker*.

The game "stars" Joe Piscopo, Morgan Fairchild and Jonathan Fakes (the weird, beady bloke from *Star Trek TNG*), who promise to entertain and amuse you as you bluff your way through a rather bland card game.

Players can pit their wits against the opposition by playing up to any of the eight different variations of poker, and watch Morgan and Johnny squirm with embarrassment as Joe Piscopo attempts to make wise crack after wisecrack in full-screen FMV.

Beneath all the blue-screen gloss supposedly resides a pretty mean AI, though with only five days of shooting in there, some of Piscopo's lines might appear even more repetitive than when he appears on *Saturday Night Live*.





## ' THE PERFECT DRIVE '

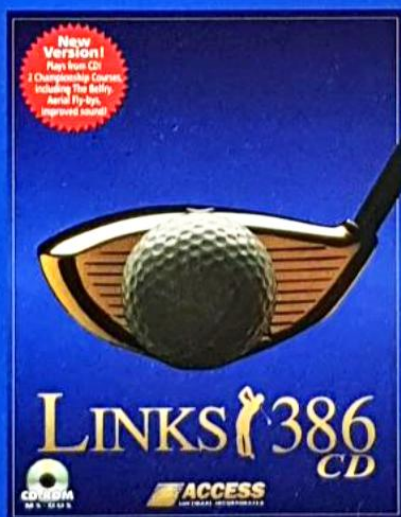


The perfect golf simulation deserves the perfect PC platform. Now the most award winning golf game in software history has been enhanced for CD.

### *The Belfry Harbour Town*

The new Links 386 CD features Harbour Town Golf Links as well as The Ryder Cup venue, The Belfry.

Links 386 CD includes an entirely new digital sound system and



simulated aerial fly-bys of each hole, allowing you to assess the challenge from the air. All other Links Championship Courses are playable with Links 386 CD, creating a complete golfing experience.



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Minimum Requirements: 386sx IBM PC, 4MB RAM, 16MB Hard drive space, Double speed CD-ROM drive, MS-DOS 3.1, SVGA monitor, Mouse, Sound Card recommended.  
Screenshots are only intended to be illustrative of the game play and not the screen graphics which may vary considerably between different formats in quality and are subject to the computer's specifications. ©1992/95 Access Software, Inc. All rights reserved. Published by U.S. Gold Ltd., Unit 25 Holford Way, Holford, Birmingham B6 7AX, Tel: 0121 625 3366. U.S. Gold is a registered trademark of U.S. Gold Ltd. The image of Big Bertha on the front of the packaging is used with permission of Callaway Golf. Big Bertha is a registered trademark of Callaway Golf.



## Bulletin

## DISPATCHES

## +++ AFFORDABLE VR

Virtual I.O. are releasing a product called i-glasses for the PC, which looks like being the first VR headset with realistic graphic representation.

The prototype headset demonstrated to us, only showed a demo of what games will look like using the system, but the graphics were very impressive indeed. The system supports full tracking (you can move your head to look left and right and up and down) and the product is expected to sell for around £200.

We will hopefully have a working version to review next issue. In the meantime, you can get more info on the headset by calling Virtual I.O. in the states on 0101 206 382 7410.

## +++ DOUBLE VALUE FROM TECHNOPLUS

Technoplus are bundling a dual port game card with their PC control pad for the price of £24.99.

The PC Game pack should be out by the time you read this and will be followed by another pack that will have a joystick instead of a control pad.

For further details contact Technoplus on 0604 768711.

## +++ SCREEN THIEF FOR WINDOWS

Nildram's best-selling screen capture program has finally been upgraded to capture Windows applications.

Main features in the program are: multiple-user-definable hot-keys; multiple capture options; and the ability to save in multiple file formats (as in the DOS version).

Screen Thief for Windows retails at £19.95 plus V.A.T. and can be obtained from Nildram Software on 01442 891331.

## +++ CHILDSPRAY

Coktel Vision are creating a new range of products aimed at the children's market. The Playtoons range will offer a number of titles which combine fully-interactive storytelling with educational tools. Each product will have a story construction tool enabling children to create their own stories and play them back to utterly chuffed parents.

The first two products, *Uncle Archibald* and *Spirou - The Case of the Counterfeit Collaborator*, are on sale now and there will be more to follow.

For more details contact Sierra on 01734 303322.

## MERCENARY MAYHEM

MINDSCAPE have a strategy and role playing game of truly gargantuan proportions on the way. *Jagged Alliance*, developed by Sir-Tech, is a highly ambitious project which attempts to combine the very best elements from the strategy, RPG and adventure game genres.

The game has the sort of plot that wouldn't be out of place in one of those black-and-white weepy movies that people kept churning out in the early '60s. It's set on Metavira, a remote island in the South Atlantic. Metavira is used as a scientific research centre and is the only source of a toxic sap used to cure a fatal children's disease. As luck would have it (bad luck, actually) the sap comes from a seedless tree which cannot reproduce. The good guys in the game are Brenda Richards and her father Jack, who have dedicated their lives to protecting the precious trees. The baddy is Lucas Santino, a researcher who is trying to take control of the medicine. You play a mercenary who is called in to protect the trees and sort out the baddies. There are 60 mercenaries in the game that you can call on to assist you. They all have their own attitudes and there are digital voice-overs for each character. The objective of the game is take over sections of the island one by one (sort of Risk style) and eventually regain control of the island.

There are overhead views of all the combat sections and each mercenary has different strengths and weaknesses in battle, so it's important to select the right members for your team. We saw an early version of the game which looks very impressive. They'll be a full review in our next issue.

For more details contact Mindscape on 0444 246333.



## AIR POWER

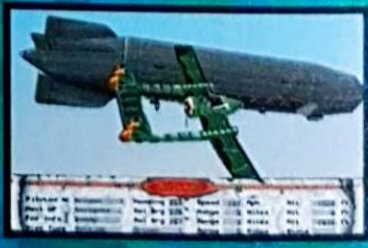
It's an historical fact that if the weather conditions hadn't been so treacherous, the Americans would have gone ahead with their Zeppelin experiments in the '30s, and airships may have become the sky stations of the future. As it happened, it wasn't to be. The huge airships that the war boffins had been working on as launch pads for light aircraft couldn't cope with the unsettled weather and the project was abandoned. Airships just didn't work when it was a little bit windy. Well, that's what the yanks thought.

Thankfully, flight sim impresarios, Rowan, were not put off by a spot of bad weather and went ahead and designed a strategical flight sim with oodles of combat, weird-looking planes and airships aplenty. They called it *Air Power*. Being British, they felt that they could cope with the weather.

Although still very much "in development" at the moment, the game uses the brilliant flight engine used in the spectacular *Dawn Patrol*, and looks quite utterly stunning in the graphics department. It boasts plenty of shooting, bombing and blasting, and just like Bullfrog's classic *Magic Carpet*, *Air Power* requires the player to conquer a territory and make it his own (in this case it's Tsarist Russia), taking over towns and cities whilst competing against three other dukes for the throne, so it's all flying fisticuffs and frantic fort storming. It's also all in "beautiful" SVGA, features a "wonderfully" rendered landscape (including very detailed buildings) and plays like a dream.

The only problem is that it's not due out until August and you'll need at least a 486DX2 66 to play it in all its glory.

Contact Mindscape on 0444 246333.





# IF YOU LOVED SIMCITY

*here's an  
incredible  
development*

After running a whole metropolis in SimCity, will managing an apartment block be such a tall order? Make no mistake, when you play SimTower you'll need to set your sights high. 100 storeys high to be precise. You'll not only be managing offices, apartments, restaurants and hotels, you'll also be keeping your tenants happy with efficient lifts, good cleaning services and tight security.

As you try to create the perfect vertical empire, you'll get closer to the SimCitizens than ever before. Follow individuals as they go about their daily business and check their stress levels. The scenarios are so realistic, you'll even see day become night and the weather change outside. Of course, when things go well and rents are low, running SimTower may seem easy. But lose control and those Sims are going to raise the roof.



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# Bulletin

## DISPATCHES

### +++ SENSIBLE OFF TO WIE

One of the UK's leading software developers, Sensible Software, has signed an exclusive publishing deal with Warner Interactive Entertainment, giving them first refusal on any product that they develop over the next three years. The deal comes as a particular blow to Virgin as the company have scored significant successes with *Sensible*, and more recently with *Cannon Fodder 2*.

WIE are still clinging onto the rights of the next big *Sensible* release, *Sensible Golf*.

### +++ ELONEX DROP A BUNDLE

Elonex has dropped the prices of many of its PC bundles. You can now snap up their entry level Pentium PC, the PC-560M/I for £975 + VAT and their new Pentium PC-575M/I for £1,195 + VAT. If that's out of your reach, Elonex is now replacing the 486SX25/33 and DX33 processors used in the lower end bundles with the PC-450XM/I, which will retail at £795 + VAT.

For further details contact Elonex on 0181 452 4444.

### +++ MIRO MOVE IN

Miro are currently putting the final touches to their new, low-cost VIDEO 12PD graphics board with MPEG playback facility.

The card offers high-grade Windows acceleration and full-screen playback of digital videos without loss of speed or quality, all for an incredible £129. With 1 MB of DRAM memory (upgradeable to 2MB) up to 32-bit resolution, 16.7 million colours and up to 100Hz refresh rates, the card looks to be pretty impressive. The down side is that it's all software based, so you'll need a pretty Ninja-Bast machine to use it all. Look out for a full report in next month's hardware review section.

Contact Miro on 01494 510250.

### +++ PIRATES CLOCK UP \$8 BILLION

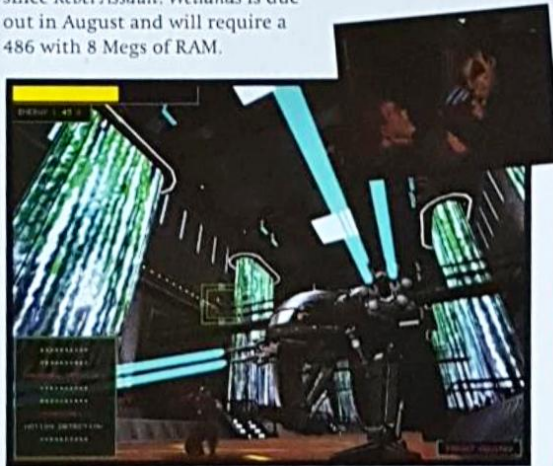
Recent SPA (Software Publishers Association) figures indicate that a massive \$8.08 billion worth of business software was pirated last year, and estimates that just under half (49%) of all software used in 1994 was pirated. The good news is that this figure is \$1.9 billion down on the overall figure for '93, although the survey shows that the China, Russia and Thailand rates exceed 90%, whilst both the US and Japan have the highest piracy losses in the world. Switzerland and Finland had among the lowest piracy rates in '94 at around 60%, while the honest Brits were rated as the lowest in W. Europe. Contact SPA on 33 (1) 45 63 0202.

## WET WET WET



IF YOU THOUGHT New World only did RPGs and strategy games then its latest release will make you think again. *Wetlands* is a super-smooth Cyberia-esque blaster that features stunning graphics and animation wrapped up in a fruity plotline that could come straight out of 2000 AD.

You play John Cole, a freelance "tracker" who must capture a madman with the ability to control the weather and return him to his cryogenic state. Using plenty of pretty animated sequences and immaculate fly-bys, the game exudes a sense of atmosphere and pace not seen since *Rebel Assault*. *Wetlands* is due out in August and will require a 486 with 8 Megs of RAM.



## ALL SPACED OUT

Just when you thought Roger Wilcos' wacky space adventures had come to an end, along come Sierra with *Space Quest 6*. Wittily subtitled (provisionally) *Carry On Up The Asteroid Belt*, Rogers' latest adventure begins with him being demoted from captain to janitor. The evil Sape attempts to kidnap Roger, but is foiled by "obligatory bit of alright" Stellar Santiago. Later, when Santiago finds herself the helpless victim of a nasty mind altering experiment, Roger jumps to the rescue by having himself shrunk to microspic size and entering her body (if you know what I mean).

Being a Sierra game, *Space Quest 6* is, of course, a "fully interactive multimedia production", whereas all other point-and-click offerings that use CD-quality music and digitised speech are merely adventure games. This is the first *Space Quest* game that uses voice-overs, and finally the annoying control interface has been ditched in favour of a system that gives you total freedom of movement. The game features

reportedly state-of-the-art rendered graphics (Roger finally makes his SVGA debut) and, we are told, there are numerous, bizarre plot twists making for unpredictable and non-linear gameplay. Well, it all sounds super, doesn't it? Unfortunately, you'll have to wait until it comes out in June before you can get your hands on this multimedia spectacular.

Sierra are on 01734 303322.



## COMANCHE V. WEREWOLF



FANS OF THE smash hit *Comanche* and the land-bound *Armored Fist* can look forward to a summer of fun once the amazing new helicopter combat sim from Novalogic, *Comanche V. Werewolf* hits the shelves in a couple of months time.

The new helicopter combat game uses an enhanced version of their rather impressive terrain shifting engine (based on Voxal-Space technology), which can throw around millions of polygons at a time and will fully support head-to-head modem and network play. The game is being marketed as a two-in-one special and will come on two CD's. On one, you have an enhanced version of the hit *Comanche*, which not only includes an enhanced interface, but loads of new missions (as well as the original ones), landscapes, terrains and improved graphical niceties such as translucent smoke, better explosions and flying debris à la *Armored Fist*, as well. On the other CD, you've got a completely new game, based on the new Ruskie combat helicopter, the *Werewolf*. *Werewolf* (also known as the Ka 50 Hokum) uses a new, improved and realistic flight engine which turns much quicker than the *Comanche* (just like the real thing), features a spectacular new weapon system (that includes a pretty nifty zoom target mode), all the smart, new graphic effects and loads of completely new missions, terrains and weaponry, to boot.

Players can either choose to play each game separately; play as a team and tackle each of the missions together; or go head-to-head if they have access to a network or modem.

Novalogic is keen to push the multiplayer facility of the new bundle and we can expect to see them do something on similar lines with a head-to-head battle tank game based on *Armored Fist* next year. Plans for a multiplayer game that incorporates both land and air combat in the same player environment are also said to be in the pipeline, although the folk at Novalogic are playing this one close to their chests at the moment and say that we can't really expect to see anything for at least a couple of years.

*Comanche V. Werewolf* is due for release in May and will retail for around £44.95.





# T.H.E. DAEDALUS ENCOUNTER™



From **MECHADEUS** comes a heart-stopping science fiction action adventure as vast as a universe - and just as mind-blowing in concept. Join actress Tia Carrere (Wayne's World, Rising Sun, True Lies) in her most dynamic role yet. Together, you must explore and gain control of a vast alien spacecraft on a collision course with disaster: a massive binary star. Sumptuous cinematic sequences are infused with exploration, puzzle-solving, combat - and occasionally diplomacy. Navigate a maze of tunnels and stay constantly alert for encounters with the warlike Krinn. Feel the plot writhing under your influence, twisting and turning towards one of several thrilling finales. **Just make sure you don't play it alone.**

#### FEATURES

- Over two hours of digital video and animation, a seamless combination of live actors and computer-generated scenery and animation. Feature film production quality and cutting-edge interaction fill three compact discs.
- A moody, original musical score from Her House productions and rock musician Ronnie Montrose.
- Multiple endings and three levels of difficulty for a vast range of possibilities.
- Runs under Microsoft Windows™ so installation is simple and the interface is intuitive.

**PC CD-ROM MAC CD-ROM**

## MECHADEUS™

THE DAEDALUS ENCOUNTER™

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## Bulletin

## DISPATCHES

## +++ CHEAPER MIDI

Creative has just started to ship the SoundBlaster AWE32 Value Edition at a tad under £140. The AWE32 card gives superb audio playback for just about every game on the market and now comes bundled with Vienna SF Editor editing software which allows users to create and edit individualised sounds and add to the card's on-board library of sounds by letting them download and edit SoundFont Banks.

If you already own a SoundBlaster 16 and fancy making your own MIDI music, the new WaveBlaster 2 could be the answer. At £99 it's a bit of a pricey way to get into MIDI music making via your original SoundBlaster, but it does come with some brilliant software and a MIDI adaptor cable.

2 For further details contact Creative Labs on 01734 344322.

## +++ THERE'S AN ALIEN IN MY CD DRIVE

Following the success of *Alien Legacy* on disk, Sierra are releasing a CD version with all the bells and whistles you would expect from the platform. All the characters speak in the CD version and there's new cinematic sequences that appear at key points in the game, and the graphics have been considerably tweaked. We haven't seen it yet, but the press release assures us the intro will be just as impressive as Sierras impressive *Outpost* game.

For the full gen contact Sierra on 01734 303322.

OH NO,  
YET MORE LEMMINGS (YAWN)

**T**HEY'RE BACK! Those loveable little creatures with the wacky hairdos (or annoying little toerags, depending how you look at it) are with us again, this time they're in 3D.

The new Lemmings have developed the ability to turn 90 degrees, and it only took them about two million releases of *Lemmings* to learn how to do it. Perhaps the wackiest feature of 3D *Lemmings* is the alternative first-person Lemmings eye-view. Not only will you be able to control all the Lemmings, but by switching to this view you can pretend you are one (er, if you feel that way inclined). The game has 100 new levels, nine Lemming skills, four difficulty levels, 30 new pieces of music and over 30 samples of Lemmings last requests.

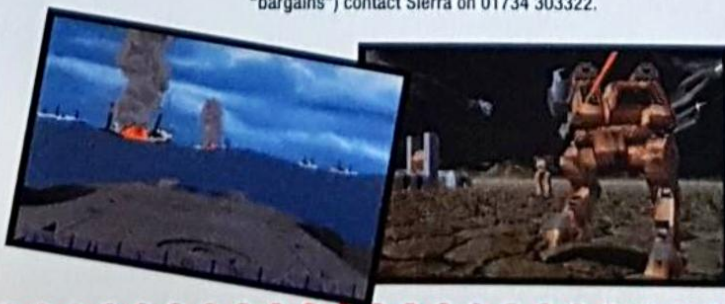
If you haven't already had enough Lemmings-type entertainment to last you a lifetime, then give Psygnosis a ring on 0151 7095755 for more details.



## CASH-IN CORNER

**A**ces of the Deep fanatics will no doubt be incredibly unsurprised to hear that there's an expansion disk on the way. The scenario disk features a totally new submarine (wow!) and lots more historically accurate missions for your underwater entertainment. In other words, folks, more of the same. There are, of course, some saddos out there who will say there's nothing wrong with that. Well, if you're interested, the expansion pack should be out some time this month.

*Earthsiege* is also about to get the "get some more money for slightly new bits" treatment with the imminent release of an expansion pack for Sierra's excellent kill 'em up. The pack features three brand new campaigns for you to get stuck into and a powerful new hero, the Apocalypse. There is a new Plasma Launcher to play with, and you can upgrade your existing weapons. Unfortunately, the enemy have new weapons too, so the battle will be much tougher this time round. Other features include new terrains, new cinematic sequences and the ability to import a character from the original product into the mission disk. If you want to get hold of either of these cash-ins (sorry, "bargains") contact Sierra on 01734 303322.



## SPOOKY

**H**.R. Giger fans will soon be able to use the Great Weird Ones' artwork to save screen burn on their PCs.

The H.R. Giger screen saver from Cyberdreams features ten modules of Giger imagery which pop up after a predetermined period of inactivity on your PC. It also comes with a calendar, a handy diary and message facility.

We tried the screen saver in the office and found it to be a suitably spooky representation of the biosynthetic ones' artwork. The atmosphere is heightened by an ominous soundtrack and a background story on Giger by Harlan Ellison. Mr Ellison penned the short story *I Have No Mouth and I Must Scream*, which provided the inspiration for Cyberdreams forthcoming CD title of the same name. The screen saver is out now for £19.99.

Contact Cyberdreams on 0181 343 4818 for further info.







## GAME SETS PC WORLD ABLAZE (AGAIN)

**P**sygnosis are about to release a new 3D shoot 'em up, which they say will "set the PC world ablaze".

*Pyrotechnica* is set in 2112, a time when people are paid big money to explore planets and retrieve information capsules containing data on ancient civilisations. You play the part of a Net Runner who has been asked to rescue a team of Wingmen Runners who are trapped near the centre of the Red Star. During the game you will fly your spaceship through tunnels and chambers, rescue Wingmen and battle with hostile alien cyborgs.

*Pyrotechnica* is billed as a fast, action-arcade game with fast gourad-shaded graphics, which enhance the feeling of movement.

Advanced light sourcing is used to create spectacular firework effects during the battle sequences. There are dozens of power-ups to be collected in the game, craft enhancements and loads of heavy-duty weaponry.

*Pyrotechnica* should be out by the time you read this. For more info contact Psygnosis on 0151 709 5755.

## THE END IS NIGH

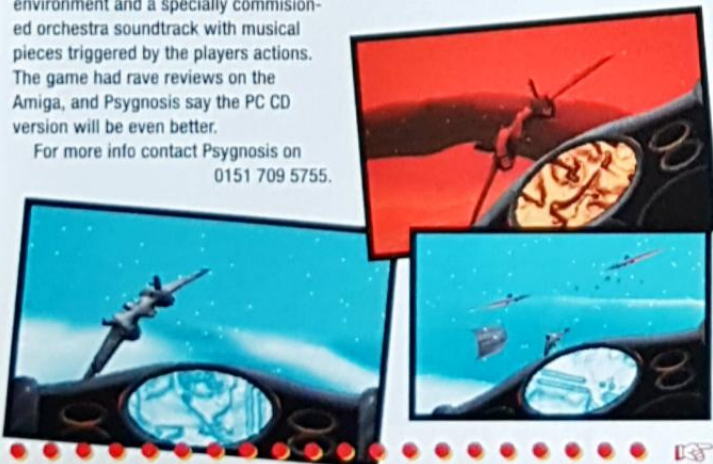
**D**amocles, a new strategy game on the way from Psygnosis, puts you in the role of an intergalactic hero trying to save the earth from certain destruction.

The comet Damocles is shooting towards the planet Eris. In just over three hours, the entire planet will be blown to smithereens. Your task is to explore the planet and find a way to prevent this catastrophe. During the game you will fly among the planets and moons, explore bases, towns and cities and search for objects and clues in an attempt to find a solution to the problem.

*Damocles* offers total freedom of movement in a 3D graphic environment and a specially commissioned orchestra soundtrack with musical pieces triggered by the players actions.

The game had rave reviews on the Amiga, and Psygnosis say the PC CD version will be even better.

For more info contact Psygnosis on 0151 709 5755.



# sensual



# stunning



# surreal



Gremlin Interactive Limited,  
Carver House, 2-4 Carver Street,  
Sheffield S1 4FS, England.

slipstream 50000



# Bulletin

## DISPATCHES

### MECHS WITH EVERYTHING

New World is busy putting the finishing touches to a new strategy game, which is set in the future where tanks are a thing of the past and great big mechs are the order of the day. *MechLords* not only boasts an extremely high AI, but also features brilliantly cinematic animation to liven the whole thing up. It's being developed by Simtex (the people behind *Master Of Magic*) and should be available this summer.

### RAVE ON

Velocity is trying to explain to everyone exactly what a rave is Stateside before they even begin to go into any detail as to what their new resource management sim is all about. Of course, if you're from this side of the Atlantic you'll know that *RaveZone* will be all about organising a warehouse boogie, packing the place with "cyberpeople" and making sure there's enough "party ambience". If you hit upon the right formula then you can rake in megabucks, on the other hand, if you run out of toilet roll then you're really in the shit. *RaveZone* is due for release in the summer.

### SILLIWOOD V. HOLLYWOOD

The release date of the much hyped horror adventure, *Phantasmagoria* from Sierra, has again been put back because one of the "stars" has just been signed up to star in a new US movie.

The mega-budget title from Roberta Williams was originally due for release earlier this year but slipped back to July because of "technical difficulties". The game (which is now rumoured to ship on seven CDs!) stars actress Victoria Morrell as the heroine at the centre of the interactive gothic horror story and is now due for release even later in the year as Sierra and film producers fight for the interactive actresses' valuable time.



## ALIEN ANTICS FROM ICE



International Computer Entertainment is currently developing a new adventure game for the PC.

*Alien Virus* is set in 2129, and you play the hero, Joshua, as he tries to escape Zeus, a space station cut off from all communications, which is being terrorised by unknown forces.

The interface and presentation are spookily similar to the ones in *Myst*. It's a flick-screen affair with very pretty graphics and an impressive sound track. The only one in the PC Zone office who has seen the product is Chris Anderson (ICE software took him to Orlando for six days to show him how brilliant it is). On his return, Chris had this to say: "*Alien Virus* will probably be the most revolutionary piece of software the industry has ever seen. The graphics will purportedly be absolutely amazing and the plot is expected to be incredibly tense and gripping".

All software houses please take note of the rather positive effect taking journalists from PC Zone to the States can have on games reviews, news items etc.

*Alien Virus* is out now. For more details please contact ICE on 01453 823023.

## NEW IMPROVED VICTORMAXX VR HEADSET



When VictorMaxx Technologies first launched its CyberMaxx VR headset to the world last year it was met with a resounding groan. Yep, it all looked good on paper, but put the thing on and you'd be lost – not in the world of virtual reality, but in blurred images, blocky bitmaps – and left with just a bit of a headache. Well, the boffins involved have gone back to the drawing board and come up with a new, improved version, which boasts a much higher resolution and a more comfortable and user-friendly design. Their efforts have not been in vain. The higher resolution

means that games like *System Shock* and *Flight Unlimited* are now infinitely more playable, whilst 3D action blasters like *Descent* and *Arctic* are presented in glorious 3D detail.

As for realism, well it still doesn't quite come up to the "fall off your monitor", in yer face level of true immersion that everyone wants to be a part of. If you don't actually see people physically dodging rockets and shot gun blasts when wearing a headset, as they do when playing *Deathmatch* in front of a monitor, you can rest assured that it's still not quite up to it. Having said that, the CyberMaxx compares favourably with the "Virtuality" headsets found in arcades and shopping malls, and at a fraction of the price (£599) it might even be regarded by some as a bit of a bargain.

Support from games developers has so far proved pretty encouraging, with nods and winks, and whilst most games will work with the CyberMaxx with a simple patch, endorsement will only come when developers write software that is directly Virtual Reality compatible.

Contact VictorMaxx on 0181 541 4082.



## VIRGIN ON A BUDGET



When you consider that *The 7th Guest* had a recommended retail price of £74.99 when it was first released, the new "Temptation" compilation bundle, the first from Virgin's new "White Label" collection, would appear to be a bargain direct from the bearded one himself.

Priced at £44.99, the compilation includes: *The 7th Guest*, *Lands of Lore*, *Hands of Fate* and *Indy Car Racing* – four absolute classics that still remain firm favourites with the gaming fraternity. In fact, it's almost worth getting just for the *Indy Car Track Pack* that's included in the bundle, which sold for around £25 not so long ago.

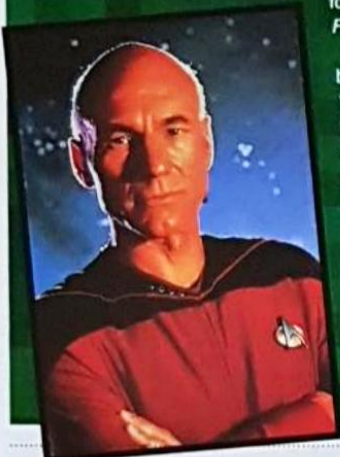
Expect more bargains from where these came from on the new White Label soon. For further details contact Virgin on 0181 960 2255.



## STAR TREK: TNG A FINAL UNITY 2

**A**fter we exclusively revealed that we could expect a "thinking man's shoot 'em up" based on the rather flop-tastic film *Generations*, last month, we can now exclusively reveal that there are also current plans for a sequel to the forthcoming adventure *Star Trek: TNG - A Final Unity*.

Apparently, Spectrum HoloByte (which bought a five-year license off Paramount in 1992) are keen to get the most out of it before it runs out in a couple of year's time. Spectrum is still yet to release a game using the license (*Star Trek: TNG - A Final Unity*, due for release in May, will be the first) and have spent the last three years working on a brilliant new engine on which they will base all of the new adventure-style releases. Rumour has it that all the actors involved in *A Final Unity* are contractually obliged to do voice overs for Speccie, and now the engine is finished we can expect a bit of a *Trek*-fest over the next 12 months.



## Anorak Corner A FRIEND FOR LIFE

**I**f you're a bit miffed about all the talk surrounding how great multiplayer network games are, and you actually have access to a network but no friends, a company in the USA might just have the answer to your problems: Safe-T-Man.

Originally designed as a visual deterrent, Safe-T-Man is a life-size simulated male which appears to be 180lbs and six feet tall, to give the impression that you have the protection of a male guardian with you while at home alone - he also doubles up as a life-long friend and loves to play with you on your PC every night, especially at weekends.

Safe-T-Man looks incredibly real, with movable latex head and hands, and airbrushed facial highlights. You can dress him according to your own personal style (clothing is not included, but apparently he likes to go shopping) and the optional button-on legs complete the look. There's even an optional tote bag for easy transportation, so if you find a "real" friend you can play three-player *DeathMatch* without arousing any suspicion from your nosy neighbours.

Safe-T-Man comes in various different colour options (light skin/blonde hair, light skin/grey hair, dark skin/dark hair), and apparently loves to play all head-to-head games, especially *Rise of the Triad*, *Descent*, *Magic Carpet* and *Doom 2*. He's available from all good general stores (unfortunately, only in America) priced at \$99.95. The optional button-on legs (available in dark and light) cost an extra \$19.95 and the optional zippered carrying tote will set you back an extra \$34.95.

For further details contact Bill@Whitehouse.com.usa.



# seductive



# slick



# superior



slipstream 5000



Gremlin Interactive Limited,  
Carver House, 2-4 Carver Street,  
Sheffield S1 4FS, England.



# The Charts

## GALLUP CHARTS

What's selling really well at the moment, then? Not always what you'd think. Despite what we say in our incredibly informative and exceptionally witty reviews, it still seems that you lot don't always pay attention. Some of you obviously have a masochistic desire to waste money...

### Top 20 Full Price Titles

1. Sim City 2000	Maxis
2. Doom 2	Virgin
3. Premier Manager 3	Gremlin Interactive
4. Descent	Interplay
5. Microsoft Flight Simulator V.5	Microsoft
6. The Lion King	Virgin
7. FIFA International Soccer	Electronic Arts
8. TIE Fighter	LucasArts
9. Microsoft Space Simulator	Microsoft
10. All New World of Lemmings	Psygnosis
11. IndyCar Racing	Virgin
12. Theme Park	Bullfrog
13. Colonization	MicroProse
14. TIE Fighter: Defender of Empire	LucasArts
15. NASCAR	Virgin
16. Aladdin	Virgin
17. Overlord	Virgin
18. Mavis Beacon 2 (UK Edition)	Mindscape
19. Championship Manager 93	Domark
20. Transport Tycoon	MicroProse

### Top 10 PC Budget Titles

1. Armour-Geddon	Psygnosis
2. Theatre of Death	Psygnosis
3. Descent Demo Disk	Interplay
4. Winter Olympics	US Gold
5. Clip Art	Software Partners
6. Champion Manager 94: End of Season	Domark
7. Easy to Learn Computing	Premier Collection
8. Formula 1 Grand Prix	Powerplus
9. Monkey Island 2	Kixx
10. Hired guns	Psygnosis

### Top 10 CD-ROM Titles

1. Dark Forces	LucasArts
2. Descent	Interplay
3. Star Trek: Final Unity Demo	MicroProse
4. Doom 2	Virgin
5. Wing Commander 3	Electronic Arts
6. Creature Shock	Virgin
7. Theme Park	Bullfrog
8. Encarta 95	Microsoft
9. Magic Carpet	Bullfrog
10. Wing Commander 1 & 2	Electronic Arts

THE MIGHTY  
DOOM STILL  
REIGNS

THE MOST  
COMPLICATED  
GAME EVER?

DRIVING ROUND  
IN CIRCLES SIM

CRAP GAME  
ALERT! ONLY  
35%... WHAT ARE  
YOU ALL DOING?

STAR WARS  
MEETS DOOM  
THIS ONE IS GOING  
TO BE AROUND  
FOR AGES

THE MOTI'S  
BUY IT!

DISTINCTLY AVERAGE  
PLATFORM GAME.

STILL AT  
NUMBER 1!  
THE MOTI'S NOTS  
BUY IT!

DISTINCTLY AVERAGE  
PLATFORM GAME.

STILL MORE  
BLOODY LEMMINGS  
CUNNINGLY DISGUISED  
SEXUAL DEXTERITY  
TUTOR

A DECIDEDLY  
ODD NO. 1. HAVE  
YOU ALL GONE MAD?

REALLY?

STILL THE BEST AT  
ALL THIS TIME

ARE YOU GOING  
ALL SERIOUS ON  
OR WHAT?



## RETRIBUTION

**I**t has been brought to our attention that there was a factual error in our recent review of Gremlin Interactive's CD-ROM product, *Retribution*. The review, featured in our January issue, stated that there were only "two main types of weapon: lasers and missiles". This statement was not correct as there are actually three types of weapon: pulse lasers, guided missiles and rockets. We also neglected to mention that the mouse sensitivity is actually adjustable. Our reviewer was unable to find a setting that suited him, although a comment regarding adjustment was not made.

Those of you without a CD drive may be interested to hear that there is now a floppy version of the game available. The new version is fundamentally the same product, but the pre-rendered cinematics have been taken out.

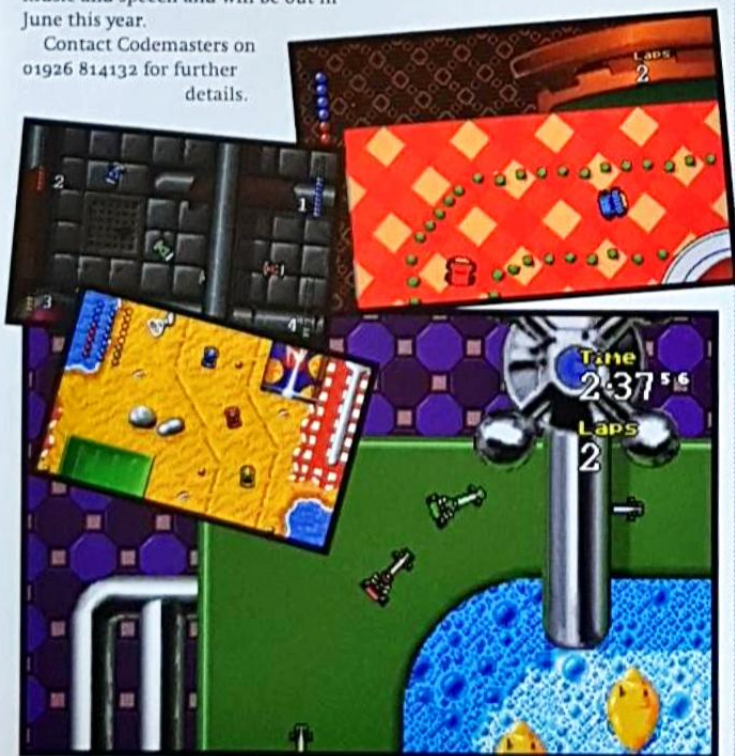
Gremlin can be contacted on 01742 753423.

## MICRO MACHINES GETS OVERHAUL

**C**ODEMASTERS have taken its classic arcade game and given it a new lease of life. Following its enormous success on the Sega Megadrive, *Micro Machines 2* is coming to PC CD, and is packed with new features.

There are 17 different air, land and sea vehicles to jump into, and all can be raced in head-to-head, league or challenge matches. A multiplayer option allows up to four players to simultaneously compete on up to 51 tracks. The CD edition will also include a *Micro Machines 2* race track construction kit. The game has tougher tracks than ever, a new graphics engine, CD sound, music and speech and will be out in June this year.

Contact Codemasters on 01926 814132 for further details.



# suggestive



# striking



## simply must race in...3d

- Multi-player network, serial and modem options
- Action replay, zoom in from any angle
- Arcade or Simulation racing style
- Championship or single race
- 10 global race circuits
- Cockpit or race view
- 10 crafts and pilots
- In game commentary
- Training fly through
- Variety of weapons
- 1 or 2 player
- 3D Racing

PC 3.5" and PC CD ROM



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# slipstream 5000



No. 6 in a series  
THE ART OF PINBALL



Codemasters 

THE FASTEST PINBALL SIM YOU'LL EXPERIENCE

© 1995 Codemasters Limited. Psycho Pinball and Perfect Pinball are trademarks of Codemasters. Telephones 01 926 814 130 Fax 01 926 814 365



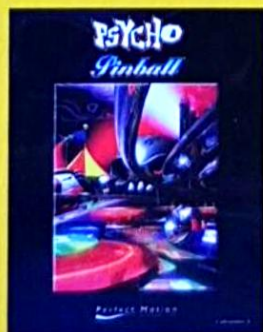
# PSYCHO Pinball™

**O**kay, **speed freaks**, try holding onto your stomach as your reflexes attempt to keep up with this non-stop, completely head-screaming ride of pure pinball adrenaline. Get ready for a taste of **PSYCHO PINBALL**, so called because it's bleedin' **PSYCHOTIC**. Get this inside your head: Four all-new mind-blowing tables with over



**100 features** in each, rocking music, speech, 220+ real-play sound fx and - with absolutely no slow down - 3-ball m-m-m- **multi ball**. AND we've done the whole thing with **interactive vector reflection** so, for once, you get a pinball game that actually feels RIGHT. Just don't blame us if you can't hack the **pace**.

Perfect



Motion™  
SIMULATION



Available on:

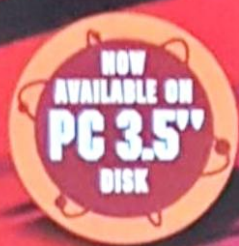
PC DISKS [5]  
CD-ROM [ENHANCED]



"The best pinball game yet seen" PC GAMER magazine



D I G I T A L I M



"Inferno is a huge game, encompassing deep-space & planetary combat, with all the features of a top notch flight sim, but the feel & playability of an arcade game." CGVG 937  
 "Innovative, engrossing and massively huge!" PC Review

# INFERNO

T H E O D Y S S E Y



OCEAN SOFTWARE PRESENTS INFERNO THE ODYSSEY CONTINUES™ A SCIENCE FICTION GAME EXPERIENCE OF ENORMOUS DEPTH AND AWESOME GRAPHICS  
 AVAILABLE FOR PC & PC CD-ROM . GAME CONCEPT, DESIGN & PROGRAMMING BY DIGITAL IMAGE DESIGN. MUSIC BY A.S.F. PRODUCED BY OCEAN SOFTWARE LIMITED.  
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 TELEPHONE: 061 832 6633, FAX: 061 834 0650



# A G E D E S I G N

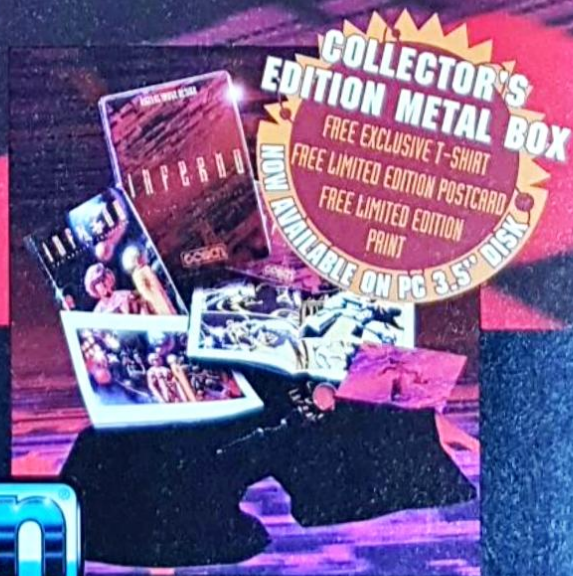
"Inferno is an Epic! - perfect game structure combine with fast action & amazing attention to detail." PC Home 91%

"In the end Inferno does turn out to be the scorcher of a game that has been promised... the graphics are just superb." CD-ROM User



# INFERNO

## CONTINUE



### FREE INFERNO VIDEO

Simply send in this page of the advert together with your name and address plus a cheque or a postal order for £2.50 made payable to Ocean Software Ltd. to cover postage and packing. In return we will send you a stunning video that will show you Inferno in all its blazing glory + exclusive behind the scenes footage. Please allow up to 28 days for delivery. Mark your envelope Inferno Video Offer.





The first in a reasonably regular-ish (we reserve the right to print them whenever we feel like it) series of satirical musings by the infinitely witty **Charlie Brooker**. This month we turn our attention to the impending *Doom* movie.



HI THERE! WELCOME TO "THE MAKING OF..." THIS WEEK, WE'RE ON THE SET OF "DOOM: THE MOVIE" WHERE WE'LL BE TAKING A LOOK BEHIND THE SCENES TO SEE WHAT GOES INTO THE MAKING OF A GORY ACTION BLOCKBUSTER SUCH AS THIS.



DIRECTOR JOE VITERBO III EXPLAINS THE CONCEPT OF THE MOVIE...

WHAT WE WANTED TO DO WAS TO CREATE THIS KINDA DESOLATE, DESPAIRING ATMOSPHERE - A WORLD WHERE PAIN AND TERROR ARE OMNIPRESENT, AND LIFE ITSELF IS LITTLE MORE THAN A KIND OF ANIMATED DEATH.



DOES THAT EXPLAIN THE DECISION TO SHOOT THE FILM HERE IN READING, BERKSHIRE?

ABSOLUTELY.



THE LEADING ROLE IS FILLED BY MARSHALL HUNTSCUTT II. I ASKED MARSHALL HOW HE PREPARES FOR VIOLENT ACTION MOVIES LIKE THIS.

UH, WELL, OBVIOUSLY THERE'S A LOTTA WORKIN' OUT... GITTIN' INTO SHAPE AN' EVERYTHANG... IT'S REAL GRUELLING STUFF, AND YOU HAVE TO TRAIN FOR MONTHS IN ORDER TO COPE WITH IT...



...LIKE, I'M NOW AT THE STAGE WHERE I CAN WRENCH MY OWN INTESTINES OUT WITHOUT FLINCHING...



AND MY MUSCLES ARE SO STRONG, I CAN CRUSH A MAN'S HAND BETWEEN MY BUTT CHEEKS. WANNA GIVE IT A TRY?

FORMER CENTREFOLD BINKI FLUFFCAKE PROVIDES THE LOVE INTEREST IN "DOOM" I ASKED HER TO EXPLAIN HER ROLE...

WELL, LIKE, I SCREAM AND FALL OVER A LOT, AND MY BIKINI TOP FALLS OFF, AND THE CAMERA ZOOMS IN ON MY CHEST.

DO YOU HAVE ANY LINES?



THERE'S A COUPLE OF SEAMS FROM WHEN I HAD THE IMPLANTS BUT THEY'RE BARELY VISIBLE.

DIMINUTIVE SUPERSTAR MACAULY CULKIN HAS A CAMEO PART IN THE FILM.

I GET HUNG UP ON A MEATHOOK AND BEATEN INSENSIBLE WITH A CARJACK.



IT'S A REAL HONOUR IN FACT - APPARENTLY THIS PART WAS WRITTEN SPECIFICALLY FOR ME.

LET'S JOIN HEAD STUNTMAN KYLE DONKEYKONG VIII AS HE LIMBERS UP FOR ONE OF THE MOVIE'S MANY STUNTS...

I OKAY - MUH - I'M RUNNIN' PAST THAT OIL BARREL, WHEN IT EXPLODES AND SHATTERS ME INTO A HUNDRED CHUNKS OF BLOODY FLESH.

ISN'T THAT DANGEROUS?



UH... POSSIBLY. BUT WE HAVE GOT A TEAM OF SURGEONS HOLDING BUCKETS NEARBY, READY TO CATCH THE BITS AND SEW ME BACK UP REAL QUICK.

CHARLIE BROOKER™

TRAGICALLY, THE STUNT GOES WRONG AS THE ENTIRE TEAM OF SURGEONS IS TORN APART BY THE BLAST, ALONG WITH KYLE...



DESPITE THE TRAGEDY, JOE DECIDES TO USE THE FOOTAGE IN THE FINAL CUT...

I FEEL THAT... OUTTA RESPECT WE SHOULD KEEP IT IN THE MOVIE. WE'LL HANDLE IT SENSITIVELY, OF COURSE - THESE MEN HAD FAMILIES.



HEY - MAYBE WE COULD DUB "IT'S RAINING MEN" BY THE WEATHERGIRLS OVER THE SOUNDTRACK.

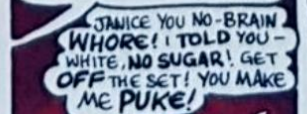
HOURS LATER TRAGEDY STRIKES AGAIN AS MARSHALL HUNTSCUTT TRIPS OVER A STEP WHILST CARRYING A CHAINSAW



WORSE STILL - MOMENTS LATER A STRAY SHOT HOSPITALISES MACAULY CULKIN - BEFORE THEY'D HAD A CHANCE TO DO THE MEATHOOK SCENE...



JOE - A DAY OF TRAGEDY AND HORROR... OF SADNESS, SHOCK AND GRIEF... ANY THOUGHTS?



JAMICE YOU NO-BRAIN WHORE! I TOLD YOU - WHITE, NO SUGAR! GET OFF THE SET! YOU MAKE ME PUKE!



THAT'S ALL WE HAVE TIME FOR. I'M AFRAID. NEXT WEEK, WE'LL BE TAKING A LOOK AT SHARON STONE'S NEW MOVIE, FILMED ENTIRELY WITH AN ENDOSCOPE. THIS IS MERV CRACKDEALER VIII SAYING GOODBYE TIL THEN.





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# COVER DISK

This month we are proud to present the world exclusive playable demo of *BioForge*, as well as the rather splendid looking *Pyrotechnica* from Psygnosis.

## CD-ROM Installation

This CD was prepared on a Plasmon CD recorder. For more information contact Relection Systems Ltd on: 01763 262963.



Plasmon

**L**og onto your CD drive and simply type: PCZONE. Use the cursor keys or mouse to navigate, and hit "Return" to select your choice. We've put all of the information that you are likely to need in .TXT files on the CD itself.

### Bioforge



Ever woken up with to find that half your body's been replaced by electronics? No, neither have I, but this is the plot for *Bioforge*, an adventure/beat 'em up/shoot 'em up, and a PC Zone classic.  
Contact EA on 01753 549442

#### System requirements

486DX33, 8Mb RAM  
Select BIOFORGE from the GAME DEMOS folder on the cover CD

### Rise of the Triad (Apogee)

Read our review on page 84 or decide for yourself if this is a likely candidate for *Doom*'s throne.  
Contact US Gold on 0121 606 1800

#### System requirements

386DX, 4Mb RAM  
Select RISE OF THE TRIAD from the GAME DEMOS folder on the CD

### Lost Eden (Virgin)

Loads of talking dinosaurs and extremely pretty piccies in this interactive movie/adventure type thing from French developer, Cryo.  
Contact Virgin on 0181 960 2255

### NO CD?

If you are unable to get your grubby paws on the CD issue, then fear not! Simply fill out this slip, enclose your HD from the cover plus a cheque for a whole £1 and send it to:

**Miles Tudor, CD Exchange, PC Zone, Dennis Publishing,**

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CDs from previous issues are also available.

Phone Miles (NEVER before 11.00am) on: 0171 917 7693

#### System requirements

486DX33, 4Mb RAM, Mouse  
Select LOST EDEN from the GAME DEMOS folder on the CD

### Full Throttle (Lucasarts)

You're a rock hard biker who must catch up with his gang after being beaten up and thrown in a bin. This demo has three sections showing the different styles of play available.  
Contact Virgin on 0181 960 2255

#### System requirements

486DX33, 8Mb RAM, Mouse  
Select FULL THROTTLE from the GAME DEMOS directory on the CD

### Orion Conspiracy (Domark)

This epic space adventure 'em up places you in the role of a father investigating his son's death. The usual point-and-click rules apply.  
Contact Domark on 0181 780 2222

#### System requirements

386DX33, VESA-compliant SVGA, 4Mb RAM, Mouse  
Select ORION CONSPIRACY from the GAME DEMOS directory on the CD

### Football Glory (Kompakt)

Unfortunately the game is set up for a SoundBlaster with factory default settings so it's that or quiet, I'm afraid.  
Contact Kompakt on 01438 714121.

#### System requirements

386DX33, 4Mb RAM  
Select FOOTBALL GLORY from the GAME DEMOS folder on the CD


### BC Racers (Core Design)

Race up to eight laps in the jungle with seven motorcycle mad cave-men and women trying to whack you to oblivion.  
Contact Core Design on 01332 297797

#### System requirements

386DX, 4Mb RAM  
Select BC RACERS from the GAME DEMOS directory on the CD

### Off the Boards

As usual, every month we try to give you an idea of what can be gleaned from a quick scan at the "Information Superhighway"... Okay, so we give you some shareware, and this month is no exception. Three of the worst and five of the best can be found in the Off the Boards folder on the cover CD. 

## HD Installation

### Pyrotechnica

**A**HH, this month we give you a fully playable demo of Psygnosis' soon to be released space shoot 'em up.

*Pyrotechnica*. Set in the year 2112, knowledge has become the most valuable commodity known to man. Runners are paid megabucks to excavate star cores, where ancient civilizations have buried their knowledge, guarded by dangerous alien cyborgs. Only the toughest need apply.

Features true 3D environments, "guru" shading and weapons-a-plenty. Definitely not to be missed.

#### Keys

<b>F1</b>	Radar Homing Missiles
<b>F2</b>	Infra Red Missiles
<b>F3</b>	Rockets
<b>F4</b>	Grenades
<b>F5</b>	Light Laser
<b>F6</b>	Cannon
<b>F7</b>	Heavy Laser
<b>F8</b>	Mines
<b>0-9</b>	Speed
<b>W</b>	Weapon view
<b>E</b>	External view
<b>R</b>	Reverse view
<b>P</b>	Pause
<b>F</b>	Flares
<b>C</b>	Chaff
<b>B</b>	Brake
<b>M</b>	Map
<b>Esc</b>	Escape pod

#### System requirements

386DX, 486DX or above, 4Mb RAM  
**Please note: This demo will not run on an SX!**  
Insert your floppy disk and log onto the drive and type: ZONE, or select *Pyrotechnica* from the GAME DEMOS folder on the cover CD.





# TROUBLESHOOTING

**I**f you experience a problem, the first thing to do is check out the README.TXT files. This will give you in-depth information on the demo. To do this, type:

edit readme.txt

If you still have difficulties the following troubleshooting tips may help.

## Amnesia?

The most common problem that you'll hit while running any of the demos is a memory problem. Some programs require EMS others XMS, and your PC's configuration needs to be altered accordingly. To change the system you will need to edit your CONFIG.SYS in DOS. To do this, go to the C drive by typing:

```
C:
CD\
edit Config.sys
```

You should then look for a line that reads Device=C:\DOS\EMM386.exe (if its not there then type this in under the first line). You should then add an extra bit that will depend on which set up you require:

### For EMS

The line should read:

```
Device=C:\DOS\EMM386.exe RAM
```

### For XMS

The line should read:

```
Device=C:\DOS\EMM386.exe NOEMS
```

You are advised to keep the EMS setting as a default. If you have DOS 6.0 or higher you can type Memmaker at the DOS prompt and say "yes" to EMS if required or "no" if XMS is needed. Remember that some games can require up to 590k free base memory.

## Boot Disk

If you are still having problems then the next step is to make a boot disk. If you are using DOS 6.0 or lower then follow the following steps:

Put a floppy in your A: drive and type:

```
format A:/S
```

This will erase all data on the diskette so use one that is no longer needed. When the disk has finished formatting, change to your A: drive. Type the following lines at the A prompt:

```
copy con config.sys <Enter>
dos=high <Enter>
device=c:\dos\himem.sys <Enter>
device=c:\dos\emm386.exe ram <Enter>
```

(Or Device=C:\DOS\EMM386.exe NOEMS if XMS is required.)

Then add the lines for the sound card and CD-ROM drive in the same manner. (You can get these lines by looking at the original CONFIG.SYS on the C drive). Once finished press:

```
F6 <Enter>
```

You should see the message "1 file(s) copied." If the message does not appear, please follow the instructions again.

## IMPORTANT! ONLY USE THESE INSTRUCTIONS ON THE A DRIVE

Next, type the following lines at the A: prompt:

```
copy con Autoexec.bat <Enter>
```

```
Prompt $p$g <Enter>
```

### All sound card and CD-ROM drive lines

You can find these command lines in the AUTOEXEC.BAT on the C drive. They may look similar to this:

```
set Blaster=A220 I5 D1 H5 F330 T6
```

```
set Sound=C:\SB16
```

Please not that these lines may look like this. Check your own AUTOEXEC.BAT beforehand. Once you have completed this, press **F6**, and again you should see message "1 file(s) copied." If the message does not appear please follow the instructions again.

## IMPORTANT! ONLY USE THESE INSTRUCTIONS ON THE A DRIVE

Once you have done this, with the disk in drive A, press **<Ctrl> <Alt> <Delete>** keys together to reboot.

## Clean Boot

If you have DOS 6.2 or higher you should reboot your computer. When you get the message "Starting MS-DOS", hit the **F8** key at the top of the keyboard. You will see the message "DOS will prompt you to confirm each CONFIG.SYS command". Say yes to the following lines:

```
DOS=High
Device=C:\DOS\Himem.sys
Device=C:\DOS\EMM386.exe RAM (Or NOEMS)
```

The relevant sound and CD drivers Say no to the rest of your lines until you are asked to process your AUTOEXEC.BAT. Say yes to this line and the following:

```
Prompt $p$g
Path C:\windows; C:\DOS
```

Also say yes to all sound card and CD-ROM drivers. Say no to everything else. This should sort things out.

*If you are still having problems, then give Miles a call on 0171 917 7693. (But NEVER before 11.00am.)*

## Important

Some of the programs on the CD are shareware, and as such are supplied as an evaluation service to our readers. If you like the programs and intend to continue using them, you should register them with the publishers concerned. In return you will receive updated versions, extra levels, junk mail and loads of other stuff (probably).

All of these CDs and HDs have been virus checked; HOWEVER, neither PC Zone, Dennis Publishing nor any associated companies can be deemed liable for any problems that may arise from using this disk.

**YOU HAVE BEEN WARNED!**

# THE ORION CONSPIRACY

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## DOMARK

The Orion Conspiracy contains material of an adult nature.

For further information call 0181 780 2224



# Blueprint

## Command and Conquer

PUBLISHER: Westwood (VIE)

PRICE: TBA

TELEPHONE: 0181 960 2255

RELEASE DATE: June '95

Death, mutilation, expansionism, destruction, annihilation, extermination and very loud bangs.

**Andy Hutchinson** comes down with a bad case of post-traumatic stress disorder.

(Below) While your soldiers are out killing and maiming, your collector tank can zip around, digging up all that lovely Tiberium.



Baywatch. There's the kind of game you play at work during your lunch hour with Mr

Willoughby from Accounts. There's even the kind of game you keep on your PC after it trashes your hard drive. However, the game that's most interesting is the one that's so playable you lose the will to live, meaning that friends have to spoon-feed you with baby food. I'm talking about a game so glorious that you take to wearing nappies so you don't have to go to the toilet. I'm talking about a game like *Dune II*.

The illustrious

*Dune II* crept onto the scene a couple of years ago without making much of an impact. It hung around in the shops for a bit, got a couple of excellent reviews and sold a few copies.

Then word of mouth started and before you knew it, everyone was either talking about or playing Westwood's strategy game and it rose up the charts to the top spot. *Dune II* was brilliantly designed, awesomely addictive and tremendously good fun, so everyone's expecting great things from its pseudo-sequel, *Command and Conquer*.

### Brotherhood of man

Now whilst *Command and Conquer* is a similar style of game to *Dune II*, strictly speaking it's not the sequel. The game's set in a 21st century era in which two globally



dominant powers struggle for control. One of these powers is a world-government funded group called the Global Defence Initiative and the other is a peculiar bunch of terrorists called the Brotherhood of Nod (no relation to the Knights Who Say "Nee"). The two sides are fighting over a precious mineral called Tiberium which is about the only valuable commodity left on earth. The object of the game is to gain control of

different battle zones and then mine as much Tiberium as possible. Whether you choose the side of right or the side of might, you must completely destroy your opponent to win the game.

Essentially, this is an action strategy game, although I'm pleased to report that it's not turn-based. By using specially equipped soldiers you've got to gain control of a battle zone by building a beach-head,



(Right) To get your soldiers into and out of an attack zone you're going to need one of these funky Air-Cushioned All-Terrain Landing craft things.





# Command and Conquer BLUEPRINT



(Below left) Command and Conquer looks fantastic, mainly down to the 1.2 giga bytes of rendered graphic data.



build a command centre, defend the zone and suck every ounce of Tiberium out of the ground. The fun starts when the other side decide that they'd quite like to mine the land you're sat on, and so send in their stormtroopers to argue the toss with you.

## All the world's a warzone

Command And Conquer is all about resource management. I'm not talking about the stuff civil servants get up to, but the sort of thing your average military dictator is involved in. In essence, you've got to decide which buildings, vehicles and troops will be required to complete a zone. Then you have to mine enough Tiberium to pay for it all and use your soldiers in such a way that they don't get blown to bits as soon as they step off the troop carrier.



There are some funky vehicles available for use, although not all of them are available until later missions. Bottom of the range is the standard trooper, the XO-Power Suit and the Raptor Attack Cycle, all of which can inflict only slight damage. Next up the scale comes the air-support in the form of the Advanced Stealth Fighter and the VTOL Orca Fighter Craft. Finally, the Devil's Tongue Incinerator Tank and the Mammoth Heavy Battle Tank, which can be used for inflicting serious damage. To get your soldiers into and out of an attack zone you'll also need an Air-Cushioned All-Terrain Landing Craft.

While your soldiers are out killing, maiming and deforesting, your Tiberium collector can zip around the area, mining ore and shipping it back to the command centre. This brings in cash which you then use to build more buildings and better armaments. If and when you manage to complete the game, you can then start all over again, only for the other side. However, bearing in mind that there are 42 missions in all, that may take some time.

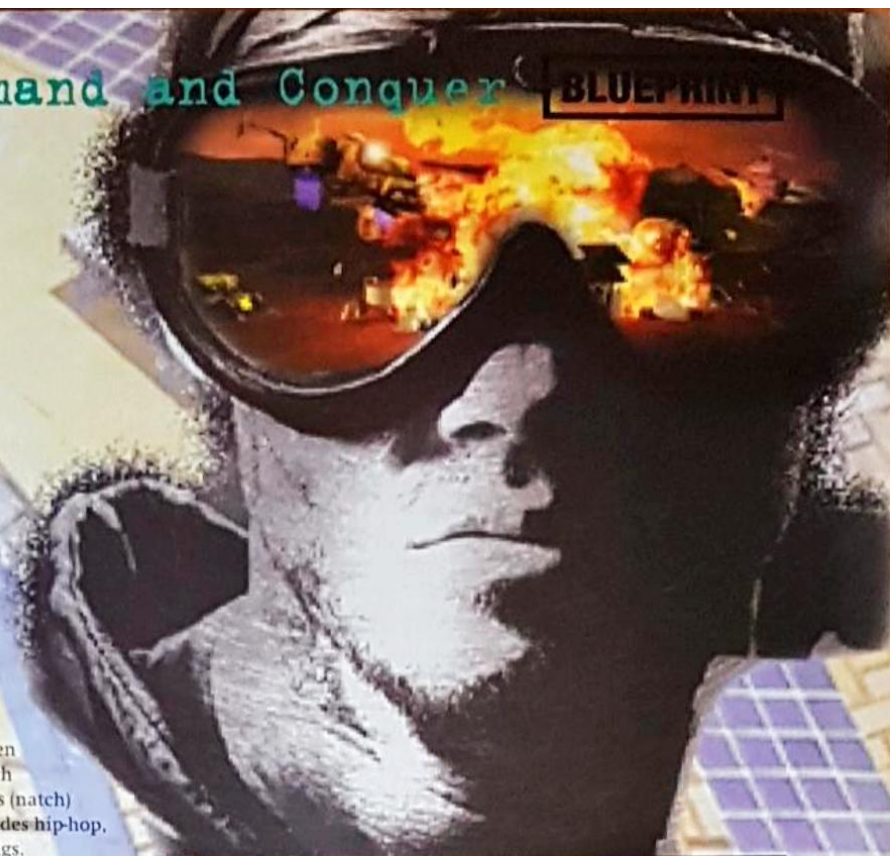
## The nitty gritty

There's a lot going for Command And Conquer. Firstly, it looks bloody impressive, and that's probably got something to do with the 1.2 giga bytes of rendered graphic data squigged onto the game's two CD's. In effect, this means that there's over an hour of photo-realistic movie footage. Then there's the voice-over, which features professional actors (natch) and the music which includes hip-hop, house and new-age plinkings.

If you're really into networked games, then you'll be pleased to hear that Command And Conquer has serial, modem and network compatibility all built in. This will enable up to four players to go head to head within a particular war zone, or within special Deathmatch style arenas. Hurrah!

On the hardware front there is both good news and bad news. The good news is that the game will run quite happily in 4MB of RAM. The bad news is that you will need at least a 486DX to run it all. In fact, Virgin tells me that it's no longer developing for 386-based PC's, so make sure you upgrade now.

Westwood has already made a name for itself with the superb *Kyrandia* and *Dune* games, so Command And Conquer's got a lot to live up to. However, having played the game, I'm pleased to report that it's not "all mouth and no trousers", and that there's plenty of tight gameplay to back up the sumptuous visuals.



(Above) A huge inflatable with four hairdryers attached.

## Fun & Funky Vehicles



(Above) The VW Beetle for the 21st Century.



(Below) The new Action Man line-up with special bike accessory.







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# Blueprint

## Stonekeep

PUBLISHER: Interplay

PRICE: TBA

TELEPHONE: 01235 821666

RELEASE DATE: May/June



(Above) Blimey - a scary skeleton escaped from Jason and the Argonauts (I think) thingy... Leg it!!!





**Blueprint Productions Presents...**  
**Bob, Bill and Baz go to the pub.**  
**(A really crap play by Duncan MacDonald, in which three very sad bastards discuss Stonekeep, the forthcoming dungeon game from Interplay.)**



**SCENE ONE** Standing at the bar in the crowded Rose And Crown, Bob offers to get the first round.

**Bob:** Bill? What do you want?

**Bill:** Er, I think I'll have 30 pints of Guinness please Bob.

**Bob:** Blimey - that'll nearly clean me out. Are you sure you want that many?

**Bill:** Okay, 15 then.

**Bob:** That's more like it. Baz? What about you?

**Baz:** I'll have three octuple scotches, please Bob. In a pint glass.

**Bob:** Eh? How many?

**Baz:** Three octuples. That's 24 measures. In a pint glass.

**Bob:** 24 measures of scotch!!!

**Baz:** In a pint glass.

**Bar Chick:** I'm not sure that's allowed, actually.

**Baz:** What about two lots of 12 measures then... in two half pint glasses?

**Bar Chick:** Yes, okay, I suppose so.

**Baz:** Excellent. I'll go and grab a table.

**Bill:** I'll come too. See you in a minute, Bob.

**Bar Chick:** And what about you sir?

**Bob:** Me? Oh, Er, I'll have a Perrier water.

**Bar Chick:** With ice and lemon?

**Bob:** Yes, but no lemon.

**Bar Chick:** Fine. That'll be 53 pounds please.

**Bob:** Bloody hell! Let's just call it three pints of Ruddles shall we?

## SCENE TWO

Bob, Bill and Baz are sitting at the table next to the juag machine, sipping their Ruddles heartily.

**Bob:** So what about this Stonekeep then? The forthcoming Interplay PC extravaganza?

**Bill:** Er, what do you mean, "what about it"?

**Bob:** What do you think of it?

**Bill:** Well, I don't really know - it's not finished yet, is it? All I know about it for sure is that it's sort of, er, er, er...

**Baz:** ...It's just like Dungeon Master, isn't it?

**Bob:** Aha! Just like Dungeon Master, uh?

**Baz:** Eh? So you're saying it's not like Dungeon Master?

**Bob:** Well, yes and no. I'm both saying it and not saying it.

**Bill:** Hang on a minute Bob - either it is or

it isn't.

**Bob:** Okay, okay... on one hand it is like Dungeon Master, while on the other, it's like real life.

**Baz:** But Dungeon Master's like real life, as far as I'm concerned.

**Bill:** That goes for me too. I am Wolverine, son of Thoon.

**Bob:** Whoah there! I'm talking about the graphics.

**Bill:** Oh.

**Baz:** Phew... it's getting pretty hot in here. I think I'll take my anorak off.

**Bill:** Good idea. Let's stash them under the table.

**Bob:** Is there room for my Parka and binoculars down there?

**Bill:** Is Tolkien God? Of course there is.

## SCENE THREE

Bob reveals his "find".

**Baz:** Anyway, what makes you such an expert on Stonekeep?

**Bob:** (Wiping a bit of spilled Ruddles from his beard.) I was scrabbling about in a skip outside Waterloo Station, searching for information on the Eurostar Locomotive, and I stumbled across this! (He holds up an A4 padded envelope.)

**Bill:** What is it?

**Bob:** Some faxed documentation from one of the Stonekeep programmers. Gameplay details and things.

**Baz:** Wow! What was it doing in the skip?

**Bob:** God knows, but that's not all. There were also a whole load of transparencies of the game itself. Actual pictures!

**Bill:** Unbelievable. Let's have a look.

**Bob:** Yeah okay... once you've got the next round in.

**Bill:** Bah! Oh, alright. What do you want?

**Bob:** 84 snakebites.

**Baz:** 129 Tia Marias.

**Bill:** Three pints of Ruddles coming up.

## SCENE FOUR

In which Bob, Baz and Bill look at the transparencies.

**Baz:** Blimey, that

chick's a weird shape.

**Bob:** She's not a chick, she's a kid, it's obvious.

**Bill:** She could be a dwarf chick.

**Bob:** No, she's nearly definitely a kid, I'm 92 per cent certain.

**Baz:** What's with the blue curtains? Is it meant to be sky or something?

**Bob:** Don't be stupid. It's for the colour separation stuff. It means that you'll be walking around a dungeon, and the kid...

**Baz:** Or dwarf chick...

**Bob:** ...Will be "overlaid" onto the main in-game graphics.

**Bill:** Bloody hell, she's tiny. Like a glove puppet.

**Bob:** That's only because she's in the distance, you silly chuff.

**Baz:** Look, the bloke with the specs is wearing an anorak like Bill's.

**Bob:** No, it's just blue material, like the backdrop drapery. He's probably going to be a disembodied head in the finished game. Or maybe they'll give him a computer-rendered body or something.

**Bill:** Er, so is this going to be a "flick screen" game, like Dungeon Master? I do hope so.



**Bob:** No, I'm afraid not, it'll be full-freedom, like Ultima Underworld. You can go where you like.

**Bill:** Crikey, that'd give you a bit of a scare, eh?

Walking along a tunnel and suddenly that thing pops out at you.

**Baz:** Er, so is that "an actor" then? Like the bloke in the blue parka? Or the dwarf kid? After some computing tricks?

**Bob:** No, it's a computer-rendered animation. It's a dragon. It's totally drawn by artists and then brought to life with the help of a Silicon Graphics workstation.

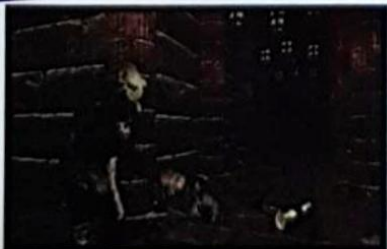
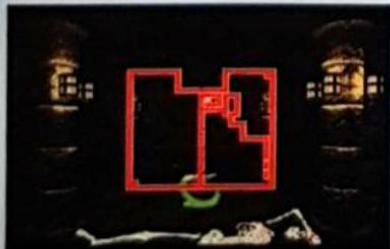
**Baz:** Oh.

**Bill:** Idiot.

**Bill:** Another dragony thing. I see what you mean about Ultima Underworld. Look at that



(Left) Blimey - a scary tentacle thing... Leg it!!!





(Right) Blimey - a scary skull thing... Leg it!!!

**Baz:** sword he's holding. The "Sword of Salaan," that's what I'd call it. If there's a mace, I'll call it "the Mace of Moorlok".

**Bob:** Neat, isn't it. When I get my hands on the finished game I'm going to log on as K'kaaanda, Son Of Throrl.

**Baz:** Aaaaaw! That's my name!

**Bob:** No it's not. You'll be J'aaata, From Beneath The Cliffs.

**Baz:** (Quietly). Excellent.

**Bill:** Is there network play?

**Bob:** No. But it'll basically be like *Dungeon Master*... you're in a party of three, all with different skills. You control them all, putting one in

front and the others behind or whatever. Look, there are some menu bars.

**Baz:** (Thinking). I'd have a mage, another mage and a cleric.

**Bill:** Me too. Or I might have three mages, actually.

**Bob:** And me. You can never have too many mages. One of them would be female, and I'd call her Silk, Daughter Of Thraxx!

**Baz:** Excellent. Excellent.

**Bill:** Look, there's that weird dwarf kid again.

**Baz:** What's that bloke doing to her feet, Bob?

**Bob:** I have to be honest with you and say I don't know, Baz. But I doubt if it's

anything illegal, because there are other people around.

**Bill:** How do you know that? You can't see them. They might have all gone home by now. He might be alone with her, and about to strip her off in order to do a dirty video. It might even be a "snuff movie".

**Bob:** It's possible, Bill, but I doubt it.

**Baz:** Whaaaaat???

What's that bloke doing? He looks like he's about to puke up last night's curry.

**Bob:** He's playing a zombie. He's being filmed, or maybe he's rehearsing. See those X's on the floor? Those are his positioning markers.

**Bill:** He's not very good though, is he?

**Bob:** What do you mean?

**Bill:** He's not being very scary. Like Baz said, it just looks like he's going to be sick.

**Bob:** You're being unfair. Look, he's got the hang of it now. I'd say that was pretty scary. I'd be worried.

**Bill:** It's not as scary as the dragon.

**Baz:** It's not even as scary as the dwarf kid.

**Bob:** Yes it is. Anyway, the dwarf kid isn't meant to be scary - she's a fairy. I think she's meant to be on our side, probably.

**Baz:** ...Er, Bob?

**Bob:** Yes Baz?

**Baz:** Why's he got toilet paper wrapped round his legs?

**Bob:** Bandages, Baz, bandages.

**Baz:** Wow! A skelington! A skelington! Now that's more like it. I'd thrust with my Mace Of Damage for nine hit-points.

**Bill:** I reckon he'd counter with some kind of weird bone weapon, and you'd need the Breastplate of B'banidor for

protection.

**Bob:** (Chuckles trainspottishly.) It's "skeleton" Baz, not "skelington". He does look rather angry though, doesn't he. You'll need to be nimble on the keyboard to deal with him, I'll warrant.

**Bill:** Is the control system tricky?

**Bob:** No. Four keys and a mouse. Interplay have gone to great lengths to keep it all simple, according to the notes from the skip. And look at that background. Marvellous. Marvellous.

## SCENE FIVE

Time for Bob, Bill and Baz to go home... It's 9:15 pm.

**Bob:** Anyway, so that's your lot. Slideshow over. It's time to go home. (He dons his parka.)

**Bill:** That was a very exciting evening Bob, thanks. (He dons his anorak.)

**Baz:** (Donning anorak.) Yes, I would buy the game on the strength of the skelington alone. How well do you think it'll work on my 286, Bob?

**Bob:** Oh, I forgot you still had that. Er, I don't think it'll work at all actually.

**Baz:** Aaaaaw!

**Bill:** My 386 will do the trick though, surely? It's very powerful. It's an sx 25.

**Bob:** Not sure, Bill. But don't worry. Even if it doesn't work, you can both come round and play the game on my 486. We'll have so much fun. Especially as I've just upgraded to one megabyte of RAM. (Uh-oh, Ed.) Let's just hope it's not a CD game though, because I haven't got a CD drive. (Double uh-oh, Ed.)

## FINAL SCENE

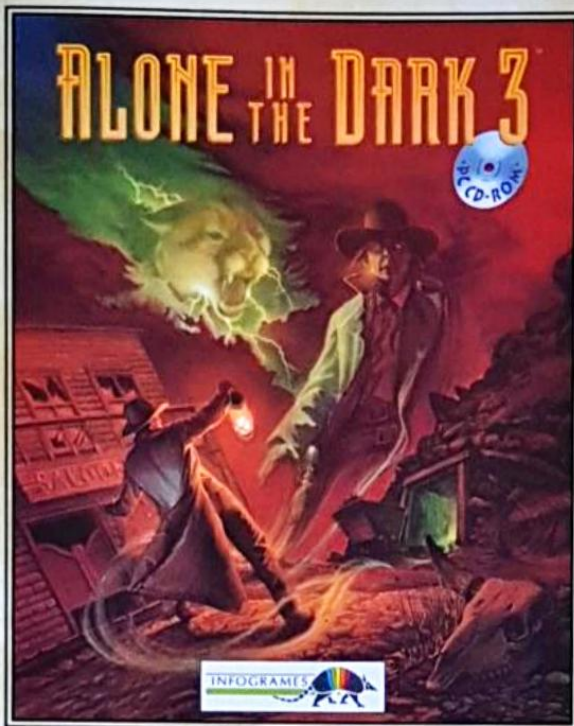
A visual sequence.

The tragic trio leave the pub, their beards billowing in the icy breeze. Bob's parka hood begins to resemble a wind sock, and Baz and Bill's parkas make buffeting noise. They decide to take a short cut home through the park, but only make it as far as the bandstand before being brutally beaten up by a 13-year-old girl. (The end.)

(Right) Blimey, it's Patrick... Leg it!!!



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# Blueprint

## Baldies

PUBLISHER: GameTek

PRICE: £39.99

TELEPHONE: 01753 553445

RELEASE DATE: May



(Left) Baldies at work and at play in a stoney castle. This is where it all happens apparently.

(Right) Lay traps, build houses, travel the world and help old people. Baldies aren't just cute n' cuddly, they're also fun to be with.



PRODUCT that is both new and original in the world of PC games is a rarity indeed. And in an industry that is currently suffering from a rather severe bout of "sequelitis", any game that claims to be "completely original", "incredibly unique" and "offering something fresh in the way of gameplay" must obviously be treated with a healthy dose of scepticism.

Enter stage left, Baldies...

### To baldly go...

GameTek are very excited about Baldies. In fact, the team there predict that it will be the next big thing on the PC - it's so unique, you see. Well, that's not strictly true. If you ask Gametek's PR department what it's all about, approximately two or three hours later, when all of the sales blurb has subsided, what you are inevitably going to be left with is the following:

"Well, it's a sort of cross between Theme Park, Canon Fodder and Populous."

"Ah, so it's not really unique at all then?"

"Well, we think so!"

"But surely, it's more a mish-mash of a number of games released some time ago?"

"Errhm... but it is different to anything else on the market today." "Well, apart

**They're cute, they're cuddly and they never use shampoo. Neither does Jeremy Wells, but then, he has small, furry animals living in his hair.**

from a load of stuff you can now pick up on a budget label for under twenty quid, like Megalomania, you mean?"

"Errhm... but don't you think the characters are great? Look at the way they walk around and hide in trees."

"Well, to be honest, they look very similar to Lemmings actually, and why do all the backgrounds look the same?"

"Well, obviously this is a very early working version of the game. No where near the finished product, there's still loads to do and we're thinking of changing all this."

"So when is it due for release then?"

"We hope to ship sometime next month."

Oh really!

### Baldies: the blurb

Developed by Creative Edge (of Ninja Rabbits fame) Baldies is a top-down God-game, which features different types of "baldy" (Workers, Soldiers, Scientists and "Giants") whom you can pick up, set to work on different projects and leave to "breed". When you think you're follicly challenged friends are up to it - when they've developed various traps and weapons, constructed numerous buildings and humped 'til they're sore - you can then give the order to attack the neighbouring populace and conquer their urban development. How very British.

There are over one hundred worlds with loads of graphical themes and styles (including Egyptian, Mediaeval, Futuristic, Hell, Jungle), and as you progress through the game you get to develop even better traps, weapons, spells and buildings and so about conquering more complex worlds.

In truth, it all looks rather pretty, with cutesy animation aplenty (if your band of baldies get bored, for instance, they take a nap against a tree), whilst the CD version will boast a glorious intro, rendered in Wrong Trousers-style clay animation and numerous reward animations. There's also talk of a level editor and a multi-player option to enhance and prolong the level of playability. As far as gameplay is concerned, it looks like being a winner, but as with all games of this type, once the novelty has worn off and the levels lose their originality, how long will it really last? **Z**



## Great Baldies of our Time...

Do not be put off by the giggly nomenclature of this game. Some of the world's all-time greats are amongst the follicly challenged.

**Bobby Charlton** A pseudo baldy apt to favour the scrape over. Bobby's footy skills are legendary the world over.

**Yui Brunner** Bald and proud, this spaghetti western tough guy would no doubt shoot you if you inadvertently referred to his hairless pate in an

unsavoury fashion.

**Patrick Stewart a.k.a. Jean Luc Picard** Has spent the last seven years baldly going where only fellow closet syrup head, Shatner, has been before.

**The cue ball out of "Pot Black"** A TV regular, this super smoothy is currently in negotiation with a major TV network about hosting a weekly chat show.

**Paul Daniels** Up until recently, the master of magic insisted upon wearing a

fake thatch up top, but then decided to parade his greatest disappearing act and come clean.

**Elton John** Yet another closet dome head, Elton now protects his scalp with a rather expensive hair weave that has to be re-thatched every couple of months. Ex-weaves are said to be living under house arrest at Elton's villa in the South of France and are forbidden to talk to the press.

**Napoleon** He of "not tonight Josephine" fame, this follicly challenged Frepity went on to conquer a large section of the globe last century and had a penchant for pointy hats.

**Right Said Fred** Quasi bodybuilder turned "pop stars", the Fred had a number of hits that shot up the hit parade earlier this decade and will hopefully never be seen again.



# TANK COMMANDER

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# Blueprint

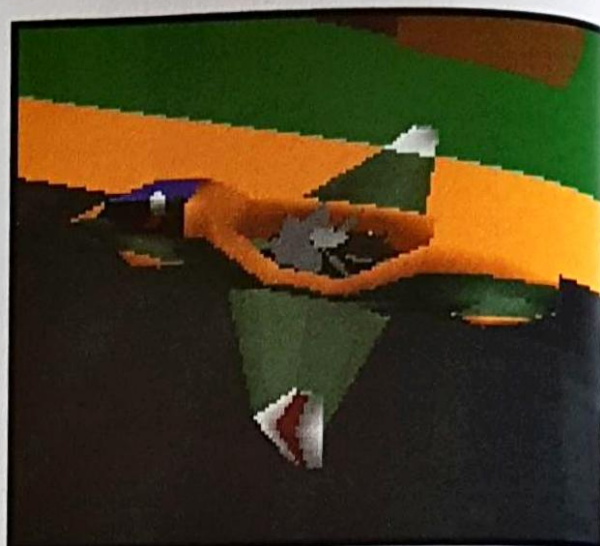
## Slipstream 5000

PUBLISHER: Gremlin Interactive

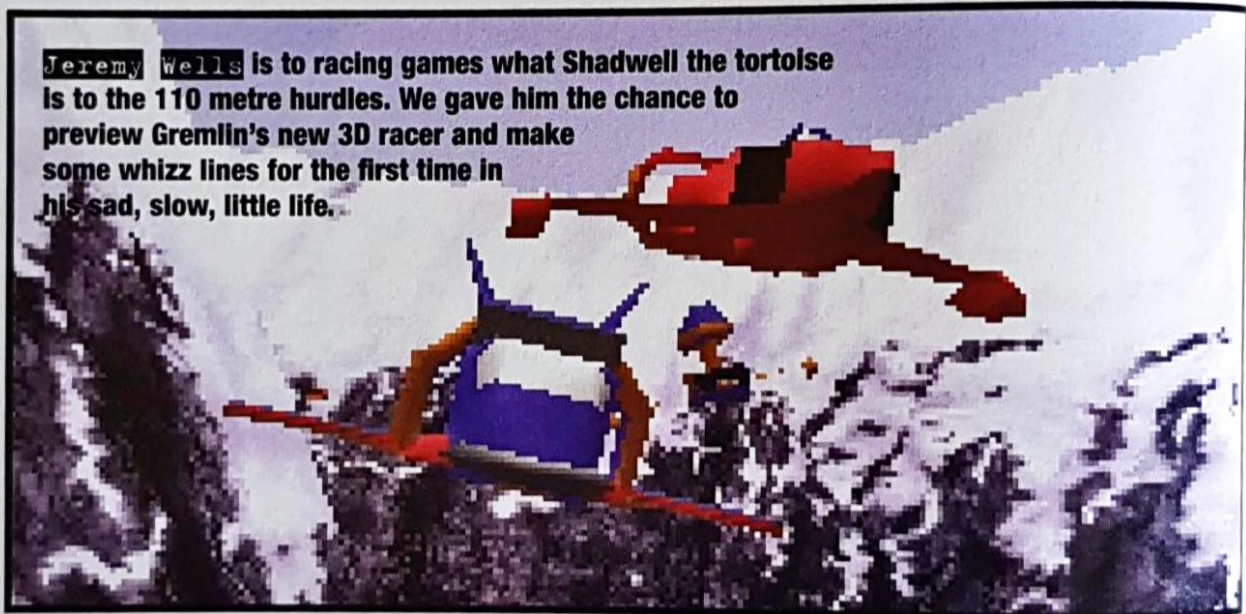
PRICE: Tba

TELEPHONE: 01742 753423

RELEASE DATE: April/May



**Jeremy Wells** is to racing games what **Shadwell the tortoise** is to the 110 metre hurdles. We gave him the chance to preview Gremlin's new 3D racer and make some whizz lines for the first time in his sad, slow, little life.



# R

ACING games are good. Two-player racing games (split screen or machine link up) are better. Multi-player racing games played over a network that not only allow you to "shove" your opponents into sheer rock faces, but also let you shoot at them with lasers and rockets are, to put it bluntly, the dog's wedding tackle. There simply is no quicker route to sheer, undiluted, friend-bashing fun.

### No network blues

Now, you've probably read just about everywhere how wonderful networked games are, and you're probably a bit miffed about

the way journalists are always going on about how networked *Doom/Descent/Rise of the Triad/NASCAR* are the absolute best, and that the future of computer gaming lies in huge, multi-player, real-time gaming environments, just like the huge WAN's (Wide Area Networks) that they now have in the States, where you can just dial up and join in, and it's really great. But hey! Wait a minute - this is England, not the good ol' US of A. Our TV may be better; our beer may be stronger; but not everybody has the luxury of access to a network. In fact, most people haven't even played head to head down a serial link. Multi-player network games are indeed all the things that everyone says they are, but like the Smaller

(Above) Slipstream 5000 is not just a racing game, it's a "shoot at and nudge them into nearby rock faces" game, too.

Crested Wingfallow Thrush, they are very rare and only a small minority can relate to what all the fuss is about.

British gamers don't come home and go on-line for a spot of *CyberStrike* before tea, after they've just spent the last two hours on a Friday afternoon playing *Deathmatch* over the company's network. It just doesn't happen over here (well, not often). We Brits do things differently. We come home after spending all day wading through a spreadsheet running on a 386sx (which seems to have no video memory), to sit in front of a solitary PC and play a game of lonely *Magic Carpet* on a 486dx (if we're lucky). In fact, the closest most people in the UK get to playing a multi-player game is probably a

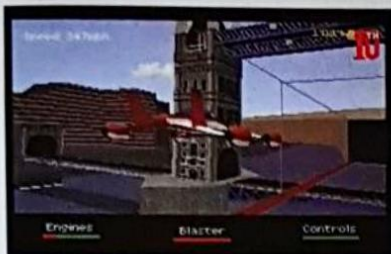
(Right) You can choose the nationality of your racers. Check out the bikini-clad Japanese babes for starters.





(Right) This attractive spinning globe tells you where in the world your course is situated.

(Below) Play head to head with a pal using the split-screen option.



round of PGA or Links, or maybe even a spot of Sensi. Apart from that, it's really a case of "Norman No-Mates" when it comes to Doom, Descent et al. The world of the PC gamer is indeed a lonely one.

Now, being a British company through and through, Gremlin Interactive know this. They know that playing against another "living" person is much more compulsive

than playing against a whirring, off-white box. They also know that compared to the States (where most PC's are sold with a built-in modem, all local calls are free and a 486DX2 66 with 8 meg of RAM, and a double-speed CD-ROM drive costs less than 900 bucks - that's around 600 or so glorious pounds - and a game has to be multi-player if it is going to succeed), we, in the UK, are at a distinct disadvantage. We may have a monarchy heaped in tradition (and scandal); we may have given the world the Beatles, the Mini and the ZX81; but when it comes to consumer electronics in the home, we're about as well equipped to play multi-player games as Ronnie Corbett is to "play" Gladiators.

### Multi-player cruisin' and bruising

But I meander from the gravamen of my discourse. What of Slipstream 5000? Well, as you may have already picked up (if you managed to dredge deep enough through my 20,000 leagues of ranting banter, Slipstream 5000 is a racing game. Not only is it a racing game, but it is also a "shoot at each other" racing game that you can play head to head with a friend using the split-screen

option, a serial link, or with numerous pals over a multi-player network.

Gone are the days, it would seem, when it was enough to merrily force your opponents off the track in order to win. In the racing world of the future, you are expected to use your arsenal of lasers, missiles and rockets to "distract" your fellow racers as well as to nudge them into nearby, vertical rock faces.

When it's finished there will be a variety of different weapons at your disposal, and, depending on which country you choose to represent (and what ship you are given), you will be at the controls of a ship that handles and flies unlike any of the others.

### Tunnels, tracks and surfer dudes

As far as the racing scenario goes, you can either opt to play an individual race and choose your course via a rather attractive spinning globe, which tells you exactly where in the world your course is situated, or you can opt to play an entire season that will take you across the world. And in true cosmopolitan racing style you can also choose the nationality of your racer (bikini-clad Japanese babe or Californian Surfer dude, to name but two), and as your campaign progresses, upgrade your ship, buy new weapons and generally make yourself more awesome as you navigate the world racing circuit.

The engine that Gremlin has developed and used in Slipstream, is fast, fluid and very versatile, and they've got plans to exploit it further. Similar to that used in

Interplay's Descent, it allows you to pitch and yaw as well as skim the rooftops in true, spectacular three-dimensional fashion. You can switch from the cockpit and tail-chase views (or marvel at the obligatory fly-by option) throughout a race, as well as move the camera around your ship for a custom viewpoint.

As for the tracks, well they are all nicely drawn and take in various characteristics, depending on what country you're racing in (the UK circuit includes Big Ben, St Pauls Cathedral etc.). Although the tracks are essentially made up of tunnels, there is a great deal of variety to be had as you sweep through the streets of London, over the rain forests of South America or the ice-capped fjords of Norway. Most of the tracks also include a short cut of some sorts that can catapult you into the lead, though the shorter route is infinitely more perilous and best avoided until you become a little more adept at avoiding the tunnel walls. There's a moral in there somewhere.

On the face of it then, Slipstream 5000 looks like it might be quite a good ride by the time it's all finished, which should be in a couple of months time. The option to play head to head, without having to mess around with bothersome serial links or networks, will please many a lonely gamer. And even though the game is quite graphically demanding, it should run satisfactorily on slower machines so long as the detail is turned down. In other words: it's good-looking, playable and UK compatible. Now there's a thing. ☺

(Above and top) You can switch from the cockpit and tail-chase views throughout a race as well as move the camera around your ship for a custom viewpoint.





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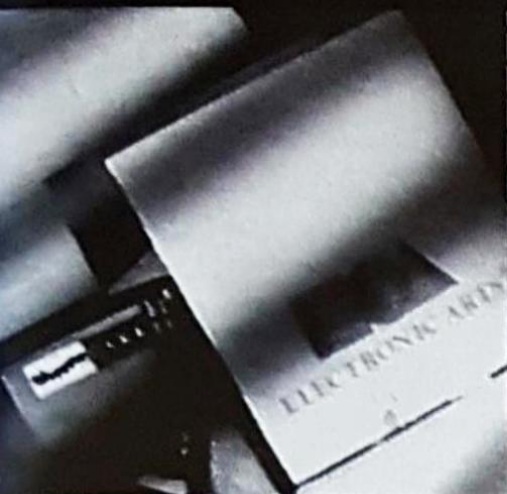
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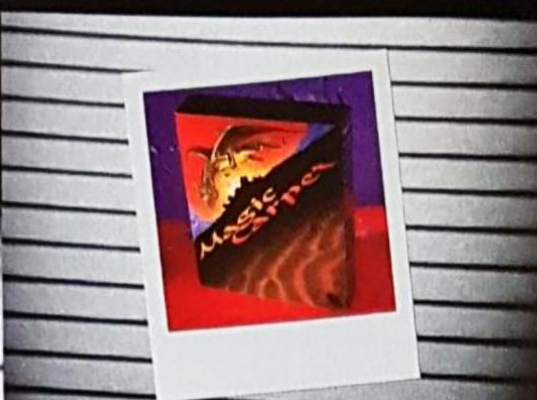


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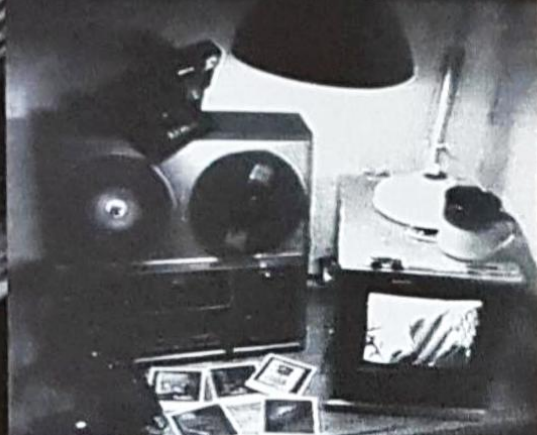
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# Blueprint

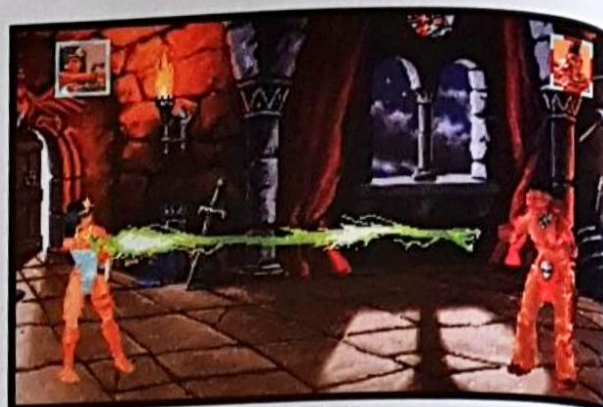
## Warriors

PUBLISHER: Mindscape

PRICE: TBA

TELEPHONE: 01444 246333

RELEASE DATE: May



Another beat 'em up with meticulously sculptured warriors a prancin' and a dancin' about a wondrously gloss and fruity background. "This one's from France so it's bound to be a bit weird," stated the Anglocentric, garlic-hating **Jeremy Wells**.

(Above Right) The backgrounds and characters are detailed enough, but just how fast will they move on a DX33?

(Right) The engine used in the game is one of the most advanced ever developed for a beat 'em up. Expect more where this came from later this year.

**T**HE RATHER slick beat 'em up, cunningly entitled *Warriors* (from French developers ATREID), which uses their new 3D Bio Motion technology, is shaping up nicely. Seeing as it's up against two heavyweight console port overs, namely *Mortal Kombat 2* and the two different versions of *Super Street Fighter 2* (both of due out on the PC any day now),



it's going to have to offer something new and original if it's going to stay in the ring.

### 3D Bio poetry in motion

As far as technicalities go, it's different from the competition from the ground up.

The new engine developed for, and used in, *Warriors* allows for an almost infinite number of hyper-realistic animations, whilst the computer manages a virtual model for every character and calculates all their actions in real time. Each character has a "virtual" weight and accurate, detailed movements that can be adjusted very precisely. As a result, by acting on characteristics like speed, length of animation, power of blow, endurance, damage inflicted by a weapon or fist, the 3D Bio Motion engine can effectively balance the weaknesses and strengths of any fighter, making the game tremendously effective and incredibly versatile.

On top of this, players can view the ten different characters from a number of different points of view, and each has specific animations, three special moves (only two are implemented, the third is a surprise),

and not so obvious weak points.

Each character also has 11 totally different blows, five more blows with a weapon in hand (and two to four special blows). In true beat 'em up fashion there is an abundance of extras. For starters, there are over 20 different cheat modes which each player can access on a special menu screen. This screen includes four new characters: a gardener dwarf, a playboy bunny, Captain Warriors, and a basketball player, as well as turbo-speed, a gore-mode and tiny fighters. In other words, the more you play, the more you see.

### What! There's more?

And it's not just the motley crew of characters that have received a graphical going over, the backgrounds and player environment look absolutely gorgeous, too. The characters can prowl around 11 different interactive backgrounds whilst exercising their pugilistic prowess, and there's even a 3D Replay Mode, which allows the player to move the "camera" around the 3D environment and view the action from a fresh perspective. There are absolutely heaps of animations and "reward" screens to keep players interested.

What's more, it's all in SVGA (there's also a VGA mode); the game contains a 14 track heavy-metal sound track; 6MB of sound effects and even real-time shadows.

All of this comes at a price, of course. *Warriors* has been designed to run best on a Pentium 90 at a speed of 35 images per second. However, on a 486 DX2 66, that speed goes down to 16 images per second, and on a DX33, we're talking ten. Nonetheless, this doesn't compare unfavourably with the competition, but the proof can only lie in the playing. **Z**





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# Blueprint

## Tir Na Nog The Truth

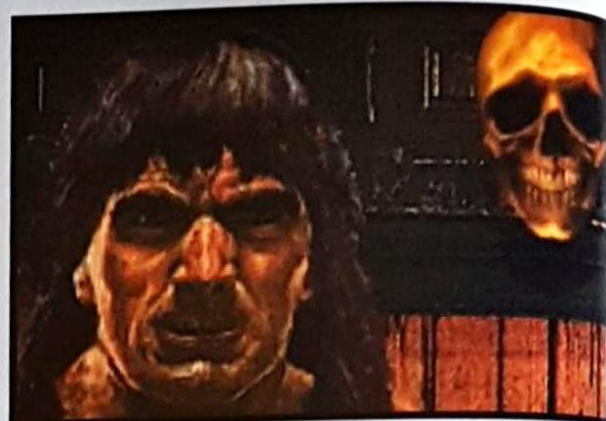
PUBLISHER: Psygnosis

PRICE: £39.99

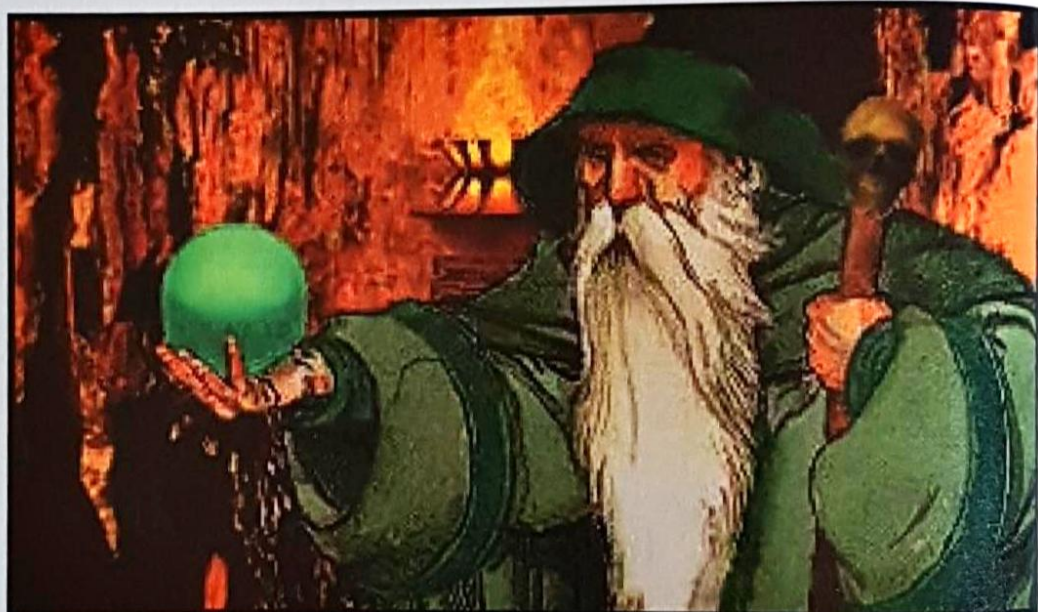
TELEPHONE: 0151 709 5755

RELEASE DATE: May

(Right) Greg enjoys playing around with digitised pictures to create a "truer" look. Even the texture of the cave walls looks incredibly realistic.



**Paul Rigby**, our most ancient of writers, delves into the new sequel of an old game to see if they really did make 'em better in the good ol' days.



**F**OR THE VAST majority of computer owners *Tir Na Nog* (TNN) may not ring any bells. Allow me, then, to enlighten the clueless. TNN was first released on the Spectrum way back in 1983. At the time, it broke new ground by the sheer size of the sprites; the biggest anyone had ever seen at the time. The animation was also superb. Together with a strong story line, TNN was a massive hit and was acclaimed throughout the whole of Europe.

The man behind the game is Greg Folis. And yet, those Speccy players who had just woken up from the many sleepless nights TNN gave them, would not be too taken a-back if they took a breeze around their local software shelf. They would notice that a few retrospective games are now listed to appear. Could it be that the software houses have just realised that great graphics maketh not a great game, or is it a fact that new

ideas are so banal that the old ones are being dug up to replace them?

With *Elite 3* due out soon; *Damocles*, the PC version, to appear in March, four years after the Amiga version; plus golden oldies from Maelstrom i.e. *Lords of Midnight*, we can start looking forward to a stream of updated favourites.

### Home on the range

I caught up with Greg Folis at his home and found out why we can look forward to the reincarnation of TNN.

Firstly, the game is based around the

original idea and is a continuation of the original title. The cast will be the same, the game style also, but a new story will be presented to the player.

The original *Tir Na Nog* was described, at

the time, as the first computer movie - with reference to conveying a colourful and vivid style of graphics, solid story and interaction. What *Tir Na Nog - The Truth* (CD and floppy versions) offers is some ground-

breaking presentation, plus many other innovative ideas.

One question I was eager to ask was: where the blazes had Greg been for the last seven years? It turned out that, before and after the games writing, Greg was well into application software. He also works as a computer consultant. And this is where he moved onto after his hit games. At the time, he believed that the computer

**"Using a Silicon Graphics machine may be fine, but according to Greg 'You can't beat a proper artist...'"**

### THE PLOT

The basic plot of the game is to find a scroll that has been broken. The hero (you) moves to *Tir Na Nog*, the alternative world, to search out these pieces in the business like all heroes do.

The objective is pretty standard, but there are many puzzles and devious plots interwoven into this highly interactive adventure game. *Tir Na Nog* is presented from the third-person perspective with lots of close up sequences, maps, etc., to help the player.



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## Words from Greg Foles

"The actual location is now very large, with the use of added audio, music and text, it is growing day by day. I shall not be using named celebrities to add the voice-overs, though, for I believe a game should be good enough without having this gimmick used.

The text is presented in the form of 'part words' that make up a sentence. So you have to choose the right composition of a sentence. I have used the background storyline from the original game

and have built upon it. I have added my own story to one based heavily on Celtic Mythology. The first game was a standard adventure; this one is played for laughs.

I believe the PC gives me more scope to use the player's imagination. Being able to present the graphics in higher resolution, plus atmospheric music, conveys a very unique feel. Something that you could not do on the Speccy.

Graphically, the main sprites are very large. This is still very

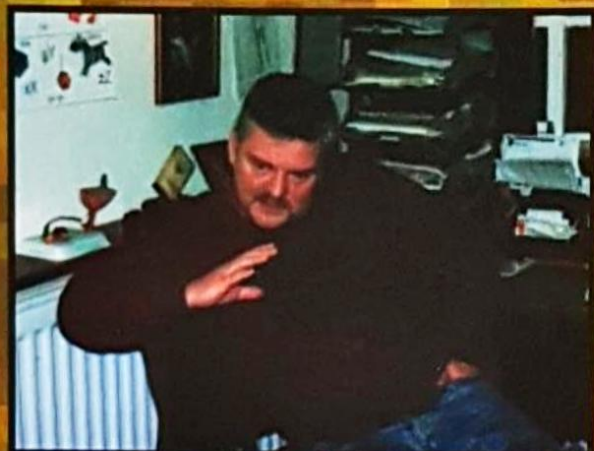
important, for it centralises the user on the main character. A lot of time has already been spent on lip synchronisation to add to the realism.

What we are achieving is all done via lots of hard work, without the use of many of the latest tools and packages. I originally placed lots of icons in the game to use when interacting, but I didn't like that, so it is now word-based.

There are no arcade action sequences but you will see action

sequences being executed by the computer to fill in the scenes pertaining to what you do. In all there are 150 commands.


The gameplay is best described as 'surreal'. The game presents a lot of dialogue and even more interaction between the characters. I try to keep away from the point-and-click approach (a system I believe I invented). At present, the point-and-click system is now becoming rather dated.



industry had peaked. Ah, hindsight.

It was only after a friend at Psygnosis caught up with him that Greg returned to the fold, first working with PsyQu, then he was asked if he would like to present a new, updated version of TNN. So, for the last two years, with the help of a small band of friends (both artists and a programmer), he has put together another very interesting game. Greg's main input into his games is his thorough research. He has spent many weeks finding the appropriate information and pictures regarding Celtic Mythology, which TNN is based around.

Greg also prefers playing around with digitised pictures, touching them up and incorporating them in the game, giving the program a "truer" look. For instance, within the game, you wander around many caves. The texturing on the walls, which is taken from many films and then scanned, look darned real. The impressive cave graphics were taken from pictures he took whilst in France.

His opinions on the latest technology is straight forward. Like many people, Greg believes that "real" gameplay has been lost, and that it is through flash graphics that most games receive much acclaim nowadays. In effect, Greg believes that Silicon Graphics machines tend to make games look more "standardised". Using a Silicon Graphics machine may be fine, but it does, according to Greg, give you an "unreal" look. "You can't beat a proper artist drawing most of the screens," declared Greg. 

(Right and below) Greg's thorough research has a lot to do with the authenticity of the game. Each detail, such as the door lock (left) is true to Celtic Mythology.





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# Blueprint

BLUEPRINT

## Super Street Fighter II Turbo

PUBLISHER: GameTek

PRICE: £39.99

TELEPHONE: 01753 553445

RELEASE DATE: April

Another version of *Street Fighter II*? Why on earth would we possibly want a third version?

John Davison answers these oh-so-deeply philosophical questions...

**T**HE ORIGINAL *Street Fighter II* game was brilliant on machines like the Mega Drive and the SNES. Unfortunately, however, the PC version suffered from a crippling problem known as "being a bit crap". It was not really the game's fault – at the time it was launched, sprite-based games hadn't really been exploited on the PC, and bearing in mind that the whole thing had been designed for use on a 386, it suffered somewhat.

The first few weeks of April this year will see an unusual phenomenon occurring in the PC games market. Two versions of what are practically the same game will be released by two different companies. From US Gold we'll get *Super Street Fighter II*, and from GameTek we'll get *Super Street Fighter II Turbo*, which is a conversion of the latest fabby-whizzo arcade version, with all of the extra bells and whistles (well, a couple of extra bits anyway). Why two versions? Why similar release dates? Why should we care? Who knows? Who cares?

### We care a lot

Now, it's not often that we'll really give a critical comment in a Blueprint of a pro-



duct, but I do feel at this juncture it is necessary to mention that it appears to be virtually "arcade perfect". It's not often that we see an "arcade" game that suffers so little in the transition from cabinet to desktop, but in this case it has to be said that things are looking good.

Just as you would expect from *Super SFII Turbo*, the game features 16 fighters as well as the secret "boss" character, Akuma, who is only accessed by being particularly hard. It also has all of the gorgeous backdrops; some snazzy new moves, including fireballs from characters who were previously weaponless; and, of course, it has the essentials, such as Cammy's wonderfully pert buttocks and Guile's silly hairdo.

For added arcade authenticity the game also features a perfect rendition of the soundtrack, which is spooled in from CD (of

course, this will be missing from the floppy version), and if the GameTek PR splurge is to be believed we can expect the finished game to be bundled with a *Euromax Phantom-2* six-button joystick.

### Battle for supremacy

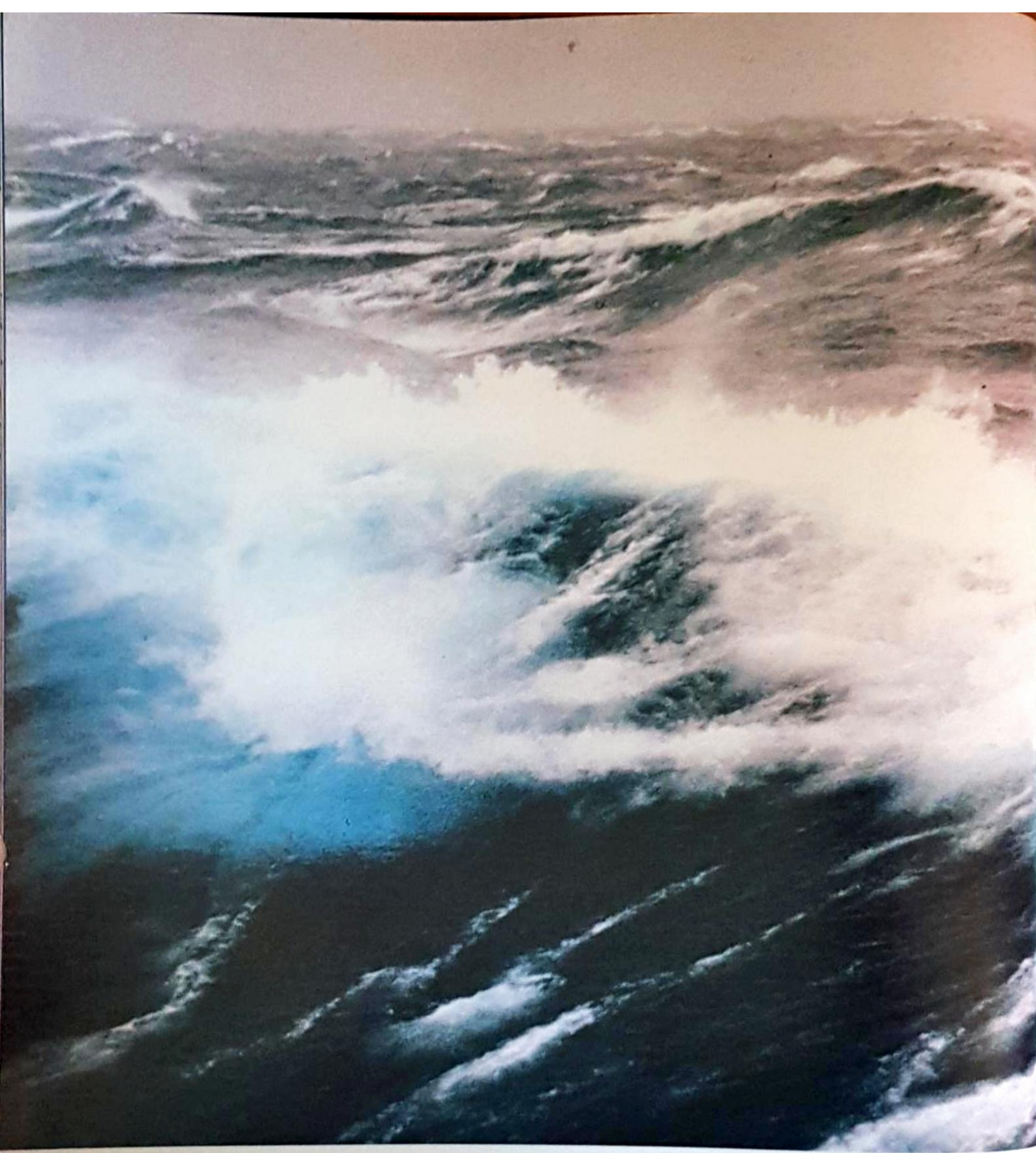
So, it seems that April is going to be an interesting month for *Street Fighter* fans. Two games both offering different features, both released for similar prices and both preceding the much-hyped *Street Fighter* movie by just a couple of weeks.

Is the PC going to be the new battleground for this style of game? Well, it seems that the quality of sprite-based action games is improving all the time, and after the superb *Mortal Kombat II*, it seems fitting that we finally get a competent version of what is the greatest beat 'em up of all time. **X**

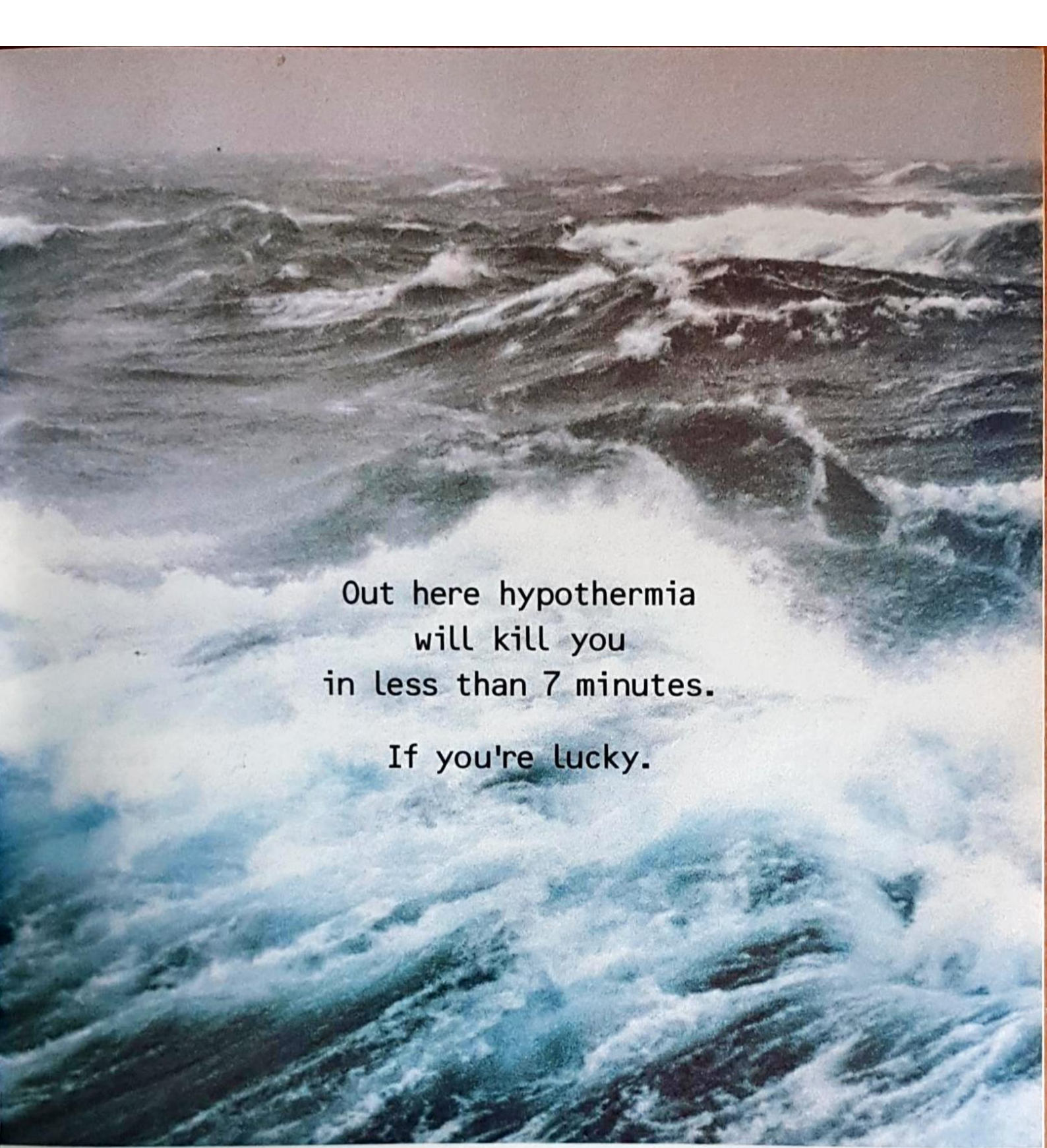
(Below) Graphically the PC version is easily as good as the highly-acclaimed 3DO version. The sprites are all large and very well animated.











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# Blueprint

## Ripley's Believe It or Not! The Riddle of Master Lu

PUBLISHER: US Gold

PRICE: TBA

TELEPHONE: 0121 606 1800

RELEASE DATE: June



CHANCES ARE, you probably aren't at all familiar with Robert Ripley, legendary adventurer, swashbuckler and collector of the strange and bizarre.

Unless, of course, you live in America, where Ripley is a by-word for the odd. I'll presume for now that you are of European origin and therefore know nothing about America's greatest action man, so here's a

### Das Plot...



The year is 1936. The planet is teetering on the brink of world war. A powerful talisman, the First Emperor of China's jade seal, has become the focus of a deadly power struggle, which could shift the outcome of global conflict. It is up to the player to help Mr Ripley and Mei Chen (his constant companion and mistress of the martial arts) prevent the seal from falling into the hands of a ruthless enemy. You must travel the globe in search of the talisman, collecting oddities as you go. You are the real-life Indiana Jones, but you can't carry a whip.

brief history...

...Ripley lived a quite extraordinary life (rivaling that of the fictional Indiana Jones) - travelling the globe, collecting oddities, ranging from shrunken heads to cows with Nazi symbols emblazoned on their heads, and taking them back to the USA, where they went on display in his numerous "Odditoriums". This was all back in the '30s and '40s, of course. Such eccentric fellows no longer exist in modern times. However, the legacy of Robert Ripley lives on at home and abroad in numerous odditoriums the world over, bursting to the seams with curiosities of the most amazing calibre. I believe there is even one in Blackpool, so if you find yourself stuck up in the north on a rainy day with nothing to do...

### It's Indy - no it's not!

At first glance, you would be forgiven for thinking that this was the next in the series of the *Indiana Jones* graphical adventures. It is indeed very *Indy*-esque. Even the developers admit it. Not that that's such a bad thing - the *Indy* adventures are widely regarded as all-time greats by everyone who has played them, and rightly so. Nevertheless, comparisons will inevitably be made, largely due to the nature of the subject matter. The thing is, Ripley did it for real, so you can't really call him a copy-cat, 'cause he wasn't.

As for the game, well it uses the new and ultra-versatile programming tool, M4DS (known affectionately as MADZ). MADZ was originally developed by MicroProse, but when Sanctuary Woods poached a couple of the key developers last year, their baby came with them to sunny California. Since

Currently contender for the "PC Game with the Longest Title Ever in the History of Long Names" award, *Ripley's* is a point-and-click adventure in the *Indiana Jones* mould, with a script by Lee Sheldon. **Jeremy Wells** went along for a chat to find out exactly who the mysterious benefactor was in *Charlie's Angels*.

## What is M4DS?

Well, M4DS (MADZ) is a programming tool (originally developed by MicroProse), and written in C and Assembly Language. MADZ is a modular system designed to enable the creation of CD-ROM software with four key characteristics, namely: Multimedia, Multi-platform, Multi-player and Multi-point - hence the name.

MADZ is architected to be flexible and extensible, and allows multi-level input from different programmers so that software can be written more quickly and efficiently.



then, it's been polished and implemented into a number of on-going projects to great effect, and *Master Lu* will be the first release to use MADZ.

Sanctuary Woods are a bit chuffed at securing this license deal (*Ripley's Believe It or Not!* is reportedly one of the most recognised brandings in America, trailing only behind *Coca Cola* and *MacDonalds* - a comparison to the *Guinness Book of World Records* is therefore useful, but doesn't really do the whole thing justice) and are looking to exploit it as much as possible. With this in mind we can expect to see more of Ripley on the PC, especially now that MADZ has finally arrived.

### Puzzles a-plenty...

Whilst the story has been loosely based on Ripley's real-life adventures, the actual script writing has been undertaken by the master of the mini-series, Lee Sheldon (famous for working on *Star Trek: TNG* and the '70's hit *Charlie's Angels*), who has gone to a lot of effort to give all the main characters depth, and used cinematic techniques to bring the action to life. As a







result, *Master Lu* is more like a big-budget movie than a small-time flick. Sweeping animations and carefully conceived close-ups are used to give the game a sense of pace and action, and, of course, it's all in stunning SVGA.

As far as gameplay is concerned, it's not a million miles away from anything with "Indy" in the title. The puzzles get increasingly difficult as you progress through the game, whilst you have always got your

"Odditorium" to think about. If you don't keep it well stocked with increasingly obscure oddities, then people stop visiting it, your money dries up and you're forced to abandon your quest for the talisman.

### ...and plot too

The plot takes you to numerous exotic locations, all of which have been methodically researched so that they are historically accurate. The scenery and player environment is generally nothing less than awesome. All the FMV characters have seamlessly been placed within the graphical environments (there really is no join or fuzz), whilst the animation and scrolling are fluid and smooth. In fact, my only qualm at this stage is that Ripley doesn't move about the screen quick enough. In fact, he just seems to saunter about without a care in the world, even when he's in mortal danger. So, give the fellow an extra spring in his step and you can kiss Dr Jones good-bye. At least for now. **ZZ**



(Above) If this is the shape of things to come from *MADZ*, then it looks like adventures will never be the same. Luxurious graphics and seamless FMV abound in *Master Lu*.

(Above) Mr Ripley limbers up for a serpent encounter (but where's the snake?).

(Below) If only he'd move a bit quicker! At this speed the game will take four years to complete.



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# Blueprint

BLUEPRINT

## Buried In Time: The Journeyman Project 2

PUBLISHER: US Gold

PRICE: £59.95 2CDs

TELEPHONE: 0121 606 1800

RELEASE DATE: June

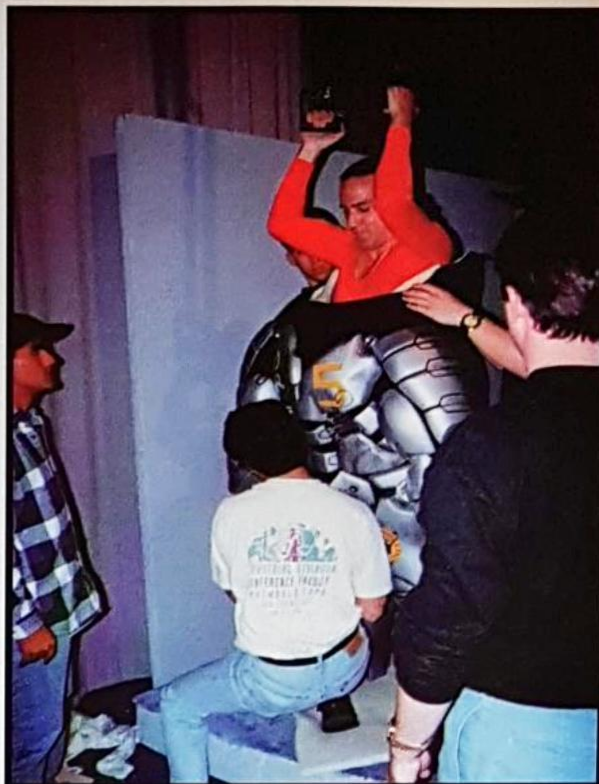
After something of a "miss start", the *Journeyman Project* was widely regarded as one of the finest adventures ever to emerge on the PC and Macintosh. **Jeremy Wells** went down to San Diego to talk to the team about the groundbreaking sequel, *Buried In Time* (and to see if it really was impossible to take a pee in the infamous Bio suit).



IT'S ABOUT 11pm (West coast time), and whilst just about every other Californian is propping up a bar the other side of town, shooting some pool or watching *Beavis and Butthead*, the programming team, known as Presto, are just about ready for (another) dinner break.

### California dreamin'

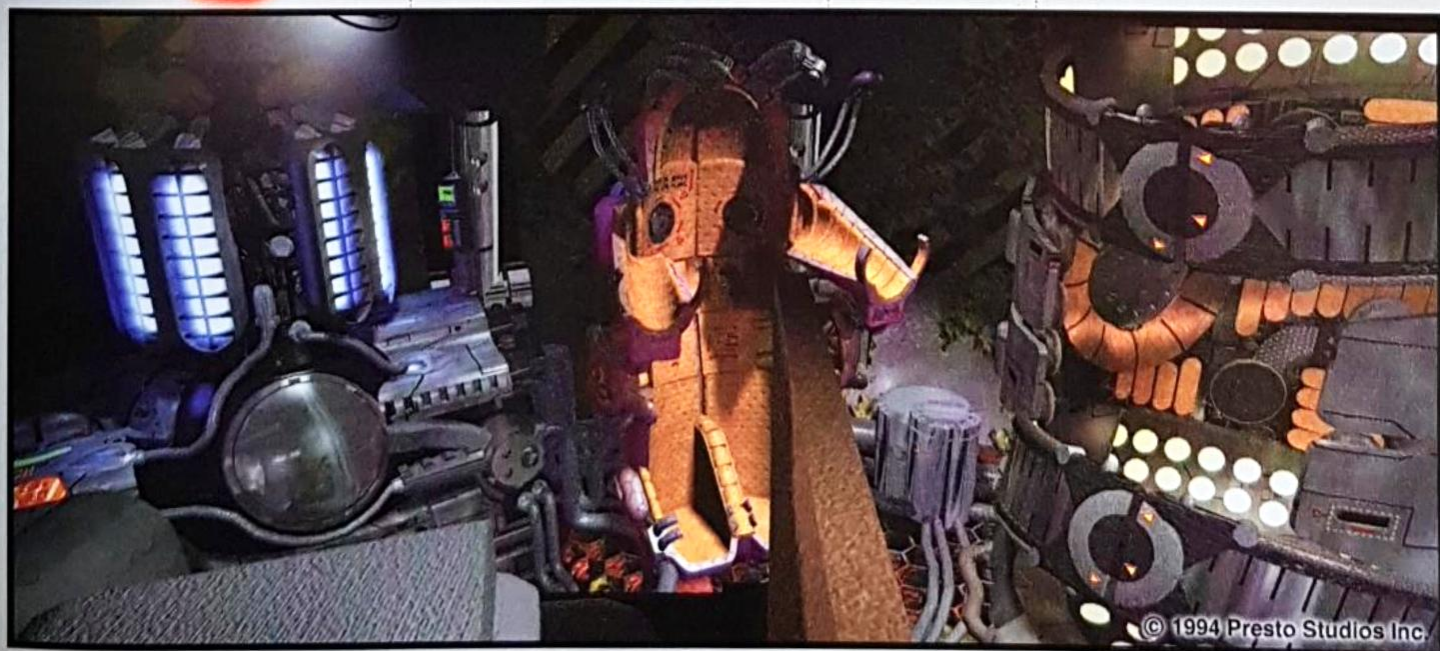
Most of the guys have been in the office since early this morning, all except Phil Saunders, the Creative Director who also works full-time as a car designer for Nissan. At the moment he's working on futuristic designs which will probably go into production around 1999. He's not going to be around tomorrow, because he's in meetings with the top bods at Nissan all day (normally he dashes back to the Presto offices in his lunch hour, and so I would have had the chance, albeit a brief one, to pick his brains for half an hour). Unfortunately, he can't get out of it, so I'm sitting in an American diner, rather reminiscent of the



(Above) Getting into the Bio suit proved difficult for some of the taller members of the cast. Modelled out of plastic, it cost \$70,000 to build and relies on the wearer having remarkable bladder control.

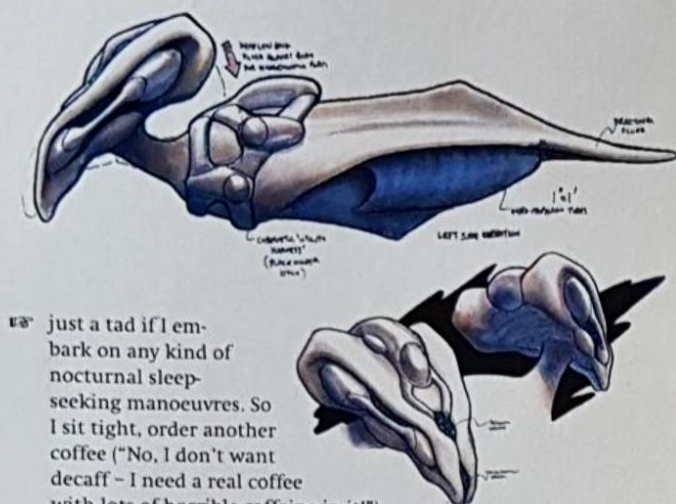
one in *Pulp Fiction*. Even though it is now approaching the witching hour and the place is packed out, there is no one who looks even remotely like Tim Roth or "Honey-bunny", so I figure I'm okay. Everybody's munchin' on chilli burgers and thick shakes (as well as the obligatory fries) and I'm so jet lagged that I'm beginning to wonder whether anyone might take offense if I just sneak off under the pretence of going to "the John" to grab a much needed 40 winks.

It's not until Phil starts talking about 20-hour days that I suddenly remember I'm British and might be letting the side down



© 1994 Presto Studios Inc.





just a tad if I embark on any kind of nocturnal sleep-seeking manoeuvres. So I sit tight, order another coffee ("No, I don't want decaff - I need a real coffee with lots of horrible caffeine in it!") and start to quiz Phil about what kind of Nissan we'll all be driving come the next millennium.

Phil smiles, then clams up. He can't say. Seeing my chances of a spot on next week's *Top Gear* fading faster than a pair of Levis washed in Persil Power, I decide to change tack. "So what's this *Buried In Time* thing all about then?"

That's done it. He's off. If there's one thing these guys don't lack, it's enthusiasm and pride in what they're doing. For the past two years, *Buried In Time* has been their life, pretty much 24 hours a day. Now that they're close to finishing it, they're choking over their chilli burgers to talk about it. This is a good sign, methinks. I just hope I've got enough tape.

## Another case of sequillitis?

Well, yes and no. *Buried In Time (BIT)* is the sequel to *The Journeyman Project (TJP)* in that it's a progression of the storyline and uses some of the original characters and themes, but on just about every other level, it's very, very different. For a start, whereas *TJP* used photo-realistic jerko-vision to convey the player's whereabouts, all of *BIT* is in luxuriously smooth, first-person perspective, 3D Super VGA with animations a-plenty. In an attempt to create a sense of total immersion, Presto brought in an industrial designer (of the ilk that worked on *Jurassic Park* and the *Star Wars* films) and developed an engine that can fling round photo-realistic screens and objects at an incredible rate.

(Above) Each and every object and environment was sketched out to see if it was physically feasible, and then rendered by 3D artists.

(Right) The mediaeval castle in the game is actually based on a ruin the researchers found in Normandy, France. The artists reconstructed it by looking at other castles of the period and filling in the gaps.

(Below) This is your apartment. You are one cool futuristic dude. Click on just about anything and you're in interactive heaven.



The result is a totally realistic player environment of the type that has never been seen (or heard) on the PC, which puts the original effort to shame. Not only are there five new worlds to explore (seven in all), but they are all rich and vast.

Each room in *BIT* required between 200,000 and 300,000 polygons to render (compared to around 12,000 for each world in *TJP*), and the game makes use of some 25,000 animations (each of which took 20 minutes to render). Because of creative and technological restraints, Presto decided against computer-generated characters and opted to use real actors (including Michelle Scarabelli - Data's girlfriend in *Star Trek: TNG*) for even greater realism. They were carefully filmed against a blue "chroma" screen, using a highly specialised, super-wide angle, video camera lens, and then meticulously placed within the computer-generated "sets" for seamless and fluid player/character interaction. Players view the 16-bit colour mode (65,000 colours) graphics through a wide-screen (letterbox) window which doubles up as the view from the time-travelling Bio-suit, and can look up and down as well as zoom in and out on various objects.

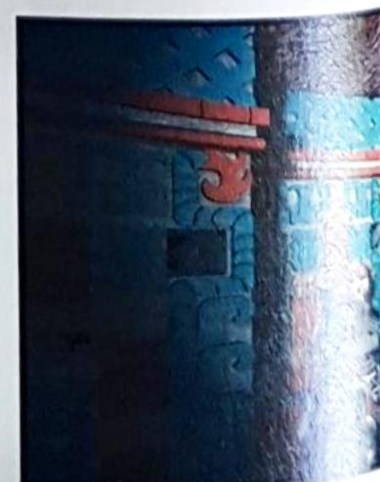
And it is vast. Much, much bigger than the original *Journeyman*. In fact, Michel

Kripalani, the head bod at Presto, reckons that if you physically walked around the whole game, and didn't stray from the main path, you would have walked over three miles. What this adds up to is around 80 hours of gameplay (presuming you're mentally stable and a competent adventurer) and interesting little diversions, such as spoof TV ads, executive toys, a vast international news network station and an on-line help facility, known as Arfur, to help you out if you get stuck.

## They must be mad...

The detail these guys have gone into in producing *BIT* is really quite scary. As the remnants of banana thick shakes are sucked hard through tiny straws, the team casually remark how one of the designers recently noticed that if you shut your eyes and listen to the sound of Agent 5 walking down some steps in the mediaeval castle, it sounds the same as when he's walking up them. This fly-away comment causes much distress to Bob Stewart, the Sound Designer, who hurriedly makes a note to remedy this early tomorrow morning.

Aghast at the meticulous attention to detail, I innocently enquire if the team encountered any bottlenecks whilst producing the game. At this, all eyes turn on Phil.





## The Original Journeyman Project

The *Journeyman Project* was the first computer-generated photo-realistic adventure game and remains one of the best-selling Macintosh games of all time.

The PC version for Windows suffered from a poor conversion and was later re-released as *The Journeyman Project Turbo*, which featured improved sound, graphics and gameplay. In it, the player played the role of Temporal Security Agent Number 5, who hopped about space stations and time zones, saving everybody and having a bit of a hoot. It was hideously slow (as most Windows games tend to be), but must go down in gaming history as a bit of a classic nonetheless.



## The Story Continues...

*Buried in Time* begins six months after *The Journeyman Project* ends.

Once again, the player assumes the role of Temporal Security Agent Number 5, a high-tech, time-travelling law-enforcement officer. The storyline moves through seven thoroughly researched, highly detailed photo-realistic worlds, ranging from Mayan catacombs, Leonardo da Vinci's laboratory, and an actual medieval castle to a space station, torn apart by a meteor shower. On beginning the game, the player is visited by their future self, who reveals that Agent Number 5 has been framed for his involvement in some dodgy history-altering, time-travelling activity, and is for the chop. Using your nice and shiny Bio-suit, you must travel through time across the globe, looking for clues in an attempt to clear your name.

who just smiles and looks embarrassed. Phil, it would seem, doesn't like to include anything in his games that isn't physically, or at least logically, feasible within the context of the game world. He has to work everything out thoroughly in his head, and only when he's happy that it might possibly exist within the fantasy framework of the game is it given the green light. A case in point is the space station, which has been torn apart by a meteor shower. Before actually designing the space station, Phil spent many a restless night, tossing and turning, toying with various scenarios, such as:

**Q** "Would the station be able to sustain a life force considering the atmospheric conditions?"

**A** "Yes, if some of the asteroids that hit the space station were ice asteroids, because then the inhabitants could mine it for vital ores and have a regular source of water and oxygen at their disposal."

Phil single-handedly envisioned and rendered all the seven separate worlds in *BIT*, and spent many a day researching minute details of the historical worlds. For example, the mediaeval castle in the story is based on the actual 13th century castle of Richard the Lion-Heart. The actual castle, built in 1197, was destroyed, but Phil

managed to find books on the castle, and then recreated it in its entirety, brick by brick, through his sketches. Similarly, the Leonardo da Vinci laboratory is based on the actual Renaissance Italy working space of the genius scientist, inventor and artist. As for the futuristic environments, he drew each one by hand, on paper, in well over 500 sketches. Oh, and this is the guy who also has a day job designing cars for Nissan.

The really scary thing is that *BIT* is this highly detailed throughout. The use of sound and music is awesome; the puzzles are always logical and carefully thought through; and the graphics are as close to "reach out and touch" as you're going to get with current technology. With this in mind, it's not surprising that rumours abound of a string of S.F. novels, a TV series, a cartoon show and even a mega-budget movie. So much thought has gone into producing such a detailed alternative reality, that the possibilities are endless. It's all there, just waiting for someone to come and turn it into another form.


### A final comment...

I ask the Director, Michel Kripalani, now that the project is almost finished, to give a final comment on the game. He hesitates for a moment, and then confidently replies



(Left) Here, the crew film one of the 20-something Bio-suit dying sequences.

"We're gonna shock the industry this time. My ultimate goal is to out sell *11th Hour*."

After the painful miss start of the original PC *Journeyman*, it's plain to see that these guys have got something to prove, and with that in mind, Michel might just get exactly what he wants. 





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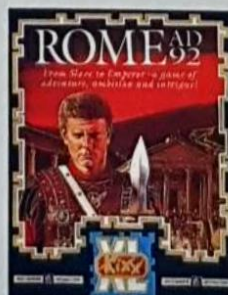
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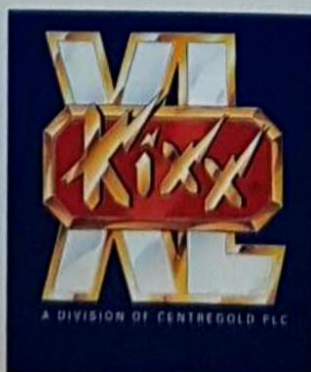
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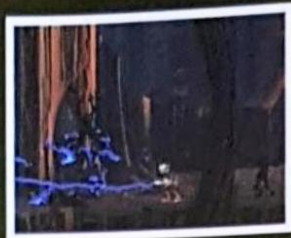
For nearly three years, French development team, Amazing Studios, has been working on a top secret project for Virgin Interactive. **Joan Davidson** takes a look at the fruits of its work.

# Heart of Darkness

Heart of Darkness



(Right) The in-game graphics blend cartoon quality animation with stunning visuals. The gameplay itself will be not unlike titles such as *Flashback* or *Another World*.



FOR THE PAST couple of years Virgin has been hinting that it has something really rather special tucked up its sleeve, but until recently there was absolutely nothing that could be done to find out what it was. We tried buying people drinks, bribing them and threatening them. It wasn't until we tied the PR bloke naked to a chair and popped his togger between two flowery baps before introducing him to a very hungry cocker-spaniel and shouting "tea-time Fido" that we eventually managed to get any

information from him. Anyway, now that he's recovering we can tell you all about this rather fabulous effort from the French-based development team, Amazing Studios.

Deep-down, and without any bullshit whatsoever, this is basically the next game in a long line of exceptionally well-produced, arcade-style adventure games. Pioneered by Delphine Software (where many of the Amazing team originated), the style reached its peak of exposure with two superb products: *Another World* and *Flashback*. Blending incredible presentation and animation with gameplay that was considerably more involved than the

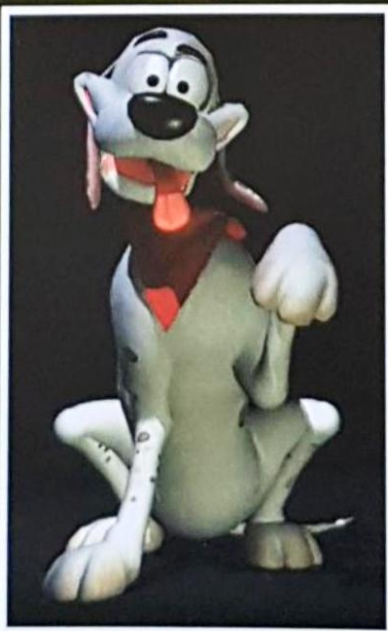
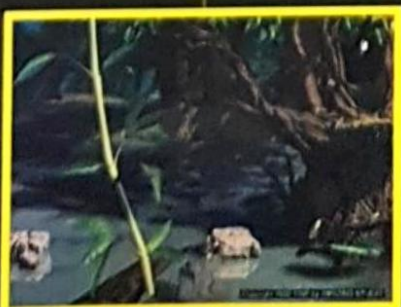
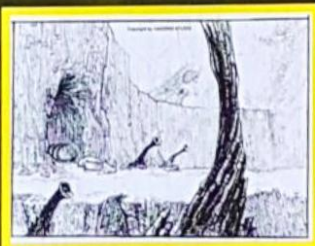
average platform game, both of these products managed to establish themselves as "classics".

*Heart of Darkness* is somewhat more impressive than its predecessors, but it shares many qualities with them. The gameplay is the same side-on, flip-screen, platform adventure style, but the look is absolutely stunning. A combination of 3D Studio-generated structures and animated movie-quality visuals has been used to make this look as though you are actually playing a cartoon. Every location and character has been painstakingly designed and "built" before being thrust into the

## MAKING A SCENE

The construction of each scene in the game has been a long and complicated process. To ensure that everything looks as perfect as possible the team of artists first sketched out the scenes to get a rough idea of what they wanted things to look like. These initial sketches were then transferred to 3D Studio where simple, rendered "models" of the scenes were created. As you can see from the screen shots, these models are quite simple and basically just illustrate the shapes and lighting for each individual scene.

Once the scene has been constructed the artist then created unique, individual, texture maps for each scene. Most 3D-Studio generated images use texture-maps from a library stock of basic, simple textures, such as rock, metal or wood. *Heart of Darkness* is unique in that it has specially designed textures to ensure that all of the graphics look as effective as possible.



(Left) The transition from 3D Studio to final screen is the longest and most laborious for the artists.

(Right) The final rendered images which appear in the game are absolutely stunning and are possibly the best yet seen on the PC.

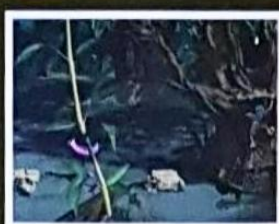




thick of the action where it is animated in a way never before seen in a computer game.

### I wanna tell you a story...

The basic idea behind *Heart of Darkness* has been a retaliation to the criticisms levelled at "interactive movies" over the past few years. Although not something that you would necessarily think of as one of these disgraceful products (oops, there we go again) the premise behind the game is to tell a story in a very movie-like way. By mixing high-quality 3D, cartoon-style animations with the action game, a film-like "flow" has been produced, which is intended to give the game more of a direction. Eric Chahi (the co-founder of Amazing Studios and chappie in charge of the project) tells us, "We're doing something we would like to see and play on our computers. Also, we're trying to merge video games with a movie style. We were inspired by the speed and rhythm in American adventure movies - *Indiana Jones*,



*Back to the Future*, *Star Wars*... We don't want our images to look like hi-tech, 3D computer images, but more natural backgrounds closer to a painting than a hyper-realistic rendering, and for characters, we want something close to cartoons."

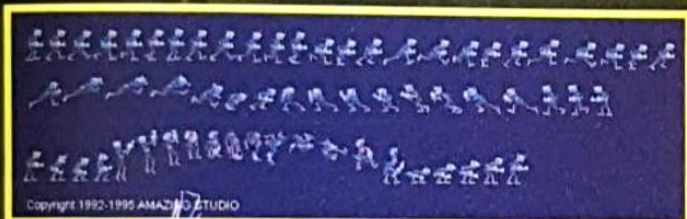
The opening sequence is a stunning cartoon which is several minutes long and tells the story of the hero, a young chap called Andy, as he leaves school one day. After a run-in with a particularly nasty teacher Andy escapes detention before running to the park with his dog Whisky to watch the evening's total eclipse. As he lies

on the grass his canine chum is pulled away into another dimension (as often happens) and he is left alone, sobbing into his hankie. At this point he decides to find a way to rescue his friend and this is where the action begins.

As it turns out, Whisky has been kidnapped by an evil being, known simply as the Master of Darkness, and when Andy finds himself sucked into his domain he encounters a host of weird and wonderful creatures.

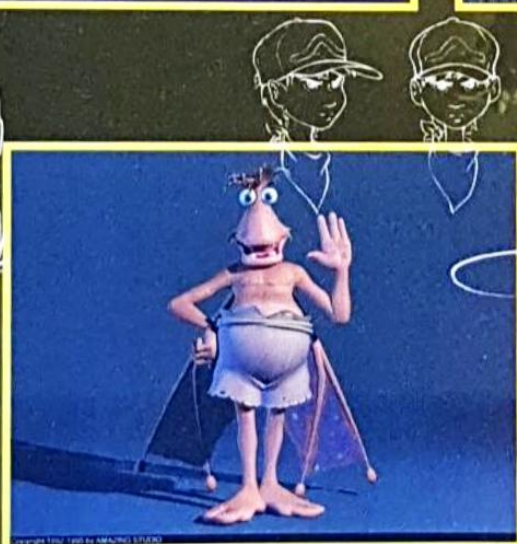
From here on you have to control Andy in the tried-and-tested platform/action adventure style: jumping from ledge to

## CHARACTER BUILDING STUFF...



All of the characters in the game were meticulously designed before being transferred into the action. First they were sketched out in a variety of poses to achieve a basic visual personality before they were constructed, using a combination of 3D Studio and a host of paint packages on the PC. These fully-rendered images are then used for two purposes: the first is to be animated and used in the numerous animated cut scenes (which feature some extremely complex 3D-Studio generated backdrops) and the second is to be scaled down as a game sprite.

The animated characters are all significantly smaller than anything found in the cut scenes, and these have been constructed and animated using a combination of EA's Deluxe Paint and Deluxe Animator. Using the complex designs created for the cut scenes, the animators then produced extremely detailed sprites for each character. All of the animation "cells" were drawn individually by the animators and then superimposed over the top of the backdrops. The main character of the game, Andy, features more than 1,400 of these individually drawn animations.







(Above) All of the characters were designed in 3D Studio as single images before being transferred to the game itself.

ledge, collecting objects and interacting with the scenery around you. Whilst at the same time blasting bad guys and trying to find a way to find your imprisoned dog and get back home.

## The million dollar question

Although not set to be completed until late summer, the projected development spend for the entire project is now touted as being in excess of a million pounds. This money has all been spent on real game development, though - no expensive actors, no costume building, no ridiculous chroma-keyed FMV filming. Everything

spent on *Heart of Darkness* has been used to good effect. For example, the team of sound engineers, which comprises of Eric Mauer, Patrick Gisolet and Alain Levy, has worked on films including the recently released kiddie-flick *Leon* as well as *Frantic*, *The Big Blue*, *Nikita* and *Cyrano de Bergerac*.

One of the most impressive use of funds has been the use of a known composer to produce a movie-like score for the entire game. Bruce Broughton is a respected composer in the movie industry, and he is noted for his work on *Miracle on 34th Street*, *Tombstone*, *Baby's Day Out* and *So, I Married an Axe Murderer*. He was also the chap responsible for classic TV theme tunes including (get this) *Hawaii-Five-O* and *Dallas*. The entire score for the game was recorded by the London Symphonia Orchestra, which is a highly respected orchestra noted for its work on movie scores. The majority of Symphonia's 55 members are also musicians for other noted orchestras, including the London Philharmonic and London Symphony.



## Coming soon?

The big problem with a project that is of this sort of scale is the fact that all of the work is being done by a relatively small team of perfectionists. All of the artwork and animation is being produced by hand, and this sort of thing takes an awfully long time to produce. The stated release date for *Heart of Darkness* is currently September or October, however, it could end up being slightly later than this. Whatever happens, though, *Heart of Darkness* will certainly be a contender for the Christmas number one slot this year. We'll bring you more information as soon as we have it. ■

## AMAZING STUDIOS



**ERIC CHAMI:** (27) Previously responsible for such recognised classics as *Another World*, *Future Wars*, *Joan of Arc* and *Journey to the Centre of the Earth*, Eric is the chap who started the whole Amazing Studio thing off.

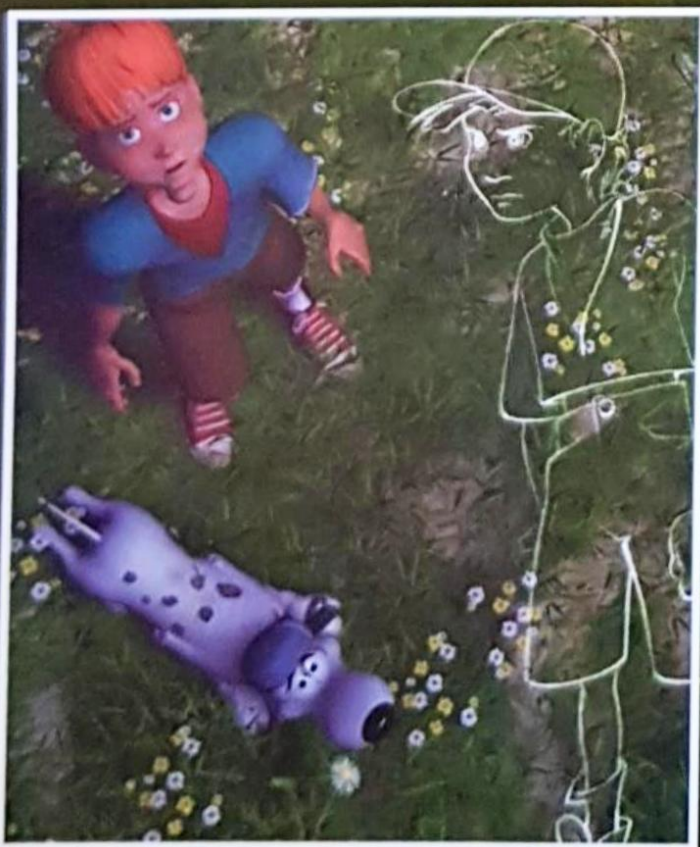
**FREDERIC SAVOIR:** (25) For his sins, Frederic was previously responsible for *Skateball* and *Puffy's Saga* on the Amiga before finally producing the excellent *Flashback*.

**CHRISTIAN ROBERT:** (37) Currently wishing that he could retire and disappear off to tinker with

motorbikes and things, Christian has previously produced artwork for *Cruise for a Corpse* and *Flashback*.

**FABRICE VISSEROT:** (26) The sound chap, whose previous endeavours have brought us the aural delights in *Flashback* and *Puffy's Saga*.

**DANIEL MORAIS:** (29) Mr Programming Chap. Daniel is renowned for his work on the PC versions of virtually all of Delphine's classics, including both *Another World* and *Cruise for a Corpse*.



## IN THE BEGINNING

The team that has brought us *Heart of Darkness* is made of people who have worked on all manner of different projects, in both movies and video games. Here is a list of just some of the projects that have been worked on by members of the team:

Flashback  
Another World  
Cruise for a Corpse  
Future Wars  
Operation Stealth  
Zombi  
Night Hunter  
Puffy's Saga  
The Big Blue  
Mahabharata  
Nikita  
Leon  
The Bear  
Frantic  
Cyrano de Bergerac  
Hawaii-Five-O  
Dallas  
Young Sherlock Holmes  
Honey I Blew Up the Car  
Tombstone  
Miracle on 34th Street  
Baby's Day Out





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Games reviews are what **PC ZONE** is all about, and over the next 100 or so pages you'll find loads! All games receive an overall mark out of 100 and are scored according to the following guidelines:

#### 90+ (PCZONE Classic)

Highly-original idea, expertly executed, utterly flawless in all departments and oozing long-term playability.

#### 80-89 (PCZONE Recommended)

High degree of originality and extremely well executed in all but one department.

#### 70-79

Strong idea and well executed, though not necessarily very original. Weaknesses do not impair playability and it has a reasonably long life.

#### 60-69

Adequate. Games falling into the "If you like this style of game you'll like this, if not you won't" category.

#### 50-59

Seen it all before. Take it or leave it. Not a terrible game, but definitely not exactly fab either.

#### 40-49

Dodgy but playable (probably only once).

#### 39 & Below

Seriously weak - avoid at all costs!

#### Specs Box

Check out the Specs Box for a guideline as to what memory, graphic and sound support you will need to run the game, and if you're still not sure what we're on about the In Perspective box should give you an idea as to how the game compares with others of its genre.

#### WHAT'S IN OUR DISK CADDIES?

**S**ome PC games get played, others get nicked, some get binned. Here's what's on our harddrives/in our disk caddies this month:

BioForge  
Doom II (still!)  
Discworld  
Panzer General  
Rise of the Triad  
X-COM

- 66 JUNGLE STRIKE
- 70 WOODRUFF:...
- 72 GUILTY:...
- 74 X-COM
- 76 ATARI ACTION PACK
- 78 CYCLONES
- 81 FOOTBALL GLORY
- 84 RISE OF THE TRIAD
- 88 SUPERFROG
- 91 RENEGADE
- 94 NBA LIVE 95
- 97 TANK COMMANDER



(Above) Our hero ruthlessly attacks some masonry.



# Jungle Strike

**Patrick McCarthy** spent ages thinking up a "humorous" intro for *Jungle Strike*, involving a load of monkeys taking industrial action. But it was crap.

**J**UNGLE STRIKE, in case you haven't already made the connection, is the follow up to *Desert Strike*, possibly the least politically-correct game ever made – apart, perhaps, from *Little Topless Lesbian Seal-Culling Adventure* or *Veal Trader Tycoon*. Whereas *Desert Strike* was a Gulf War shoot 'em up, *Jungle*

*Strike* concerns itself with the righteous and holy war against drugs. (We're talking evil, addictive and illegal drugs here, of course, not healthy, harmless, officially sanctioned drugs like alcohol, valium and nicotine.)

You'll be pleased to know that the war against drugs does not, in this case, involve the creation of rehabilitation and educational programmes and support services for

**"This is possibly the least politically correct game ever made, apart, perhaps, from Veal Trader Tycoon."**

addicts, or anything as unmanly as that. The war against drugs is a more traditional form of war, involving flying about in helicopters and shooting the hell out of anyone with a suspicious haircut. And the name chosen for the leader of the drugs cartel is Ortega, which is provocative to say the least. But, hard though it is for right-thinking people, let's thrust aside our concerns over American cultural hegemony for a moment, and talk about the game.

## Reality check

The weird thing about *Jungle Strike* is that the opening level is located in Washington. This would be understandable if the scenario supposes that the United States has been the subject of a large scale invasion, but it doesn't. These are simply terrorists and drugs traffickers who happen to be wandering the streets quite openly. What it means, in effect, is that you fly around a normal, workday city in your attack helicopter (the Apache from the first game has been replaced by the almost identical looking and handling Comanche) loaded to the gills with high-powered weaponry and looking for baddies.

Don't worry, you'll know when you find them, because they'll be driving bloody great, armoured cars and battle tanks and firing missiles and armour piercing shells at you. Likewise, you'll know when you come to the terrorist enclaves, because there'll be loads of blokes standing around on the street corners outside, waving hand-held SAM launchers around. (Either that or there's been a clearance sale at the local carpet warehouse.) And all the while, normal city life goes on around you. Police cars cruise by (ignoring the gunfire and huge explosions); neo-hippies chug around in camper vans (to trick you into thinking they're terrorists and lose you points when you blow them up – although, since you're fighting the war against drugs, and these are clearly hippies, you ought logically to get a bonus); and sales reps drop into gas stations to buy a microwaveable chicken-flavoured object, while you hover unnoticed outside, winching up fuel drums to re-fuel your chopper. You might say that the Washington levels are unsuccessful on the reality front.

## Reprise

Basically, what we have here is the same old game, only bigger and more varied. Which is, I suppose, the correct thing for a games company to do when they have a game as successful as the original was on the Mega Drive.

## Show me your secret places

This game certainly teaches you a few things. I had no idea that the secret services in America were so lacking in guile. Basically, any would-be evil-doer from a foreign country with a grudge would only have to wander around Washington in a taxi to find all the top secret establishments – there they are, for the most inexperienced secret agent to discover, with a bloody great sign outside, telling you exactly who lives there. You see

now why they never win anything. Compare this approach with our own crack spy teams, hiding in anonymous buildings, behind those mouldy net curtains in Gower Street. No wonder we're the best spies in the whole damned world and that other countries have to rely on all our boys defecting to get anything out of us.





### With friends like that...

One of the more revealing parts of the game occurs when you have to re-load your guns and missiles in the city stages. Often, the only source of extra "ordnance" lies beneath the tented folds of the back of your own army trucks. You might think this would involve hovering about above your chums in the truck until they disgorged their load for you to winch up. Not so. You shoot it. It's on your side, but you shoot it. Then you winch up the ammo from the smouldering wreck. I know what you're thinking: "This is what they do in real life, usually to British army trucks." At least they've gone for realism.



Whether the same can be said for the pc version is another matter, but it was pretty inevitable that this would appear, just as, in a few months' time, we'll no doubt see Urban Strike.

The basic tenet is the same: plan your route around the more threatening baddies using the map provided; shoot everything; try to avoid getting shot; pick up power-ups; rescue people, and so on. There are more campaigns to complete, and the campaigns themselves are bigger and more complex, with fewer things in place from the start. In other words, there are more missions where you have to succeed at certain tasks before you know where to go next.

There are all the usual power-ups, including ammunition caches, fuel drums, armour boosts, winch accelerators and extra lives, although there are fewer of them, increasing the likelihood of plunging to a messy death.

There's more variety in the locations: instead of the sand, sand and more sand of Desert Strike, you get sand, snow, city, sea and, unsurprisingly, jungle to fight in. There's also a night-



time stage where it's hard to see, except when the glare from your withering fire temporarily illuminates the surrounding area. You also have more vehicles at your disposal - as well as the helicopter, you now have a hovercraft, motorbike and a stealth fighter. So you are now perfectly equipped to dress all in black and deliver chocolates to your significant other without fear of ridicule.

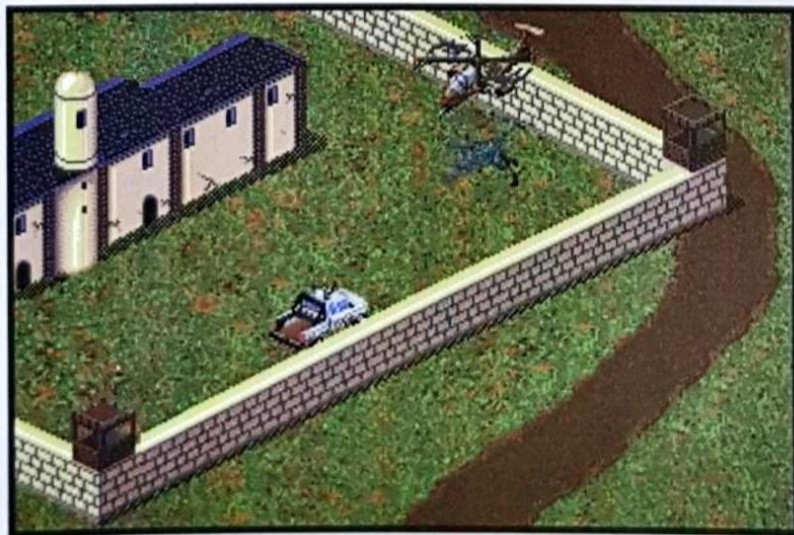
The only difference between this and the console versions is the awful cut-scenes, in which various non-descript people stand about pretending to act. To say that it's not very well

**"The difference between this and the console versions is the awful cut-scenes where people pretend to act."**

done is a bit of an understatement. Perhaps it's supposed to be funny. If that's the case, it would help if you could hear what they were saying - we only managed to make out about 40 per cent of the dialogue. There's also an extra level, set in the ice-bound wastes.

The increased difficulty can lead to increased frustration. The levels are bigger, there are fewer power-ups and it takes longer to complete a campaign, but you still have the same saved-game design. In other words,

(Above) I thought this was supposed to be in a jungle. Surely that's snow?



(Left) As you know, all terrorists drive around in 4x4s and shoot at people with drainpipes.





you're given a password after you've completed a campaign. This can mean battling away for an hour or more and dying on the last mission of a campaign. You then have two options available to you: starting all over again from the first mission with a wistful sigh and beatific smile; or, putting your foot through your monitor, biting the top off your joystick, and throwing the game out of the window. In tests, only Sister Wendy of the Art Gallery took the first option. You really ought to be able to save the game between missions, as opposed to campaigns.

### Résumé

If you fancy a tactical shoot 'em up, and can stand the morally questionable stance of the "Something Strike" series, then they're both okay. However, of the two games currently available, *Jungle Strike* has marginally superior graphics and more variety, if only because of the extra vehicles, but it is also the more difficult of the two.

It's worth bearing in mind, though, that the only "extra" for the price of the CD is the crappy acting. ☹

## Stars in their eyes

Each mission scenario is preceded by a handful of cut-scenes featuring people pretending to act. A man with a hanky on his head is the son of the Saddami-alike from the first game; a man with a false moustache is Ortega, etc. Basically, the sound quality is poor and the actors are so crap that they make the cast of *Hi De Hi* look like the Royal Shakespeare Company.

## Those vee-hickles in full

Unlike in the original game, you're not just stuck with a boring old helicopter, mucking about at a fixed height of 18 feet above ground, shooting everything. You get other boring old things to muck about in, too.

### Hovercraft

As designed by someone who isn't very good at hovercrafts. Let's face it, it looks more like a steam iron. Perhaps it's a Student Design Award winner. It's tricky to pick stuff up with, as you can only do it from the back. And since you're supposed to be picking up plutonium with it, you'll probably prefer not to bother rather than risk life as a Ready-Break advert.



### Comanche

It's a different helicopter to the first game, but it looks virtually identical. I think it's got an added tail fin. It probably has a sunroof, leather seats and fancy wheel trims, too, for all I know. The Apache XR21, basically.



### Motorcycle

It's a very small motorcycle, which is handy for avoiding enemy fire. Unfortunately it has the same steering properties as a helicopter and a hovercraft. (Funny, that.), which means it handles like it's running on tyres made of greased tin, on a road made of highly-polished aluminium. And its weapons are crap.



### F117A Stealth Fighter

A proper plane, with wings. This means it moves faster than a chopper and is more difficult to manoeuvre, which is bad news for the clumsy. ("Shit. I'll get that bridge on the next pass, then.") Also, it's rather less resistant to crashing into buildings than the helicopter (it explodes instantly). But you can – gasp! – change altitude. Admittedly only between about 18 and 28 feet, but it's a start.



(Left) Fly your stealth fighter down the mud river, past a particularly attractive skull motif.



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SCORE

Bigger, more varied and harder than *Desert Strike*

Minimum Memory: 4Mb

Minimum Processor: 386 DX

Graphics Modes Supported: VGA

Hard Disk Space Required: Minimal

Sound Cards Supported: All major sound cards supported

Controls: Keyboard, mouse, joystick

Price: £39.99 Release Date: Out now

Publisher: Gremlin Tel: 01742 753423

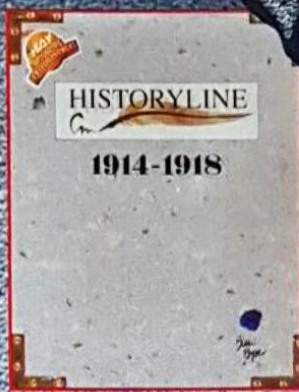


# BLUE BYTE

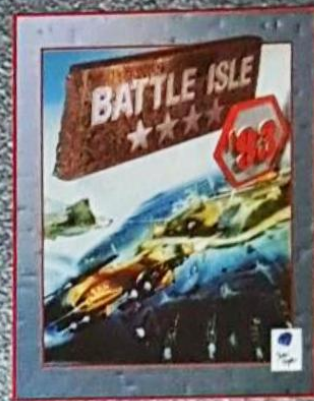
## THE HEAVY WEIGHTS



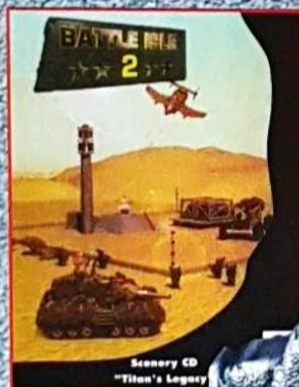
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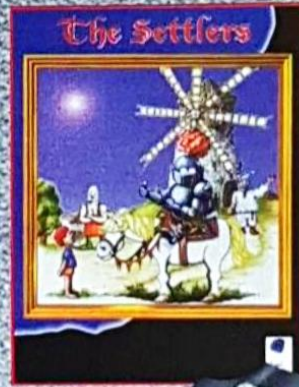
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**THE SETTLERS**  
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92% CU Amiga

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## Hitting the Streets in 1995

**TECHNICAL HOTLINE NUMBER - 01604 259090**







# Woodruff and the Schnibble of Azimuth

Schnibble  
bouzoulioli  
schnaplure  
pooh lett  
tobozon,  
Tereza  
Maughan,  
brotoflatron  
bluxtre,  
chproznog  
boozook  
troag!

**J**UST ONE LOOK at the title of this rather crazy adventure game and you'd be entitled to think that it is perhaps just a soupcon strange and verging on the bizarre. Realise that it has been developed by a bunch of garlic-guzzling programmers and you know that words like "surreal", "uncanny" and downright "WEIRD" simply aren't going to do it justice. The word "original", however, just might!

At the risk of being dragged off by the men in white coats, here's a brief synopsis of the plot...

After lots of unpleasantness involving splitting atoms and mushroom clouds etc., the human population is forced to live underground. Time passes and everyone re-emerges to find a bunch of Boozooks running the show. A mite pissed off at this they regain their world and cast the poor Boozooks aside. Now here is where Woodruff enters - chief Boozook and all-round good egg, who has lost all memory of who he is after witnessing the shocking killing of his favourite teddy. Saddled with the task of restoring the High Council of Seven Boozooks to power and getting shot of the evil Overlord (there's always one), he embarks on a mission to wreak revenge on the bast that topped his teddy; find his kidnapped adoptive father, Professor Azimuth; and discover the meaning of "Schnibble". See what I mean!

## Busty call-girls

The first thing that struck me about this adventure (apart from being totally certifiable) was its atmospheric presence - the fantastic backdrops all rendered in Chuck Jones (he of *Road Runner*

cartoon fame) style comic-book graphics really make you feel you are on the set of *Bladerunner* or in the Mutant Bar scene in *Star Wars*. Everywhere you go you find yourself rubbing shoulders with loitering winos, busty call-girls and mutants so bizarre that they make the Boozooks look like Harrison Ford. There are even obscure references to *Bladerunner*, like the character J. F. Sebastian who you find in the bar. Woodruff's animated antics enhance both his deranged and delightful character - one minute he's popping his eyes out on stalks, the next he's entertaining us with his drug-induced capers. Though not exactly charismatic, Woodruff certainly has an endearing appeal, which makes him the perfect hero to carry what is an unusual game, to say the least. This is all thanks to the absolutely stunning animated graphics, which are surreal, colourful and capture the comic-book feel brilliantly.

Coupled with the visuals is a feast of futuristic sound tracks, which add to the sci-fi ambience, and hundreds of realistic sound effects (even Woodruff's flat-footed steps add to his personality) to bring characters and situations to life. In fact, some of them, when combined with animated special effects, like the Wino, are so vivid that they make you feel like you really are out of your box!

## Licking the chocolate off

If this adventure was a Magnum we'd have already licked the chocolate off the outside and pronounced it: "yummy", but what about that hidden core beneath: just how rich and tasty is the gameplay? Much as it would be easy for me to say: "typical, great graphics, but crap game," I can't. Though admittedly it's a little on the demented side, the adventure is both stimulating and challenging. As you

(Below) Programmers, graphics artists and writers... hang out in the Happy House of horror.





# Woodruff and the Schnibble of Azimuth

## CD-ROM REVIEW



(Far left) The Pleasure District - enjoy!

(Left) Meet J.P. Sebastien, he of Bladerunner fame, in local public refilling station.

(Below) Those Hari Krishna's get everywhere, don't they!



explore the mysterious world of mutants and mayhem, the multi-screen horizontal and vertical panning, alongside Woodruff's pranks, spur you on in your quest, however difficult. And I've got to say that this adventure is bloody hard. It involves plenty of lateral thinking, logic and tenacity. A sense of the ridiculous also helps because some of the solutions to problems are so bizarre that you'd have to be psychotic to decipher them. For instance, would you try throwing a nut at a beggar in order that he throws a boot at you so that you can get the other boot and cross an acid river? No, neither would I! But in this game you'll be groping elastic waiters, chatting up "ladies of the night" and consorting with all manner of low-lives to find the villain who slayed your beloved bear


### The right spot

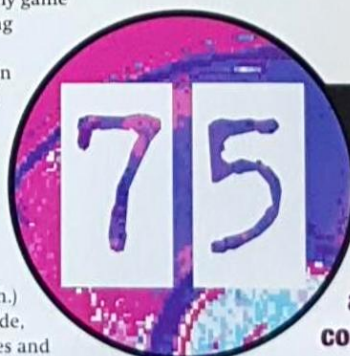
Controlling Woodruff and his actions couldn't be easier - just point and click and he moves wherever you want him to. Occasionally, though, it is difficult to get him to go to exactly the right spot, particularly when you are moving down through background scenes, which can prove to be pretty frustrating. Objects and characters that can be interacted with pop up as text on-screen, and a flashing arrow appears when there is an exit. Pick up an item and it is automatically stuffed into Woodruff's pocket (all animated) and his inventory can be accessed by clicking the right mouse button or moving the pointer to the top of the game window. Objects can then be used on-screen with the pointer. I approve of this non-intrusive game control as it leaves you to concentrate on the scene.

### Warped minds

Right, I've covered the graphics, sound, gameplay, controls and waxed lyrical about the maniacal game theme - but what about the irritating bits? Well, I've already mentioned getting to grips with Woodruff's movement round the screen, and I've touched on the complexity of some of the puzzles. What I haven't said is that, some

of the problems are extremely annoying and not only rely on a slightly warped mind but also on performing actions in the correct order at the right time. For instance, you may actually inadvertently crack the solution to a puzzle early on, but because you haven't spoken to the right character first, you won't solve it and so later on you won't try the same solution - if you see what I mean. (Tip: don't be afraid of trying the same solution twice!) Also, some conundra may take eons to work out, like the photo for the Personnel Manager in the Tobozon Recruitment Channel, only to find that they can't be solved anyway, which really is a total pain. Still, nobody said it would ever be easy, so novices beware! My only other gripe is the humour - yes, this is a funny game and Woodruff is an amusing character, but you have to draw the line somewhere. In the Happiness Home there is an autistic (mentally-handicapped person) who is described as a "vegetable". I personally found that thoughtless and off-ensive. (I just hope that there's been a problem in the translation from French.)

Gripes and poor taste aside, the sheer number of puzzles and locations to explore alone, would make this an adventure worth taking a look at, but the addition of cleverly-crafted script, comic-book graphics, slapstick humour and the wonderfully wacky Woodruff ensure that this is one of the better games to come from the chaps that brought us the awful Goblins games. It's by no means perfect, and not everyone will appreciate the humour, but I certainly enjoyed it. 



## SCORE

**A weird and wonderfully deceptive adventure with comic-book feel!**

**Minimum Memory:** 4MB  
**Minimum Processor:** 486 25MHz  
**Hard Disk Space Required:** 2Mb  
**Graphics Modes Supported:** VGA  
**Sound Cards Supported:** Most major cards  
**Controls:** Mouse  
**Price:** £39.99 **Release Date:** Out now  
**Publisher:** Sierra **Tel:** 01734 303322





# Guilty

No one knows more about the British legal system than **Paul Presley** (having been dragged through it enough times to interest Norris McWhirter). Who better then etc., etc.?

(Below) Looks like we're stuck here. Fancy a game of marbles?



(Right) Jack T. Ladd finally finds something for Ysanne to sit on.



DID SOMETHING recently that I don't usually do when asked to review a game for this fine tome you are holding – I actually read a previous issue. Yes, I know, unbelievable but true. If it helps to calm your nerves at all you ought to know that I didn't actually read a whole issue – I don't currently possess enough stamina, willpower or medicated spirits for that kind of task – just an old review. Namely, our Patrick's assessment of *Innocent Until Caught*, the predecessor to which *Guilty* is but a sequel. And it seems as though I wasn't the only one. My intention was to find out what complaints we had about Psygnosis' first instalment in the Jack T. Ladd series, and to see if anything had been done about them. I hesitate to reproduce the entire review here, but in a nutshell the bones of contention were as follows:

- An uninformative manual
- An unintuitive control system
- An unclear inventory panel
- An incompatible sound card selector

A fair number of "uns" there (as well as one "in-"). It would appear at first glance as though Psygnosis were paying attention to the lad McCarthy, as not just one, but all of the above points have been rectified for the release of *Guilty*. With that in mind, it's a shame that our esteemed reviewer didn't see fit to pass comment on the plot as well, since that's where *Guilty* falls over the gameplay fence and breaks its shin of appeal.

## Bargain buckets

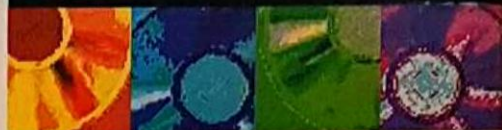
What we have in *Guilty* is the tale of an invading race from a parallel dimension and the trials of two people as they try to find a way to stop them and save mankind. The two in question are Jack T. Ladd (hero of *Innocent*) and Ysanne Andropath, a policewoman sent to catch him. At the start of the game you are allowed to choose which of the two characters to control, each having a slightly different storyline to follow.

"Yowza," you're probably thinking to yourself, "two games in one". And in one sense you'd be correct. However, in another more accurate sense, you'd be wrong. It's more like one and a half games



# Guilty

## CD-ROM REVIEW



## Guilty, Yer Honour

Jack T. Ladd isn't the only person to be persecuted by the law. Several other well-known innocents are:

### The Guildford Four

As portrayed by Daniel Day-Lewis, Pete Postlethwaite and, er, two other blokes in that film with Emma Thompson in. All right, so I didn't actually see it, okay? It's not my fault I couldn't find a date while it was on, besides *The Pelican Brief* was showing on the other screen, and if it comes to a toss up between Julia Roberts and Emma Thompson (*Careful, Ed.*) I know which one I'd go for.

### The Birmingham Six

Don't know much about these either except that Jasper Carrot once made a joke about them playing for Birmingham FC, which was quite funny. He's from Birmingham, too.

### The Kray Twins

As OJ Simpson put it, absolutely 100 per cent not guilty of any crimes they may have been charged with. It's a little known fact that the Kray twins were actually a pair of decent and law-abiding East End lads who earned an honest wage selling fruit and veg on a market stall and weren't at all a pair of vicious, psychopathic knife-wielding killers. And I'm not being forced at knife-point to write this under pain of having my kneecaps relocated to the other side of my legs. Oh no.

### Ernest Saunders

Famous for being the only man alive to recover from the incurable Alzheimer's disease. During the recent Guinness scandal, Saunders claimed to have Alzheimer's disease and was subsequently let out of jail on the grounds that he was soon about to die anyway. Once out, however, the illness mysteriously vanished and he's now as free as the birds. It's claimed he used to use a similar excuse about verrucas to get off swimming at school, which just goes to show the value of a public school education.

## IN PERSPECTIVE

**T**here's been a torrent of good British adventures recently. *Guilty* isn't one of them.

Diseworld

Simon the Sorcerer

Guilty

Now there was an adventure game. Extensive creative use of the two character puzzles (which is really the route *Psychosis* should have taken here); a good strong storyline (although to be fair it did have a hit film to work with); and most importantly of all, length. Every screen threw up a different puzzle rather than a different object (which is the case with *Guilty*) and these puzzles were creative and clever, relying on more than just the right object in the right place. *Guilty* has borrowed the look and style of LucasArts, but it's got a long way to go before it can even hope to catch up with the content.

## Rule Britannia and all that

Add to all of that some pretty poor attempts at humour and a script that would be laughed at by *Crossroads*, and you're left with an adventure game that simply isn't worth it in the long run.

*Guilty* looks and sounds very nice, with the traditional *Psychosis* flair for cut-scene animations and some good voice-overs, but all the polish in the world can't disguise the nasty coffee stains which make up the main body of the piece.

The British adventure game industry is starting to make something of a comeback, with games like *Diseworld*, *Simon the Sorcerer* and *Beneath a Steel Sky* faring very well indeed. *Guilty* may be trying to ride on the crest of the patriotism wave, but unfortunately, it just seems to have fallen off at some point and is getting lost in the tide. **Z**



(Above) Alternatively, why have you got a flowerpot on your head?

in one since the locations and overall story don't actually change, only the puzzles that take you through them.

Now, it's not that these puzzles are particularly bad or anything, they're just nothing special. They're sort of the Endsleigh League of puzzles in that, while mainly rough around the edges and lacking in glamour, there are still occasional flashes of inspiration. These are few and far between, though, and aren't helped by the smallish size of the overall game.

## Tiny Johnsons

Having two different adventures in one might have sounded great to *Psychosis* at the time, but it's hindered the game in that the overall playing time of each was halved, not doubled, in length. My mind keeps wandering back (as it is given to doing on these long winter days) to the perennial *Indiana Jones* and *the Last Crusade*.



(Left) I would if I knew where the hell it was.



## SCORE

There's been a torrent of good UK adventures recently. *Guilty* is not one of them.

Minimum Memory: 4Mb

Minimum Processor: 386DX 33Mhz

Hard Disk Space Required: 20Mb

Graphics Modes Supported: VGA

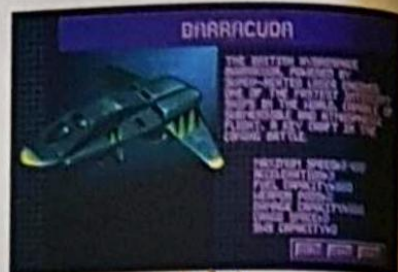
Sound Cards Supported: All major sound cards

Controls: Mouse, keyboard, joystick

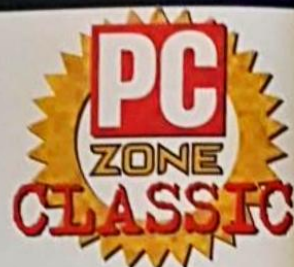
Price: £39.99 Release Date: Out now

Publisher: Psychosis Tel: 0151 709 5755





# XCOM



## TERROR FROM THE DEEP

**Chris Anderson** never learned to swim. Who better then to review *Terror from the Deep*, the long-awaited sequel to *UFO Enemy Unknown*.

**S**OME GAMES you just never forget. Every time anyone mentions *UFO* to me I think of days and nights spent in front of my PC, totally engrossed in one of the best strategy games I have ever played. I can only think of four or five games off-hand that grabbed me the way *UFO* did. No surprise then, that when the sequel arrived in the office, I jumped and clapped my hands in glee at the chance to review it.

However, initially, it seemed my enthusiasm was premature. After about an hour of playing *Terror from the Deep*, I have to admit that I had very mixed feelings about it. Yes, the graphics are different, but they're not that different. Yes, there are lots of new

weapons, but most of them are derivative of those in the first game. I began to think, apart from a few aesthetic improvements, that I may as well be playing the original game. However, the further I got into the game, the more I noticed the improvements over the original. Although *XCOM* looks very similar to its predecessor, the actual gameplay has been considerably enhanced. But before I go into the sequel's enhancements, here's a brief recap of what it's all about for those of you who haven't played the original, *UFO Enemy Unknown*.

### Simple strategy

*UFO* is a turn-based tactical combat game with strategy elements. As commander of *XCOM*, an elite task force comprised of the best fighters and scientists the world has to offer, your task is to repel an alien invasion. To do this you must build radar sites to detect alien ships, and once you've found them, send a combat squadron in to destroy them. The combat part of the game is very similar to *Laser Squad* (both games were written by the same people).



(Above) One of the new mission scenarios - hunting down aliens who have attacked a ship.

During your turn, you move your soldiers around the play area, getting them into strategically advantageous positions, exploring buildings and, of course, shooting aliens. Providing you have the right equipment, you can stun the aliens and take them back to your base for interrogation. You can then get your scientists to research alien technology so that your soldiers can use the aliens' superior weapons and ships.

There is also a strong strategic and resource management side to the game. *XCOM* is funded by various countries around the world. In order to keep them happy, you have to be seen to be coping well with the alien threat or they'll withdraw their funds. In particular, the more powerful countries - such as





# XCOM: Terror from the Deep

**REVIEW**



(Left) Typically explosive action from Terror from the Deep.

## Tech Alert

The version I played was just about finished, but suffered from occasional crashes and a few graphic problems. MicroProse say this will not happen in the boxed edition. If it does, you can be sure we will publicly condemn them. Watch this space.

with all guns firing is not advised. This makes the strategy element in the combat scenes much more important than it was in the original *UFO*. Generally then, the sequel presents much more of a challenge than the first game, but is it better?

Well, for my money the answer is yes. There are twice as many tactical sites to explore. There is much more variety in the missions. That was a real problem in the last game, where you were confined to fighting during surface missions, on alien bases and when you were investigating terror sites. In the sequel, your missions take you to coral constructions, ports and islands, classical cities and even sunken ship wrecks. The *UFO*-paedia has been greatly enhanced so you can now get the info you want much quicker. The graphics have been improved, too. There is ten times the level of animation in *Terror from the Deep* than in the first game. The plot is just as engrossing this time round. As you interrogate aliens you will discover the existence of an alien colonisation ship. Your ultimate goal is to find this ship and destroy all the nasties therein.

If you liked the first game, you won't be disappointed with this one. If you haven't played the first game, you're in for a treat. **Z**

America and Russia – get upset if you don't keep the aliens well away from their cities. The best way to handle this problem is to build a base near each large country so that you can send ships out to tackle any aliens in their area immediately. The bases themselves also need a lot of attention. As you get more money in the game you can build larger defenses, more laboratories for your scientists, and alien containment facilities for interrogating the aliens that you capture. You can also generate a large amount of money by manufacturing the right products in your workshops and selling them on for a profit afterwards.

That's more or less what the gameplay is all about. To be honest, the resource management side of the game hasn't changed one iota, but the action scenes are a different story...

### So you think you're tough?

In the original *UFO* game, as long as you researched the right things and interrogated the right aliens, then you could pretty much get to the end of it without too many problems. MicroProse has obviously cottoned on to this because the sequel is much more difficult. The aliens are more



(Left) Two XCOM soldiers bravely move in on a helpless little alien (boo, hiss).

intelligent and no longer walk happily out into the open for you to shoot. In fact, if you don't have a movement scanner, on the

bigger missions it takes ages to find the little buggers. Also, they have a tendency to regroup when their numbers get low, so you don't often find them on their own. Additionally, the

sheer size and complexity of the missions means that you have to keep your soldiers alive for much longer periods, so wading in

**"There is ten times the level of animation than in the first game – and the plot is just as engrossing, too."**



94

**SCORE**

**The first one was brilliant. This is even better still. Hurrah!**

**Minimum Memory: 2Mb**

**Minimum Processor: 386 or better**

**Hard Disk Space Required: 12Mb**

**Graphics Modes Supported: VGA**

**Sound Cards Supported: All major sound cards**

**Controls: Mouse**

**Price: £44.99 Release Date: Out now**

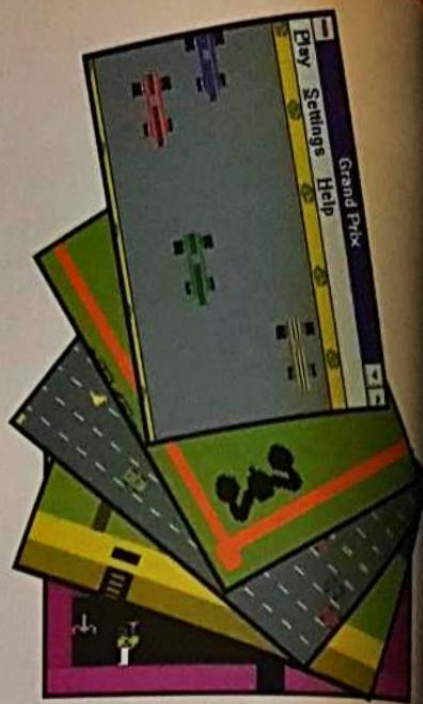
**Publisher: MicroProse Tel: 01454 326532**





# Atari Action Pack

Bored of SVGA and prefer things to be more blocky? Feel nostalgic about software programmed in 1932? Want some games for Windows? If you answered "yes" to all three of the above, you've won a "Saddo Of The Month" badge says **Duncan MacDonald**.



Do you remember the old Atari 2600 Console? The one designed by William Pitt the Younger? And more importantly, did you own one? If you do/did, then there's a 50/50 chance you'll be one of those tired old bastards who goes round saying things like "Aaah, they don't make computer games like they used to" and "Give me the playability of *Fishing Derby* over the graphical trickery of *System Shock* any day." If you are one of these people, however, then here's some news that'll please you: the *Atari Action Pack* gives you 15 (count 'em, 15) accurately restored Atari Console games for Windows. Want to know which ones they are? Okey dokey, I'll go through a list - with a brief 1995 explanation of each for those who aren't "in the know", as it were.

**1 Boxing:** a rather crap, viewed-from-above affair in which one collection of giant pixels does battle with another.

**2 Chopper Command:** it's low-tech *Defender* time with lots of aeroplanes and helicopters made out of giant pixels.

**3 Cosmic Commuter:** it's another *Defender* type thingy containing more blocky behemoths than you can shake a pixel at.

**4 Crackpots:** you, er, throw plant-pots at attacking spiders and stuff. It's sort of an upside-down *Space Invaders* with, er, giant pixels.

**5 Fishing Derby:** viewed from the side, single-screen fishing frolics with some (you guessed it) very large fish-pixels.

**6 Freeway:** hey, it's *Frogger*! i.e. guide gargantuan pixels across a road, avoiding the pixel-traffic.

**7 Frostbite:** jump on and off moving blocks and try to avoid pixelly things while simultaneously... er, I can't be bothered, it's just not worth the effort.

**8 Grand Prix:** a road scrolls from right to left. There are loads of giant car pixels on it. Your giant car pixel must avoid them at all costs. It's a bit like *Ridge Racer* in the arcades (not!).

**9 Hero:** or *Jetpack*, if you prefer... in a giant maze with some pixel monsters to destroy. Fly around. Be careful not to run out of jetpack fuel. Save the trapped pixel-people. And on and on.

**10 Kaboom:** sort of a rather crap *Breakout* variant with pixels on steroids. It's about as much fun as falling off some scaffolding and breaking your femur in three places.

**11 Pitfall:** one would be forced to call this a classic... if one were very sad, that is. It's a platformer basically - à la *Donkey Kong* or whatever - and, fact fans, it's been recently re-released on the Mega Drive and SNES. (They dropped the giant pixels, flashed it all up, and even so, it still had rather a mixed reception.)

**12 River Raid:** up the screen you go, in your giant pixel-vehicle, shooting other giant pixel-vehicles, and collecting fuel.

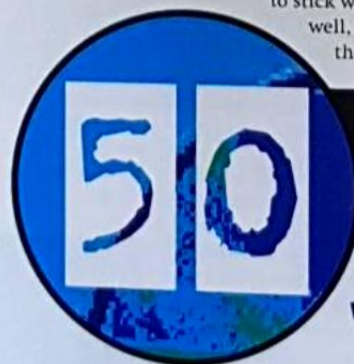
Whoops, what's that? You accidentally shot a fuel icon instead of an enemy pixel-vehicle? That'll never do. Tut tut.

**13 Seaquest:** it's *Defender*. It's underwater. Pixels of unfeasible proportions are abundant throughout. Oh, and I won't make a *Seaquest* DSV joke because I can't think of one.

**14 Skyjinks:** sort of like *Horace Goes Skiing*, but you're flying a plane/pixel. Weave in and out of the flags. Weave in and out of the flags. Weave in and out of the flags. (Repeat until x=9,000,000.)

**15 Spider fighter:** a sort of upside-down insectoid *Space Invaders* again. Should I mention the pixels? Probably not, but if you squint a bit they sort of look like, er, ants.

And there you have it - *The Atari Action Pack*. So what can I add? Blimey... you know I'm really not sure. It's really hard tagging a score onto something like this because, as a package, it's unflawed. In other words, it does exactly what it sets out to do, which is to supply nostalgia freaks (in particular) with a bevy of uncomplicated diversions, from days gone by, when pixels were pixels, games were games, and everything else was made of wood. The problem is that (a) not only did I never own an Atari Console, but (b) I'm just not nostalgic for these things, anyway. Call me unromantic. Even call me cold hearted. But there it is. Still, if you've read the review and are a nostalgia nut, you'll know exactly what you're getting, and may like to award your own score of 100. As for every-one else? Oh God, I feel so mean. Such a killjoy. It's all gone over my head, or under it, or to the side of it, or wherever. But nevertheless, I've got to stick with what I feel or I'd be... well, fibbing basically. Thus the score. Sorry. ☹



## SCORE

Imagine a time machine that takes you somewhere a bit crap!

Minimum Memory: 4Mb

Minimum Processor: 486/33 Mhz

Hard Disk Space Required: 4Mb

Graphics Modes Supported: 256 colour SVGA

Sound Cards Supported: SoundBlaster or 100% compatible

Controls: Joystick/Keyboard

Price: £24.99 Release Date: Out now

Publisher: Activision Tel: 081 742 9400

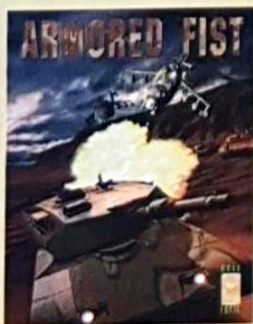
(Below) A bevy of pixel-packed games from the days of yore.







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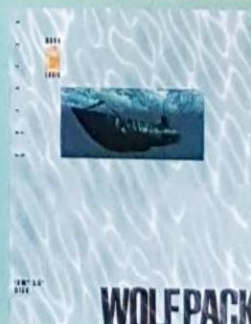
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## Cyclones

(Right) Realising the cameras are on, our hero adopts a rather fetching pose.

Another month, another issue, another *Doom* clone. Chris Anderson casts a suspicious eye over SSI's new shoot 'em up.



ES, IT'S ANOTHER ONE. But hey, hang on, before you hastily turn the page you may be interested to know that this one was developed by Raven Software, the team behind *Heretic*. No matter how you may feel about the characters and subject matter in *Heretic* (a lot of people think it's a bit twee and "girly"), you can't argue with the game engine. Having

the ability to look up and down and even fly around, brings a whole new dimension to the *Doom*-type experience. Raven Software have brought this game engine to *Cyclones* and given it a hefty tweak.

Game engine aside, though, there is quite a lot separating the two games. Obviously the plot is different...

### The Earth is being invaded (Surprise surprise!)

In the time honoured tradition of futuristic shoot 'em ups, *Cyclones* is set in the future. The Earth is being invaded by Cybernetic Clones (cyclones, get it?) and Earth's beleaguered populace are less than pleased. How lucky for them all then, that you are here to save the day with the aid of tons upon absolute tons of hi-tech, impressive-looking weaponry.

Sounds like fun, but is it? The honest answer to that is, some of it is and some of it isn't. Let's start with the bit that isn't.

### Mum, my hands hurt!

The biggest problem with *Cyclones* is the interface. The best way to play the game (well, the least annoying way) is to use the numeric keypad to move your character around, and the mouse to move your target sight during fights. This takes ages to get used to - it feels awkward moving your character with your left hand and shooting with your right. However, I did get used to it in the end, but I still think it's a bit crap and so, I suspect, will most people who have played *Doom*. Still, annoying as the interface is, I still found a lot to get excited in *Cyclones*. The CD version has an amazing intro (well, the music's amazing) and the CD-quality backing track is superb. The graphics are reasonably good (they look a bit like *System Shock*), but I expect what you're most interested in is the gameplay. Well, it's a *Doom* clone with slightly more complex puzzles than *Doom*. Is it as good as our fave kill 'em up? No, not by a long shot, but then I didn't go for *Heretic* much either. It seems to me that all *Doom* clones are almost bound to be inferior to the original for the same reason, and that reason has little to do with the gameplay. Yes we're back to "it just hasn't got the atmosphere" again. Personally, I still think *Doom 1* and *2* are better than all the clones put together. However, if you must play a clone, *Cyclone* is one of the better ones. **Z**

78

SCORE

It's not *Doom*, but it's one of the better alternatives.

Minimum Memory: 4Mb  
Minimum Processor: 486 or better  
Hard Disk Space Required: 4Mb  
Graphics Modes Supported: VGA 256  
Sound Cards Supported: SoundBlaster, SoundBlaster Pro, Pro Audio Spectrum, Sound Canvas, Sound Scape, AdLib, Gravis  
Controls: Keyboard, joystick, mouse  
Price: £44.99 Release Date: Out now  
Publisher: Mindscape Tel: 0444 246333



(Below) Surprisingly for a *Doom* clone, you get to shoot things.







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Monday 23 January 1995

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Friday 27 January 1995

"Did you know you can now have sampling capabilities with a GameWave sound card?" I asked the Doctor. "That's right" he replied, "and now, you can not only record with Orchid's GameWave 32 Plus, but you also get the sensational sounds provided with their latest PRO ROMs."

Sunday 29 January 1995

It seems too good to be true - all the astounding features of a SoundWave 32+ SCSI bundled with the amazing Toshiba XM5201B triple-speed CD-ROM Drive. But then you realise that all this is included in Orchid's SoundWave SCSI Kit, as well as MIDIsoft's MIDI sequencer and MIDI cable. Such a diversity of features must surely be a gift from the Gods.



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As a child, Patrick McCarthy's path to football glory seemed assured, until a horrific challenge reduced his knee to something approximating a landfill site. That's roughly when he embarked on a career as a slob instead.

# FOOTBALL GLORY



ANOTHER DAY, another football game. The formerly stark, featureless wastelands of the PC football game world are rapidly beginning to have more in common with Piccalilli Circus (the notoriously overcrowded specialist chutney emporium). Everywhere you look, people are churning them out. And we have to play them all. It's all right for you civilians, sitting there in your cosy homes, reading about the results of our extensive research programmes. We're the ones out on the edge, pursuing the here-today, gone-tomorrow lives of the football game equivalent of test pilots, kissing our wives goodbye every morning, never knowing if it will be the last time we see their rosy-cheeked smiles, their bonny ginger moustaches and their orthopedic tights... never knowing whether the next yank of a joystick will be our last. Only last month "Bunty" Bunkinson had his stick come away in his hand. The last we saw of him he was spiralling down to the icy grey Atlantic, smoke pluming from his fashionably-baggy 50's-style shorts, his last words echoing in our

earphones: "Goooooaaal Lazio!" (Are you sure you're not mixing two reviews up here? Ed.)

There were tears in our eyes when we crossed his name off the active list. Bunty was one of the best. I still remember the time he took on *Football Glory* on the Amiga. "This has had rave reviews," he said, his normally emotionless voice pitched higher than usual with tension (either that or he had incorrectly adjusted his thermal long-johns). "If I don't make it back tonight, tell my wife I... tell her I... (cough)..." Then he was gone.

"I'm sure your wife already knows you cough," I shouted after him, reassuringly. He made a peculiar gesture. Luckily he got back safely anyway, but we never did find out what he wanted us to tell his wife. This made things a little awkward when he died last month, on a routine recce over *Championship Manager Italia 95*, which is out now from Domark.

I mention all this only because, as you will have observed from the enormous lettering at the top of the page, *Football Glory* is now available on the PC. Just like the Amiga version, it looks unsettlingly like *Sensible Soccer*. But does it play like the



(Above) You're able to choose the position and formation of the all the team members.

(Below left) Every time a goal is scored, players run off and dance around the corner flag. Fortunately, there's no unsavoury snogging.

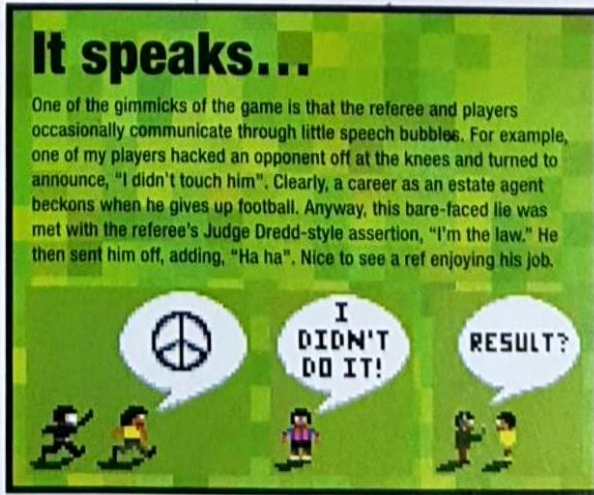
aforementioned haven of footballing fun (or slightly qualified haven of footballing fun, in its PC incarnation)?

## Same old options

Just like the Amiga original, *Football Glory* features national and club sides. National sides can take part in the World Cup and European Championship qualifications; club sides can play in the Champions League, Cup-Winners' Cup, UEFA Cup or

## It speaks...

One of the gimmicks of the game is that the referee and players occasionally communicate through little speech bubbles. For example, one of my players hacked an opponent off at the knees and turned to announce, "I didn't touch him". Clearly, a career as an estate agent beckons when he gives up football. Anyway, this bare-faced lie was met with the referee's Judge Dredd-style assertion, "I'm the law." He then sent him off, adding, "Ha ha". Nice to see a ref enjoying his job.





LEAGUE A									
	P	W	D	L	F	A	PTS		
1. MANCHESTER UTD	41	37	4	0	125	30	115		
2. BLACKBURN	41	31	6	4	101	44	99		
3. LIVERPOOL	41	31	5	5	103	38	98		
4. NEWCASTLE	41	30	3	8	94	40	93		
5. ARSENAL	41	27	9	5	92	40	90		
6. SHEFFIELD WED	41	27	9	5	92	44	90		
7. LEICESTER	41	15	11	15	54	67	56		
8. COVENTRY	41	12	12	17	47	64	48		
9. Q.P.R.	41	11	13	17	50	68	46		
10. NORWICH	41	11	13	17	50	68	46		
11. NOTTINGHAM F.	41	12	10	19	45	66	46		
12. IPSWICH	41	11	12	18	50	72	45		
13. SOUTHAMPTON	41	8	19	14	50	75	43		
14. MANCHESTER CITY	41	9	15	17	51	76	42		
15. WIMBLEDON	41	11	9	21	49	68	42		
16. LEEDS	40	10	10	20	44	71	40		
17. ASTON VILLA	41	7	15	19	47	73	36		
18. WEST HAM	41	6	16	19	54	70	34		
19. CHELSEA	40	5	18	17	55	80	33		
20. CRYSTAL PALACE	41	6	12	23	45	80	30		
21. TOTTENHAM	41	5	13	23	48	77	28		
22. EVERTON	41	4	14	23	52	87	26		
MANCHESTER UTD - ASTON VILLA 1:0									
OPTIONS			PLAY			EXIT			

the English Premiership. You can create your own league or cup competition for both sets of teams, and can edit the personnel (but not their abilities).

On the all-important game parameters front, pitch conditions include everything from snow and ice to mud and Astroturf. Game time ranges from two to 90 real-life minutes – the latter is for those who have truly empty lives or enjoy 450-goal thrillers. The option I found most exciting, though, was the one that enabled you to choose which way the stripes on the pitch run: horizontally, vertically,

none – it's got the lot. I selected "Random", hoping that this meant the groundsman wandered about the pitch with his mower like a wino at a bus station, but I was sadly disappointed.

There are also two game speeds and ten different playing formations to select (including 6-3-1 for Ipswich). A reasonable

range of stuff to mess about with, in other words, but with no real innovations.

## Problems, problems...

The problem is the gameplay, like so many other PC football games. It may look like *Sensi*, but it certainly doesn't play like it. The pitch scrolls slightly behind the action, so that it's difficult to see where your nearest player is when looking for someone to make a tackle with. Don't worry, though, he won't have strayed far – players remain rooted to the spot unless you actually move them. And by the time

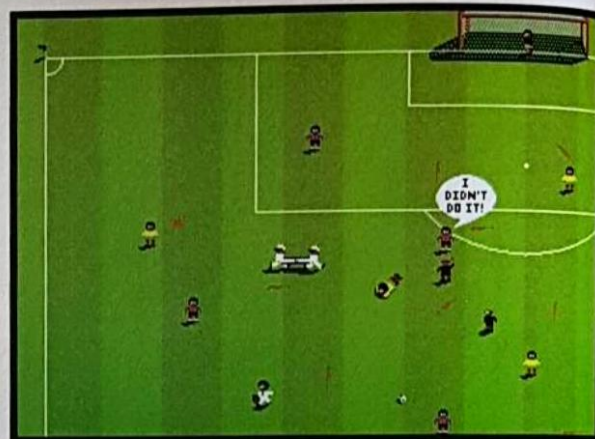
you can see them to move them, it's more often than not too late. There's nothing worse than seeing your opponent bearing down on your goal, and your two

central defenders standing motionless at either corner of the six-yard box. There's simply no reaction to the ball. What's worse is that the goalkeepers are affected

**"On the all-important game parameters front, pitch conditions include everything from snow and ice to mud..."**

One feature of the game is the number of animations that are activated after a goal is scored. Players run off and dance around the corner flag, turn synchronised somersaults and dance weird little jigs or slap "high fives" together for half an hour at a time. Fortunately, some of the less savoury goalscoring celebrations are not featured, and parents will be pleased to note that there's no use of tongues, mouths or buttocks, or combinations thereof. Equally fortunately, the whole thing can be switched off altogether.

Let's face it, it's this sort of calculated, unsavoury behaviour that incites the crowd (when scored against you). It's also a perfectly normal expression of enjoyment at a job well done (when it's you who scores).



(Above left) You can create your own league or cup competition for both sets of teams.

(Above) "Oh yes you did".

in the same way. They give probably the worst goalkeeping performances since Peter Bonetti in Mexico 70. (Incidentally, lovers of Italian football will be pleased to know that just like in Italy, goalies are restricted to taking 500 steps with the ball.) Add a ball that moves about in the air like ping-pong ball in a gale, team colours that often bear little resemblance to the real thing (Norway playing in two-tone blue, for example), and the frequent ability to slide right through players without touching them or the ball, and you have a game that is a huge disappointment.

Considering the reviews *Football Glory* got on the Amiga, this letdown is surprising, but making a good football game on the PC has always been a more difficult proposition. I'm only guessing here, but it shows signs of being rushed out before the imminent arrival of *Sensible World of Soccer*. Bad idea.

60

SCORE

**Football Glory promised a lot, but failed to deliver. Basically, a disappointment**

**Minimum Memory:** 550K with 250K XMS (4MB recommended)

**Minimum Processor:** 386SX (386DX/40 recommended)

**Hard Disk Space Required:** 5Mb

**Graphics Modes Supported:** VGA

**Sound Cards Supported:** All major sound cards

**Controls:** Joystick, keyboard, mouse

**Price:** TBA **Release Date:** Out now

**Publisher:** Kompart **Tel:** 0438 714121



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More *Doom* or just more gloom, as the latest 3D gut fest splats its way into the office? If it promises gore then that's good enough for **Charlie Brooker**, whose entrail count is his only reason for living.

# RISE OF THE TRIAD



YOU'VE SEEN the screenshots, you've read the previews – you may even have played the shareware version of this game. You already know, or could accurately guess, that it's 1) Another *Doom* wannabee, and 2) Another *Doom* wannabee that's not as good as *Doom*. And that's probably all you need to know in order to decide whether to buy it or not.

So just how the hell am I going to hold your attention for the rest of this review? What little nuggets of information can I dangle in front of you, like a carrot before a donkey, to keep you ploughing on through to the bitter end of these columns of text? Perhaps I should try shock tactics. And there's nothing as shocking as a bit of utterly gratuitous bad language.

## Up your arse

*Rise of the Triad* is set on a remote island somewhere in the middle of the Pacific Ocean; an island inhabited by the members of a religious cult, so wacky they'd have David Koresh tearing up his membership card in disgust after five minutes. You, of course, are a musclebound killing machine who's been sent in to shoot every last one of them in the face at close range. There are five musclebound killing machines to choose from, each with slightly different physical characteristics, but a common desire for cold-blooded murder.

The gameplay is more or less identical to *Doom*; you run about, hiding round corners

(Below) Oooh! A huge, throbbing knob! I bet I can do some serious damage with this!







(Left) Unlike in Doom, you actually get the opportunity to shoot Brian Blessed-like characters right in the head with a semi-automatic weapon

(Below) Cleanse the world of weirdy-beardy types with your scorchingly effective armoury.



bounce off the walls like a rubber ball; and 'Shrooms mode, which sends you bobbing and spinning this way and that whilst chuckling at the pretty colours.

Furtherfurthermore, there's *more* gore than Doom had to offer. Crank the "violence level" up to "excessive" – you're a big sissy if you don't – and it's like a whirlwind in an abattoir. We're talking blood dripping down the walls. We're talking loads of severed limbs flying overhead. We're talking warm chunks of kidney slapping you on the cheek. We're talking ribcage soup.

Sounds like fun, eh? Roaming a deserted island, armed to the teeth, tripping on mushrooms and slipping on the enemies' entrails. And, yes, it is good fun. But...

### But...

...The layout stinks. The levels are boring, uninspired, and all very similar. Instead of

and blowing ten shades of shinola out of anything that comes your way. There are keys to collect, switches to throw, and lifts to take you in any direct-

ion you wish to travel,

so long as it's up or

down. Unlike Doom,

Rise of the Triads also

features plumes of

flame (which burn

you to a crisp); spinning

blades (which slice

you into easy-to-manage

slivers); rolling

steel balls (all the better to

crush you with);

and thrusting spears (for nice 'n' easy head

ventilation). It also gives you a good bit

more weaponry to play with, and apart from the usual guns and rocket launchers, you can find yourself wielding a baseball bat or pointing a magic staff à la Heretic.

Furthermore, there are power-ups in abundance. There's a God mode, in which you merely have to point at someone to kill them (fun at children's parties); Dog mode, where you turn into a ravenous canine, munching away at the enemy as if you'd never heard of Pedigree Chum; Elasto mode, in which you



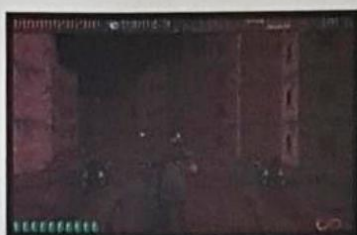
(Above) Go barking mad in Canine mode and get your teeth into something meaty.

(Left) The levels aren't ever very different, but there's certainly always lots going on.

(Below Left) The Hand of God – devastatingly effective and oh so satisfying to use.







(Left) Executing a bearded one Tarantino style. Touches like this make Rise of the Triad a bit of a riot, especially when played over a network with its unique levels.

stairways, you have floating platforms, which confuse the eye and lend a sort of "platform game" ambience to the proceedings. Unlike *Doom* there's no realistic architecture, leaving everything looking "boxy". The colours are gaudy, the textures aren't too hot, and the bad guys are the spitting image of the goofy Hell's Angel types from *Every Which Way But Loose*.

Some of the gameplay features seem to have been added just for the sheer hell of it, like the "jumping" bits. One of *Rise of the Triad*'s innovative features is the inclusion of several million "springpads", littered about the place - step onto one of these and you're sent flying miles into the air. They can be used to leap over obstacles or reach precarious ledges, but they have another use as well: making the game a pain in the arse to play. Since the enemies also fly miles into the air when they step on a springpad, and since there are so many of them around, there are plenty of occasions when the game resembles a pogo stick convention rather than a bloody fight to the death. It's hard to aim at people when

you're hopping around like a spacehopper on speed, and worse still, the game often "auto-aims" for you, forcing you to stare up and down as a guard leaps over your head. Too much of that and you'll be out in the street, shooting people for real.

So, then. Shall we take all of this information, feed it into Chock-a-Block\*, and see what the answer is?

It's quite good fun, it's got a refreshingly sick sense of humour, and those of you with access to a modem or network will be rubbing your hands with glee at the many different "multi-player" features (which even include the option to plug a microphone into your PC and shout abuse at your opponents). There's plenty of levels and you'll probably want to finish them all. With the Cheat mode on.

But really. At the end of the day, all you need to know is what I stated at the start of this review: that it's like *Doom*, but not as good as *Doom*. And that's a phrase that video game reviewers worldwide are getting increasingly sick of writing. So I'm going to shut up now. ☒

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## SCORE

**Great fun over a network, but take 10 off the score if you only play on your own.**

**Minimum Memory:** 4Mb (8Mb recommended)

**Minimum Processor:** 386 DX 40 (486 rec.)

**Hard Disk Space Required:** 20Mb

**Graphics Modes Supported:** VGA

**Sound Cards Supported:** SoundBlaster and 100% compatibles

**Controls:** Joystick, mouse, keyboard

**Price:** £39.95 **Release Date:** Out now

**Publisher:** US Gold. **Tel:** 0121 625 3312, and PD Selections on 01474 325802

*\*If you don't know who or what "Chock-a-Block" is, don't worry. You're not missing anything. Go away.*

## WATCHDOG "RISE OF THE TRIAD" SPECIAL



Hello, I'm Anne Robinson, and you're watching *Watchdog*, the programme for snotty, uptight, middle class "consumers", who've got nothing better to do than whine and moan and complain about petty discomforts, fly-by-night comment who prey on the gullible, and "dangerous" products.

And goodness me, are we going to whip up a veritable maelstrom of self-righteous tut-tutting this evening, as we investigate the current, disturbing trend for lethal children's toys. The following so-called playthings are currently on sale in every major toyshop in the land, and while they may look innocent enough at first glance, there's a nasty surprise in store for any child who plays with these toys for too long.

### PISTOL

At first glance, a rather cheerful looking revolver, which any young chappie would be happy to receive on

his birthday. You can even hold one in each hand, doubling your walking-around-firing-indiscriminately pleasure in

an instant. But although the sticker on the bottom says "Made in Britain", the trigger button is, in fact, moulded from cheap Taiwanese plastic, which is liable to snap at any time, leaving a sharp plastic shard behind which could easily cut a toddler's finger.



### MACHINE GUN

This inviting little weapon fires round upon round of shiny leaden death into anyone foolish enough

to stray into its path. Plenty of fun... until the acid leaking from a poorly-fitted battery compartment lid at the rear of the gun burns the skin off your shoulder, as it did to little four-year-old Ricky Burble from Doncaster. We'll be interviewing his mother in just a moment, and we fully intend to zoom right in on her face should she start crying, so don't go away.



### BAZOOKA, HEAT-SEEKER, DRUNK MISSILE and SPLIT-ROCKET

Let's face it, what

could be more fun than roaming the streets armed with a fully-operational bazooka, blasting innoc-

ent bystanders into spinning chunks of deep red mush? This range of fun-guns will let you do just that, as long as you're wearing earplugs, which *aren't* included in the box. Already we've heard from scores of parents whose little ones' ear-drums have been ruptured, and in one case, they were totally blown to pieces, by the noise of the blast created by this dangerous collection of toys. So we've now opened up an Ear-Damage hotline with an 0898 number, for parents concerned about their child's hearing. Calls are charged at 37p a minute, although frankly we'd prefer it if you just sent us envelopes full of cash, you mindless sheep, you.



### FIREBOMB

Capable of turning even the most placid, leafy suburban lane into a raging inferno of wanton destruction,

this high-tech annihilation device looks like an ideal Yuletide gift for your little ones. However, the reality is quite different. The casing is insulated with an asbestos-like foam, meaning repeated use can often lead to a nasty, itchy skin rash - and tears on Christmas Day.



### FLAMETHROWER

You've probably seen the TV commercials for this deceptive gadget: colourful and amusing images depicting a crowd of screaming human beings, engulfed in a ruthless wall of

flesh-roasting fire. What the ad-men don't show you is this: the tear-stained face of young Maisie Heartstring from Wimbledon. While playfully killing a crowd of nuns at a primary school May Day fête, a burning chunk of human debris landed on her skirt, searing a hole in the fabric, which was big enough to drive a miniature remote-control truck through.

Miraculously, Maisie escaped unscathed, but if she hadn't, we'd have shown you the pictures in lurid Technicolor, again and again and again until every blinkered bore in Britain was up on their feet in their living room, waving a fist at the heavens, and baying with sanctimonious fury.

Well, that's about all we've got time for this week. You can catch me later on Thursday, of course, when I'll be hosting *Points of View* - the show for hard-core whinge-o-philes. Strictly for the headstrong. 'Nuff respect, it's massive. Goodnight.



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**Duncan MacDonald's** entry for "the most boring ever PC Zone intro competition" goes as follows... "Superfrog is a platform game from Team 17, a programming partnership renowned for its sterling work on the Commodore Amiga." Pretty good, eh?

# Superfrog

**H**MMM, a platform game for the PC. Not exactly the most popular of genres, PC-wise, is it? There may have been heaps of the things, especially from the public domain, but see how many you can actually name. Go on, I'll give you 20 seconds. My own list, for what it's worth, starts and ends with Zool. Oh, and that one from Apogee, whose name eludes me at the moment. Er, Captain Something-Or-Other. Oh, and Robocod. But anyway, enough of that for the moment, and onto Superfrog.

Right. It's a cartoony platformer, ported across to the PC from the Amiga original. It's of the *Sonic the Hedgehog* variety (or wants to be), only it's about a zillion times slower and four trillion times less exciting. Oh, and there's a fruit machine sub-game thingummyjig (à la *Sonic The Hedgehog* - what with its pinball sub-games and so on). Superfrog's graphics are presented in bright colours, and aren't displeasing to the eye, but at the end of the day they're nothing worth writing home about. What more can I say? And there's still the rest of the page to fill. Oh dear. Aaah, hang on, I've had a "concept" idea. Time for a memo to the art editor.

**Memo:** Jason, I've had a really brilliant idea. There's nothing much one can say about Superfrog, so how about if you artwork it so that the text and screenshots kind of wrap around the perimeter of the page, and there's like a gigantic empty area of white paper in the middle. This empty area could act as a visual metaphor for the sort of "nothingy" qualities of the game. What do you reckon?

**Reply:** No.



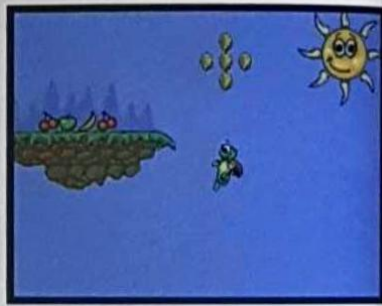
(Left) Superfrog heads for danger - a prospect too scary to contemplate.

(Right) Time to visit baby land where the smiley wiley trees live.



Bugger. So much for that, then. Looks like I'm going to have to fill the page manually. Er, about the bugs I mentioned then. Now, I tried the game on two machines - my 486 at home and the Pentium in the office - and the same thing happened on both. So it's not just a machine specific thing. Bug A: whole sections of the playing area "grey out" when your sprite reaches a certain "altitude". Bug B: occasionally your sprite becomes invisible for a few seconds. Bug C: you get killed and lose a life - nothing wrong with that, but the game drops your next sprite down from a height and it gets, er, killed again as it hits the ground, for some inexplicable reason. And this was a boxed copy of the game by the way, not some unpredictable Beta version. Total nightmare. Another thing... obviously analogue joysticks are a bit of a no-no for platform games, but the keyboard turns out to be pretty crap and the stock keys that you're forced to use are bastardly positioned (there's no customise controls option). All in all then, Superfrog is a bit of a shambles. Have I filled the page up yet? No? Okay then, I'll get back to my opening point and finish with that...

...The PC really isn't the ideal machine for platform games. Don't ask me why (apart from the problem of having to buy a digital joystick or joypad), but it just seems to be the case. If you've got kids, and they want a platformer, then the chances are they have a console or two knocking around the house and so will not be interested in what the



PC has to offer anyway. And if you fancy a platforming session yourself, and there aren't any kids/consoles in your household, well, why not buy one? (A console that is - not a kid.) The low-end consoles (SNES, Mega Drive etc.) are dirt cheap these days, and there's a vast library of excellent platformer fests for both. That's what they were made for, after all. Toodle-pip. ☺



## SCORE

If platformers are your bag, buy a console. But whatever you do, don't buy this.

**Minimum Memory:** 2Mb  
**Minimum Processor:** 386SX  
**Hard Disk Space Required:** 3.5Mb  
**Graphics Modes Supported:** VGA  
**Sound Cards Supported:** Ultrasound, SoundBlaster and compatibles  
**Controls:** Joystick, keyboard  
**Price:** £19.99 **Release Date:** Out now  
**Publisher:** Team 17 **Tel:** 01924 267776



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"It's from SSI and it's not a strategy game?" said Gareth Ramsay. "Yes," we returned, "it's a space shooting thing." "Corks!" he replied.



# Renegade

## The Battle for Jacob's Star



SPACE, EH? It's infinite... in fact, it's constantly growing. Yet we always seem to be having these terrible space wars with weird, multi-limbed (well, more than the traditional four, anyhow) space aliens, with names that sound like someone just sneezed in an echo chamber. If it's as big as they say it is and expanding, I'm surprised your average ET can find his way back from a Saturday night down the local space pub, let alone assemble thousands of like-minded individuals for a bit of a barney with the neighbours abroad. Still, if Millwall fans can manage it...

Unfortunately, *Renegade's* not the usual "Us and Them" number that the likes of *Wing Commander 3* dance to. No, it's, er, more of an "Us-and-some-of-the-old-baddies-and-some-of-the-neutral-parties-against-some-of-the-old-baddies-and-some-of-the-neutral-parties-and-the-real-baddies-who-are-us" scenario. Now, I like an original plot as much as the next man, but I do like one I don't have to re-read a few times before grasping it. Confusing? Yes. Does it matter? No, because no one ever reads those long, snorey bits in the manual anyway.

You play the role of a librarian in the reference section of the Galactic... Okay, *that* would be original. But, surprise surprise, your a space pilot who likes to go rogue a lot. And, after being transferrred to a distant outpost, it turns out to be a centre for enemy attack. Oh my! Well, to cut a long story short, your new boss dies and

leaves you in charge after just one day (but it's okay because he comes back as a ghost to help you, of course) and from here the game proper takes off.

### Tie Fighter with strategy...?

What boils down to "Tie Fighter in disguise" is held together by an excellent flight engine. With detail at maximum on a DX2/66, the texture-mapped polygons flew flickerlessly by at 640x480x256 as slickly as God intended. This allows for excellent explosions and plenty of spaceship debris to fly through as you blast your opponent into lots of little bits. To help you do this, you have a targeting computer - nice touch this. It will track the enemy off-screen for you, so, should your target toddle off to the left, your left-hand view will pop up and you can see him out of your window. This option takes lots of getting used to but does work eventually and very well, too.

*Renegade* goes a bit further than *Tie Fighter* by adding a strategy element to your game (woah, come back, it's okay. We're not talking hex-games, or anything like that). Since nought but a ghost



(Above) Wow! She's from an alien race of really beautiful people who can mate with humans - cor!

(Left) My God! They can turn themselves into small suns... aaarrghhh!

(Right) Is it just me or does this ring a bit of Tie Fighter?







(Above) Hmm, don't think much of the local scenery.

remains of your former chief, it's up to you to decide which of your squad is sent out with you on missions and which ships are used. The more missions flown, the more tired or injured your personnel are, and, consequently, will be of less use. Give them a bit of a rest, though, and they're soon be gagging for a bit of action.

## Can it hold its own? (Oo-er!)

Renegade can certainly hold its own out there against your average space sim, but what does let it down, lets it down with such a thud, your neighbours will complain. It's the old disk-accessing problem rearing its ugly mug again. During the installation I picked the largest possible install, yet still the game spends bloody aeons with "Accessing Data" written on the screen. Every time a new section is entered I have to wait and wait, but for much, much longer than any other CD game I know of. Couple this with the fact that the music stops and starts more than an American Football game (as it's stored on CD as audio), and a pretty good game is badly scarred.

If Renegade - The Battle for Jacob's Star is your cup of tea, then drink and enjoy. Provided, of course, that you've downed a good helping of Tie Fighter and X-Wing previously. ☹



(Left) This is "Mother", your dead boss, who comes back as a friendly ghost... he's hardly Casper, is he?

## IN PERSPECTIVE

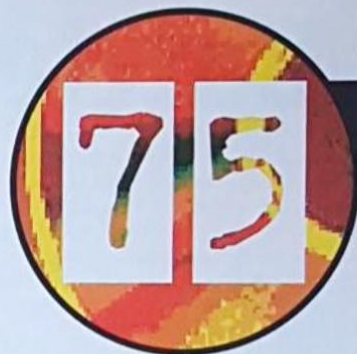
**I**t's a case of swings and roundabouts i.e. Renegade may have more strategy than Tie fighter, but the disk-accessing's just too slow.

Tie Fighter

Frontier: Elite 2

Renegade

X-wing



## SCORE

A Tie Fighter clone that holds its own.

Minimum Memory: 4Mb

Minimum Processor: 486/33

Hard Disk Space Required: 15Mb

Graphics Modes Supported: 1Mb SVGA graphics card

Sound Cards Supported: All major

Controls: Mouse

Price: £44.99 Release Date: Out now

Publisher: SSI Tel: 01444 246333

## Honest Bob's Used Ship Lot

Ah, come in, mister... mister...? Vader? ah Mr Vader. You finkin' of buying a motor, guv'? Nice little run around for the missis p'raps? Why not 'ave a butchers at a few of what we've got 'ere then?



This 'ere is yer Cheetah, this is. Lovely little number, int she? One of the fastest in the fleet, too. A bit weak on the ol' shielding, mind, but I can see that shouldn't be a problem for someone like yourself.



Now take this 'ere Guardian, Sir. Some would say slow, but between you and me, by the time you get there, the battle's over, if you catch my drift. And all that armour thrown in, too. I'm bleedin' givin' it away.



You can't be beatin' the old Space Gull, guv'nor, now there's a beauty. Shaped like a banana, flies like a peach, mate. True, it can't fly in atmosphere, but I never new a peach that could. Sorry, where was I?



Ooh, you wanna watch yerself wiv one of these 'ere Penetrator's. My Doreen's sister's 'usband, knew a geezer who made these fings. Tells me a couple of good attacks eiver side and yer 'istory. Nice and nippy, though.



What we call "Old but Gold", is this, the Avenger. A real classic. Still much in use due to those big guns what its got. It ain't got no missiles, but that's the fashion with this vintage. Real leather upholstery, too.



Chinese I fink. But what a goer. All those guns and not a scratch on 'er. Previous owner was a nun. Tell yer what, the lot fer a monkey and I'll throw in six sets of turry dice and a 'Darth 4 Leia' windscreen visor.







Basketball, it's EA's *NBA Live 95*. It has them running around and that, always at a basket. Like it or love it, it is a sport with American splendour and glitter.

**Duncan MacDonald** vies, tries, and spies into the sports of a giant. (That's the most appallingly written intro I've ever seen. Ed.)

# NBA LIVE 95

**PC**  
**ZONE**



(Above) The basketball court, full in its VGA glory.

(Right) This is Alaa Abdelnaby, who appears to have a mouse pointer thingy hanging from his left nostril. Tsk... sports stars eh?



AN ELECTRONIC ARTS SPORTS production, eh? Excellent, this'll be a cinch. In fact, I don't even need to see the game, so here goes: *NBA Live 95* (NBAL) is superb. If you love basketball, it's a must. If you don't see the point of basketball, then play this and you will. Another sure-fire classic from those who can do virtually no wrong.

So there you have it, and, like I said, that is without even seeing the bloody thing.

## Still there?

But, of course, I am going to have to look at NBAL eventually, just to be on the safe side. I've been caught out too many times before with my stupid assumptions... Hang on at the mo while I install the relevant bits to the hard drive.

Okay, so now to play a game. Just hang on in there...

(Half an hour passes.)

## Oh no!

...Oh no, it's completely shit! It's totally useless. NBAL is the biggest waste of a CD I've ever seen in my life!

But, as if you hadn't guessed, I'm lying, of course. If you can't be bothered to read any more of this waffle then refer back to the first paragraph and then head for the score box. For anyone of you readers left, all I can say is that the rest of this review is going to be unbelievably tedious. It's already sounding like so much "advertising copy", but there's every chance it will get even worse. So NBAL is, very predictably, rather good. But why?



## Conversion to the fold?

I'll admit here and now to not being the world's greatest basketball fan. In fact, I've never really seen the point of it, to be honest with you. I'd be as likely to watch basketball on telly as I would netball or horse jumping. In fact, I can only name three basketball stars: Jordan and Bird. (I know this only because there was a basketball game called "Jordan versus Bird"), and, of course, "Magic" Johnson (but that's only because he's famous for being HIV positive.) Still, I wasn't particularly into real-life football until *Sensible Soccer* spun its spell. The same could be said for ice hockey (cue EA's Sports' ice hockey game, then pan to me actually watching a Sweden versus Canada match on TV and enjoying it). And the ultimate, American Football... thought I hated it... *John Madden Football* appears... I've been watching the Superbowl ever since. And now *NBA Live 95*, I've never been grabbed by basketball games in the past, but I think the time has finally come. It's the sheer playability of NBAL that does it. I've started off in complete "cry baby" mode, with all the fouls and whatnot turned off, so it's just simple fun.

## PLAYERS

30 ALAA ABDELNABY  
SACRAMENTO KINGS  
POWER FORWARD  
6' 10" 240 lbs.  
YEARS PRO: 4  
BUKE

GAMES:	13
MINUTES:	159
FIELD GOALS:	24 / 55
FG %:	43.6%
FREE THROWS:	16 / 25
FT %:	64.0%
3 POINTERS:	0 / 0
3 POINT %:	-
POINTS:	64
PPG:	4.9
ASSISTS:	3
TURNOVERS:	17
STEALS:	2
BLOCKS:	3
PER. FOULS:	20
EJECTIONS:	0

STAT LEVEL 93/94

COMPARE





As I start to get the hang of things, I'll doubtless bring the reality factors in, one by one, until eventually I'll know the rules of basketball without the need of a book.

The previously ungraspable nuances will have shown themselves to me as I've played. I'll be able to rattle off the names of not just three, but possibly 100 different players. And then I'll have to buy a satellite dish. Oh no!

### Statto rules okay

Ye Gods, has this game got stats. But for once they're so nicely presented that even for the uninitiated they make - dare I say it? - a, er, damn good read. Shit! I promised myself I'd never say that about any Yank sports sim. It's true, though.

Gameplay will ultimately win or lose the war, but good presentation can certainly help out in a few of the battles. There are head and shoulder photos of all the players, and countless personal details beneath. You discover that, for instance, Bloggo

McBloggins is 38 feet tall and weighs two tons. Stunning. So you get drawn a bit further into the info list. Blimey, he's killed

**"Ye Gods, has this game got stats. But they're so nicely presented that... they make a damn good read."**

14 people and can run at speeds in excess of 90 mph. And then you start cross-referencing. And then you start switching individual players about. And then you start shifting

into "manager" frenzy, even though (in my case) you don't actually know what the hell you're actually doing. I could go on about the statistics and options screens for a month, but we're still not into the game proper, and I'm running short of space. Tally-ho!

### Giant pixels

It's weird, actually. After the immensely glorious hi-res intro visuals, there's a momentary kick to the balls once the game screen rears its head. "Eh?" you think to yourself, "Why have the pixels suddenly got bigger?" But fear not. It's just a culture shock, and it's over in seconds. The intro stuff gives you all it can, which is classy



(Far Left) 55 seconds of the first quarter to go and we're losing terribly. Oh bugger.

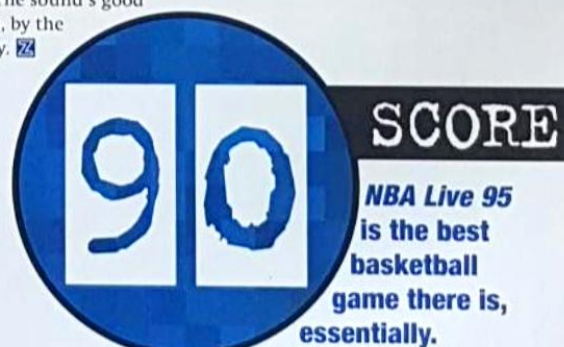
(Left) "It's up there... look, no, go on... look up!"

looks and a zillion dots per inch. The in-game graphics lend themselves purely to the playability, which is what they should do. What's the point of an SVGA digitised basketball court when it scrolls in jerk-o-vision? Exactly... none! But anyway, to get back to the game, you'll be au-fait with the simple but effective control system within 20 seconds and you will have scored your first basket in 40. Later on you'll be wanting to get "clever". In fact, if there's one thing missing from NBAL, it's the lack of judges à la ice-skating. Two points on the scoreboard is quite a nice reward in itself, but three adjudicators holding up score cards saying nine, nine point five (for artistic impression) would be icing on the cake.

### The final curtain

Look at the screenshots, read what I've just written, and finally ask yourself whether you're into sports sims. If the overall feeling you get to the above conditions is of a positive nature, then I suggest you take the advice offered in the first paragraph.

The sound's good too, by the way. **EA**



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Minimum Processor: 386DX (486DX or higher recommended)

Hard Disk Space Required: Minimal

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Sound Cards Supported: All major sound cards

Controls: Keyboard, Joystick

Price: £44.99 Release Date: Out now

Publisher: Electronic Arts Tel: 01753 549442



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**Duncan MacDonald** played *Tank Commander* on a PC Zone office PC, finishing at about ten on a Friday evening. He then got a taxi home, where he wrote down the conversation he'd just had with the cabby...

# TANK COMMANDER



REAT PORTLAND STREET – HEADING SOUTH...

**Cabby:** ...Write about computer games, eh? That sounds like a doddle. My son's got a Sega. You

heard of that?

**Me:** Yes.

**Cabby:** I've got a PC. You heard of that?

**Me:** Yes. Actually it's PC games I review.

**Cabby:** (One percent interested now.) Oh yeah? I've got a 368, and I've got Windows. You heard of that?

**Me:** Yes. But it'd be a 386, not 368.

**Cabby:** You sure about that?

**Me:** Yes.

**Cabby:** Fair enough. So what you got in that padded envelope? That a game, is it?

**Me:** Yes. I've just been playing it. I've got to write it up when I get home.

**Cabby:** (Absently.) Oh yeah? (He swears at a Chinese Metro driver in front, then continues.) So what is it then? Space Invaders? Sonic the Hedgehog? You heard of them?

**Me:** Er, yes. Have you, er, ever actually seen any PC games?

**Cabby:** No, no... no time mate, I'm a busy man, me. I've got Windows. I write letters and that. I had that Anne Robinson in the back of me cab once – I gave her a few "points of view", innit. Haw haw haw.

**Regent Street – traffic lights at Oxford Circus...**

**Cabby:** ...Blimey, you don't say! My old man was in tanks like, in the War. He fought with Monty. Heard of him?

**Me:** Yes.

**Cabby:** In North Africa. Heard of that?

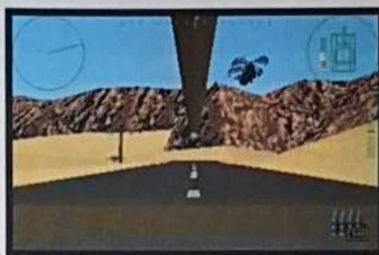
**Me:** Yes.

**Cabby:** So you're inside a tank...

**Me:** Indeed you are. In fact there are four viewpoints, but the one you tend to stick

(Right) The view from the turret is simplistic, to say the least. Unfortunately you don't seem to be able to move the gun up or down.

(Below) A rather large, simplistic looking, polygon-constructed tank with minimal, crappy texture-mapping.



with most is the gunners view – it's the only place you can fire from with any real accuracy. You've got a small radar here too, showing basic terrain and locations of major enemy hardware. You're given a mission briefing at the beginning of each level, but essentially it's a case of trundling around and shooting like billy-o until there aren't any "dots" left on the radar. It's worth mentioning that there are "soft" targets too... enemy troops, who can run around. They're armed with anything from pop-guns to rocket launchers. They don't show on the in-game radar, but you can see them on the big map-screen. The thing is,

though, that the map updates in real-time. Spend too long faffing about and you can return to your tank to find it being blasted from all quarters.

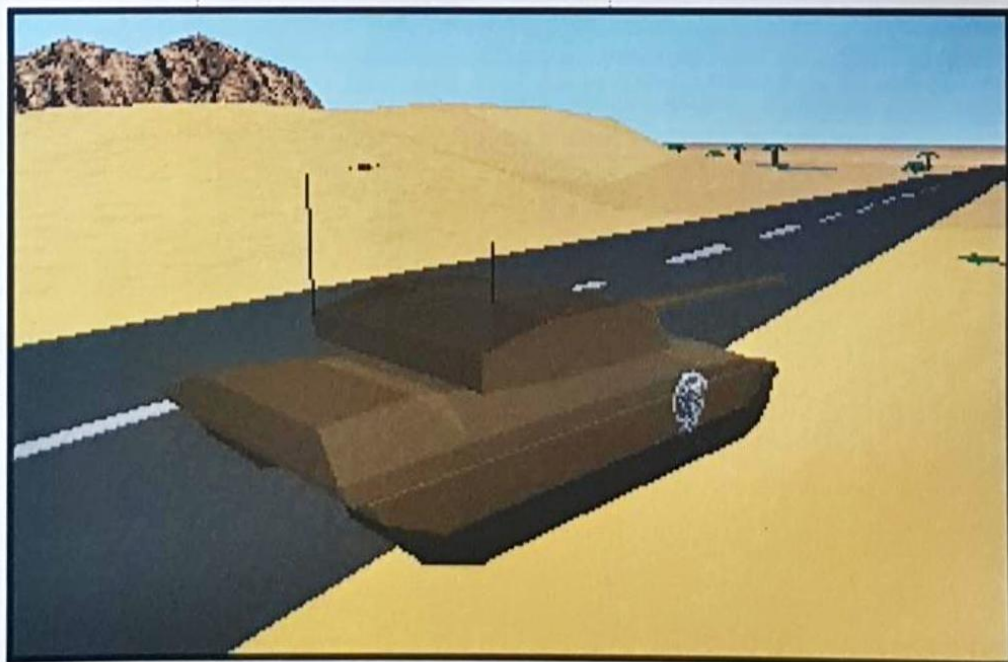
**Cabby:** Eh? You've lost me, mate. You ought to be a hypnotist. I had that Paul McKenna in the back of me cab once. Give me a four quid tip, he did. "That'll be six quid," I says. "Here's ten," he says, "keep the change." Diamond. Bloody diamond.

**Approaching Trafalgar Square – home of the flying rats (i.e. pigeons)...**

**Cabby:** ...So there's a map and a radar... eh, hang on, me old man never had radars in his tank in the war. What's going on? You having a lend of me or summat?

**Me:** No, not at all. It's not a WWII simulation. In fact, to be pedantic, it's not really a "simulation" at all. Actually, come to think about it, I'm not too sure it knows exactly what it is, genre-wise.

**Cabby:** Do what? (He hurls abuse at a confused Nigerian tourist.) You're talking like a nutter from where I'm sitting, mate.





# REVIEW

# Tank Commander



(Left) In a desperate attempt to show a sense of humour, the programmers have deemed it necessary for foot soldiers to fall over and say "ow!" when shot with your gun.

(Below right) An unfeasibly large explosion of green stuff.



This tank game of yours.

**Me:** Well, you'd probably think it looked very realistic, but you haven't really got anything to compare it with - other than, er, Windows. You won't understand me when I say this, but have you ever seen

Frontier by David Braben?

**Cabby:** Do what?

**Me:** Thought so. Can I continue anyway?

**Cabby:** You go ahead mate. I haven't understood a bloody word you've said all the way

down here, mate. This next bit ain't going to take me by surprise, is it?

**Me:** Right. Well, the texture mapping (on the high-detail level) is from the Frontier camp, but even worse, it's ugly and sort of sticks out like a sore thumb. It's best to turn the detail to low, as it happens, because that's when Tank Commander is visually at its least incongruous. It's all extremely retro, though. It looks like an Atari ST game, if you like. It just updates more quickly than one - but even so, it's still no Linford Christie.

**Cabby:** Linford Christie? I had 'im in the back of me cab once. Drove him from

**Me:** I'll put it like this. Tank sims have a tendency to be a bit complicated. They're like strategy games - you're in charge of zillions of units - and you can see where everything is on the map. But then you get plonked into the action, and everything becomes more confusing. Commanding from a top-down view is one thing, but fighting on the ground from a first-person perspective is another. Initially Tank Commander looks like it's sorted this "problem" out, but it soon becomes pretty evident that it hasn't.

**Cabby:** Er... eh? Still not with yer, pal.

**Me:** Well, it sets out like an arcade game, which I personally reckon is a good thing. But the problem is that it soon turns into a

low-end simulation; the simple addictiveness of the first few levels sort of drops away, like a rock over the edge of a cliff, and suddenly the whole thing becomes the poor relation of numerous other tank games. It's got an underlying sense of humour, but somehow this never quite comes off, because you're so deeply pissed off with the gameplay.

**Cabby:** Sense of humour, eh? I had that Jim Davidson in me cab once. He cracks me up, that bloke. He's a bloody genius. Creased up, I was. Couldn't nearly drive, tears in me eyes an' that. Diamond.

**Heading along the Embankment - towards Westminster Bridge...**

**Cabby:** Out of the way, you arsehole! (Shouting at a Honda.) So what's it look like?



Leicester Square to Centre Point in 86.4 seconds. That's the slowest 100 yards he's ever done. Haw haw haw.

**Beyond the Thames - the bowels of Southwark...**

**Cabby:** So, guv, I take it you didn't like this tank game much?

**Me:** In a word, no. It seemed to be aiming in a fairly good direction at the beginning, but it missed the necessary targets by miles once it was underway. The cheesy graphics could be forgiven (although only just) if the game was enjoyable, but you'll almost definitely find yourself awash in a sea of indifference before level two. Somehow Tank Commander looks, feels and plays like a budget game - and a not particularly noteworthy one at that.

**Cabby:** Hmmm. Sounds criminal. Anyway, here we are. That'll be £7.60, mate.

**Me:** Okay, here's £7.61. Keep the change.

**Cabby:** Diamond. ☑



# SCORE

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**Minimum Processor:** 386 or higher

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**Price:** £39.99 **Release Date:** March

**Publisher:** Domark **Tel:** 0181 780 2222

(Left) This'll be the map then, eh? Interesting isn't it?



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# Game Runner



E'VE ALL BEEN SORELY tempted, at one time or another, to lay our hands on the nearest sledge hammer and smash our PC's into more pieces than it was originally intended to be in. This rage overcomes me whenever I get those poxy messages which tell me my PC doesn't

have enough memory to run the newest game I've managed to get my grubby hands on. No one ever told me that playing games requires a degree in tecciness, but whenever I try to fiddle around with AUTOEXEC'S or CONFIG.SYS's, I end up sitting there with my head in my hands, pulling my hair out and crying like a big girl's blouse because I haven't got a clue what I'm doing.

The problem occurs because a large percentage of games can only run in the first 640K of memory. Unfortunately, this memory is also used for DOS, device drivers and a variety of other bits and pieces. As this memory becomes more and more clogged, then less is left over for your games to run in.

Enter then, Quarterdeck's Game Runner, which will take care of all these memory headaches for you. Even a complete novice can fine tune their memory (as long as they know how to insert a floppy disk), and the process is quick and painless. Using Quarterdeck's Extended Memory Manager, Game Runner juggles the configuration of disk compression utilities, TSR's and any device drivers you may have, automatically.

## Just watch it grow (Memory, that is!)

There are two installation options: if you fancy your chances as a bit of a wirehead you can go for a custom set up which allows you to play around manually and decide which memory resident software goes where. If, however, you are a complete coward (like me) you can go for an automatic install and just sit back whilst everything is done for you.

Before running the software, my experimental PC had 582K of conventional memory free with 3K of free upper memory. This is a

Clogged up memory leading to "slower than a very slow crawl!" Then allow **Duncan Swain** to introduce you to the Game Runner. Could it be the answer to all your probs...?



decent amount considering the CD-ROM, mouse, sound card drivers and SmartDrive were already loaded into conventional memory. After Game Runner had done its stuff, this was transformed into an whopping 631K of free conventional and 40K upper memory - more than enough to run any game I've come across yet.

As an extra bonus, Game Runner incorporates HyperDisk disk caching software and Axis the Gamecheater. Unfortunately, it does not incorporate any documentation for these two programs, apart from the help files on the floppy disk, and setting up HyperDisk was a pretty complicated process.

Disk caching software is intended to speed up games by increasing the rate of data transfer from your hard disk. But seeing as SmartDrive, which comes free with DOS and Windows, seems to work just as well, there seemed little point in going through the hassle of installing HyperDisk.

Gamecheater will let you add lives, ammo and money or jump levels in a selection of games. Most of the games supported by Gamecheater are not particularly new: Lemmings, Prince of Persia 1 and 2, Secret Weapons of the Luftwaffe. All of which can be cheated, but if you're looking for later games you will be disappointed. ■



**Product:** Game Runner

**Manufacturer:** Quarterdeck

**Distributor:** Quarterdeck (01245 496699)

**RRP:** £49.95 (inc. VAT)

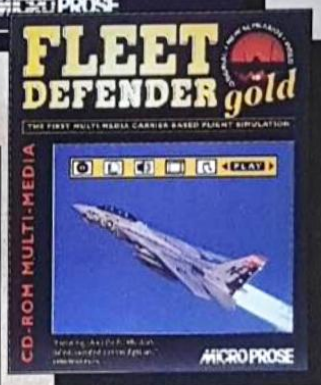
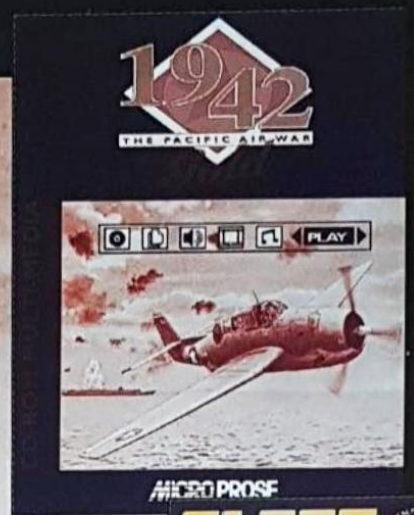


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# PC UPGRADE

Well, this is it, the final part of our upgrade feature. It was two months ago now that I (David Huxford) first promised to tell you how to turn your crappy, ugly PC into a work of beauty. And this, the final part, will see my promise proved – so long as you've been paying attention and not just giggling with all your mates at the back, that is...

## PART 3

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**I**N THE PREVIOUS TWO months, we've covered a range of different upgrades that can be made to a PC to make it a better games machine. It's not really surprising that these upgrades can set you back a few hundred quid, and upgrading the whole lot could set you back nearly a thousand. Of course, if you're going to spend this much, it may be a lot simpler just to buy a new machine, and if you make all the improvements that we've suggested, you'll only be left with your keyboard, monitor and system case, anyway.

While a thousand quid may be able to get you a new machine, provided you still like some of the other bits fitted to your PC, it's just possible that you may want to spend this cash upgrading, so here goes...

### Upgrades up to £1000

The single most expensive component of most PC's is the **CPU** (well, even if it's not, it's definitely the most important), and, as we've hinted earlier, replacing it is the only real way to improve the speed of most games. Of course, if you want the best CPU

money can buy, you're talking Pentiums, which, unlike faster 486s, can't just be stuck into your existing motherboard. A Pentium motherboard with CPU will set you back between £400 and £700, depending on the clock-speed, and all the stuff we mentioned last month about the size and compatibility with existing controllers, still applies. In addition, bear in mind that most Pentium motherboards use the PCI (peripheral component interconnect) bus, so if you've got a VLB graphics card, you will probably have to upgrade it as well.

Other bits and pieces that particularly flash gits may want are: a 17" monitor,



(Above) The AWE32 - the top of the range SoundBlaster.

(from £600); a wavetable sound card with "bells on", (either a SoundBlaster AWE 32 or

Gravis Ultrasound Max, both about £200); or a silly-sized hard disk, (1GB SCSI hard disks cost about £500 with adapter).

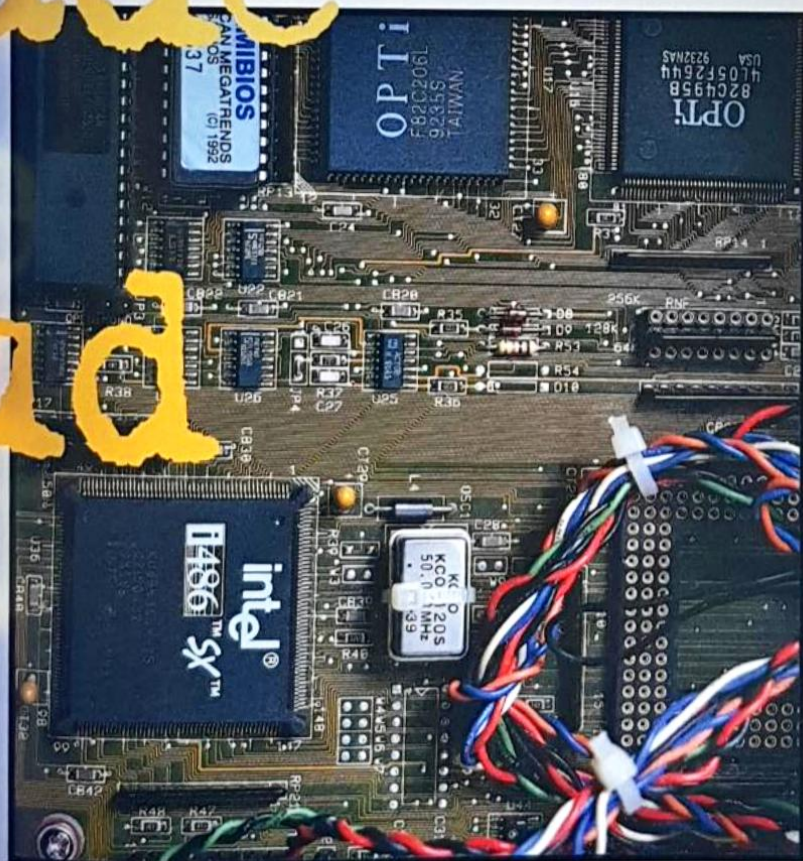
If you'd rather spend your money on a new machine, you should just be able to get a 486DX4/100-based machine for about a thousand quid (including VAT), although this will probably only be fitted with 4MB of RAM. Alternatively, for the same amount, you can get your hands on a 486DX2/66 with more memory, or maybe a sound card or CD-ROM drive.

Whatever you've finally decided to spend your money on, you're probably now sitting there with £400's worth of plastic, wondering how the hell you're supposed to fit it inside your PC, and even if you can, how to get it working. Well you can stop your whinging right now, and pay attention, because we're going to perform some major surgery on our bag-o'-white PC, and fill it with new parts that will make it ROCK.

### Pass the scalpel, Nurse Mathleson

The first thing that we're going to change is the CPU. A straightforward way of upping the performance of our existing set up is to simply replace the 486SX/25 with a DX2/50. This means no arsing around with clock settings and the like, as a DX2/50 has the same external clock-speed as a 25MHz CPU, but it runs twice as fast internally.

Before you start touching things inside your machine, you need to make sure that you are earthed, as apart from entertaining small children by sticking balloons to the



(Left) The old motherboard, sporting a less-than-groovy 486SX.



## Just to piss you off...

You know, you don't have to mess about changing your motherboard, fiddling with simms and getting your hands dirty just so you can play *Wing Commander 3*. You

could always just go and buy yourself a completely new PC that is bigger, better, faster and from the U.S. of A.

It's not just the exchange rate that makes it so much cheaper to buy a PC Stateside. You may get around \$1.50 for your

precious pound right now, but when it comes down to it, it really is much cheaper to set yourself up with a stonkingly good system for under a grand in the land of the free and brave.

Just for starters, a basic 486 DX2 66 with 8 Meg of RAM, a built-in, twin-speed CD-ROM drive and modem, a SoundBlaster compatible sound card, 14 inch monitor and a bundle of software, will set you back around \$1,000 (or around 1,010 Big Macs). And that's what they call a basic system! Doesn't it just make you sick?

If you're after a Pentium, then you can expect to pay a little more, but not much. An all-singing and dancing mega Ninja-Bast machine from the planet Origin will set you back around \$2,000, and we're talking ultimate games machine here. They even

market such beasts as "Games Machines" for crying out loud! If you bear this in mind the next time you cast an anxious glance at the minimum spec. of the latest game, and feel slightly marked that it requires at least a 486 DX2 66 or a machine with 8 Megs of RAM, now you'll know why.

It's a sad fact that the majority of games (with a few notable exceptions in the UK, France and Germany) are being developed in the United States for a market that is essentially made up of 486's and upwards. The fact is, no one owns, or at least uses, a 386 to play games any more in America, and this applies to a lesser extent to Germany and the rest of Europe.

The result is developers are now creating games that are based on new technology which isn't even available to the consumer yet. Technology that is itself still "in development" and probably won't be on the shelves for about another year is now being used as a standard platform for the next generation of games. The direct consequence of this is that new software becomes increasingly more reliant on new technology as the links between hardware and software manufacturers get stronger.

Games are already appearing on the shelves that are "Pentium Recommended" (such as *Wing Commander 3* - which, by the way, totally bombed over here in the UK, but sold incredibly well Stateside), and we can

Needless to say, before upgrading, you should back up anything that was on your old hard disk that you need, as its contents will all be lost when you fit the new one.

### Mother and their jumpers

If your motherboard is capable of running at more than one clock speed, you will usually have to change a jumper switch somewhere. Jumper switches are little black blocks mounted on two pins. If the switch is "on", the jumper is on both pins, otherwise it will only be connected to one of them. Again, the location of this jumper will vary from board to board (many don't have one at all), and you should check that this is possible before buying a new CPU. Assuming that you can do this, you'll need to enter the BIOS (as described earlier) and change settings relating to the CPU speed. Again, exactly which settings to use will vary, and often the machine will still work if these values aren't changed at all. However, selecting the right ones can dramatically increase performance, so check that manual carefully.

If you've decided to go for a completely new motherboard, it will be necessary to re-program the BIOS for your peripherals, whether you're keeping the old ones or not. Most of the defaults should work, but you



(Below) Foamclene - the cheapest essential for giving your PC that "just left the show room" look.



ceiling, static electricity can whack-out sensitive components on your motherboard. To earth yourself, keep your PC plugged in but switched off, and touch the frame once the case is off.

Now, before replacing the CPU, we'll have to pull the old one out. If you're lucky, your PC will have a ZIF (zero insertion force) socket for the CPU. This is a big blue block, with a little lever at the side. To remove the CPU, all you have to do is lift the lever, and the chip just lifts out. Note: do not touch the pins of the CPU, not even a little bit, as aside from the risks from static electricity, they bend very easily. Once the old one is out, drop the new one in, lower the lever and off you go.

If your motherboard isn't blessed with a ZIF socket (like our one), you're going to have to get your hands on a chip removal tool. These often come with new CPU's - if not, you can get one from places like Tandy or Maplin's catalogue. When using one of these, be very gentle, as again, it is pretty easy to bend the pins of the CPU. Work your way round all four sides of the chip until it is loose enough to lift out. Now, the new CPU will have to be pushed in fairly firmly. To avoid cracking the motherboard, it's a good idea to brace it from the other side with a magazine or a sheet of thick cardboard. Apply even pressure to the chip, and it should slide into place.

### Fiddling about with your BIOS

Remember those boring-looking manuals that came with your PC which are now sitting at the bottom of a cardboard box in a wardrobe somewhere? Well, to upgrade your hard disk or to increase the clock speed of your motherboard so that you can put a faster CPU into it, you're going to have to change some BIOS (basic input/output system) settings, and it's a good idea to have the manual handy before you do this. Instructions on how to change these settings should appear when you re-boot your machine. On machines with an AMI BIOS, you press and hold down the DELETE key while booting, but this can vary.

Before upgrading a hard disk, make sure that you write down your current hard-disk parameters. These have labels like "Cyl", "Head" and so on, and if anything goes wrong, are vital if you need to go back to your old drive. Fitting a new drive is basically just a matter of removing the old one, connecting the new one up in its place, updating the BIOS settings with the ones for the new drive (these will be provided with the drive), re-formatting it and re-partitioning it using the DOS FDISK command. Again, the exact parameters to use for these will be supplied with the new disk.



will definitely need the correct hard-disk settings to get the system up and running. The key to success is to just change one thing at a time so that you can quickly and easily isolate any problems.

### A photo never lies

As you can see from the accompanying photos, we've managed to upgrade our shabby office PC into a games machine to be proud of. Although the whole process of upgrading can be a bit scary, you would have to be pretty unlucky (or stupid) to do any permanent damage, and the benefits of being able to play some decent games at last should help allay any fears.

Now, although we've tried to give as much detailed information as possible, the fact that PC's vary so much makes it impossible to cover everyone's individual set up. In the end, the old adage of RTFM (read the f\*\*\*\*\* manual) still stands. As long as you take your time, the whole process should be pretty painless. If you're still not convinced, save up for a new machine!





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ARMORED FIST 43	£24.99	INFERNO 39	£22.99	SIM CITY 2000 SCENARIO 40	£9.99	DOOM 2 EXTRA LEVELS VOL. 47	£9.99
ARMORED FIST 44	£24.99	INFERNO 40	£22.99	SIM CITY 2000 SCENARIO 41	£9.99	DOOM 2 EXTRA LEVELS VOL. 48	£9.99
ARMORED FIST 45	£24.99	INFERNO 41	£22.99	SIM CITY 2000 SCENARIO 42	£9.99	DOOM 2 EXTRA LEVELS VOL. 49	£9.99
ARMORED FIST 46	£24.99	INFERNO 42	£22.99	SIM CITY 2000 SCENARIO 43	£9.99	DOOM 2 EXTRA LEVELS VOL. 50	£9.99
ARMORED FIST 47	£24.99	INFERNO 43	£22.99	SIM CITY 2000 SCENARIO 44	£9.99	DOOM 2 EXTRA LEVELS VOL. 51	£9.99
ARMORED FIST 48	£24.99	INFERNO 44	£22.99	SIM CITY 2000 SCENARIO 45	£9.99	DOOM 2 EXTRA LEVELS VOL. 52	£9.99
ARMORED FIST 49	£24.99	INFERNO 45	£22.99	SIM CITY 2000 SCENARIO 46	£9.99	DOOM 2 EXTRA LEVELS VOL. 53	£9.99
ARMORED FIST 50	£24.99	INFERNO 46	£22.99	SIM CITY 2000 SCENARIO 47	£9.99	DOOM 2 EXTRA LEVELS VOL. 54	£9.99
ARMORED FIST 51	£24.99	INFERNO 47	£22.99	SIM CITY 2000 SCENARIO 48	£9.99	DOOM 2 EXTRA LEVELS VOL. 55	£9.99
ARMORED FIST 52	£24.99	INFERNO 48	£22.99	SIM CITY 2000 SCENARIO 49	£9.99	DOOM 2 EXTRA LEVELS VOL. 56	£9.99
ARMORED FIST 53	£24.99	INFERNO 49	£22.99	SIM CITY 2000 SCENARIO 50	£9.99	DOOM 2 EXTRA LEVELS VOL. 57	£9.99
ARMORED FIST 54	£24.99	INFERNO 50	£22.99	SIM CITY 2000 SCENARIO 51	£9.99	DOOM 2 EXTRA LEVELS VOL. 58	£9.99
ARMORED FIST 55	£24.99	INFERNO 51	£22.99	SIM CITY 2000 SCENARIO 52	£9.99	DOOM 2 EXTRA LEVELS VOL. 59	£9.99
ARMORED FIST 56	£24.99	INFERNO 52	£22.99	SIM CITY 2000 SCENARIO 53	£9.99	DOOM 2 EXTRA LEVELS VOL. 60	£9.99
ARMORED FIST 57	£24.99	INFERNO 53	£22.99	SIM CITY 2000 SCENARIO 54	£9.99	DOOM 2 EXTRA LEVELS VOL. 61	£9.99
ARMORED FIST 58	£24.99	INFERNO 54	£22.99	SIM CITY 2000 SCENARIO 55	£9.99	DOOM 2 EXTRA LEVELS VOL. 62	£9.99
ARMORED FIST 59	£24.99	INFERNO 55	£22.99	SIM CITY 2000 SCENARIO 56	£9.99	DOOM 2 EXTRA LEVELS VOL. 63	£9.99
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ARMORED FIST 63	£24.99	INFERNO 59	£22.99	SIM CITY 2000 SCENARIO 60	£9.99	DOOM 2 EXTRA LEVELS VOL. 67	£9.99
ARMORED FIST 64	£24.99	INFERNO 60	£22.99	SIM CITY 2000 SCENARIO 61	£9.99	DOOM 2 EXTRA LEVELS VOL. 68	£9.99
ARMORED FIST 65	£24.99	INFERNO 61	£22.99	SIM CITY 2000 SCENARIO 62	£9.99	DOOM 2 EXTRA LEVELS VOL. 69	£9.99
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ARMORED FIST 67	£24.99	INFERNO 63	£22.99	SIM CITY 2000 SCENARIO 64	£9.99	DOOM 2 EXTRA LEVELS VOL. 71	£9.99
ARMORED FIST 68	£24.99	INFERNO 64	£22.99	SIM CITY 2000 SCENARIO 65	£9.99	DOOM 2 EXTRA LEVELS VOL. 72	£9.99
ARMORED FIST 69	£24.99	INFERNO 65	£22.99	SIM CITY 2000 SCENARIO 66	£9.99	DOOM 2 EXTRA LEVELS VOL. 73	£9.99
ARMORED FIST 70	£24.99	INFERNO 66	£22.99	SIM CITY 2000 SCENARIO 67	£9.99	DOOM 2 EXTRA LEVELS VOL. 74	£9.99
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ARMORED FIST 72	£24.99	INFERNO 68	£22.99	SIM CITY 2000 SCENARIO 69	£9.99	DOOM 2 EXTRA LEVELS VOL. 76	£9.99
ARMORED FIST 73	£24.99	INFERNO 69	£22.99	SIM CITY 2000 SCENARIO 70	£9.99	DOOM 2 EXTRA LEVELS VOL. 77	£9.99
ARMORED FIST 74	£24.99	INFERNO 70	£22.99	SIM CITY 2000 SCENARIO 71	£9.99	DOOM 2 EXTRA LEVELS VOL. 78	£9.99
ARMORED FIST 75	£24.99	INFERNO 71	£22.99	SIM CITY 2000 SCENARIO 72	£9.99	DOOM 2 EXTRA LEVELS VOL. 79	£9.99
ARMORED FIST 76	£24.99	INFERNO 72	£22.99	SIM CITY 2000 SCENARIO 73	£9.99	DOOM 2 EXTRA LEVELS VOL. 80	£9.99
ARMORED FIST 77	£24.99	INFERNO 73	£22.99	SIM CITY 2000 SCENARIO 74	£9.99	DOOM 2 EXTRA LEVELS VOL. 81	£9.99
ARMORED FIST 78	£24.99	INFERNO 74	£22.99	SIM CITY 2000 SCENARIO 75	£9.99	DOOM 2 EXTRA LEVELS VOL. 82	£9.99
ARMORED FIST 79	£24.99	INFERNO 75	£22.99	SIM CITY 2000 SCENARIO 76	£9.99	DOOM 2 EXTRA LEVELS VOL. 83	£9.99
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ARMORED FIST 81	£24.99	INFERNO 77	£22.99	SIM CITY 2000 SCENARIO 78	£9.99	DOOM 2 EXTRA LEVELS VOL. 85	£9.99
ARMORED FIST 82	£24.99	INFERNO 78	£22.99	SIM CITY 2000 SCENARIO 79	£9.99	DOOM 2 EXTRA LEVELS VOL. 86	£9.99
ARMORED FIST 83	£24.99	INFERNO 79	£22.99	SIM CITY 2000 SCENARIO 80	£9.99	DOOM 2 EXTRA LEVELS VOL. 87	£9.99
ARMORED FIST 84	£24.99	INFERNO 80	£22.99	SIM CITY 2000 SCENARIO 81	£9.99	DOOM 2 EXTRA LEVELS VOL. 88	£9.99
ARMORED FIST 85	£24.99	INFERNO 81	£22.99	SIM CITY 2000 SCENARIO 82	£9.99	DOOM 2 EXTRA LEVELS VOL. 89	£9.99
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ARMORED FIST 90	£24.99	INFERNO 86	£22.99	SIM CITY 2000 SCENARIO 87	£9.99	DOOM 2 EXTRA LEVELS VOL. 94	£9.99
ARMORED FIST 91	£24.99	INFERNO 87	£22.99	SIM CITY 2000 SCENARIO 88	£9.99	DOOM 2 EXTRA LEVELS VOL. 95	£9.99
ARMORED FIST 92	£24.99	INFERNO 88	£22.99	SIM CITY 2000 SCENARIO 89	£9.99	DOOM 2 EXTRA LEVELS VOL. 96	£9.99
ARMORED FIST 93	£24.99	INFERNO 89	£22.99	SIM CITY 2000 SCENARIO 90	£9.99	DOOM 2 EXTRA LEVELS VOL. 97	£9.99
ARMORED FIST 94	£24.99	INFERNO 90	£22.99	SIM CITY 2000 SCENARIO 91	£9.99	DOOM 2 EXTRA LEVELS VOL. 98	£9.99
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ARMORED FIST 98	£24.99	INFERNO 94	£22.99	SIM CITY 2000 SCENARIO 95	£9.99		
ARMORED FIST 99	£24.99	INFERNO 95	£22.99	SIM CITY 2000 SCENARIO 96	£9.99		
ARMORED FIST 100	£24.99	INFERNO 96	£22.99	SIM CITY 2000 SCENARIO 97	£9.99		
ARMORED FIST 101	£24.99	INFERNO 97	£22.99	SIM CITY 2000 SCENARIO 98	£9.99		





**HARDWARE  
REVIEWS**

# Cheap Quad Speed IDE CD-ROM Drives

Quad-speed CD-ROM drives have always been seen as the exclusive preserve of posh kids. A new breed of cheaper models are emerging, however, which means that your average skint gamer can get quadded-up.

**Dave Mathies** rounds up three contenders for the contents of your wallet.



# Quad Speed IDE CD-ROM Drives

## HARDWARE REVIEW



AS YOU MAY HAVE NOTICED, most games these days are released on CD-ROM, and while many also come out on floppy, the sight of video clips, flashy animation, sound and general hugeness is enough to make most people yearn for little, round, shiny plastic things.

The standard double-speed jobs, which most people have at the moment, do the "business" most of the time, but some of them can be a bit jerky when playing back video and animation. On slower PC's, there's not very much that can be done about this, because the speed of the machine limits the rate at which data can be transferred from the drive. However, if "Ninja PC" is your middle name, apart from having very strange parents, you can get rid of the aforementioned jerkiness by investing in a faster CD-ROM drive.

Up until a couple of months ago, quad-speed drives were the preserve of clever twats with lots of money and a SCSI card. A typical drive cost about £400, and installing one usually needed a bit of messing about with SCSI, which, while not particularly difficult, can be a bit daunting to the first-time user, as well as adding to the overall cost. However, all this has now changed with the introduction of IDE CD-ROM drives. The hard disk in your PC is probably connected to the motherboard using an IDE (Integrated Drive Electronics) controller, and this same

controller can be used for CD-ROM drives. And because you don't have to fork out for an extra card, these drives prove to be quite a bit cheaper. This

technology has been used to bring down the price of double-speed drives to under £100.

The drives tested here are some of the first quad-speeds around to use the IDE interface, and they all retail at around £200, which puts them within the reach of your typical impoverished gamer. As mentioned earlier, the extra welly provided by these drives is wasted on slower machines, so to ensure that they get a fair crack, they've been tested on a machine with a Blue Lightning 75MHz CPU, which is roughly equivalent to an Intel DX2/66 chip - a fairly common choice for games.

### Mitsumi FX 400

Mitsumi is one of the better known manufacturers of CD-ROM drives, and it's no surprise that it is amongst the first companies to release a quad-speed IDE drive. The FX 400, apart from being a beige colour like every other CD-ROM drive in the universe, is a tray-loading device, which makes changing disks a lot easier, but is a bit "less safe", as it is possible for disks to be inserted incorrectly.

The front panel itself has a headphone socket and volume control, as well as an open/close button. The inclusion of audio playback and track skip controls would have been nice, as it can be a bit of a pain having to use software control every time you want to play an audio CD.

Installation of the drive was simply a matter of slotting it in, connecting power, and plugging a spare connector from the IDE ribbon cable attached to the hard drive. Software installation was just as easy, and the program adds a line to your AUTOEXEC.BAT and CONFIG.SYS files, politely highlighting them with REM statements side so that you know exactly what has been changed.

A good way of judging the performance of a CD-ROM drive is to measure how much CPU usage is required when the drive is active. To do this, we tested the drive at three different transfer rates: 150k/sec (normal); 300k/sec (double); and 600k/sec (quad-speed). The figures for the FX 400 were 17 per cent, 34 per cent and 66 per cent respectively, which means that when the drive is flat out, your processor is two-thirds busy.

### Aztech CDA 468-011

Unlike the Mitsumi drive, the Aztech drive came with its own interface card (optional), so if you can't manage to get the drive working through the primary IDE interface, the card will get you up and running.

Another good reason for using a separate card is that Windows 32-bit disk access won't work if the card is attached to the same interface as the hard-drive. While this may sound deeply techie and not at all worth bothering with, enabling 32-bit access can speed up Windows performance by up to 25 per cent, so there.

The drive itself has the usual headphone socket and volume control, and, unlike the other two, comes with a play/track-skip button, which allows you to play audio CD's without having to mess around with a software player. Like the other two, it is a tray-

loader, and like all other drives, the open/close button is below the tray, so when it's open, you are unable to reach the close button easily. You can push the tray a bit to make it close, but this always feels a bit dodgy.

The installation software comes on a single disk, although it's lack of ability to detect multiple configurations means that the line that loads the driver is just stuck at the end of

CONFIG.SYS. In some situations you may have to move this line elsewhere, but this shouldn't be too hard for the average PC Zone reader.

The performance of this drive was the best of the bunch, and it managed figures of: 13 per cent (150k/sec); 27 per cent (300k/sec); and 53 per cent (600k/sec). This, combined with the low price, makes this drive an excellent buy, especially when you remember that most double-speed drives still cost over £100.

### NEC CDR271

NEC have been selling quad-speeds for quite a while, although their other models are all a lot pricier than this one. Like the Aztech, the NEC was supplied with its own interface card, although the NEC's card has the added benefit of a pair of stereo jacks on the back so that you can still use it as an audio player if you don't have a sound card. However, this handy feature is somewhat negated by the lack of any audio play/track skip controls.

The tray loader is a bit natter than most, with the tray itself being covered by a small door, presumably to prevent dust and other infections. It's a shame, though, that the volume knob isn't the same as those fitted to some of NEC's more expensive models, which are lush.

Performance-wise, the NEC is pretty much the same as the Mitsumi, while the comments made about the pros and cons of using the card's own interface (above) apply to this unit as well. Overall, however, the price and performance of the Aztech card make it the best of what is an impressive bunch, although it is the most expensive of the bunch, too.

## SCORE

# 75

**Product:** FX 400  
**Manufacturer:** Mitsumi  
**Distributor:** Carrera Technology  
(0171 830 0486)  
**RRP:** £199.00 (inc. VAT)

## SCORE

# 90

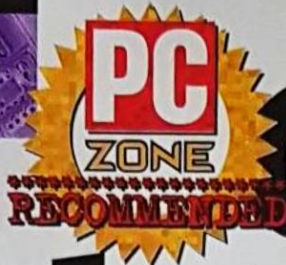
**Product:** CDA 468-011  
**Manufacturer:** Aztech  
**Distributor:** Aztech  
(01734 814121)  
**RRP:** £175 (inc. Interface and VAT)

## SCORE

# 75

**Product:** CDR271  
**Manufacturer:** NEC  
**Distributor:** Datronch  
(01252 303500)  
**RRP:** £256 (inc. Interface and VAT)





# Carrera Panther P75P Multimedia

Starting from this month, I, **David Mathieson**, in our efforts to bring you the most up-to-date info on all aspects of game playing, are going to be reviewing complete systems as well as other hardware.



WHILE IT IS POSSIBLE to upgrade your existing set up to make it less crap, as we've shown you in our three-part upgrade feature, there are times when it makes more sense to get rid of the whole thing and start from scratch, especially if you're a rich Colombian drugs baron, or (just a bit more plausibly), you're the owner of a 386.

The problem with buying a new PC is that there are about a thousand different companies, all selling, what on paper, seem to be identical machines. Once you start to dig around underneath all the glossy, tacky, and just plain horrible ads, the differences between different PC's becomes much clearer. If you know a reasonable amount about setting up and generally fiddling about with PC's, you can often get away with working out which bits you need, and shopping around for the cheapest deal. If, however, you're not into playing around with BIOS settings, Windows virtual memory settings and the like, then you'll probably want a machine that has been decently set up in the first place, and not one that's been supplied by a bunch of dodgy box-shifters who'll have bugged off to Spain by the time the hard-disk blows up in a year's time.

Another obvious factor that we'll be taking into account is the performance of the machines on test. While most tests these days concentrate on Windows performance, for most games the only thing that matters is the speed available under DOS. To do this, we'll be measuring the frame rate that each machine is capable of when running *Doom*, as well as offering slightly more subjective judgements on overall performance with a wide variety of software.

Finally, as our upgrade feature hopefully demonstrated, one of the best things about PC's is the fact that virtually every component can be upgraded when the need arises. Although those slimline cases may be pleasing to the eyes of Mr Tidy-Pants and his designer mates, they're very cramped inside and, therefore, pretty useless when it comes to expansion. Many machines also have handy, little, design features like CPU's hidden away under the power supply and SIMM sockets, lurking where the sun don't shine. It's this easy upgradeability and general construction that often makes the difference between two identically specified machines.

To keep things simple, we'll be giving each PC a mark out of ten for each of five categories (Overall score out of 100):

#### 1. Initial Set up & Ease of Use

How easy is it to get games up and running?

Is the documentation any good, or do you just get a heap of badly-translated manuals?

Has any multimedia hardware present been properly installed?

#### 2. Performance

Does the machine give a decent frame rate when running games like *Doom*?

Does the speed of the hard-disk and CD-ROM drive mean that you

have to wait an eternity for the next level to load?

Is the machine fitted with a decent graphics card which speeds up Windows performance, and does it work with SVGA games?

#### 3. Upgradeability

How easy is it to change things like the CPU and RAM?

Are there plenty of available drive bays and slots for things like sound cards and CD-ROM drives?

#### 4. Value for Money

Would we spend our (fairly) hard-earned cash on this one, or go elsewhere?

#### 5. Overall

Taking all the above factors into account, plus anything else we can think of, is this machine a pig or a princess?

### Carrera Panther P75P Multimedia

Most of the best games these days use monster graphics engines, which incorporate loads of polygons, texture mapping, Gouraud shading and all the rest to bring ninja-scopic action to your home. Try running these games on a slow machine and you're presented with a jerky mess that's impossible to play properly. As we keep telling you, the only way to really do anything about this is to get a faster CPU. The fastest of the bunch at the moment are Pentiums, which originally came in three clock-speeds: 60, 66 and 90MHz. The closeness of the 60 and 66MHz models always seemed a bit silly, and Intel obviously agree, as they've brought out a 75MHz Pentium chip as a more-or-less direct replacement for the 66MHz model.

Carrera have exploited the potential of the Pentium 75, and this mid-priced multimedia system combines all the bits that you're likely to need with this processor, to make what is, on paper at least, an ideal platform for games playing.

As well as the Pentium, the Panther is fitted with: a 1MB Diamond Stealth 64 DRAM graphics card; a 540MB Enhanced IDE hard drive; a Wearnes CDD-120 CD-ROM drive; a Creative Labs Sound-Blaster 16 sound card; and a pair of Creative Labs active speakers.

The Panther also comes with a few software titles, most of which are mediocre CD's that you probably wouldn't otherwise buy, but are worth a look. On the plus side, the most-excellent *Encarta 95* encyclopedia is included, and the machine also comes with Microsoft Works pre-installed, in the unlikely event of you wanting to use the machine for any "proper" work.

A big plus about this system (and all of Carrera's, for that matter) is that it comes with a manual which covers all aspects of setting up and upgrading the system; a troubleshooting guide; and a glossy explaining things like local buses and caches. This makes a nice change from the usual baffling set of hardware manuals (although these are also included), and it contains enough information to get even the most terrified of novices up and running. On the down side, the manual contains at least one technical inaccuracy, and it



# Carrera Panther P75P Multimedia

## HARDWARE REVIEW

needs updating as it doesn't cover Pentiums, PCI buses and Enhanced IDE, all of which are included in this system. Most of the stuff in the manual, however, is still relevant and a load better than that provided with most systems.

The system unit is a standard-sized mini-tower, with a natty-looking door, which conceals the CD-ROM and floppy disk drives, as well as the power, reset, turbo and keyboard-lock switches. When the door is closed, it keeps the whole affair looking pretty neat, and it can be locked to prevent small brothers from attempting to insert snot-laden little fingers into the CD-ROM drive. However, anyone with a mental age above two would have no problem in getting past it, so its use is only really cosmetic.

Inside the case, the Carrera has a slightly cramped layout, but considering the fact that it already has a CD-ROM drive and sound card, this is unlikely to cause too many problems. The 8MB of RAM consists of two 4MB SIMM's, and there are two more easily accessible slots, which should make upgrading to 16MB pretty simple. The processor and fan assembly, however, are located behind the drive bays, which makes it pretty tricky to reach them, although it's unlikely that you'd need to do this anyway.

Further potential for tarting the machine up is provided in the form of three spare ISA slots and one PCI slot. There's also a spare drive bay if you're unfashionable enough to have friends that still give you stuff on 5.25 inch floppies, or if you're just plain greedy and you want another CD-ROM drive or hard disk.

The monitor is a decent enough 14" GoldStar that has no problem handling Windows at 800x600 resolution, although if you fancy a bigger picture, you can have a 15" for an extra £49.00. The CD-ROM drive is a 2.5 speed unit made by Wearnes, and it's connected to the motherboard using the same IDE controller as the hard disk, which helps to save slots. The extra performance over a double-speed drive is pretty negligible, although when it comes to playing back video clips, you need all the speed you can get, and the fact that you can now get a quad-speed drive for £139 (see "round up", this issue) means that the days of double-speed drives are probably numbered anyway. Still, this drive has no problems coping with most tasks.

When it comes to running games, the power of the Panther's Pentium CPU makes itself felt immediately. *Doom 2* runs smoothly, and the power-hungry *Descent*, while not quite as slick as when running on a P90, runs at a speed that would make a 486DX2 owner weep. The 540MB hard disk has room for plenty of games (even really annoying ones with vast intro sequences), and is fast enough to make waiting around for the next level to load a thing of the past. The Diamond Stealth graphics card, while optimised for Windows, doesn't have any problems with running games, and its support for the VESA standard means that *US Navy Fighters*, which uses SVGA graphics, runs without any problems.

The one area where this system is deficient as far as games are concerned is that, when you first boot-up, there's only 439K of conventional memory available, which means that a certain knowledge of modifying system files is needed to get most games to run. This does seem like a bit of an oversight on the part of Carrera, as it doesn't cost anything to sort this out, and to provide some decent boot configurations. Still, getting games running is all part of the fun, I suppose, isn't it?

Overall, Carrera have reached a nice balance between performance and price. Although it is marketed as a multimedia machine, it's CPU, CD-ROM drive and sound card also make it an ideal games machine. Many gamers, however, probably own these last two items, and if this is applicable, you could save quite a bit of money by leaving them out. The inclusion of a decent manual (for once!) makes this machine easy to set up and use, and it would be nice if other companies would follow Carrera's lead on this front. The lack of conventional memory in the initial set up and the pointless door on the front panel don't really detract from what is an intelligently put-together and speedy-for-the-money machine. ■

### Ratings

Performance (Pentium 90) 9/10

Mark deducted for lousy conventional memory.

Price (Pentium 90) 7/10

Not as fast as Pentium 90 & 100, but still plenty of welly for the money.

Upgradeability 7/10

Easy RAM upgrade, but reaching CPU a pain.

Value for money 8/10

Not the cheapest around, but better than average components throughout.

### SCORE

# 80

**Product:** Panther P75P Multimedia

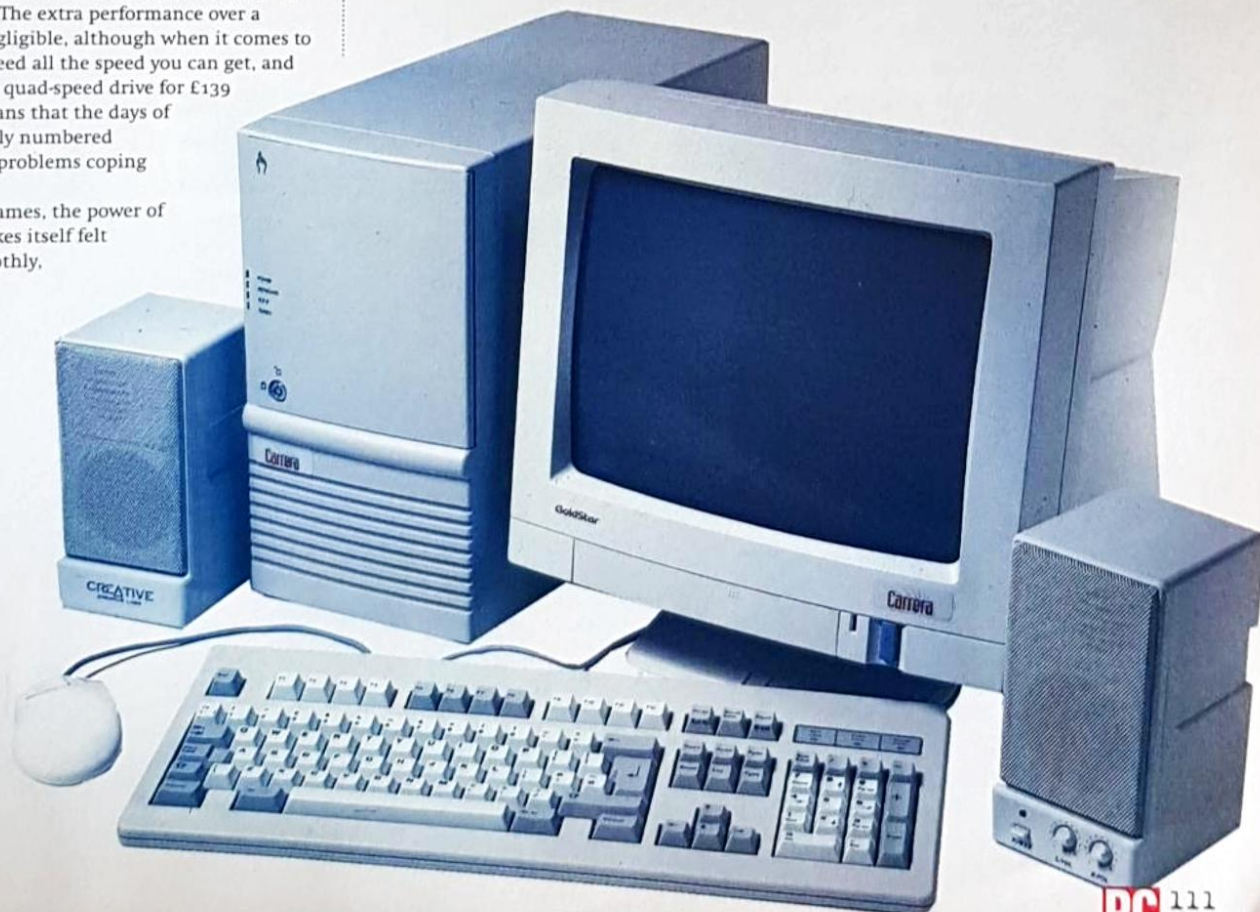
**Manufacturer:** Carrera Technology

**Distributor:** Carrera Technology (0171 830 0486)

**RRP:** £1760.00

(inc. VAT)

15" Monitor costs an extra £49.00





**FEATURE****Joysticks**

They're curvy,  
they're pervy,  
they're big and  
they're silly. They're  
good fun to waggle  
and some look like  
your... well, we'll  
leave it there, shall  
we? Prepare  
yourselves, ladies  
and gentlemen, for  
the greatest joystick  
experiment of all  
time...

**GET YOUR****OUT FOR THE**

# Joysticks



Photography: Mike Harding (0171 274 9030). Model: Michelle Collins from Samantha Bond Management (0171 352 3767)





I'VE TESTED a lot of joysticks over the last two years here at PC Zone, and when it comes to waggly things, we're experts, Wagglemasters, Knobskis - call us what you will, we've tested them all and we know what we're talking about. Thing is, we've never really conducted a test that looks at those all-important factors - the real nitty gritty. Your "Gravismaster Ultimate Wonder Stick" might let you turn somersaults in cyberspace, but will it shatter into a million pieces if you accidentally knock it off your desk? Will it still work when you've spilt lager/coffee/Cuppa Soup all over it? Will it offend your granny if she sees it lying around your bedroom? These things matter to the discerning gamer (we know, we are experts) and we want to tell it like it is.

Make way, ladies and gentlemen for the "PC Zone Joystick Experiment - 1995". For scientific purposes we've assembled a special panel of experts to help us assess the particular merits of each of the joysticks on test. Each member of the panel is a recognised expert in their field and we've gone to a great deal of trouble, and expense to ensure that this is the most comprehensive test you'll ever come across - if you get my gist.

### Expert One



Meet Cindy. She's just finished training as a beautician in sunny California and she wants to get into

modelling and TV commercials. Things is, she's just a little clumsy and a tad forgetful. You know, the sort of girl who just can't help walking into parked cars, losing her keys and forgetting where she lives. If there's a cup of coffee lying around, you can rely on Cindy to knock it over.

Luckily, we've managed to persuade the "very busy" Cindy to come along and take part in the "Oh shit! - I've just knocked my joystick off the desk," part of the experiment. Basically, we just sat her down at a desk with a joystick on it and left her to it. The results were then carefully recorded. (Each joystick was "accidentally" knocked off the desk ten times and any signs of damage were entered into our database.) We then gave each joystick a rating for robustness, quality of construction and general wear and tear.



### Expert Two



Meet Dwainetta. She's a full time home-maker, who lives with her husband Dwain, a market trader from

Romford. Dwainetta hates cleaning and is a self-confessed slob. She hasn't cleaned her house since she moved in, back in 1988, and has so far managed to avoid three eviction orders from Essex County Council, who have tried to remove her on the grounds that she's an environmental health risk.

Dwainetta was responsible for covering each joystick in coffee, cigarette ash and crisps (the most common substances that come into contact with joysticks) and then wiping it all down with her sleeve. Each joystick was then thoroughly tested with a number of games to see if its performance was affected by being covered in gunge, decomposing food and bodily fluids - all of which were carefully administered by Dwainetta under strict laboratory conditions. A rating was then given based on the joystick's resistance to "everyday use".



### Expert Three

Meet Sister Valerie from the Order of the Immaculate Conception. Although dyed-in-the-Sister Mary's achieve-

ments are quite remarkable for a woman so young. Having spent three years in the subversive religious cult of Dr Fido, after claiming she believed in Dog, she was rescued by the sisters of the Order of the Immaculate Conception, where she underwent extensive rehabilitation therapy. She is now considered to be one of the most pious people to walk this earth and can name Pope Jean Paul and Mother Theresa as her closest friends. She was recently persuaded to appear in a TV commercial for IBM (one of her greatest ambitions is to spread the word of God via the Internet), and we were very lucky to get her at such short notice.

Sister Valerie reluctantly tested each joystick blindfolded in an attempt to ascertain its "phallusicity". Having seated her in our laboratory, we instructed her to grip each joystick tightly and work it through her fingers. We then measured her screams on a screamometer as she fumbled in the dark. Each joystick and each entrant was then given a rating considering its size, shape and "phallusicity".



### Men in White Coats

Each and every joystick was, of course, rigorously tested with a variety of games to ascertain its general performance by gaming experts. We do things properly here, you know.



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## Edge II

Suncom £14.99

### 1 Impact Test

Number of suckers: 4  
Damage: No visible damage

### 2 Resistance to General Use

Crisps and debris: Poor  
Fag ash and dust: Poor  
Coffee spillage: Poor

### 3 Phallusicity

Height: 7"  
Knobs and buttons: 2  
Appearance: Slightly dodgy

### 4 Best for...

3D combat sims and shoot 'em up games

An average stick at a good price. The fire buttons are a little dodgy, whilst the general fit and finish make it highly susceptible to crisps and fag ash. Not one for serious gamers.

SCORE: 59%



## FX 2000

Suncom £29.99

### 1 Impact Test

Number of suckers: 4  
Damage: Just escaped it

### 2 Resistance to General Use

Crisps and debris: Poor  
Fag ash and dust: Good  
Coffee spillage: Good

### 3 Phallusicity

Height: 8"  
Knobs and buttons: 2  
Appearance: Slightly dodgy

### 4 Best for...

3D combat sims and shoot 'em up games

A weird-looking stick which copes admirably with most games. The sleek design makes it easy to clean and it's pretty resistant to debris. Switchable fire buttons make it a good all-rounder.

SCORE: 72%



## Delta Ray

Logic 3 £15.99

### 1 Impact Test

Number of suckers: 4  
Damage: Just escaped it

### 2 Resistance to General Use

Crisps and debris: Good  
Fag ash and dust: Poor  
Coffee spillage: Good

### 3 Phallusicity

Height: 7"  
Knobs and buttons: 5  
Appearance: Slightly dodgy

### 4 Best for...

3D combat sims and shoot 'em up games

The cheap feel and absolutely dreadful colour combination make this a stick to be avoided at all cost. Although designed for 3D combat sims, it lacks precision and control.

SCORE: 51%



## Super Warrior

Quickshot £19.99

### 1 Impact Test

Number of suckers: 4  
Damage: No visible damage

### 2 Resistance to General Use

Crisps and debris: Average  
Fag ash and dust: Poor  
Coffee spillage: Average

### 3 Phallusicity

Height: 8" (ribbed)  
Knobs and buttons: 4  
Appearance: Rude looking!

### 4 Best for...

3D combat sims and shoot 'em ups/basic flight sim

This is a nicely-styled stick which can be used quite adequately for flight sims and 3D combat sims. The very responsive fire buttons and a throttle control make it a bit of a barg.

SCORE: 82%





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- b) 3
- c) 1

How many directions does the thumb control on the PC Control Pad move?

- a) 4
- b) 6
- c) 8

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Closing date for entries is 6 May 1995.





## Analogue Pro

Gravis £42.55

### 1 Impact Test

Number of suckers: None  
Damage: There was no visible damage

### 2 Resistance to General Use

Crisps and debris: Good  
Fag ash and dust: Good  
Coffee spillage: Good

### 3 Phallusicity

Height: 6"  
Knobs and buttons: 5  
Appearance: Very rude

### 4 Best for...

Pretty much everything, really

This holds its own (juvenile titter) with all types of games, and girls will particularly enjoy its rather unusual shape and feel. Expensive, but worth it.

SCORE: 92%



## My Joystick

Suncom £14.99

### 1 Impact Test

Number of suckers: None  
Damage: There was no visible damage

### 2 Resistance to General Use

Crisps and debris: Good  
Fag ash and dust: Good  
Coffee spillage: Good

### 3 Phallusicity

Height: 4"  
Knobs and buttons: 3  
Appearance: Inoffensive

### 4 Best for...

Arcade/platform games, footie games

This is aimed at younger gamers, but in practice, it's a great stick for anyone, especially for FIFA. It's well built and responsive and at this price, great value.

SCORE: 80%



## PC Xtra

Competition Pro £19.99

### 1 Impact Test

Number of suckers: None  
Damage: There was no visible damage

### 2 Resistance to General Use

Crisps and debris: Good  
Fag ash and dust: Good  
Coffee spillage: Good

### 3 Phallusicity

Height: 5"  
Knobs and buttons: 2  
Appearance: Slightly dodgy

### 4 Best for...

Arcade/platform games, footie games

This is an excellent choice if arcade games are your thing. It's both durable and highly responsive, and you'll get change out of a 20 quid note - nice one CP.

SCORE: 77%



## Flight Stick Pro

CH £79.95

### 1 Impact Test

Number of suckers: None  
Damage: Just got away with it

### 2 Resistance to General Use

Crisps and debris: Average  
Fag ash and dust: Average  
Coffee spillage: Good

### 3 Phallusicity

Height: 8"  
Knobs and buttons: 4  
Appearance: Inoffensive

### 4 Best for...

Flight sims and shoot 'em ups

Great flight stick. Not in the same league as the Gravis stick but pretty super, nonetheless. It comes with both throttle control and calibration software. Smart!

SCORE: 86%







## Python 5

Quickshot £12.99

### 1 Impact Test

**Number of suckers:** 4  
**Damage:** Top fell off after a particularly hard knock, but it was repaired easily

### 2 Resistance to General Use

**Crisps and debris:** Poor  
**Fag ash and dust:** Average  
**Coffee spillage:** Average

### 3 Phalluscity

**Height:** 6 1/2"  
**Knobs and buttons:** 2  
**Appearance:** Slightly dodgy

### 4 Best for...

Arcade/Platform

This one is a bit boring as far as joysticks go. Only suitable for games that require jerky controls. Not particularly good at anything, really.

SCORE: 45%



## Dual Port Dilemma

Everyone knows that the PC is the absolute pits for two-player games. Your £200 soundcard might have 16 bit super sound and more voices than St. Winnifred's School Choir, but it's only got one joystick port so a spot of head-to-head *Sensi* is completely out of the question. So what can you do?

Well, unless you've just bought the new Revenger from Dattel which uses the keyboard input, and leaves the single joy-port free - you're buggered.

The best way to get around this dual port dilemma is to fork out for a dual port card or a splitter. You'll have to physically disable a jumper on your soundcard to get it to work, but once that's done you'll be in two player heaven. We recommend the ACM card from Thrustmaster for around £40 or the Suncom GamePort 2000 which retails at around £25.

**PC ZONE**  
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## Phoenix

Gravis £129.99

### 1 Impact Test

**Number of suckers:** None  
**Damage:** Don't drop it!

### 2 Resistance to General Use

**Crisps and debris:** Good  
**Fag ash and dust:** Average  
**Coffee spillage:** Poor

### 3 Phalluscity

**Height:** 6"  
**Knobs and buttons:** 24!  
**Appearance:** A bit on the "slightly dodgy" side

### 4 Best for...

Flight sims and shoot 'em ups

A great flight stick with lots of easily programmable buttons. On the down side, though, it looks a bit sad and didn't fair too well in our "drop" test.

SCORE: 81%



## Hawk+

Technoplus £12.99

### 1 Impact Test

**Number of suckers:** 4  
**Damage:** There was no visible damage

### 2 Resistance to General Use

**Crisps and debris:** Poor  
**Fag ash and dust:** Average  
**Coffee spillage:** Average

### 3 Phalluscity

**Height:** 7"  
**Knobs and buttons:** 2  
**Appearance:** Slightly dodgy

### 4 Best for...

3D combat sims and shoot 'em ups

A cheap and well-built stick which copes adequately with most games. Crisps will easily find their way into the inner workings though, so fatties beware.

SCORE: 70%



## PC Raider

QJ £12.99

### 1 Impact Test

**Number of suckers:** 4  
**Damage:** Slight damage to one fire button

### 2 Resistance to General Use

**Crisps and debris:** Good  
**Fag ash and dust:** Poor  
**Coffee spillage:** Good

### 3 Phalluscity

**Height:** 7"  
**Knobs and buttons:** 2  
**Appearance:** Inoffensive

### 4 Best for...

3D combat sims and shoot 'em ups

Awful colour combination. However, it's a precise and comfortable stick with responsive fire buttons. An excellent multi-purpose stick at a good price.

SCORE: 77%





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## Flight Max

Suncom £39.99

### 1 Impact Test

Number of suckers: None  
Damage: Just escaped it.

### 2 Resistance to General Use

Crisps and debris: Average  
Fag ash and dust: Good  
Coffee spillage: Poor

### 3 Phallusicity

Height: 8"  
Knobs and buttons: 2 (plus throttle/rudder controls)  
Appearance: Quite Inoffensive really

### 4 Best for...

Flight sim

A well-built stick which fairs comparably to the Flight Stick Pro. The throttle and rudder controls make this stick good value for money.

**SCORE: 80%**



## F16 FLCS

Thrustmaster £199.99

### 1 Impact Test

Number of suckers: None  
Damage: One broken fire button

### 2 Resistance to General Use

Crisps and debris: Good  
Fag Ash and dust: Good  
Coffee spillage: Good

### 3 Phallusicity

Height: 10"  
Knobs and buttons: 9  
Appearance: Rude (again) - The king of sticks.

### 4 Best for...

Flight sim

A massive beast of a stick with lots of sticky-out knobs and levers. Excellent for the more technical flight sims, and built to last. Excellent resistance to crisps, fags etc.

**SCORE: 90%**



## PC Optix

QJ £39.99

### 1 Impact Test

Number of suckers: 4  
Damage: There was no visible damage

### 2 Resistance to General Use

Crisps and debris: Good  
Fag ash and dust: Average  
Coffee spillage: Good

### 3 Phallusicity

Height: 8"  
Knobs and buttons: 4  
Appearance: Inoffensive

### 4 Best for...

3D combat sims and shoot 'em ups and flight sims

A nicely constructed and well-built stick that is both precise and responsive. However, at a hefty forty quid, it's not brilliant value for money.

**SCORE: 72%**



## Revenger

Datel £50.00

### 1 Impact Test

Number of suckers: None  
Damage: Only to nearby buildings and civilians

### 2 Resistance to General Use

Crisps and debris: Good  
Fag ash and dust: Good  
Coffee spillage: Good

### 3 Phallusicity

Height: 4 1/2"  
Knobs and buttons: 7  
Appearance: "Pub-like"

### 4 Best for...

Arcade/platform and footie games. Even a spot of Doom

It's strong and heavy; it's excellent for games like SF2; fully programmable and comes with the option to plug another stick or pad into the same interface.

**SCORE: 84%**





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## Phantom 2 Plus

**Euromax** £19.99

### 1 Impact Test

Damage: No visible damage

### 2 Resistance to General Use

Crisps and debris: Good  
Fag ash and dust: Average  
Coffee spillage: Good

### 3 Phallusicity

Knobs and buttons: 6  
Appearance: Inoffensive

### 4 Best for...

Arcade/platform games

The first gamepad for the PC with six buttons, finally arrives from Euromax. Essential for platform games and beat 'em ups (especially SSF2, MK2 etc.). This pad is both well designed and suitably chunky, with nice and responsive buttons.

**SCORE: 85%**



## Firestorm Remote

**Primax** £53.99

### 1 Impact Test

Damage: No visible damage

### 2 Resistance to General Use

Crisps and debris: Good  
Fag ash and dust: Good  
Coffee spillage: Good

### 3 Phallusicity

Knobs and buttons: 4  
Appearance: Inoffensive

### 4 Best for...

Arcade/platform games

The Firestorm is the best-looking gamepad in town. And even better still, you get two of them for the bargain price of £54.00! The remote-control facility means that you won't have ghastly, unsightly leads coming out of your PC. Nice touch, that!

**SCORE: 80%**



## Gravis Gamepad

**Gravis** £21.30

### 1 Impact Test

Damage: No visible damage

### 2 Resistance to General Use

Crisps and debris: Good  
Fag ash and dust: Good  
Coffee spillage: Good

### 3 Phallusicity

Knobs and buttons: 4  
Appearance: Inoffensive

### 4 Best for...

Arcade/platform games

Gravis proudly present a gamepad that leaves most of the competition choking in a trail of dust. However, it has the unfortunate set back of not looking even vaguely phallic. The best choice for arcade games, although a couple of extra buttons wouldn't go amiss.

**SCORE: 90%**







# PC Best of the Bunch

The **Analogue Pro** from **Gravis**

Our panel would have to agree that this was one close race, but the Gravis Analogue Pro just managed to pip the opposition to the finishing post on almost every count. Not only is it incredibly responsive and well built, but it's remarkably adept at keeping crisps and fag ash off its classic lines. Unfortunately, it looks more like a "thingy" than any other stick out there, but if you can put up with the endless jibes about gripping your manhood in a moment of gaming frustration, it's well worth the money.

## Contact Telephone Numbers

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<b>Quickshot:</b>	0181 365 1993
<b>Thrustmaster:</b>	0171 636 7099
<b>Datel:</b>	01782 744324
<b>QJ:</b>	0181 902 2211
<b>Gravis:</b>	0171 352 9402
<b>Power Play:</b>	01457 876705
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Screen shot of "WORLD CIRCUIT" by MicroPhone



# TROUBLE SHOOT

FEATURING  
THE  
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AND THE  
TRUEPLAYERS™

There are, as Kurt Vonnegut said, two main currencies in this world of ours: "the yen and fellatio". In the games-playing world, things aren't that bleak. There are two main currencies in this world: True-Playing and HackMastering. TruePlayers invest in notepads and biros, hell bent on complete games domination, but tied to an ancient sense of ritual and honour (no cheating). HackMasters, however, haunt sordid, little, back alleys of Phnom Penh, the seedier corners of King Cross, and the hallowed corridors of the House of Commons. They will stop at nothing to get what they want (lots of cheating).



Phone: 071 917 7698

Ask for TruePlayer™ Tips  
from 2.00pm to 6.00pm  
on Wednesdays only.

Just ring this number and ask all the latest tips, cheats, hacks, cracks, solutions and spoils for all the latest games. This is not an answering machine. This is not a premium line number. A real person on the other end of the line will be happy to oblige you.

## The HackMasters™



loads of hacks, loads of hacks, loads of hacks. So many hacks, in fact, that this month's preamble has had to be cut down to...

### BACK UP

Most, if not all, of the hacks on this page will require changing actual game files (mainly SAVEGAME files, peppered with the odd main .EXE file). It is, therefore, sensible to back up the file specified in the hack. To do this, simply enter the directory containing the file, say for example SAVEGAME.SAV, and back it up thus:

```
COPY SAVEGAME.SAV SAVEGAME.BAK
```

If you make a bad mistake and start crying and all, then restore files by typing:

```
COPY SAVEGAME.BAK SAVEGAME.SAV
```

### HEXADECIMAL

Your PC counts strangely - in hexadecimal (base 16). We count in decimal (base 10). For the HackMaster's experience you only really need to learn a few choice hex numbers (see table below).

### WHAT YOU NEED

There are three things every HackMaster™ groupy must have (well, at least one of them).

#### 1. DEBUG

Free with DOS is a program called *debug*. A very useful program it is too, since it allows you to edit files of all descriptions and subtly change the data therein. It is the program we use most in the Hackmaster Zone™, and since it is the most user-unfriendly program on this planet, a brief introduction/explanation is necessary. Here's a step-by-step guide to a *debug* hack:

To run it, just type:

```
DEBUG
```

in the appropriate directory (i.e. the one mentioned in the hack blurb). It should run automatically and produce a little ">" prompt. If you get a "file not found" style error then your DOS path hasn't been set properly. Refer to the MS-DOS manual and remember the bottom line - don't ring us (no matter how desperate) unless it's TruePlayer™ Tips day.

```
1 >MCHEAT.DAT <return>
```

Now, 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. There should be no space between the "N" and the full filename.

```
2 >L <return>
```

This command loads the file you've just specified into memory and into the hands of the hacker.

```
3 >E 98A2 v <return>
```

This is the Edit function. Simply type is as it appears above, i.e. with a space between the "E" and the address (0103) and the "v". The "v" stands for a value you will enter yourself, ranging between 00 and FF (0 to 255 decimal).

```
4 >E 50B6 90 90 90 90
```

If the edit command looks something like this (i.e. a long list of numbers), then press RETURN after the address (the first four-digit code) and *debug* will repeat your command (see below). Then simply type in the values which follow (FF,FF etc...) 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 shown in green):

```
>E 50B6<Return>
```

```
21FB:50B6 FE.90 <space> 03.90 <space>
```

```
D1.90 <space> 9D.90
```

```
<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 will have been changed on your hard disk until you type this command. Therefore, if you've made a mistake earlier, quit *debug* and start the process again.

```
6 >Q <return>
```

This quits you back to DOS.

#### 2. A DISK SECTOR EDITOR

Another useful bit of kit is a Disk Sector Editor, such as *XTree Gold* or *PC Tools*. If you own one, then you'll know how to use it - but it is important to note that the offset (or address) in a *debug* hack is for *debug*, which automatically adds 256 bytes (or 100 hex) to the address. So, if you prefer to use your editor, and a separate disk editor hack isn't included, then you just deduct 100 hex from the address. Therefore, if an address is 0141 on the page, then your address will be 0041. It's a simple case of deducting one from the second figure on the left. If in doubt, use *debug*.

#### 3. UNP

UNP is a highly useful shareware utility by Ben Castrichum. You'll find it on this month's coverdisk. Many games these days have compressed .EXE files, which make debuggery and sector editing impossible.

Enter UNP in a second, by typing:

```
UNP <filename>
```

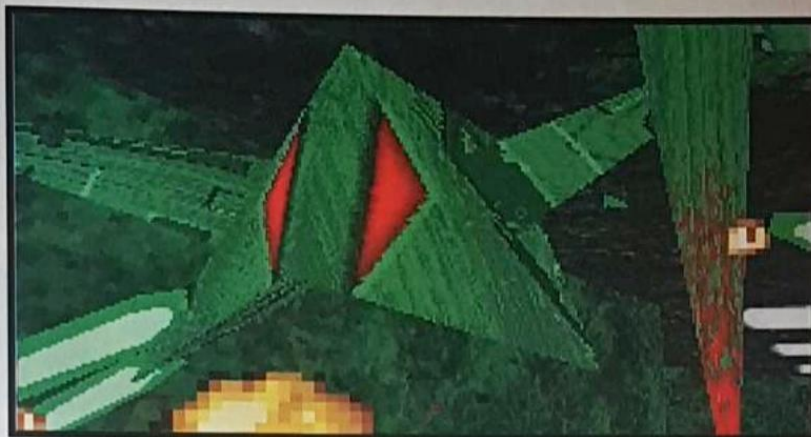
You can expand the .EXE file to its proper size and hack it to bits. It causes no damage to your files (and besides, you will have backed them up anyway, right?). Full instructions are included with each hack.

HEX	DECIMAL
09H	09
0AH	10
0FH	15
10H	16
20H	32
28H	40
32H	50
40H	64
63H	99
64H	100
C8H	200
FAH	250
FFH	255



# ER

(Left) Free-floating, zero gravity, Doom-based blasterama i.e. Descent.



### HERETIC (Ravensoft/ID)

Doom beater! Not. Two options for "Doom in Tights". The first, from Niall Williams, is a standard debug recipe.

Save your game in slot 1. Quit out and back up the file HTICSAVO.HSG. Then debug as shown:

```
>HTICSAVO.HSG
>L
>E 0040 v      v= difficulty level (0-4)
>E 0096 64     Full health
>E 0100 64     Full armour
>E 0104 01     Full armour
>E 0244 01     All map
>E 0268 01     Yellow key
>E 0272 01     Green key
>E 0276 01     Blue key
>W
>Q
```

Or if that's too complicated for you, why not experiment with the in-built cheats, typing them as you would if you were playing a certain 3D shoot 'em up, which will remain nameless from now on:

```
KITTY      No clipping
PAYMAP     All map
MASSACRE   Kills all monsters on
           the current level
SKEL       All keys
RAMBO      All weapons and 200 per
           cent armour
QUICKEN    God mode
FORCE      Full health
SHAZAM     Tone of Power
ENGAGE x y Warp to episode x, level y
GIMME x y  Gimme x object (a-j)
           y times
COCKADOOLEDOO Turn into a chicken
IDLEPA     No weapons
IDLEQD     Instant death
```

### RISE OF THE TRIADS (Apogee)

Endless in-built cheat modes for this - dare we say it? - Doom clone. (I thought you weren't going to say "that" word again. Ed.) These cheats all work with the new version 1.1,

but may only be sporadically effective with the original v.1.1.

Type any of these keywords in game for these special effects:

```
DIPSTICK   Enable all cheat modes
CHOJIN     Enhanced God mode
TOOSAD     Normal God mode
SEXYA      Time limited God mode
SIXTOYS    Full armour, keys and health
SHOOTME    Bullet-proof armour
JOHNWO    Double pistols
PLUGEM     MP-40 machine gun
VANILLA    Bazooka
FIREBOMB   Firebomb
HOTTIMES    Heat seeker
BOOZE      Drunk missile launcher
BOMES      Flame wall
BURNME     Asbestos armour
LUNGUNG    Gas mask
HUNTPACK   Splendid array of things
FLYBOY     Mercury mode
BALTRIP    Shrooms mode
BOING      Elastomode
GOOHERS    Restart episode
REEN       Restart level
GOARCH     Skip level
GOTO       Level warp
WHACK      Lose 10 per cent health
PANIC      Lose all weapons, bar pistol
SGAME      Suicide
SPEED      Autorun
DILON/OFF  Toggle light effects
SHINON/OFF Toggle light sourcing
GOTAS86/486 Toggles floors and ceilings
LORDON     Turns fog on
NOINOL     Turns for off
RIDE       Missile cam
WHERE      Co-ords
RECORD     Record demo
STOP       Stop recording demo
PLAY       Play demo
GOGATES    Exit to DOS
MAESTRO    Juice Box mode
CARTIER    All map
```

And, as an additional effect, for you lucky v1.1 owners, run the game with:

ROTT /EKG

for that extra gore in game. Lovely. Over 18's only, of course, (hem). Excellent.

### DESCENT (Interplay)

What a fab little 3D-o-rama this game is, eh? A little disorientating, we will admit, but nevertheless up there with "That Game We All Know The Name Of". Anyway, it's also quite difficult so here's a list of the in-built cheat codes. Just type them in game.

```
GARBAGABABEY Enable all cheats
SCOURGE        Mega weapons
MITZI          All keys
RACERX         Toggle invulnerability
GUILS          Toggle cloaking device
TWILIGHT       Full shields
FARMERJOE      Level warp
```

### MAGIC CARPET (Bullfrog)

A quick illuminating passage on Magic Carpet's built-in cheat. Type:

```
I
in game, and then
PATTY
and the following keys will have the
following effects:
```

```
ALT+F1      All spells
ALT+F2      More mana
ALT+F6      Heal
ALT+F7      Kill all monsters
SHIFT+C     Warp to next level
```

**Problem:** using the cheat forfeits your ability to save games. Nightmare. So if you want to experience other levels a little more legitimately, try this command line when running the game:

```
CARPET -level x
where x is the level number (0 to 50) you
want to play. Excellent.
```

## THE BOTTOM LINE

If you get into trouble or are a bit scared, ring us on TruePlayer Tips day (Wednesday 2pm to 6pm) for free tips support.

These hacks are copyright of Felden Productions 1995. If you try and pass them off as your own to another magazine, we'll get you, we will.

PC Zone and Dennis Publishing take no responsibility for alleged hardware or software damage caused by direct or indirect use of the HackMasters™ hacks and cracks. If the chances of damage were higher than 0.0000001 per cent, then we wouldn't be printing them. Make sure you follow the instructions and nothing can happen.



# The TruePlayers™

Spooky French game! Spooky French game! Sequel to the ancient *Captain Blood*, *Commander Blood* takes off from where its prequel left it i.e. in the middle of lots of weirdness. Enter, then, **Sam Jeffreys**, TruePlayer extraordinaire, who has trekked through the spooky depths of this arcade adventure to bring you, "*Commander Blood - Complete Spoil*". To make things easier, all the spooky, weird French planet names have been capitalised... Enjoy.

# Commander Blood

SPOTTED!



## PART I: Helping Out

To start off, answer the phone and talk to Bob Morlock in the Cryobox. Answer the phone again and head for CORPO.

Talk to Izwalito, who will give you the co-ordinates of the planet MAGNUS. After leaving, go straight back and talk to him again. He will ask you to buy Murffalo meat from the planet MOSKITO, and give you a cred. Go to MOSKITO where you will meet Bronko. He is busy, so visit him again, and buy the meat.

Return to CORPO and give the meat to Izwalito. He will reward you with a (non-working) tv Decoder and a cred. Talk to him about Izwalito until he gives you the co-ordinates of RONDO. Visit Hom in the village of Hita. He will tell you about his planet, KORTX. Leave and go to PTERRA where you'll find Scruter Jo. The code is "EXXOS". Teleport Scruter Jo.

Now visit MAGNUS and the robot, Morning Oil. He needs batteries to get himself working again. Answer the phone call from VENUSIA, then watch tv (Channel 3). Go to the VENUSIA and buy some batteries from the Handywork department. Then return to MAGNUS and teleport the batteries to Morning Oil. Then take Morning Oil aboard the Ark.

Visit KORTX to find no one there, and then nip to RONDO. Talk to YOKO about Slimers. He will reveal the location of EKATOMB. Visit his father, Maxxon. Go to EKATOMB and ask Daddy Gluxx about Slim Gelati. He will tell you the co-ordinates of ERAZOR. Go there and talk to Dr Otto von Smile about a transplant.

Return to MOSKITO and talk to Bronko twice. Then call him on the phone and visit him on the planet. Teleport him. Keep talking to Morning Oil in the CryoBox until Honk has fixed him up, then put him to work, repainting the ARK. Watch tv (channel 2) and then click on the planet MOSKITO,



(Above) Commander Blood - crazy name, crazy guy.

but choose the option "ARK" instead. Talk to Morning Oil about MASTACHOK. He will give you the co-ordinates of the planet.

Go to MASTACHOK and tell Scruter Mac the password, "Code". After your little chat, talk to Scruter Jo in the Cryobox. Go into Scruter Jo's cyberspace and collect a full load of Bionium. Talk to Honk briefly and then go back to MOSKITO *encore une fois*. Talk to Bronko in the Cryobox and then visit the planet, where you should find Emasculator. He will give you a Bionium container. Return and give him your Bionium. Talk to Honk and then get some more Bionium from Scruter Jo. Go back to ERAZOR and tell Otto about EKATOMB. Talk to him a second time and you should receive an optical lens. Talk to Maxxon in the Observatory on RONDO and give him the lens. Talk to him again and you will receive

another cred.

Go to VENUSIA and buy the "Motoroil" perfume from the Beauty department. You should win another free cred. Leave for MASTACHOK and give the perfume to Scruter Mac. Answer the phone and have the cred and bionium container confiscated. Don't worry - you won't need them. Go back to the planet MASTACHOK and wait for a phone call from EKATOMB.

## PART II: Kidnap

Visit Scruter Mac again, who will now let you see the prisoner, Eviscerator. Ask him about the war and then about the treasure. He will ask you to get him the explosive, Splatch, from EDEN. Now go to EKATOMB, where Daddy Gluxx will tell you about the kidnap. Go to EDEN and meet Tina Burner. Leave and talk to Bronko. He will mention his friend on MOSKITO. Answer the phone call from Kran Dobu. Meet him at his ship, the KRANER. He wants to race you to TROMA. Fly to TROMA at once, and go there whilst waiting for a call from Kran Dobu. When he phones, return to his ship. Talk to him, then to Morning Oil in the Cryobox. He will give you two keyrings. Visit the airport on MOSKITO. Talk to Migrator. Go back to EDEN and give the guitar to Tina. Visit her again and teleport her, taking her to MOSKITO airport. Teleport her down to meet Migrator. Go to EDEN again and talk to Amigo. Say that you know Eviscerator and that the password is "Croolas". Ask him for Splatch, and, when he gives it to you, teleport it.





**SPOILED!**

Return to MASTACHOK and give the Splatch to Eviscerator. He will tell you the co-ordinates for TUMUL. Leave, then come back straightaway. Scruter Mac will tell you what has happened. Go to TUMUL and talk to Hanz Beauregard about a "treat". Then go back to MAGNUS and teleport the new robot. Then go to the planet again and teleport Scruter Mac's body. Go to ERAZOR. Talk to Bronko and then teleport him onto the planet. Go back to TUMUL and give the body to Beauregard. Ask him about the treasure. Follow him to the rubble. Visit Bronko on ERAZOR. Leave and then phone him again. Teleport the transmitter keyring to him. Visit him again and teleport him back to the ship.

Use the receiver keyring, in the Cryobox, and talk to Bronko. He will give you some more Splatch. Go back to the rubble on TUMUL. Teleport the Splatch to Beauregard and then teleport Betakam IV's mummy and Beauregard. Talk to him in the Cryobox and then watch some TV. Go to RONDO where Yoko will tell you about the latest tragedy. Teleport Morning Oil to him and then visit Morning Oil in the Observatory. Do this again and Morning Oil will give you the co-ordinates for VULCAN. Go to VULCAN and then leave. Answer Morning Oil's phone call and rush to see him on RONDO. Talk to Inspector Jerry Khan in the Observatory. Now go to KORTX. Meet Hom and click politely when asked. Go to CYBEROCK and take the D.O.R.K. exam. (This is actually impossible to fail so we won't regale you with the details now.)

After passing the exam, go back to KORTX. Hom will be pleased to give you a brain scrambler. Answer Jerry Khan's phone call and head for ODDLAND, the black hole. Enter it using the device you will find on the Starmap screen.

### PART III: Back in Time.

After passing through ODDLAND, you will find yourself several thousand years back in time. Go to RON, where you will find Fifi, a Tromp. Use the mind scrambler on him, and, after talking, leave. Pick up the phone when Jerry Khan calls and meet him at his spaceship, the SHARK. He will give you the co-ordinates for planet VISTAR. Go back to RON. This time "refuse" to use the



mind scrambler on Fifi - he will now tell you the co-ordinates for MAGNU. Now head for VISTAR, where you will meet Brataka. Ask him about VISTAR and then about leisure. Teleport him the old tv decoder. In exchange, he will give you a picture of an Ondoyant. Before you leave, he will let you meet Hom again. Give him the DORK diploma and then teleport him.

Answer another phone call from Jerry Khan and then go to MAGNU. Talk to Maziok, being sure to politely say "Ga" twice. Next, ask about medicine and also the sorcerer. He will tell you the co-ordinates for CRAZYSTONE. Leave and answer yet another Jerry Khan phone call. Go to CRAZYSTONE and talk to Super Zen. Tell him you have a ship and he will say where VISTA is. Go to VISTA and talk to Super Tromp about Yolk. Then visit the tomb and light a candle. Talk to Anna Haf in the Cryobox, twice. Teleport him to VISTA. Visit him there, then telephone him, and then visit him again. Wait for his call and then return to the planet, and grab both him and the painting.

Go back to CRAZYSTONE and give the painting to Super Zen. He will remove the curse and give you the co-ordinates for ATTROX. Travel to ATTROX and meet Betakam IV. Wake up Beauregard, teleport the mind scrambler, and then teleport Betakam himself. Return to MAGNU. Say "Ga" to Maziok. Ask about tourism, then Ondoyantes, and then EKATO. You will receive the co-ordinates for EKATO and SAT. Visit both planets, EKATO first. When you get to SAT,

(Above) In space no one can hear you scream (at the weirdness of it all).

talk to Betakam IV in the Cryobox. Teleport him onto the planet, and visit him there. Go back to RON, and give the Ondoyant picture to Fifi. He will give you Eviscerator's hat. Take the hat to CRAZYSTONE. Super Zen will tell you the location of MASTA. Go there and teleport Betakam IV's mummy to Outrageor. Talk to Beauregard in the Cryobox, and then answer a call from Eviscerator. He will say the co-ordinates of a ship, the KUKARACHA, where Maxxon is imprisoned. After taking one more phone call from Jerry Khan, go to the ship, and teleport Yoko and Maxxon. Go back to RON and teleport Fifi onboard.

Talk to him in the Cryobox and he will tell you where the planet MALUS is. Take him there, Talk to him in the Cryobox and then teleport him onto the planet and talk to him again.

You will now get the co-ordinates for ONDOYA. Go to ONDOYA and teleport the Ondoyant you will meet there. Pick up the phone for Jerry Khan's final call and head for ODDLAND again. Go through it.

### PART IV: The Big Bang

You emerge into a more familiar time zone, but something is different... Visit KULT and you'll find out what the difference is and then talk to Hom. Go to RONDO and talk to Yoko in the Cryobox. Drop him and his father off. Visit them, twice.

Next go to EKATOMB and talk to Daddy Gluxx. Go to VENUSIA and answer the phone. Now go to EDEN, MOSKITO and CORPO. Talk to Hom, in the Cryobox, and then to the Ondoyant. Go to KORTX and talk to HOM again. Take the U.R.O.U.T. exam on CYBERROCK. You should find this easier, having played most of the game. Return to KORTX with the diploma. Hom will tell you where the BIG BANG is. Go to the BIG BANG where you will meet Bug Deluxe. Talk to Bob Morlock and then return to the BIG BANG. Talk to Tina Burner and Migrator, and then to the Ondoyant in the Cryobox. She will give you the ring. Now all you have to do is go back to the BIG BANG one more time, give the ring to Migrator, and watch the ending sequence... Fin.



(Left) I hope you understand this solution, because we don't.

(Right) Make sure KORTX has splurged the Ondoyant in the Cryobox, yeah?





Allow **Michael Dunn** and **Paula Nugent** to take you on a rather complete journey across...



# Kyrandia

## 3



### CASTLE DUMP

You begin the game at the castle dump after listening to Guther speak. Click around the dump (mostly on the open drawer and

the ladder) to collect a bent nail and Brandon's shoe – all other items can be discarded. Go left to the Castle Gate and then down to the Bluff. Enter the transporter and you'll be whipped to the Town Square. Use the nail on the large padlock attached to the red-rimmed door. Go through the door into the Toy Factory.

### TOY FACTORY

Click on the large red book which contains the blueprints of three different toys. The first toy is a toy soldier. Click the machine lever nearest to the book to reveal a diagram of a ball. Load Brandon's shoe into the funnel at the top of the machine and click the green switch. A leather ball will be created. Go to the room at the end of the toy shop – Malcolm's apartment.

### MALCOLM'S APARTMENT

Click on the third drawer down to grab a nut-on-a-string. Click on the bottom corner of the bed to get the Jester stick. Exit the room and click on the hole beside the machine. You will end up in the Cellar. Pick up a flask and fill it with water from the trickling pipe (the rug's magic can transport you to Darm's room – stand on it and click on the green, and then the red, apples). Head upstairs to the Town Hall. Exit right to find yourself in the Town Square.

### TOWN SQUARE

Go right to the City Limits and then left to the Dairy. Collect five sesame seeds from the sack, then leave the room. Go down to the Town Arena and use the flask of water with sesame seeds to make sprouts. Refill the flask from the frogs' mouth and repeat 'til all the seeds are sprouts. Return to the dairy. Leave the flask empty when five sprouts are created. If the flask is full, use it on Malcolm.

### DAIRY

Load the sprouts on the hopper. This will bring in the cows and make some milk. Use the nail on the milk container and fill the flask full of milk cream. Return to the town arena and exit via the left of the screen. Go left, past the mime, and return to Bluff. Go up towards the castle dump and collect a nail. If it's bent, use it with the nut-on-a-string to make fishing equipment. If it's straight, use it on the castle gates to bend

it. Return to Bluff, go left to the Crossroads, and then down to the Docks. Walk to the middle pier and use the fishing line with water to get an eel. Use the Jester stick on the dog to get more points. Return to Bluff and go down to the mime.

### TO GET THE MIME DISGUISE

The mime disguise will allow you to be sent to jail and will let you explore Kyrandia to the full. Wait 'til the mime turns his back on you, then select the eel and click on the mime's hood. Wait for him to go into the Baths and then select lying mode, and use the fishing equipment to unlock the gate – click around the moneybox. Enter the baths and talk to the owner. Click on the heating thermostat in the right-hand corner of the screen. Clicking this twice will increase the temperature and let you remove the mime outfit from the window. Exit the baths.

Leave this area via the right of the screen and return to the baths. Repeat the above procedure at the bath area twice to obtain, separately, two jerkins from the window. Return to the Toy Factory and use the jerkins in the machine to make two leather balls. Go through the transporter outside the Toy Factory and you'll arrive at Bluff. Go left to the Crossroads and then go left again. Wait at the Pegasus Landing strip. The Pegasus, on landing, will turn into Zanthia. Talk to Zanthia in Nice mode. She will tell you how to get on to the boat. Return to the transporter to teleport to the Town Centre. Then go into the left door at the lower level. In meeting Zanthia again you will get arrested when you turn to Bluff. Herman will take you to Brandon and Kallack, and when you are told to place the stuff in the box, select the straight nail and wait.

### IN JAIL

When Rowena leaves, follow her instructions on how to make dollies. Use the nail to unlock the side of the dolly machine. Click

(Below) Certainly does look the same i.e. dull as a plank (and you can't get much duller than that).



on the string to move it to the man's hands and then place scissors on the man's bum. Leave them there, press the foot pedal to activate the machine and the string will fly out the window. Pick up the scissors and climb out the window to find yourself at the Crossroads. Use the scissors to cut the flowers, then go up to the graveyard via the top of the screen. Once there, cut another flower. Place the flowers at Catherine's grave and listen to her ghost while in Nice mode. Go to the dump and collect all your items (except for the cream). Make your way to the docks. In Lying mode, talk to the dog until he lets you audition. Use the balls to juggle. The boat will take you to Cat Island.

### CAT ISLAND

(Regularly click on Malcolm to rid him of fleas.) Talk to the harnessed cat and then, in Nice mode, talk to the dog and hitch a ride to the Pirate camp. Hitch another ride until you come to the Dog Fort.

### DOG FORT

Pick up machete (used to clear jungle and kill snakes). Go right into jungle and clear the bottom right of the screen to uncover a hole. Going right will take you back to the Dog Fort. Click on the hole in the big rock beside the dog to enter the Ancient Ruins (use later). Go carefully into the jungle and you should uncover bones en route. When you have six bones, return to the Dog Fort. (Save the game now as the next section is hard). Lay the first bone beside the standing dog and he'll uncover a gem stone. Pick up this stone and lay another bone in the same place. Do the same. Half an inch below this, lay another bone to uncover a gem, and half an inch below this still, do the same again. Two more gems are parallel to the bottom; two gems at the left side of the screen below the front wheel of the cart. Keep talking to the dog at the cart until your lift takes you to the Altar of Cat.

### ALTAR OF CATS

Place the gems in the altar to find out what they represent. They are as follows:

Sapphire = Thunder  
Diamond = Night  
Topaz = Sun  
Ruby = Fire  
Amethyst = Rain  
Emerald = Wind

Walk right into the forest and talk to Fluffy the cat in Lying mode. Fluffy will give you a magic mouse. Clear the trees and go right to the altar, then left. Use the magic mouse on monument balls to turn them into cats.




**SPOILED!**


(Above left) I'm sure that's meant to be an angel on the right (check out his halo). First time I've seen an angel in a scrap.

Return to the fort via the Dog Cart. Go right into the jungle. Clear a hole as before. Go right to the Dog Fort. Enter Ancient Ruins.

#### ANCIENT RUINS

Go right into Hieroglyphics room, use the magic mouse with each statue to find out the following:

Statue	Gem
1	Diamond
2	Topaz
3	Amethyst
4	Emerald
5	Sapphire
6	Ruby

Return to the altar using the Dog Cart. Use the gems in the appropriate statues and you'll receive a crystal mouse. Now go right and talk to Fluffy, then take the following directions to get to the pirates:

up, right, right, right, up.

#### PIRATE CAMP

Use the crystal mouse on the one-legged pirate. They will let you use their boat.

#### ENDS OF THE EARTH

After the intro sequence, use the money in the first machine to get some insurance, then press the third button from the left to get an umbrella, and then press the right-most button to get the pool toy. Use the pool toy with Malcolm and jump off the ledge into the waterfall. On the lower ledge, use the pump on the flower to inflate it. Jump on the flower to get to other ledge. Enter the cave, and, after the animation sequence, jump off the ledge again.

Remove the pool toy using the pump and then select the umbrella. Use the umbrella with the hook to swing across the gorge. Use the umbrella on Malcolm to open it and, whilst standing at the umbrella sign, click on the rock face below his feet to float to the next level. Enter the cave, and after the animation sequence jump off the ledge, enter this cave, and watch the final animation sequence. This'll take you to Fish World.

#### FISH WORLD

Put Malcolm into Lying mode when he wakes up. Talk to everyone and leave to the right. Go right again and the neck collar will start to ring and bring you back to the queens court. When recalled in this manner you must play tick-tac-toe and lose in order to escape for a while. When you lose, select Lying and talk to the queen and she'll let you go. Leave the queen and go right 'til you get to the dump site. Talk to Buddy the Blind Bat fish and say you are the Tax collector. Take the two gold coins. Talk to him in Nice mode and he'll refuse to give them to you, so switch to Lie mode and grab the coins. Repeat process 'til you have ten coins.

Go left and take the top path. You will be recalled to play tic-tac-toe and do the same as before - lose. Leave the court by going

right and then take the top path. Go left and you'll be recalled again. After another tic-tac-toe game, go back to last position and this time go onto the slide by clicking on the top corner of the screen. Once you are sitting on the slide, click on the switch and you will arrive at the dump. Search the dump. Pick up all you find and when asked to leave, set it beside Buddy. He'll leave his hole. Click on it. You should now have the newspaper. If not, repeat process from the slide. After, return to the devil fish and give him the five coins for a ride in the cannon.

#### UNDERWORLD

Talk to the receptionist and find out about the royal seance requirements. You will be recalled to the queen for more tic-tac-toe.

#### FISH WORLD

Now, when seven players are on the board, lay down the newspaper and the coin, and the dead king will appear and scare the queen away. Go back to the cannon and, in Normal mode, demand a refund on your trip and get your next ride for one coin. You will end up in the underworld.

#### UNDERWORLD

Talk to the man at the red line in Lying mode and then in Nice mode. He'll let you go first. The girl will call you and admit you to Underworld.

#### UNDERWORLD LOBBY

Talk to girl and she will remove the collar. When she goes, talk to the tennis couple, surfer, and then the receptionist again. Follow the instructions she gives you and operate the machine to get back to Kyrandia.

#### AT KYRANDIA CROSSROADS

(Stewart appears and the mood dial will no longer work). You now have to pick between good and bad. Lift the firewood and walk to the baths where you'll be apprehended by a pirate and taken to the palace. You'll have to collect some jewels for the pirates and this will involve a round trip to Cat Island again in order for you to pay the ransom.

Leave the castle and go to the dump and collect the nail and the cream. Go to the magician's lodge and use the nail to get in.

(Below) The picturesque beauty of Kyrandia is yours to... spoil (ha ha).



Once there, free the mice, collect the eel, water and seeds, and leave. Go to the Toy Factory and set the machine to make rocking horses. Use the wood in the machine and take the horse to the town hall via the Toy Shop cellar. In the town hall talk to Zanthia and give her the horse and she'll make a Pegasus potion. Drink the water and fill the empty flask with the potion. Go to the Pegasus landing strip and drink the potion.

#### ISLE OF CATS

Pick up the machete and go left into the jungle. Talk to Fluffy the cat and he'll tell you that you have to find ten bones to aid their revolution against the Fat Cats. (The best way to find the bones without getting lost is to clear the trees to Fluffy's right and find the bone, pick it up and give to Fluffy. Walk right to the Altar of Cats, then return the bone to the same place.) Return to Fluffy and give him the bones. In return you'll get a cheese maker. Return to the altar and use the cheese maker on Malcolm to make some cheese. Use the cheese in the mouth of the mouse statue at the Colossus edifice. The gems will fall out and can be collected. Return to Fluffy and, after a chat, he'll give you a can of tuna. Use the can with Malcolm and you'll be transported to Kyrandia.

#### KYRANDIAN CROSSROADS

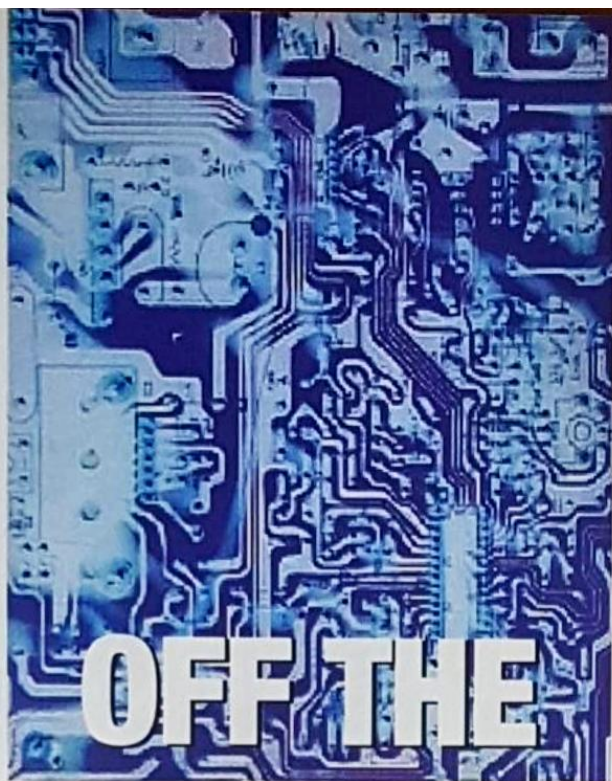
Go to the Pegasus landing strip and retrieve your objects, then go to the dump to recover the Fish World collar. Enter the castle and give any one jewel to the pirate with the crutch. The captain will slide down the banister. Give the captain the collar, sit back and enjoy. Go to the dump and recover the nut-on-a-string and a nail. Return to the castle. Give some cheese to Brandon, then go to Fish Cream Parlour (FCP). Give the cheese to the owner of the shop to change him from mouse form to human form. Ask him to fix the machine. Leave the shop. Find the ingredients for the fish cream sandwich: **Cream:** Made at the start of the game either found at dump or the Pegasus Landing pad. **Sesame seeds:** Found at the dump or can be got from Herman the Pawn shop - swimming baths - sell him anything that he wants at this point except the cream.

**Eel:** Just go fishing as you did before.

Go back to the FCP and use the foods in the machine to make a sandwich. Now go to Malcolm's apartment and find the portrait of the King under the bed. Go to the Town Hall and show the portrait to the statue. Use the portrait in Marco's magic cabinet found facing the statue. Sit back and enjoy.

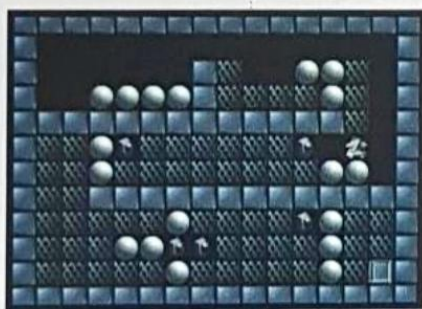
Return to the Parlour and talk to the owner. Return to the Town Hall and talk to the statue. Give the statue the sandwich. He will transport you to the FCP. And now, use the crumpled portrait in the cabinet again. Sit back and enjoy the end of game ☺





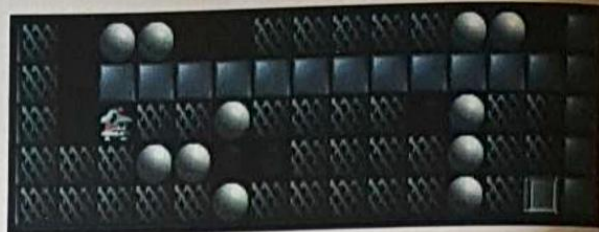
# OFF THE BOARDS

**Mark Burgess** asks why there's so much crap about this month, plays another version of *Tetris*, blows up asteroids, wanders round a haunted house and gives his chopper a workout. Only in the wonderful world of shareware.



**L**AST MONTH we had *Descent*, *Heretic*. The month before we had *Rise of the Triads*. But the world of shareware has its downs as well as ups. Recent uploads on CompuServe include *Offroad*, *Last Stand* and *Scorched Earth*. They're terrible - *Offroad* is an EGA driving-and-dodging game, and *Last Stand* is a CGA *Space Invaders* clone. Both would only really work on an XT-286 max. What are these doing in the Action

(Right) Cute, little Trugg has to navigate polystyrene tiles and big, big marbles.



## TRUGG

**H**ERE IS ANOTHER CUTSEY arcade puzzle game. Here you have to guide Trugg, a sort of Metal Mickey thing, through 20 levels, collecting treasures while avoiding boulders, guns, forcefields and guardians. The graphics are very good, in a class with *Heartlight* PC (issue ten). There's a thumping soundtrack, too.

The levels start off easily enough but soon become tough. Whether you think a game becomes more difficult too quickly is a matter of taste. *Trugg* is about the same as *Heartlight*. Once you have solved a level, it's obvious - of course. But I went back to levels I'd got through the previous day and found that I had already forgotten the sequence of actions.

Registration brings 60 more levels, spread across three new zones with three new sets of graphics and a WYSIWYG level editor, which you can use to create and distribute your own collections of puzzles.

**Shareware from:** Digital Workshop  
**Registration:** £14.95 from Digital Workshop  
 First Floor, 8 West Bar  
 Banbury, Oxon, OX16 9RR, UK  
**Needs:** 386 or above VGA  
**Supports:** SoundBlaster or compatible



## THE ORION PROJECT

**T**HIS MONTH's *Asteroid* clone. Although it comes with a portentous loading screen, that's all this is. *The Orion Project* isn't a bad version, however. The controls are restricted to mouse or gamepad, so it's not very easy.

The playing area is a fairly small window in the centre of the screen. At first, the asteroids are very slow. But as soon as you shoot one, everything livens up. It's just too fast to play on a 486DX2.

The graphics are okay, and the sound is good, but there are far better *Asteroid* clones about (look at *EGAROID*s or *ROX*). This version doesn't have anything new to offer. *The Orion Project* has this bizarre quote: "Remember gamers - A man returns to his woman like a dog returns to its vomit". The most puzzling features of the game are: (a) which sex this insults most, and (b) what is a version of *Asteroids* that's this bad doing on CompuServe.

**Shareware from:** Vir-Tech Labs  
**Registration:** Vir-Tech Labs  
 P.O. Box 530757  
 Grand Prairie, TX 75053  
**Needs:** 386 or above VGA  
**Supports:** SoundBlaster or compatible



(Right) There's not a lot happening in the boring and pretentious Orion Project

(Left) You're dead again! This happens often in Orion Project. You fall asleep over the keys.





# NYET III

**B**ILLED AS THE GREATEST Tetris clone ever, this nifty program comes from Germany.

Many "improvements" on the original game have simply made it unplayable. Nyet III keeps just the right balance; there is a difficult, but not impossible, learning curve.

It's a game of skill and strategy, where you have to survive 126 levels and master 21 special tasks as well. The shareware version has 36 levels and six special tasks. These tasks include building a figure from the stones, or collecting diamonds, or collecting a certain number of points.

The game is divided into seven blocks, each with 18 levels. One block has to be completed before a new block can be started. However, the sequence of the levels in a block is optional.

You can preview any level and check out the number of the rows to be removed, the degree of difficulty and the reward, once you have completed the level. You accumulate points and money. The money can be used to buy arms. Every weapon is provided with its own icon, and if you have enough money to buy a weapon, you will find a description of what it does and how it is used. You can have up to nine of up to six types of weapon. The most useful thing to have is a scanner, which will tell you what is coming next.

Challenges include stones that appear from nowhere, stones that crumble into dust and electric barriers. Nyet III can be played by one or two people. Nice sounds, by the way.

**Shareware from:** PROLINE Software Gebrüder-Woge-Str. 16-17, D-31061 Alfeld, Germany

**Registration:** \$35.00 from: Pearl America Inc.  
4128 1/2 California Ave SW  
Seattle WA 98116

**Needs:** 286 and upwards, VGA and either MS-DOS 3.3 or DR-DOS 3.41 and above

**Supports:** SoundBlaster and compatible sound cards



(Left) One level down and 17 to go.

(Above) Nyet III is a smooth version of Tetris with some nice twists.

## WHAT IS PUBLIC DOMAIN AND SHAREWARE?

### PUBLIC DOMAIN



This is software that's free. You can copy and distribute it as you like. The only conditions are that: you do not pass the work off as your own; do not incorporate it in another program without due credit; and, of course, that you do not charge money for something you have got for nothing.

### SHAREWARE



This is software that asks for a registration fee, either after a specific time or "if found useful". The fee varies enormously and you are morally obliged to pay it or stop using the program, although it is true that many programs ask you to send \$5 to an address in Wichita. A leading shareware author recently estimated that about 90 per cent of users don't register. Registration brings the latest version of the program; a place on the mailing list for updates; and, often, a properly printed manual. Not to mention a warm glow of moral satisfaction.

### OTHERS



#### Bannerware/Adware:

These are programs where the author does not ask for any payment but reserves copyright. This means that you have a free license to use and copy the game.

### DEMONSTRATIONS



Many commercial software houses will release a playable demo of their latest games so that you have some idea of what you're expected to pay £50 for. Not often found in libraries, they tend to live on the cover of magazines or on bulletin boards.

## This month's programs

### CompuServe

Forum	Section	Program	Filename	Size
GAMERS	Action Games/ Shooting Gallery	Last Stand	STAND.ZIP	38,720
GAMERS	Action Games/ Driving Games	Offroad	OFFROA.ZIP	13,410
GAMERS	Action Games/ Shooting Gallery	Scorched Earth	SCORCH.ZIP	180,352
GAMERS	Action Games/ Platform-Maze	Trugg	TRUGG.ZIP	696,828
GAMERS	Action Games /Arcade Classics	Airlift Rescue	RESCUE.ZIP	135,168
GAMERS	Action Games/ Arcade Classics	Nyet 3	NYET.ZIP	711,187
GAMERS	Action Games/ Shooting Gallery	Nitemare - 3D for Windows	N3W.ZIP	1,396,439

## WHAT DO YOU GET?



The disk should contain a file called READ.ME or README. 1ST. Read it by typing: TYPE README.1ST MORE. There will also be some sort of batch (.BAT) file in the disk. Typing in the name of it should load the program. Most programs will come in archived form. This is because the library is trying to fit as much information as possible on a 760k disk. The files will have extensions, such as .ARC, .ARJ, .LHA, .PAK, or .ZIP. However, the disk will come with a program that will decompress the files, together with instructions on how to use it.



## NITEMARE-3D FOR WINDOWS

**D**O YOU REMEMBER all the fuss about WinG? How it was going to change the face of Windows games? WinG is a set of drivers, released by Microsoft, to enable high-performance games to run under Windows. It's all gone a bit quiet now. *Nitemare-3D for Windows* shows why.

It's a port of a recent DOS game, *Nitemare 3D*, which was itself a 3D version of a much older one - *Hugo's House of Horrors*.

You play Hugo. Your beloved, Penelope, has been captured by Dr Hamerstein for his evil experiments. Entering his gloomy mansion, you must kill off his various creatures - zombies, bats, vampires, mummies and witches - and rescue Penelope.

It's strongly reminiscent of *Wolfenstein*. A maze-like interior is full of hidden passages, secret areas and traps. On the way, you pick up magic eyes, crystal

balls and health potions. There is an automap, a scanner, and a hidden wall detector. Your weapons range from the plasma gun (for everything), through the magic wand (handy for witches) and the pistol with silver bullets (for you to use against vampires).

There are trunks and safes to open and a few puzzles - none of them very hard. You need to collect keys on the way.

It also has Jerkvision and, strangely for a Windows game, is controlled by the keyboard, not the mouse.

The original *Nitemare 3D* was a bit sluggish. This WinG version is really jerky. If this is as good as WinG can do, then it's time for the whole idea to be buried. Proper software will stick to DOS Extenders until the whole sorry business of operating systems is sorted out.

When the DOS *Nitemare 3D* came out last year, I said that it passed the time but was nothing special. When you consider the magnificent games we have had recently, then I don't even think this passes the time anymore. If you'd rather play this than *Descent*, get your head tested. It's as simple as that.

**Shareware from:** David P Gray

**Registration:** \$31.00

**Needs:** 386 or higher, 4MB of memory, Windows 3.1 or higher, and VGA or better

**Supports:** Mouse and joystick, any sound card that works under Windows



## AIRLIFT RESCUE

**D**O YOU REMEMBER playing *Choplifter* (stop that sniggering at the back, please) in the early 80's on the ATARI? You sad, sad person, you. Would you like to play it again? Oh dear. Well, now you can. Look at those screen shots. *Tornado* it ain't. It is a good version of the original, though.

You rescue kids while shooting at enemy planes and UFOs and bombing tanks. When you've shot everything and rescued the kids - or flown a holding pattern while the tanks pick them off - you return to base for your points. Then it's on to the next level.

Each level has 64 hostages in four separate buildings. Your helicopter will hold only 16 hostages, so a minimum of four missions must be flown to rescue all of them. The door of the first building has already been blown open and the hostages are waiting outside.

You must blast open the remaining buildings (or wait until the tanks and jets do it) to free the remaining hostages. The buildings must be opened from right to left. Whenever you land, the hostages will come running and enter the helicopter. Once you have 16 hostages in your 'copter, fly them back to the embassy. As soon as you land they all run off to sell their stories to the papers ("My Flight of Hell with Mad Pilot - 'He was worse than the terrorists,' sobs Mary Lou").

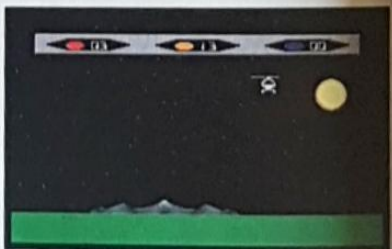
Not even the author, David Fleming, would claim that this is a great game. But if you're nostalgic for the old days, give it a look.

**Shareware from:** David Fleming

**Registration:** Freeware

**Needs:** 386DX-40 or above, VGA, 560KB free memory

**Supports:** Joystick, SoundBlaster and compatible sound cards





From the publishers of PC Zone...



**MAXIM**  
MAY 1995 £2.50

**SHE WANTS YOU...**  
You're married... Now what?  
Sex and morals Page 76

**'I hate everybody'**  
**TYSON EXCLUSIVE**

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(but is it terminal, Doc?)

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beat the taxman... fax God...  
and save English cricket

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**30**  
**more years**  
**of this?**

**Stick 'em up!**  
the greatest pin-ups  
of all time

**MAXIM bad boy blues**  
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Featuring Albert King, Buddy Guy,  
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LAUNCH ISSUE ON SALE 6 APRIL



# BUYERS' GUIDE

**W**elcome to the all-singing, all-dancing PC Zone Buyers Guide that is to gaming what the BR timetable is to trainspotters. You name it, it's here – painstakingly compiled by our very own engine driver.

## Issue 1 – April 1993

**Dune II**  
(89: Recommended) Virgin Interactive Entertainment – Strategy £35.99  
Civilization meets *Sim City* in a frantic space 'em up.  
**Lemmings 2: The Tribes**  
(88: Recommended) Psygnosis – Puzzle Game £39.99  
A brilliant reworking of one of the best computer games ever written.  
**Ragnarok**  
(60) Mirage – Board Game £35.99  
As the great man said: if you like this sort of thing, this sort of thing you like. Let down by too many inessential, flashy bits and not enough on the main, interesting idea. As stand-alone shareware, *The King's Table* would rate 75%.  
**Reach For The Skies**  
(52) Virgin Interactive Entertainment – Flight Sim £35.99  
Uninspired WW2 flight sim with pretensions to strategy that don't stand up to close inspection.  
**Shadowlands**  
(60) Kixsis – Role-Playing Game £34.99  
We asked a hundred people who'd played *Shadowlands* if they thought it was a damn good game with a smart control system. They said "Yes". Our survey said "Eek-err". Sorry, they lose.  
**Stunt Island**  
(82: Recommended) Infogrames – Flight Sim £44.99  
A unique simulation that combines all the fun elements of flight sims with superb 3D construction, film and editing utilities. A bit on the pricey side, but good value for film buffs nonetheless.  
**Tegel's Mercenaries**  
(50) Electronic Arts – Strategy – Deleted  
Not funny. Not entertaining. And not very good.  
**The Complete Chess System**  
(80: Recommended) Kompart (UK) Ltd – Chess £34.99  
Good enough for the expert, easy enough for the beginner.  
**The Legend Of Myra**  
(65) Grandslam – Puzzle 14.99 – £10 direct  
One of the best boardgame clones to appear recently. Hardly original, but fun for a while if you've got fast reflexes.  
**Transactica (CD)**  
(55) Simarils – Strategy £39.99  
Reads a lot better than it plays. Very disappointing.  
**Ultima Underworld II: Labyrinth Of Worlds**  
(94: Classic) Origin – Role-Playing Game £39.99  
Just go out now and buy it, okay.

## Issue 2 – May 1993

**Archer Maclean's Pool**  
(87: Recommended) Virgin Interactive Entertainment – Sport £25.99  
Excellent pool game. An impressive, if not wildly different, sequel to *Whirlwind Snooker*.  
**Battlechess 4000**  
(81: Recommended) Electronic Arts – Chess £44.99  
Brilliant, funny and with a workmanlike chess sim attached. But for how long will it stay funny?  
**Blade Warrior**  
(40) Zeppelin Games – Combat £9.99 (£12.99 CD)  
Arcade combat jaunt with a smattering of detailed quest elements.  
**Buzz Aldrin's Race Into Space**  
(90: Classic) Interplay – Strategy £39.99  
Testing strategy/historical simulation. Buy it.  
**Crystals Of Arborea**  
(47) Simarils – Role-Playing Game £2.99  
A badly designed RPG with only its price to recommend it.

## Heroquest

(66) Gremlin Graphics – Board Game £11.99  
A good, but uninspired conversion of the classic board game.  
**Jordan In Flight**  
(70) Electronic Arts – Sport £39.99  
Looks good, plays okay. There's just not enough to it, and it's a bit too easy.  
**Metal Mutants**  
(45) Simarils – Combat £2.99  
Impress your friends – this disk makes an unusual coaster that will brighten up any coffee table.  
**Ringworld**  
(80: Recommended) Tsunami – Adventure £39.99  
An engaging interactive point 'n' click sci-fi romp.  
**Shadow Of The Comet**  
(87: Recommended) Infogrames – Adventure £44.99  
A successful attempt to recreate the work of Lovecraft for game players. A must buy.  
**Space Quest V: Roger Wilco The Next Mutation**  
(72) Sierra On-Line – Adventure £39.99  
Better than the usual two nonsense from Sierra.  
**Spear Of Destiny**  
(60) Psygnosis – Shoot 'Em Up £39.99  
Out classed, out of time and overpriced.  
**Storm Master**  
(70) Simarils – Strategy £12.99  
An attractively presented and absorbing strategy game.  
**Veil Of Darkness**  
(70) US Gold – Role-Playing Game £35.99  
Good script, easy to play but a little short.  
**Wacky Funsters**  
(30) Accolade – Compendium (not available in the UK)  
The game never gets beyond being the equivalent of an enjoyable demo.  
**X-Wing**  
(88: Recommended) LucasArts – Space Combat £45.99  
Fabbo space-based shoot 'em up.  
**Xenobots**  
(75) Electronic Arts – Combat £39.99  
A spanking good, strategic shoot 'em up, which has too short a life expectancy for our liking.  
**Zool**  
(85: Recommended) Gremlin Graphics – Platform Game £34.99  
The best platform game released for the PC so far.

## Issue 3 – June 1993

**DJ Puff**  
(62) Codemasters – Platform Game £9.99  
Okay, but it looks like an 8-bit console game.  
**Dogfight**  
(50) MicroProse – Flight Sim £44.99  
Far too easy, major flight model discrepancies and grass can kill you. All in all, a pile of jobs.  
**International Athletics**  
(55) Zeppelin Games – Sport £9.99  
Fun as far as it goes, which isn't far.  
**International Rugby Challenge**  
(67) Domark – Sport £34.99  
Scores a try, but doesn't quite manage the conversion.  
**Serpent Isle: Ultima VII Part Two**  
(89: Recommended) Origin – Role-Playing Game £44.99  
Origin's flair for storytelling and atmosphere creating pays off once again.  
**Spaceward Ho!**  
(25) New World Computing – Space Combat £44.99  
There are better strategy games for free.  
**Strike Commander**  
(85) Origin – Flight Sim £44.99  
There are lots of brilliant bits, but unfortunately there's also an equal number of "unbrilliant" bits.

## The Greatest

(70) Beau Jolly – Compilation £39.99  
A good way to save £81.98 and try out some good, if slightly old, games.  
**The Legacy**  
(60) MicroProse – Role-Playing Game £44.99  
A brave attempt to create a gothic role-playing game which doesn't quite gel.  
**The Terminator 2029**  
(50) Bethesda Softworks – Combat £29.99  
Terminal Case.  
**Tony La Russa II**  
(73) SSI – Sport – Deleted  
An exceptionally detailed baseball game, and almost a very good one.  
**Unlimited Adventures**  
(59) SSI – Role-Playing Game £37.99  
Competent, but not the most essential purchase ever.  
**Wayne Gretzky Hockey 3**  
(69) Bethesda Softworks – Sport £44.99  
May appeal to buffs, but has nothing to attract the casual browser.  
**World Cricket**  
(30) Zeppelin Games – Sport £9.99  
Fails to provide either action or strategy.

## Issue 4 – July 1993

**Boston Bomb Club**  
(70) Simarils – Puzzle £9.99  
Fairly basic but fairly addictive puzzler.  
**Cohort II**  
(30) Impressions – Strategy £34.99  
All the fun and entertainment of a barium meal.  
**Eye of the Beholder III: Legend Of Myth Drannor**  
(64) SSI – Role-Playing Game £39.99  
Has none of the feel or atmosphere of its prequel. Strictly for the yellow-fingernailed brigade only, I'm afraid.  
**Freddy Pharkas Frontier Pharmacist**  
(85: Recommended) Sierra On-Line – Adventure £39.99  
An utterly absorbing, entertaining and difficult point 'n' click adventure with some incredibly naff in-jokes.  
**Maelstrom**  
(70) Empire – Strategy £39.99  
You've read the review – you decide.  
**Nippon Sales Inc**  
(66) Global Software – Adventure £34.99  
Great plot, nice artwork, decent price but nothing out of the ordinary.  
**Populous And The Promised Lands**  
(85: Recommended) Hit Squad – Strategy £14.99  
One of the greatest games ever written – buy it!  
**SimLife For Windows**  
(69) Virgin Interactive Entertainment – Strategy £35.99  
If you liked *SimEarth*, Fun, but not lasting fun.  
**Space Hulk**  
(90: Classic) Electronic Arts – Strategy £44.99  
Death, destruction, blood, gore, tension, fear, and a damn good game as well.  
**Starblade**  
(22) Simarils – Space combat/Trading £9.99  
It crashes a lot, but why care?  
**Strike Fleet**  
(75) Hit Squad – Wargame £14.99  
A worthwhile addition to naval sims.  
**Super Ski II**  
(20) Microdis – Sport £9.99  
Sad, speedy ski game.  
**The 7th Guest**  
(60) Virgin Interactive Entertainment – Adventure £44.99 (CD)  
Technologically okay, but disappointingly weak on gameplay.

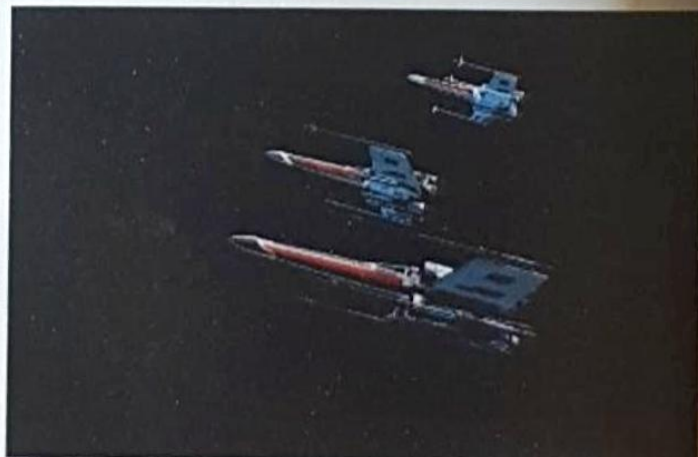
## Two Landry Strategic Football

(75) Merit Software – Sport £44.99  
A very good, strategic, American football sim that could do with more player involvement.  
**V For Victory 3 – Market Garden**  
(82: Recommended) Three-Sixty Pacific – Wargame £34.99  
Why bother with boards, hexes and counters when you've got games like this?  
**Where In Space Is Carmen Sandiego?**  
(85: Recommended) Electronic Arts – Educational £39.99  
Educational, fun and highly recommended.

## Issue 5 – August 1993

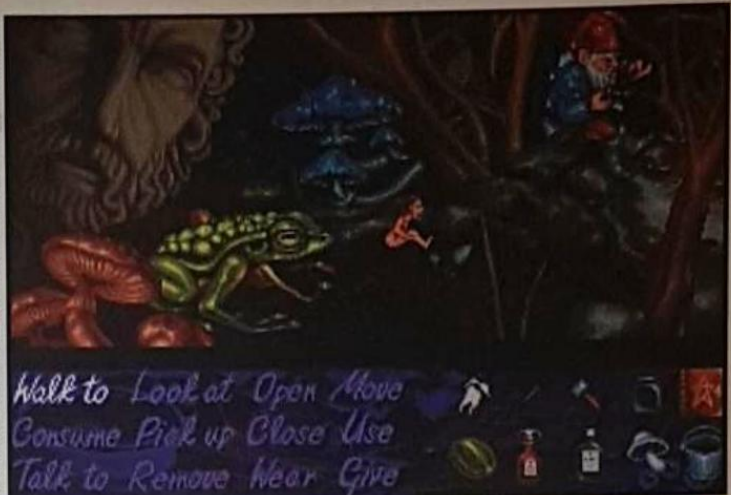
### 10 Intelligent Strategy Games

(60) Oxford Softworks – Compendium £34.99  
Good sampler and cheap if you need them all.  
**688 Attack Sub**  
(78) Hit Squad – Submarine Simulation £14.99  
Sub-standard? Definitely not!  
**Air Bucks v1.2**  
(49) Impressions – Strategy £34.99  
A potentially interesting variation on a theme which fails largely due to being more than a tad unexciting.  
**Betrayer At Krondor**  
(91: Classic) Dynamix – Role-Playing Game £44.99  
The licence makes a lot of difference – great story, great game.  
**Championship Manager '93**  
(75) Domark – Sport £29.99  
An undoubtedly "serious" management game that's involving, but occasionally unnecessarily slow.  
**Chess Maniac 5 Billion & 1**  
(60) Spectrum Holobyte – Chess £44.99  
Falls between two stools – and I'm being very nice here.  
**Dizzy Collection**  
(60) Codemasters – Compilation £35.99  
Contains: *Fart Food Dizzy*, *Fantasy World Dizzy*, *Kwik Snack*, *Dizzy Prince Of Yolkfolk*, *Magicaland Dizzy*. A poor egg-scuse to make totally unfunny egg yolks. Just about playable.  
**Ishar 2: Messengers Of Doom**  
(50) Simarils – Role-Playing Game £32.99  
Would have been a real contender if it had been released a year or two earlier.  
**James Pond 2: Codename Robocod**  
(87: Recommended) Millennium – Platform Game £39.99 – Only available in a compilation  
"Nifty scrolling, great gameplay" is our first remark on playing *Robocod*, closely followed by "Has anyone got a pair of sunglasses?"  
**Premier Manager**  
(59) Gremlin Graphics – Sport £29.99  
Not recommended as a full-priced game – it would make a good, fun budget game.  
**Prince Of Persia 2: The Shadow And The Flame**  
(89: Recommended) Brøderbund – Platform Game £29.99  
We reckon they could have done more with it, but it's a corker nevertheless.  
**Protostar**  
(80: Recommended) Tsunami – Space Combat/Trading £39.99  
A slick game that's full of nice touches and good ideas, but if you're not patient, don't bother.  
**Syndicate**  
(90: Classic) Electronic Arts – Strategy £44.99  
Incredibly violent, completely amoral and brilliant fun.  
**The Cycles**  
(55) Hit Squad – Sport £12.99  
Sadly, an overpriced and underpowered ride into the past.



X-Wing: groove on down to the old "destroy the Death Star, save the croissant-haired princess" tune.





Simon the Sorcerer: at last, an adventure game with a sense of humour – albeit a bit Pratchett-esque.

**Wing Commander Academy**  
(60) Origin – Role-Playing Game £19.99  
This is only really worth it for Wing Commander combat addicts.

## Issue 8 – November 1993

**Battle Chess**  
(45) Interplay – Chess £44.99  
Stalemate for the Battlechess series.

**Blue Force (CD)**  
(40) Tsunami – Adventure £39.99  
A criminal waste of a CD.

**Conquered Kingdoms**  
(71) Mirage – Wargame £44.99  
The rather second rate packaging and laughable manual conceals a highly playable, fantasy wargame.

**Cover Girl Strip Poker**  
(40) On-Line Entertainment – Card Game £34.99  
An appallingly bad poker game; a weak excuse for some dirty pics.

**Flight Simulator 5.0**  
(90) Classic Microsoft – Flight Sim £35.00  
The definitive flying simulation, but not the definitive flying "game".

**Gear Works**  
(62) The Software Business – Puzzle Game £19.99  
Not good enough for the price and not cheap enough for what it is.

**Grand Prix Circuit**  
(50) Hit Squad – Driving £12.99  
Playable but crap for the price.

**Hard Drivin' 2**  
(30) Hit Squad – Driving £12.99  
Unplayable and crap for the price.

**Homeworld: Gateway II**  
(75) Accolade – Adventure £39.99  
Long, hard trek through pretty unatmospheric space.

**Lord Of The Rings**  
(70) Interplay – Role-Playing Game £44.99  
New and improved role-playing Tolkien jaunt for patient fantasy fans only.

**Lost In Time**  
(69) Coktel Vision – Adventure £44.99  
Tough, good looking adventure that comes a cropper at the end.

**Motor Stars**  
(75) Revell – Racing £59.99  
Sex on CD for kit-heads but coffee mat for every-one else.

**Patriot**  
(45) Three-Sixty Pacific – Wargame £44.95  
A revolutionary but seriously flawed approach to land-based wargaming.

**Shadowlands**  
(65) Hit Squad – Role-Playing Game £12.99  
One for the RPG addicts.

**Solitaire's Journey**  
(87) Mirage – Puzzle £44.99  
The closest that solitaire fans will get to Heaven on Earth.

**Stronghold**  
(80) Recommended SSI – Strategy £35.99  
Extremely addictive even if you'd normally steer clear of D&D™.

**Super Space Invaders**  
(75) Hit Squad – Arcade £9.99  
Here's a blast from the past for less than a round of drinks.

**T2**  
(80) Recommended Virgin Interactive Entertainment – Arcade £29.99  
Mindless, chaotic and highly addictive.

**The Silver Seed (Ultima VII Add-On Disk)**  
(50) Origin – Role-Playing Game £19.99  
An utterly pointless addition to a brilliant game. One can only turn to Origin and ask "Why?"

**Tredders**  
(79) SSI – Puzzle Game £29.99  
Not at all bad, but it smacks too much of other games to achieve classic status.

## Issue 9 – December 1993

**Blue Angels**  
(30) Hit Squad – Flight Sim £12.99  
Interesting, but hardly spectacular.

**Brutal Football**  
(65) Millennium – Sport £29.99  
Too much violence, not enough game.

**Chuck Yeager's Air Combat**  
(85) Recommended Hit Squad – Flight Sim £14.99  
Living proof that pensioners still have what it takes.

**Clix**  
(62) The Genesis Arcade – Puzzle Game £14.99  
Nice idea, shame about the gameplay.

**Cogito**  
(57) Mindscape – Puzzle Game £29.99  
A reasonably entertaining and challenging puzzle game, but only for the patient.

**Dark Sun: Shattered Lands**  
(83) Recommended SSI – Role-Playing Game £45.99  
The next best thing to an Ultima.

**Dino Dini's Goal**  
(60) Virgin Interactive Entertainment – Sport £35.99  
Kick Off with sideways options (but it works). Not as good as Sensible Soccer.

**Dracula**  
(65) Psygnosis – Arcade £39.99  
A good, challenging game, but the execution should have been better.

**Frontier: Elite II**  
(95) Classic Gametek – Space Trading Sim £39.99  
Without doubt an unrivalled classic; nothing else even comes close.

**Front Page Sports Football Pro**  
(85) Recommended Dynamix – Sport £39.99  
The best around, but you'll definitely need a high-spec machine.

**Goblins**  
(50) Coktel Vision – Puzzle – £39.99  
An unimproved CD version of an original but inspired game.

**Hook**  
(35) Hit Squad – Adventure £12.99  
At last we have perhaps the most faithful film conversion around. The movie was a turkey, so is the game.

**Jack The Ripper**  
(39) Mirage – Adventure £44.99  
Ugly, unpleasant and boring. Give it a job with PC Zone.

**Jutland**  
(72) On-Line Entertainment – Strategy £59.99  
Good but sadly there are too many unnecessary gimmicks.

**Kasparov's Gambit**  
(85) Recommended Electronic Arts – Chess £44.99  
Excellent chess game with attitude and personality.

**Magic Candle II**  
(80) Recommended Hit Squad – Role-Playing Game £14.99  
Good as an RPG, excellent as a budget.

**NFL Coaches Club Football**  
(70) MicroProse – Sport £44.99  
A good attempt that's let down by the rather poor passing system.

**War In The Gulf**  
(81) Recommended Empire – Wargame £34.99  
Another great set of blood-thirsty missions for one of the most playable 3D battle sims ever.

**Worlds Of Legend**  
(73) Mindscape – Role-Playing Game £25.99  
Perfectly reasonable but rather old-fashioned fantasy RPG jobbie.

**WWF Wrestling Mania**  
(58) Hit Squad – Sport £9.99  
Fairly limited beat 'em up, which was delivered much better on the console.

## Issue 6 – September 1993

**Blade Of Destiny: Realms Of Arkania**  
(78) US Gold – Role-Playing Game £39.99  
Large in scale, absorbing to play – but more suited to "serious" role-players than your average gamer.

**Blue Force**  
(35) Tsunami – Adventure £39.99  
Tiresome controls and sloppy design mar what could have been a decidedly average adventure.

**Caesar's Palace For Windows**  
(65) Virgin Interactive Entertainment – Casino Compendium £35.99  
A good compilation; unnervingly addictive.

**Fields Of Glory**  
(89) Recommended MicroProse – Wargame £44.99  
A brilliant sim that puts even the most reluctant wargamer right into the thick of it. Only its speed prevents it from being awarded Classic status.

**Flashback**  
(89) Recommended US Gold – Platform Game £37.99  
It's Prince Of Persia in the future (but this time he's got a gun).

**Lotus – The Ultimate Challenge**  
(68) Gremlin Graphics – Driving Game £34.99  
Nothing particularly new, but good fun, especially in two player mode.

**Maniac Mansion 2: Day Of The Tentacle**  
(85) Recommended LucasArts – Adventure £42.99  
Lovely graphics, good music, quite challenging but a bit too American for my roast beef and dumplings taste buds.

**MIG-29: Fulcrum**  
(70) Domark – Flight Sim £14.99  
Almost no scenery, but a nice flight model.

**Monopoly**  
(75) Supervision – Board Game £34.99  
A faithful conversion, which is slightly too flashy for its own good.

**Napoleonic**  
(79) On-Line Entertainment – Wargame Compendium – Deleted £34.99  
Three excellent and original Napoleonic wargames for tactical experts.

**Open Golf**  
(50) Ocean – Sport – Deleted  
A disappointing foray into the world of golf sims from Ocean.

**Pinball Dreams**  
(78) 21st Century Entertainment – Pinball Simulation £37.99  
As enjoyable as the real thing, but a bit on the pricey side.

**Prehistorik 2**  
(50) Titus – Platform Game £7.99  
A very average platform game, which competes with some budget titles but little else.

**Rags To Riches**  
(60) Interplay – Strategy £39.99  
Lacks excitement; unlikely to have a long life.

**Return Of The Phantom**  
(73) MicroProse – Adventure £44.99  
Delightfully atmospheric and aimed at beginners, but a tad too short and easy to justify the price.

**Sensible Soccer**  
(70) Renegade – Sport £34.99  
The best football game around for the PC, but still not as good as it should've been.

**Space Legends**  
(75) Empire – Compilation £34.99  
You'll like at least two out of three.

**The Immortal**  
(70) Hit Squad – Role-Playing Game £14.99  
At least four Sunday afternoons' play we reckon.

**Tornado**  
(93) Classic Digital Integration – Flight Sim £44.99  
The more you play, the deeper it gets – eventually you'll need a bathyscape. Not for beginners.

**Caesar Deluxe**  
(70) Impressions – Strategy £34.99  
More user-friendly than its predecessor but the game remains the same.

**Clash Of Steel**  
(67) SSI – Wargame £39.99  
Intricate and well presented wargame with plenty of appeal for the dedicated wargamer.

**Day Of The Tentacle (CD)**  
(87) Recommended LucasArts – Adventure £45.99  
A very taxing, very American adventure, with some of the best animation ever.

**Dune (CD)**  
(82) Recommended Virgin Interactive Entertainment – Adventure £44.99  
A shining example of a good game made into a great game for CD.

**Eric The Unready (CD)**  
(77) Accolade – Adventure £34.99  
Hilarious, but the creaky humour isn't so funny.

**F-15 Strike Eagle II**  
(85) Recommended Klax – Flight Sim £16.99  
It still holds its own in a dogfight.

**Flames Of Freedom**  
(70) Klax – Strategy/Arcade £9.99  
A bit old, a bit saggy, but will still give purists much fun.

**Galactic Warrior Rats**  
(75) Alternative Software – Arcade £9.99  
Totally simple, totally basic, but quite good fun nevertheless.

**Gunboat**  
(54) Hit Squad – Submarine Simulation £14.99  
A better idea than game.

**Hardball**  
(20) Hit Squad – Sport £12.99  
Interesting only as an example of how bad baseball games used to be.

**Imperial Pursuit**  
(80) Recommended LucasArts – Space Sim £19.99  
Long, involving "story-driven" tour of duty, perfect for Skywalker wannabes.

**King's Quest VI (CD)**  
(90) Classic Sierra On-Line – Adventure £49.99  
Excellent use of a CD, despite the "soft" story.

**Lands Of Lore**  
(90) Classic Virgin Interactive Entertainment – Role-Playing Game £35.99  
A tasty and involving reminder of what Eye Of The Beholder III could have been.

**Legend Of Kyrandia (CD)**  
(82) Recommended Virgin Interactive Entertainment – Adventure £44.99  
Stunning to look at, but not really challenging enough if you're the type who has played a lot of adventures before.

**LHX Attack Chopper**  
(88) Recommended Hit Squad – Flight Sim £14.99  
Still one of the classic flight sims.

**Loom**  
(72) Klax – Adventure £14.99  
Simple and enchanting adventure; an ideal game for beginners.

**Mean 18"**  
(60) Hit Squad – Sport £9.99  
Reasonable mid-table golf game.

**MIG-29**  
(75) MicroProse – Flight Sim £19.99  
An excellent add-on for Falcon 3.0 fans, but nothing groundbreaking in flight sim terms.

**NHL Hockey**  
(91) Classic Electronic Arts – Sport £44.99  
A great version of a brilliant game.

**Pirates Gold!**  
(75) MicroProse – Strategy £44.99  
As good as the original. Unfortunately, it almost is the original.

**Railroad Tycoon Deluxe**  
(72) MicroProse – Strategy £39.99  
Not significantly better than the original, but if you haven't got that then add 20% to the score.

**Ringworld (CD)**  
(82) Recommended Tsunami – Adventure £39.99  
An alternative to having it on disk; nothing more!

**Rules Of Engagement 2**  
(91) Classic Impressions – Strategy £44.99  
A game of great depth and complexity.

**Seal Team**  
(77) Electronic Arts – Shoot 'Em Up/Strategy £44.99  
In storyboard form I imagine it looked fabulous. In transition to code, however, it feels like something has gone astray.

**Simon The Sorcerer**  
(86) Recommended Adventuresoft UK Ltd – Adventure £39.99  
At last an Anglo answer to the average American adventure. Recommended.

**The Lost Vikings**  
(80) Recommended Interplay – Arcade £34.99  
An excellent puzzle/platform/arcade game (categorise it yourself, we can't be bothered).

**The Patrician**  
(65) Daze Marketing – Trading Sim £34.99  
Desperate for a trading game set in the Hanseatic League but which could have been given more zap? Look no further.

## Issue 7 – October 1993

**Ambush At Sorinor**  
(70) Empire – Strategy £39.99  
Short, sharp missions, and plenty of them, make this an interesting strategy game.

**Archer Maclean's Pool (256 colour version)**  
(88) Recommended Virgin Interactive Entertainment – Sport £30.99  
Exactly what it claims to be – the same game with more colours. Score assumes you don't have the original.



## BUYERS' GUIDE



IndyCar Racing: great graphics and playability make this the best ever driving game.

### Privateer

(75) Origin - Flight Sim £49.99

Wing Commander fans will love this. X-Wing fans won't. It's as simple as that.

### Sim Farm

(79) Maxis - Strategy £34.99

Quite good if you like farming, but not as good as Sim City.

### Steel Thunder

(60) Hit Squad - Arcade £12.99

Reasonable fun, but not one you'd come back to.

### Street Fighter II

(81) Recommended! US Gold - Beat 'Em Up - £29.99

Addictive and violent but the cross over to the PC hindered unless you invest in a game pad.

### Strike Commander: Tactical Operations

(80) Recommended! Origin - Flight Sim £19.99

Essential if you're determined to get the most out of Strike Commander.

### V for Victory 4: Gold-Juno-Sword

(78) Three-Sixty Pacific £34.99

It's still the best computer wargames system but it needs a shot in the arm... or leg... or both even.

### When Two Worlds War

(63) Impressions - Wargame £34.99

An unattractive attempt at a strategy wargame that fails to add anything new - including excitement. Give us dice and counters any day...

### Knights Of The Sky

(79) Kixx - Strategy £16.99

A game that's well worth buying for the two-player option alone.

### Links Championship Course: Innisbrook

(75) US Gold - Sport £24.99

If you really want another Links course, then this is one.

### Links

(80) Recommended! Kixx - Sport £16.99

An excellent golf game for anyone with a less than ninja PC.

### Lords Of Power

(85) Recommended! Ubisoft - Strategy £39.99

A first class simulation which you would be mad not to buy.

### Network Q RAC Rally 2

(80) Recommended! Europress Software - Driving £34.99

A rather good addition to the current crop of driving games, if you can stand the opponent's amazing skills.

### Newsweek Interactive

(30) The Software Business - General Interest £39.99

Over-priced, over-patronising and over here.

### Night Shift

(70) Kixx - £12.99

A suitably frantic and frustrating puzzler.

### Oceans Below

(70) The Software Business - Edutainment £39.99

Initially interesting, but unfortunately the novelty all too soon wears off. Strictly for scuba diving fans.

### Protostar (CD)

(80) Recommended! Accolade - Space Sim £39.99

Absorbing, well designed and, if you can forgive its weaker moments, it'll keep you busy for ages.

### Return To Zork (CD)

(90) Classic! Activision - Adventure £49.99

Bad news for text-adventure purists who thought that Zork was sacred. Hal!

### Return To Zork

(90) Classic! Activision - Adventure £45.99

A highly imaginative and enjoyable adventure game with some very clever knobs attached.

### Shadowcaster

(66) Electronic Arts - Role-Playing Game £44.99

Neither Wolfenstein nor Underworld. And not much in-between.

### Speed Racer

(49) Accolade - Racing £39.99

Nice intro, shame about the game.

### Star Trek: Judgement Rites

(79) Interplay - Adventure £44.99

The stories are poetic and the variety of gameplay is "fascinating" but it is not the best flight sim or adventure game.

### Strike Squad

(25) Empire - Strategy £39.99

Just turn the page and get on with enjoying life, okay?

### The Blue And The Gray

(78) Impressions - Wargame £39.99

Dedicated blood 'n' guts fans will find it a little simplistic, but it's a great all-round wargame with hidden depths and long term playability.

### The Even More Incredible Machine

(89) Recommended! Dynamix 39.99

If you've never played The Incredible Machine now's the time to start.

### World Class Rugby

(60) Audiogenic - Sport £14.99

Not really worth the waffle.

### World War Two: Battles Of The South Pacific

(62) Mirage - Strategy/Action £44.99

Innovative mix of naval strategy and action. The gameplay doesn't quite live up to expectations -

### Issue 11 - February 1994

#### Advantage Tennis

(55) Infogrames - Sport £35.99

Unexciting tennis game that lacks punch.

#### Alone In The Dark 2

(97) Classic! Infogrames - Adventure - £39.99

Absolutely Brilliant! What the PC was made for.

#### Alone In The Dark (CD)

(92) Classic! Infogrames - Adventure £44.99

Still the best thing since sliced bread. Buy it.

#### B-Wing

(72) US Gold - Space Sim £19.99

Your sister either fancied Han Solo or Luke Skywalker. You'll either fancy B-Wing or, er, something else.

#### Capital Hill (CD)

(75) Software Toolworks - Edutainment £39.99

Comprehensive introduction to American politics

#### Chessmaster 4000 Turbo

(90) Classic! Mindscape - Chess £34.99

Tough opponent: gentle teacher.

#### Critical Path (CD)

(72) Media Vision - Adventure £49.99

Slick and atmospheric but way too short.

#### Dungeon Hack

(62) SSI - Role-Playing Game £39.99

Not enough there. Not enough design options. Not enough gameplay. Very hardened and grizzled role-players only.

#### Fire And Ice

(75) Renegade - Platform Game £29.99

A fun, but difficult game, marred only by an over-inflated price and ridiculous copy protection.

#### Flight Sim Toolkit

(80) Recommended! Domark - Simulation £49.99

Recommended, but only if you find Stunt Island limiting. It can be very heavy going.

#### Global Domination

(65) Impressions - Strategy £39.99

Slick, addictive strategy game but it presents no long term challenge.

#### Goblins 3

(75) Coktel Vision - Puzzle Game £39.99

Good for beginners and a pleasant diversion for seasoned adventurers.

#### Kingmaker

(88) Recommended! US Gold - Board Game £37.99

Without doubt the best board game conversion for a long, long time.

#### Magic Boy

(60) Empire - Platform Game £25.99

Not very "magic" at all.

#### Master Of Orion

(72) MicroProse - Strategy £44.99

A good one for all the accountants out there.

#### Rebel Assault

(93) Classic! LucasArts - Shoot 'Em Up £49.99

It's Star Wars. It's also the most important game to date.

#### Striker

(55) Elite - Sport £29.99

Another Paul Bodin penalty of the gamesplaying world.

#### Subwar 2050

(88) Recommended! MicroProse - Simulation £44.99

Easily the best "fun" simulation that MicroProse has produced.

#### The Labyrinth Of Time

(89) Recommended! Electronic Arts - Adventure £39.99

Beautiful, alluring, a touch slow and a little fussy.

#### The Terminator Rampage

(75) Bethesda Softworks - Arcade £39.99

Okay, but once you've seen Doom, you'll laugh in Rampage's face and spill its pint.

#### VGA Planets

(70) PAW PBM - Role-Playing Game £24.99

A rather interesting type of role-playing game that takes some time, but is generally worth the wait.

### Issue 12 - March 1994

#### Campaign

(52) Empire - Strategy £39.99

Dim-witted attempt at simulating armoured action - too buggy to recommend, despite colourful graphics and arcade sequences.

#### Championship Manager '94

(80) Recommended! Domark - Sport £29.99

It's still the best (just).

#### Championship Manager Italia

(80) Recommended! Domark - Sport £29.99

It's the best too, just with a few more noughts at the end of the transfer figures.

#### Combat Classics 2

(50) Empire - Flight Sim Compendium £34.99

Sadly, this compilation contains one classic and two rather second-rate duds.

#### Companions Of Xanth

(73) Accolade - Adventure £39.99

Awful puns. Questionable Humour. Very Monkey Island-esque. What more could you want from an adventure?

### Cyber Race

(64) Cyberdreams - Racing £44.99

Mildly entertaining for a quick blast, but that's about it.

### Fury Of The Furries

(85) Recommended! Mindscape - Puzzle/Platform Game £39.99

A riveting platform puzzler, but not for the easily frustrated.

### Gabriel Knight

(92) Classic! Sierra On-Line - Adventure £39.99

Brilliant and frightening offering from Sierra.

### Genesis

(83) Recommended! Mindscape - Strategy £34.99

A little bit of Populous, a little bit of Civilization.

### Hand Of Fate

(82) Recommended! Virgin Interactive Entertainment

Adventure £39.99

You've got to hand it to Westwood, this is a bit of a stunner.

### Heirs To The Throne

(43) Mirage - Strategy £44.99

If I got this kind of quality from a PC game I'd be blinking well complain.

### Indianapolis 500

(65) Hit Squad - Driving £14.99

A once-great giant succumbs to the ravages of time.

### Leisure Suit Larry 6

(75) Virgin Interactive Entertainment - Adventure £35.99

The best Larry yet; but he's getting way past his sell-by date.

### Lil' Devil

(90) Classic! Gremlin Graphics - Puzzle Game £39.99

An excellent puzzle game with wit and flair.

### Police Quest 4: Open Season

(78) Sierra On-Line - Adventure £39.99

A thoroughly professional job for those who can think and click at the same time.

### Premier Challenge

(78) Tai Chi - Sport £24.99

Design your own game. Boost this score.

### Premier Manager 2

(65) Gremlin Graphics - Sport £34.99

It's better, but still too obsessed with interior decorating for my liking.

### Shadow Of Darkness

(80) Recommended! Sierra On-Line - Adventure £39.99

A compelling storyline makes up for the dull battle scenes.

### The Incredible Toons

(82) Recommended! Dynamix - Puzzle Game £39.99

Zany, silly and highly addictive.

### Issue 13 - April 1994

#### Archon Ultra

(78) US Gold - Strategy £39.99

More beat 'em up than strategy.

#### Beneath A Steel Sky

(83) Recommended! Virgin Interactive Entertainment -

Flight Sim £39.99

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

#### Conspiracy

(67) Virgin Interactive Entertainment - Adventure £44.99

Takes all the fun out of Ruskie bashing.

#### D-Day

(38) US Gold - Wargame £35.99

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

#### Doomsgate

(45) Gametek - Role-Playing Game £29.99

Out-dated, tedious and visually vestigial.

#### Doom

(96) Classic! ID Software - Arcade £34.99

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

#### Hired Guns

(77) Psygnosis - Role-Playing Game £44.99

Ishtar 2 with robots.

#### Hot Sound And Vision

(85) Recommended! Interplay - General Interest £44.99

An outstanding collection.

#### Interplay's 10 Year Anthology

(85) Recommended! Interplay - Compendium £49.99

A cost-effective way to build an instant library of classic games.

#### Micro Machines

(70) Codemasters - Arcade £29.99

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

#### Mortal Kombat

(80) Recommended! Virgin Interactive Entertainment -

Beat 'Em Up £29.99

Not as good as the SNES Street Fighter II, but the best on the PC.

#### Nomad

(78) Gametek - Space Strategy £29.99

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

#### Pinball Fantasies

(80) Recommended! 21st Century Entertainment - Pinball

Game £37.95

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



## Directory for Buyers

- 21st Century Entertainment  
0235 851533
- Accolade 081 877 0880
- Adventuresoft 021 625 3377
- Bullfrog 0483 579399
- Codemasters 0926 814132
- Core Design 0332 297797
- Daze Marketing 071 328 2762
- Digital Integration 0276 684044
- Domark 081 780 2222
- Dynamix 0734 303322
- Electronic Arts 0753 549442
- Empire 081 343 7337
- Gametek 0753 553445
- Grandslam 081 680 7041
- Gremlin Graphics 0742 753423
- Hit Squad 061 832 6633
- ICE 0453 756993
- Impressions 071 371 2133
- Infogrames 071 738 8199
- Interplay 0235 821666
- Kixx 021 606 1800
- Kompart (UK) Ltd 0727 868005
- Krisalis 0709 372290
- LucasArts 081 960 2255
- Maxis 071 490 2333
- Merit Software 091 385 7755
- Microids 071 328 2762
- MicroProse 0454 326532
- Millennium 0223 844894
- Mindscape 0444 246333
- Novalogic 071 607 9707
- Ocean 061 832 6633
- Origin 0753 549442
- Oxford Softworks 0993 823463
- Psychosis 051 709 5755
- Renegade 071 481 9214
- Sierra On-Line 0734 303322
- Simarils 071 328 2762
- Spectrum Holobyte 0454 326532
- SSI 0444 246333
- Team 17 0924 201846
- Titus 071 700 2119
- Time Warner 0604 602800
- Ubisoft 081 941 4004
- US Gold 021 606 1800
- Virgin 081 960 9900
- Zeppelin Games 091 385 7755

**Reunion**  
(80: Recommended) Grandslam - Strategy ETBA  
Reunion has something for everyone.

**Sim City 2000**  
(92: Classic) Maxis - Strategy £39.99  
Brilliant game that'll make you anxiously retentive in the extreme.

**Star Trek: 25th Anniversary**  
(86: Recommended) Interplay - Adventure £49.99  
A game boldly going where it's been before, just a little more vocally.

**Strike Commander (CD)**  
(86: Recommended) Electronic Arts - Flight Sim £49.99  
Superior flight sim, but you need the hardware to match.

**The Complete UMS**  
(58) Mirage - Strategy £44.99  
Both classics in their day, the two UMS games are a bit too long in the tooth to excite anyone but the real enthusiast.

**The Lawnmower Man**  
(77) Sales Curve Interactive - Arcade £54.99  
Excellent presentation. Just a little more complexity in the gameplay and it would have been unreservedly recommended.

**Winter Olympics**  
(64) US Gold - Sport £42.99  
Has its moments, but you'll probably play it for a few hours and thereafter pick it up once a year if you get really bored.

**Wizard**  
(73) Psychosis - Role-Playing Game £44.99  
A good stepping stone into the land of RPGs.

### Issue 14 - May 1994

**Air Transport Pilot (CD)**  
(70) RC Simulations - Simulation £79.95  
Not my idea of fun but a reasonable effort for a simulation of this type.

**Airline**  
(20) Kompart (UK) Ltd - Strategy £39.99  
Ugly, fiddly and totally boring.

**Arena: The Elder Scrolls**  
(62) Bethesda Softworks - Role-Playing Game £45.99  
Disappointing really.

**Award Winner Gold Edition**  
(88: Recommended) Empire - Arcade £34.99  
Superb quality games with unrivalled value for money. Buy it now!

**Battle Isle 2**  
(91: Classic) Blue Byte - Strategy £54.99  
Without a shadow of a doubt, the strategy game of the year.

**Buzz Aldrin's Race Into Space (CD)**  
(95: Classic) Interplay - Strategy - £39.99  
A stunning improvement of an already classic game.

**Cannon Fodder**  
(90: Classic) Virgin Interactive Entertainment - Arcade/Strategy £34.99  
Great fun for all the wrong and right reasons.

**CD-ROM Challenge Pack**  
(75) Software Toolworks - Compendium £39.99  
Reasonable good compilation, but there are better ones around.

**Championship Manager For Windows**  
(79) Domark - Sport £29.99  
A wasted opportunity. Not as good as the DOS version.

**DiGeneration**  
(85: Recommended) Mindscape - Adventure £19.99  
Probably the best game that Windows users have ever played.

**Excellent Games**  
(85: Recommended) Beau Jolly - Various £39.99  
Great games at a great price. A compilation not to be missed, including Populous 2, Jimmy White's Whirlwind Snooker, Car And Driver and RoboCop.

**Fantastic Dizzy**  
(50) Codemasters - Platform Game £9.99  
Wrong time. Wrong format. Wrong price.

**Gabriel Knight (CD)**  
(90: Classic)

**Sierra On-Line - Adventure £44.99**  
Brooding, atmospheric thriller.

**In Extremis**  
(67) US Gold - Arcade £37.99  
You'll shriek! You'll shout! You'll yawn!

**Johnny Quest**  
(12) Software Business - Arcade/Adventure £29.99  
Can basically be summed up in one word. Dreadful.

**Megarace**  
(65) Mindscape - Racing £39.99  
A superb demonstration of what can be done graphically with CD-ROM... and how easy it is for gameplay to suffer as a result.

**Merchant Prince**  
(82: Recommended) Mirage - Strategy £44.99  
Don't let the dodgy graphics fool you. If you give this game half a chance you'll be hooked.

**Microcosm**  
(70) Psychosis - Shoot 'Em Up £49.99  
Brilliant graphics and excellent sound. Let down by limited gameplay.

**NFL Pro League Football**  
(50) Digital Integration - Sport £39.99  
As a play-editor it's okay, but playing the game itself is disappointing.

**Privateer: Righteous Fire**  
(80: Recommended) Electronic Arts - Add-On £19.99  
Privateer fans definitely won't be disappointed with this one.

**Seawolf**  
(83: Recommended) Electronic Arts - Simulation £44.99  
A highly atmospheric sub sim with a control interface from hell.

**Starlord**  
(70) MicroProse - Strategy £44.99  
It could have been excellent. Could have been. Damn!

**The Patrician (CD)**  
(70) Daze Marketing - Strategy £39.99  
A good game on disk, slightly better on CD.

**The Red Crystal**  
(43) Mirage - Role-Playing Game £44.99  
Don't ask your friends to play this if you want to keep them.

**Unnecessary Roughness**  
(66) Accolade - Sport £39.99  
Best described as "alright". It's as good as most American footy sims.

### Issue 15 - June 1994

**Bloodnet**  
(75) MicroProse - Role-Playing Game £39.99  
Hindered by outdated implementation, but still well worth a look.

**Carriers At War II**  
(63) Electronic Arts - Strategy £44.99  
For die-hard strategy aficionados.

**Darkspeed**  
(90: Classic) Cyberdreams - Adventure £44.99  
If you have a taste for the macabre, you'll never forget the Darkspeed affair.

**Diggers**  
(40) Millennium - Puzzle Game £34.99  
Mind-numbingly tedious.

**Disney Animation Studio**  
(75) Infogrames - General Interest £99.99  
More serious approach with superb sample animations that you can't use!

**DragonSphere**  
(69) MicroProse - Adventure £39.99  
A beautiful adventure game that won't tax your brain too heavily.

**Evasive Action**  
(40) Mindscape - Simulation £34.99  
So close, but more bugs than Watergate.

**F1**  
(40) Domark - Sport £29.99  
The champions of sport produce yet another world-beater.

**Fleet Defender**  
(86: Recommended) MicroProse - Flight Sim £44.99  
Heavyweight flight sim, both helped and hindered

by over-clever graphics.

**Hanna-Barbera Animation Workshop**  
(75) Empire - General Interest £49.99  
Tries to make everything fun and encourages you to try out other methods of animation.

**Hornet Naval Strike Fighter**  
(80: Recommended) Spectrum Holobyte - Flight Sim ETBA  
As that well known saying goes: "If you like Falcon 3, you'll just love Hornet".

**Myri**  
(67) Electronic Arts - Adventure £44.99  
Surreal and atmospheric, if not realistic.

**Pacific Strike**  
(80: Recommended) Electronic Arts - Flight Sim £49.99  
Miles better than Strike Commander but requires a state-of-the-art, ninja PC.

**Pagan: Ultima VII**  
(78) Electronic Arts - Role-Playing Game £44.99  
Without doubt a love/hate relationship for Ultima purists.

**Ravenloft**  
(78) US Gold - Role-Playing Game £45.99  
SSI has finally got "real" and produced a playable and accessible arc.

**Red Hell**  
(60) Cyberdreams - Adventure £39.99  
The graphics are poor and the control system is dire. Avoid it.

**RedShift**  
(95: Classic) Maris Multimedia Ltd - General Interest £89.00  
A stunning program which will be hard to beat.

**Sabre Team**  
(60) Krisalis - Strategy £29.99  
This has all been done before, and done much better as well.

**Shadowcaster**  
(70) Electronic Arts - Role-Playing Game £39.99  
Considerable enhancements for CD but the gameplay remains the same.

**Spaceship Warlock**  
(70) Reactor/Ubisoft - Adventure £44.99  
Very slick, very polished. The gameplay's a bit limited but it's fun all the same.

**TFX**  
(80: Recommended) Ocean - Simulation £44.99  
Great game with totally superfluous bells and whistles.

**UFO Enemy Unknown**  
(93: Classic) MicroProse - Strategy £44.99  
Brilliantly designed, perfectly implemented and totally absorbing.

**Washington DC Scenery**  
(85: Recommended) Supervision - Flight Sim Add-On £39.99  
One of the best flight sim add-ons to date.

### Issue 16 - July 1994

**Castles II**  
(65) Interplay - Strategy £49.95  
Interplay usually releases excellent games - this isn't one of them.

**Comanche (CD)**  
(90: Classic) Optima - Flight Sim £49.99  
Brilliant action-packed helicopter simulation at a great price on CD.

**Companions Of Xanth (CD)**  
(84: Recommended) Accolade - Role-Playing Game £39.99  
Great game on disk. Even better on CD.

**Corridor 7**  
(55) Gametek - Arcade £19.99  
Nothing new or exciting.

**Detroit**  
(85: Recommended) Impressions - Strategy £39.99  
An intriguing strategy/sim which boasts both originality and playability.

**Dragon's Lair**  
(67) Elite Systems - Adventure £39.99  
An interactive cartoon that's more "cartoon" than "interactive".

**Eye Of The Storm**  
(40) Rebellion - Space/Strategy £39.99

Myst: "great graphics, what gameplay?" disease claims another hapless victim.



Sam & Max: The clue's inside the cat. Rip it's head off! (Sick, or what?)





# BUYERS' GUIDE



**Tie Fighter:** Who wants to be noncey Luke Skywalker when you can be mates with big Darth?

Very futuristic, very Elite and very, very crap.

**Great Naval Battles 2**  
(86: Recommended) US Gold - Simulation £45.99  
SSI cruises easily to the head of the fleet with this simply stunning sim.

**Hand Of Fate (CD)**  
(78) Virgin Interactive Entertainment - Adventure £49.99  
Good game, shame about the conversion. In this case, more equals less.

**Jack Nicklaus Signature Edition**  
(85: Recommended) Accolade - Sport £19.99  
A good golf game at an amazing price.

**Jimmy White's Whirlwind Snooker**  
(80: Recommended) Hit Squad - Sport £14.99  
Dangerously addictive snooker sim.

**Lucky's Casino Adventure**  
(60) Mirage - Card Game £44.99  
Challenging, fun, totally addictive but a bit pricey.

**Lure Of The Tempress**  
(55) Hit Squad - Adventure £14.99  
Old and fading.

**Power Game 2 (CD)**  
(70) Activision - Simulation £29.99  
Worth looking at if you don't have the hardware to run the latest sim.

**Robinson's Requiem**  
(85: Recommended) Daze Marketing - Role-Playing Game £39.99  
This is a highly original and addictive "survival sim", which, unfortunately, has some annoying bits.

**Sam And Max Hit The Road**  
(93: Classic) US Gold - Adventure £45.99  
Brilliantly original and a highly humorous jaunt.

**Sim City Classic**  
(70) Hit Squad - Strategy £16.99  
Still a great game but check out Sim City 2000 first.

**Sim City Enhanced**  
(82: Recommended) Interplay - Strategy £49.99  
Sim City's an excellent game but so quid is a bit steep for a few enhancements.

**Sleepwalker**  
(45) Hit Squad - Platform Game £9.99  
Third-rate platformer. Stay well away from it.

**Space Hulk**  
(87: Recommended) Electronic Arts - Strategy £39.99  
Still a tremendous game, but not as good as the disk-based version.

**Summer Challenge & Winter Challenge**  
(80: Recommended) Accolade - Sport £19.99

Good compilation, great value.

**The Horde**  
(87: Recommended) US Gold - Strategy/Arcade £44.99  
Not an original concept but extremely well implemented.

**The Rock 'N' Roll Years - The '50s**  
(70) Supervision - General Interest £24.99  
Handy for '50s music lovers or as a reference - but we doubt if it'll get you rockin' round the clock.

**The Settlers**  
(89: Recommended) Blue Byte - Strategy £39.99  
A damn fine, engrossing game.

**Theatre Of War**  
(70) Hit Squad - Strategy £12.99  
Excellent strategy game and it looks cool too.

**UFO**  
(93: Classic) MicroProse - Strategy £44.99  
Incredibly addictive strategy game.

**Wembley Rugby League**  
(66) Audiogenic - Sport £29.99  
This manages to be quite an improvement on previous rugby games.

**Wolfpack**  
(60) Optima - Strategy £29.99  
Disappointingly average.

**World Cup Challenge**  
(48) Winsport - Sport £29.95  
Disappointing, absurdly RAM-hungry and limited in its playing life.

## Issue 17 - August 1994

**1942: Pacific Air War**  
(89: Recommended) MicroProse - Flight Sim £44.99  
Two great games - Carrier Battles and Task Force 1942 - in one package. It's a winner!

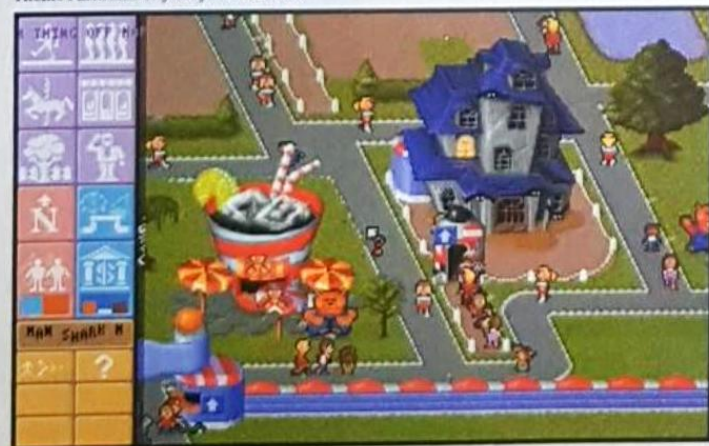
**AI Quadrant: The Gentle's Curse**  
(40) US Gold/SSI - Role-Playing Game £35.99  
The thinking amoeba's beat 'em up.

**Burntime**  
(43) Max Design - Strategy £39.99  
Hey, it's just like being there.

**Cool Spot**  
(80: Recommended) Virgin Interactive Entertainment - Platform Game £29.99  
Charm and accessibility save it from being strictly seventies-up!

**Delta V**

**Theme Park:** Sim City eat your heart out.



(64) Bethesda Softworks - Shoot 'Em Up £45.99  
Very fast and pretty stunning to look at, but it won't keep you up into the night.

**Dinosaur Detective Agency**  
(42) Alternative Software - Platform Game £16.99  
Cheap - but that's no reason to be cheerful.

**Empire Soccer**  
(57) Empire - Sport £29.99  
Let down by the small viewing area, unintelligent player reactions and poor scrolling.

**Good To Firm**  
(50) New Era Software - Sport £29.99  
Horse-racing fanatics might get something out of it, but the experience will pall.

**International Tennis Open**  
(88: Recommended) Philips Interactive Media - Sport £44.99  
Definitely the new number one seed in the field of PC tennis simulations.

**Jack Nicklaus (CD)**  
(78) Accolade - Sport £16.99  
A perfectly serviceable golf game with a good course editor tacked on.

**Newsweek 3 Globocap (CD)**  
(0) Mindscape - General Interest £39.99  
The most expensive beer mat in the world.

**Overlord**  
(85: Recommended) Virgin Interactive Entertainment - Simulation £39.99  
An old idea made new with some interesting tweaks.

**Pinball Dreams 2**  
(70) 21st Century Entertainment - Pinball Game £19.99  
Not bad at all. There's plenty for pinball wizards to get their flippers into.

**Shanghai II: Dragon's Eye**  
(88: Recommended) Activision - Puzzle Game £29.99  
Puzzles galore in this excellent addition to the rather mediocre range of games currently available for Windows.

**Sherlock Holmes - The Case Of The Serrated Scalpel**  
(48) Electronic Arts - Adventure £49.99  
Elementary, my dear Watson... and that's the problem.

**Simon The Sorcerer (CD)**  
(89: Recommended) Adventuresoft UK Ltd - Adventure £44.99  
A tricky adventure jaunt boosted by excellent talkie bits.

**Syndicate (CD)**  
(92: Classic) Electronic Arts - Strategy £39.99  
What a game. What a barg.

**Tactical Manager**  
(75) Black Legend - Sport £34.99  
An interesting little number with the odd weakness, but several nice ideas.

**Theme Park**  
(93: Classic) Electronic Arts - Strategy £44.99  
A highly inventive "business" sim that's fun, fun, fun all the way. Hip hip hoorah for Bullfrog.

**Walls Of Rome**  
(74) Digital Integration - Strategy £16.99  
Good, if thin, fun.

**World Cup USA '94**  
(78) US Gold - Sport £32.99  
Good features; difference of opinion over the gameplay.

**Zool 2**  
(82: Recommended) Millennium - Platform £34.99  
As they say, if you liked Zool, you'll love this.

## Issue 18 - September 1994

**Beneath A Steel Sky (CD)**  
(72) Virgin Interactive Entertainment - Adventure £39.99  
Comic book-style adventure with an excellently funny dialogue but lacking any real depth.

**D-Day**  
(40) Impressions - War Game £39.99  
A sluggish, unrealistic and bug-ridden attempt at a war game without many redeeming features.

**FIFA International Soccer**  
(70) Electronic Arts - Sport £39.99  
Looks and sounds great, but lacks gameplay.

**Harpoon II**  
(70) Electronic Arts - Simulation £44.99  
Massive, embarrassingly serious sim. Superb detail, occasionally nail-biting, always slooooooow.

**Inherit The Earth - Quest For The Orb**  
(72) US Gold - Adventure £39.99  
A well-thought out gentle little brainteaser for those who fancy a "sensible" game.

**International Sensible Soccer**  
(78) Renegade - Sport £19.99  
One of the best on the PC, but still not up to the Amiga version.

**Libri Divi (CD)**  
(88: Recommended) Gremlin Graphics - Adventure £34.99  
Excellent, original and addictive.

**Metal And Lace: The Battle Of The Robo Babes**  
(35) Megatech - Beat 'Em Up £39.99  
Totally devoid of any entertainment value whatsoever.

**On The Ball**

(68) Ascon - Sport £34.99  
Too many frills, not enough body.

**Outpost**  
(84: Recommended) Sierra On-Line - Strategy £49.99  
A superb game. Addictive if you've got the hardware, hell if you haven't.

**Shadow Of The Comet (CD)**  
(88: Recommended) Infogrames - Adventure £39.99  
A worthwhile reworking of a great game, but still very idiosyncratic.

**Soccer Kid**  
(30) Krisalis - Platform Game £29.99  
If you want happening platform action, then buy something else.

**Theatre Of Death**  
(35) Psygnosis - Arcade/Strategy £34.99  
Below average imitation of an above-average game.

**Tie Fighter**  
(94: Classic) Virgin Interactive Entertainment - Space Sim £49.99  
Sheer, undiluted quality. Treat yourself to a copy.

## Issue 19 - October 1994

**74 Wargame Construction Set 2: Tanks!**

(90: Classic) SSI - Wargame £39.99  
Never mind the 50-ton tanks - this is 50-ton of solid, fire-belching wargame. Absolutely brilliant.

**Battle Bugs**  
(85) Dynamix - Strategy CTBA  
A battle game with bugs in it (as opposed to a bugged battle game).

**Dark Legions**  
(85: Recommended) SSI - Strategy £35.99  
Wonderfully entertaining animations and game screens with hidden strategic depths.

**Heimdall 2**  
(45) Core - Adventure £39.99  
Great game, shame you can't play it.

**Hell Cab**  
(50) Time Warner - Adventure £49.99  
It's the same old story. Great graphics, but sadly lacking in gameplay.

**IndyCar Racing Expansion Pack**  
(94: Recommended) Virgin Interactive Entertainment - Driving £17.99  
These tracks are better than the original tracks (if you pretend Phoenix doesn't exist).

**Ishar III: The Seven Gates Of Infinity**  
(50) Simarils - Strategy £39.99  
Sum up Ishar III in one word? Avoid. Simple as that. The worst of a bunch.

**KGB**  
(65) Hit Squad - Adventure £14.99  
Bargain? Maybe. Boring? Definitely.

**Kick Off 3**  
(55) Anco - Sport £29.99  
Nice features, but gameplay not up to much.

**Manchester United Premier League Champions**  
(60) Krisalis - Sport £29.99  
Semi revisited (although not as good) with a lot of features thrown in.

**Planet Football**  
(68) Infogrames - Sport £39.99  
The World Cup produced a rash of rush releases. This is not one of the best.

**Police Quest IV - Open Season**  
(80: Recommended) Sierra On-Line - Adventure £44.99  
Atmospheric and very entertaining. A bit of a let down at the end, though.

**Summer Challenge**  
(73) Hit Squad - Sport £12.99  
Not a bad game by sports sim standards and easy to cheat at, but do you really want another sport sim?

**Under A Killing Moon**  
(US Gold - Adventure £59.99  
Pigs can fly. Interactive movies do exist. Sort of.

**Wing Commander: Armada**  
(76) Electronic Arts - Flight Sim £44.99  
Lots of good ideas stuck together but it doesn't hang quite right.

## Issue 20 - November 1994

**Alien Legacy**  
(80: Recommended) Sierra - Strategy £39.99  
Space strategy thing which is a bit like Outpost without the pretty bits. Daunting at first, but ultimately very rewarding.

**Chaos Engine**  
(80: Recommended) Renegade - Arcade £32.99  
A damned good, multi-direction scrolling, shooty thing with lots of big guns and silly characters.

**Colonization**  
(90: Classic) MicroProse - Strategy £44.99  
Try to imagine Civilization with more depth and better graphics. Well done... you've just imagined.

**Cyclemania (CD)**  
(83: Recommended) Accolade - Arcade £39.99  
Extremely competent Road Rash 3DO ripoff with lovely digitised backdrops and big motorbikes.



## Desert Strike

(78) Gremlin - Arcade £34.99  
Conversion of the Mega Drive classic, isometric helicopter, blast 'em up game. The graphics are a bit crap but it's immensely playable.

## Doom II

(90) Classic) Virgin Interactive - Arcade £49.99  
The sequel to one of the best games ever. New graphics, a new gun and new monsties-wonsties. Miss it at your peril.

## Inferno (CD)

(88) Recommended) Ocean - Space/Sim £44.99  
Eagerly awaited game from DID. Lots of big space ships and silly looking aliens. One of the better space combat games.

## KA-50 Hawk

(85) Recommended) Virgin - Simulation £39.99

Without a doubt the very best helicopter simulator money can buy. Something for the propeller heads out there.

## NHL Hockey 95 (CD)

(91) Classic) EA - Sports/Arcade £34.99

A new version of the top-down scrolly, ice hockey game from EA. Basically the same as the original (reviewed issue seven) but with new stats.

## PGA 400 (CD)

(95) Classic) Electronic Arts - Sports £44.99

Gorgeous looking, solid playing, tasty little golf game. One of the best on the PC so far.

## Pinball Dreams CD

(70) 21st Century - Arcade £39.99

Eight wonderfully designed, smoothly scrolling pinball tables. Why is it on CD? 'Cause there are lots of pointless rendered bits, that's why.

## System Shock

(95) Classic) EA/Origin - RPG £44.99

Pant-wettingly fantastic, cyberpunk, RPG thing. All hail System Shock, that shall be king hereafter (until System Shock II comes out, that is).

## Issue 21 - December 1994

### Alone in the Dark II CD

(93) Classic) Infogrames - Adventure £44.99

A sequel that is noticeably better than the original and with some serious CD enhancements. What a refreshing change.

### Dawn Patrol

(80) Recommended) Empire - Flight simulation £44.99

A gorgeous looking SVGA WWI flight sim with a bit of a different idea behind it... it's an interactive book apparently.

### Dreamweb

(74) Empire - RPG £44.99

Cyberpunk xpc with lots of violence and a shagging scene that has now become infamous.

### Ecstasia

(93) Classic) Psygnosis - Adventure £44.99

An utterly brilliant *Alone in the Dark*-like with ellipsoid-generated characters and lots of pert buttocks.

### FIFA CD

(76) Electronic Arts - Sports £39.99

A smart-looking footy game that just falls short of being an absolute belter.

### Little Big Adventure

(93) Classic) Electronic Arts - Adventure £44.99

A truly amazing adventure with pretty graphics and weird French gameplay. Gobsacking.

### Magic Carpet

(96) Classic) Electronic Arts - Shoot 'em up £44.99

The sequel to one of the best games ever. New graphics, a new gun and new monsties-wonsties. Miss it at your peril.

### Project X

(76) Team 17 - Shoot 'em up £19.99

A very competent and nicely low-priced little shoot 'em up.

### Rise of the Robots

(88) Recommended) Mirage - Beat 'em up £44.99

Possibly the best beat 'em up on the PC so far with some excellent rendered sprites.

### Space Simulator

(75) Microsoft - Simulator £39.99

A huge simulation of man's quest for space that is

a little too ambitious for its own good.

### Star Crusader

(60) Gametech - Shoot 'em up £39.99

Basically this is a poor man's *Wing Commander* with some nice CD bits.

### Transport Tycoon

(94) Classic) MicroProse - Strategy £44.99

One of the best strategy games around and a more than worthy sequel to *Railroad Tycoon*.

### Total Carnage

(74) ICE - Shoot 'em up £27.99

Good challenging fun and a more than competent conversion of the original arcade machine.

## Issue 22 - January 1995

### Aces of the Deep

(90) Classic) Dynamix/Sierra - £39.99

The graphics, gameplay, sound and atmo combine to make this the best sub game available.

### All New World of Lemmings

(78) Digital Integration - £39.99

If you like all the other *Lemmings* games, you'll like this one too.

### Armored Fist

(86) Recommended) US Gold/Novalogic £44.99

*Commander Blood* on wheels. Er, tracks. You know what I mean.

### Creature Shock

(78) Virgin - £49.99

An engrossing, atmospheric 3D adventure game. Great graphics, absorbing levels, but lousy soundtrack.

### CyberWar

(55) SCI - £49.99

It looks amazing. The gameplay isn't.

### Dark Sun II

(80) Recommended) Mindscape - £44.99

Love it for its brains not for its looks.

### Discworld

(96) Classic) Psygnosis - £49.99

*Discworld* is possibly the best point-and-click adventure game ever made.

### Front Page Sports Baseball

(85) Recommended) Sierra - £44.99

It takes all the best bits from all the best games and ends up being the best.

### Klik 'n' Play

(88) Recommended) Eidos - £39.99

Neat intuitive, and loads of fun.

### Novastorm

(40) Psygnosis - £44.99

Repeat ad nauseam: "Pretty graphics doth not a game make."

### Power Drive

(50) US Gold - £39.99

30 whole points off for no two-player mode. Sod off *Power Drive*.

### Quarantine

(80) Recommended) Gametech - £39.99

An excellent blast and it looks good too.

### Retribution

(45) Gremlin Interactive - £39.99

Not only is it a below average shoot 'em up, it has pretensions too.

### US Navy Fighters

(90) Classic) Electronic Arts - £44.99

If it had a multi-player facility, I'd give it 100. But it hasn't, so I won't.

### Warcraft

(75) Interplay - £39.99

Good, simple, addictive strategy game.

## Issue 23 - February 1995

### Alone in the Dark 3

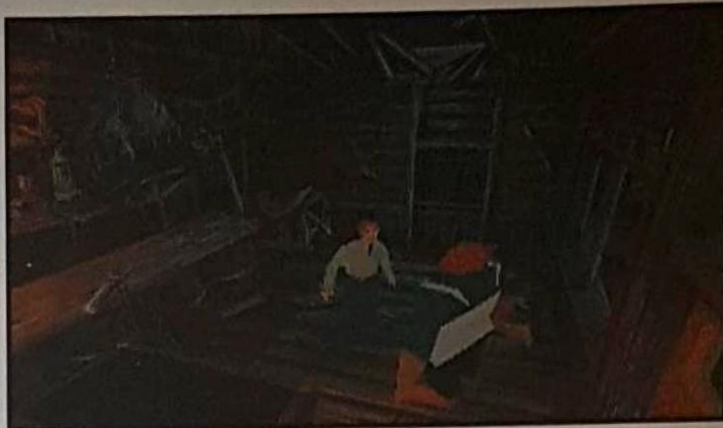
(95 - Classic) Infogrames - Adventure £44.99

The mega-stonkingly weird and wonderful final chapter in the *Alone in the Dark* trilogy.

### Cannon Fodder 2

(74) Virgin Interactive - Arcade/Strategy £34.99

Just more of the same or is *Cannon Fodder 2* a significant improvement? Sensible returns with more "fun with a gun".



Alone in the Dark 3: More Carny, cobwebbs, murder, mystery and mayhem.

### Commander Blood

(81 - Recommended) Mindscape - Adventure £44.99

It's French, and guess what? It's weird. Very weird.

We try not to get at them for it... but this is just plain mad.

### Cyberia

(80 - Recommended) Interplay - Adventure/Shoot 'em up £49.99

A contender for the "Best-looking game of 1994" award. Tastier than treacle pudding with lashings of thick custard, and almost certainly better than *Rebel Assault*.

### Dragon Lore

(81 - Mindscape) Interplay - Adventure £44.99

Cryo's epic multi-CD graphic adventure finally arrives. Is it just more French weirdness or is it actually a decent game?

### Hammer of the Gods

(77) US Gold - Strategy ETBA

Nordic domination and general Euro-bashing in this simple but addictive strategy war sim from New World Computing.

### Kyrandia 3

(87 - Recommended) Virgin - Adventure £44.99

Westwood's *Fables and Fears* series makes it to number three, and this time you get to play the bad guy!

### Lion King

(71) Virgin - Platform game £29.99

The smash-hit movie turns into a reasonable-ish platform game. Pretend your PC is a Mega Drive.

### NASCAR Racing

(84 - Recommended) Virgin - Racing Sim £44.99

Payroll follows up *IndyCar* with the popular American sport of driving round and round in circles.

### Necropolis

(79) Electronic Arts - Adventure £44.99

Electronic Arts goes all weird, gothic and horrific in this unusual super-hero adventure.

### Ultimate Body Blows

(78) Team 17 - Beat 'em up £29.99

An Amiga conversion from *Team 17*. Don't be put off by that, though - it's actually quite good.

### Voyeur

(40) Interplay - Adventure £39.99

Not as pesty as people think. Yes, there are suspenders and braiziers in it... but no nudity and no naughtiness (well, not much).

### Wing Commander 3

(62) Electronic Arts - Flight Sim £59.99

Four million dollars, Luke Skywalker and a well-known porn actress... a potentially interesting situation if ever there was one.

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## Bioforge: Deja you or is it just another Alone in the Dark clone?





# 20 GOOD REASONS TO SUBSCRIBE TO PC ZONE

## THE PC ZONE CHART

### TOP 10 HD GAMES

Game	RRP	Comment
1. <b>Discworld</b>	<b>£44.99</b>	One of the best point-and-click adventures around
2. <b>Theme Park</b>	<b>£44.99</b>	Possibly the best resource management game around
3. <b>Rise of the Triad</b>	<b>£29.99</b>	The latest and greatest <i>Doom</i> -clone
4. <b>TIE Fighter</b>	<b>£49.99</b>	Play an Imperial pilot in the best space game ever
5. <b>Award Winners Platinum</b>	<b>£34.99</b>	<i>Frontier</i> , <i>Civilization</i> and <i>Lemmings</i> for the price of one
6. <b>Descent</b>	<b>£39.99</b>	The game that might just knock <i>Doom</i> off the top spot
7. <b>LucasArts x3</b>	<b>£49.99</b>	<i>X-Wing</i> , <i>Imperial Pursuit</i> and <i>B-Wing</i> in special package
8. <b>Premier Manager 3</b>	<b>£39.99</b>	Gremlin's latest football management epic
9. <b>Hokum KA-50</b>	<b>£34.99</b>	The best helicopter combat game EVER
10. <b>SimCity 2000</b>	<b>£39.99</b>	If you like your games a bit more serious, then this is it

### TOP 10 CD GAMES

Game	RRP	Comment
1. <b>Alone in the Dark 3</b>	<b>£49.99</b>	The third, final and best game in the adventure series
2. <b>SimCity 2000</b>	<b>£49.99</b>	One of the best resource management games with extras
3. <b>Theme Park</b>	<b>£44.99</b>	Bullfrog's classic with added flashy bits
4. <b>NASCAR Racing</b>	<b>£39.99</b>	The follow-up to <i>IndyCar</i> , and just as good
5. <b>King Quest VII</b>	<b>£44.99</b>	The Sierra saga continues... in SVGA
6. <b>Wings of Glory</b>	<b>£49.99</b>	Origin's latest <i>RealSpace</i> flight sim... set in WWI
7. <b>Descent</b>	<b>£39.99</b>	The best 3D combat game released so far this year
8. <b>Links 386 Pro</b>	<b>£34.99</b>	The greatest golf game ever produced, now on CD-ROM
9. <b>The Lost Eden</b>	<b>£34.99</b>	Dinosaurs and French weirdness together in an adventure
10. <b>Award Winners Platinum</b>	<b>£34.99</b>	<i>Frontier</i> , <i>Civilization</i> and <i>Lemmings</i> for the price of one





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**What is extended memory? Does ten nanoseconds here or there really mean disaster? Memory, mice and sound cards cause lots**

**of problems this month, but Mark Burgess, PC Zone's man with the bedside manner, has some answers.**

## Doomed again

I RECENTLY BOUGHT an Ambra 486 DX2, 4MB with the Sound Galaxy Pro 16 sound card. My problem is that I can't get any sound effects on certain games (Armada, Magic Carpet, Doom 1 and Doom 2). What's wrong? All my other games work fine. I thought it might be the DOS4GW thingy, but most of the other games use this. And it's not a problem as I took my boot disk back to the shop and it checked out Okay. They couldn't help.

I also phoned Electronic Arts, and they couldn't help me either.

I've tried everything - I've tried all the different settings on the sound card. I've now taken the sound card back and changed it for the Sound Blaster 16 and still nothing (except the music - that's Okay).

According to the diagnostics check, the IRQ-5 that my card uses is not detected. Is this the reason? If so, what do I do about it?

Please help, as my mother says that she doesn't want a 22-year-old, grey-haired son.

**Patrick Unsworth, Eatlaigh, Hants**

It sounds like it's down to the IRQ setting. Doom had problems with the Gravis Ultrasound because it defaults to 11, whereas Doom can't handle IRQs above seven.

Your problem is that the diagnostic program can't "see" the sound card on its present setting. If you can't get digital sound from a SoundBlaster compatible sound card, you have a DMA conflict. Perhaps you've got a CD-ROM or hard drive on the same DMA channel that you specified in the game's SETUP program. In which case, you'll have to change the DMA channel of either the sound card or whatever device is causing the conflict. You might be better off deleting the directory SB16 and installing the drivers again. Run the diagnostic program (DIAGNOSE.EXE) until you get a setting that works. Once you have found the correct setting, take a note of the Port, IRQ, and DMA channel settings, and use those in the sound set up routine in your programs.

Incidentally, 4Mb isn't much to try and run games like Magic Carpet. The shop "test" of your disk would have proved nothing. MB

## Nanoseconds count

I AM A SUBSCRIBER of PC Zone and an owner of a Compaq Intel inside 386DX-33 with 4MB RAM. I've read various articles on Multi-media, but still have doubts on what I have to buy to upgrade my PC.

Being the most competent of PC Zone I would like to ask you some questions:

- First of all, I would like to take my memory up to 8MB because my registered copy of Doom seems very slow. Would I have any improvement?

My mainboard manual tells me that I need 1MB x 4 PCS SIMM modules with DRAM access time of 80ns page mode. In the adverts in your mag I usually read 60 or 70ns. What's the difference?

I have space for a maths co-processor. Would this do any good? (I don't like flight simulations.) Or would it be better to change the chip to a 386DX-40 (the manual reports that I can)?

- CD-ROM drive problem now. After a study of months I would like to buy the Orchid CDS-3110. For the fact that I need a sound card as well (last week when I opened the case to get out the joystick card, which was clashing with something and preventing me from playing IndyCar). My choice would still be an Orchid (Game- or Sound- Wave), mainly for compatibility. Nevertheless I am very interested in the new IDE CD-ROM drives. I would be very grateful if you could suggest the best choice.

Thank you very much for your help.

**Steve Senatore, Luxembourg**

Belated help; I'm sorry it's taken so long for your letter to reach the top of the pile.

These days, 8Mb RAM is really the minimum. You will notice a vast speed improvement in every program you run with the extra 4Mb. Most memory chips are about 70ns access time. Your Compaq is unusual in demanding 80ns chips, but those are the ones you must get. Additional memory must be the same access speed and the same capacity - at least per bank. Powermark, (tel. no. in the UK: 0180 951 3355), have memory modules for Compaq and carry a line of 80ns chips. Doom will be a whole new experience with 8Mb RAM.

There's not much point in fitting a maths co-processor unless you run a lot of mathematical programs that are specifically written to take advantage of it. If you can change the processor to a 386DX-40, do so. Even better, look at some of the upgrade chips from Cyrix, which will bring your machine more into line with the current 486 standard of performance.

On CD-ROM drives, the Wearnes IDE drive has attracted very impressive reviews. It's two and a half speed, easy to fit, and cheap.

The Orchid cards will give you various Toshiba, Sony and Mitsubishi standard interfaces. They are both good, and Orchid produces its own CD-ROM drives, each has its own particular advantages. For instance, the Wearnes is faster, but the Orchid solution is easier to install - it's a complete package.

The choice is yours. MB

## Rattling windows

I AM RUNNING Windows 3.11 on my recently upgraded 486DX2-66, and have recently discovered the pleasures of the SoundBlaster Pro card.

What I have been trying to do is assign sampled .wav files to various applications in Windows. I have managed to do this in certain areas by opening the "Sound Event" icon in the desktop section of the control panel, but it only allows you to use sound during certain events. For instance, Windows start up or exit. Is there any way to assign sounds to other areas of Windows. For instance, when I click on the "Paintbrush" icon I would like to hear a .wav file played. Can this be done using Windows or is there any outside program I need to get hold of that would allow me to do this?

Hoping you can help.

**John Berlyne, Kilburn, London**

I reviewed an IPC ValueMagic PC recently and that came with a suite of programs from Voyetra. One of them, called Sound Events, was just what you need. I don't know of any shareware equivalent, although I've looked in the Windows Forum on CompuServe. MB

## I love it when you crawl!

FIRST OF ALL, a bit of crawling - PC Zone is the best games mag money can buy.

Now I've got that over with, can you help me solve a dilemma?

- Can you tell me more about OS/2? Can it give me 640k base memory every time I use it?
- Can I use all my software that requires MS-DOS with it or do I have to buy new software for it?
- Are there advantages to OS/2 compared to MS-DOS, or would I be better off going out and buying QEMM 7.01 7.5?

• Please compare OS/2 to MS-DOS 6.2 as it would help me and I'm sure a lot more people to understand both systems.

• Secondly, are games developers receiving large sums of money to develop games that require large amounts of RAM, and very fast machines from hardware manufacturers to get us to buy bigger machines, as most of the latest games requires these machines? Before you say "that's progress", I feel you can still produce good games for the basic model i.e. 386SX 16MHz. By the way, that's what I have and I don't have the money to upgrade, and I'm sure that a lot of people out there are in the same boat as myself.

• Finally, I am a little bit disappointed with the cover disks. As mentioned, I have a slow machine, and some of the disks won't even run, so I feel a bit cheated by this. I don't mean to ruin it for the guys and gals who own 486DX2s, but give us 386SX people a chance.

Sorry for all the questions but I feel that's what you're there for.

One last thing - how about a few Utilities



# What is it with... EMM386.EXE?

It's there in your CONFIG.SYS, and you know it's important although you're not quite sure why. If you use DOS, and most games do, you really rely on it. This month I'll have a look on why EMM386.EXE is so important and how to get the best out of it.

The first 640k of your computer's memory is called the Base or Conventional memory. This is where DOS programs reside and this is where they jostle for workspace. Above this comes a 384k zone called the Upper Memory Area (UMA), where you can put device drivers with the loadhigh (AUTOEXEC.BAT) or devicehigh (CONFIG.SYS) commands. After that comes Extended Memory, usually only available to Windows programs. However, you can load DOS high in the first 64k of Extended Memory. This is called the High Memory Area. You put DOS there with the DOS = HIGH command.

The first 1Mb of memory (Base + Upper Memory Area) is the most important to games players. This area of memory is controlled by EMM386.EXE. How it is controlled is determined by the bits you add on to the end of the EMM386.EXE line. These switches can make all the difference to your computer's performance.

DOS has a 640k limit because of historical accident. When the first PCs were designed, they used the Intel 8086 chip. This could address 1Mb of memory, which was considered an extraordinary amount back in those days. No one foresaw a time when this would prove inadequate. Although DOS can address 1Mb, only 640k

is available because the top 384k of addresses were reserved. EMM386.EXE uses individual addresses to point to pages of 64k at a time. Each of these 64k blocks of memory is called a page frame and you can fine tune EMM386.EXE to use specific ones. (Incidentally, it's called EMM386.EXE because it only works on 80386 and above computers.)

Simply typing "EMM386" will tell you whether it's on or off. Other parameters point to the location of the program (usually C:\DOS):

**EMM386.EXE ON/OFF/AUTO**  
- switches it on or off, or enables expanded-memory and upper-memory block support only when a program calls for it. You can type EMM386 to change the status without rebooting.

**EMM386.EXE X**  
- where x is the amount of memory you want reserved. This is very important for many games. To reserve 4Mb, type:

**EMM386.EXE 4096.**  
The figure can be as high as 32768k, if you've got over 32Mb of RAM on board. Adding "RAM" after the figure gives access to both expanded memory and the Upper Memory Area - so long as you're using MS-DOS 5.0 or above.

**EMM386.EXE NOEMS**  
- means that it doesn't use expanded memory, just the Upper Memory Area.

Now we come on to the switches, and which ones you can use will depend on your set up. For instance, the memory reserved for a monochrome display adaptor can be shanghaied for use:

**EMM386.EXE = X**  
- this sets the minimum amount of memory (in kilobytes) that emm386 will provide, if that amount of memory is available.

**EMM386.EXE MX**  
- specifies the address of the page frame where x is between one and 14 (in

DOS Programs and Games	Device Drivers	MS DOS	Windows
Conventional or Base Memory	Upper Memory Area (including Upper Memory Blocks)	High Memory Area	Extended Memory
640k	384k	64k	
Memory Manager:	386EMM.EXE		HIMEM.SYS

hexadecimal). Numbers from ten to 14 should be used only on computers that have 512K of memory.

**emm386.exe frame=x** - sets the page-frame segment base directly. The values for addresses are in the ranges 8000h through 9000h and C000h through E000h, in increments of 400h. To provide expanded memory and disable the page frame, you can specify FRAME=NONE; but this can crash some programs.

**emm386.exe /px** is the same sort of thing, specifying the address of the page frame from 8000h to 9000h and C000h to E000h, in increments of 400h. You cannot use FRAME or the M option with this.

**emm386.exe x = x - y**. This stops emm386 from using a particular range of segment addresses for an EMS page or for UMBs. Valid values for x and y are from A000h to FFFFh. The X switch takes precedence over the I switch if the two ranges overlap.

**emm386.exe i = x - y** is the opposite of the X switch; it specifies a range of segment addresses to be used (included) for an EMS page or for UMBs. Valid values for x and y are from A000h to FFFFh.

All this stuff about page frames and

addresses is useful, but only if you know, from MSD, say, exactly what bits of memory you have free. More general commands include the following:

**EMM386.EXE HIGHSCAN**  
- this makes emm386 check the availability of upper memory for use as UMBs or EMS windows. This switch does not work on some computers and can cause others to crash.

**EMM386.EXE RAM = X - Y**  
- this specifies a range of segment addresses that EMM386 uses for shadow random-access memory. Valid values for x and y are from A000h to FFFFh. This switch should speed up your system if it does not already have shadow RAM.

**EMM386.EXE ALTBOOT**  
- this lets you specify keys other than ctrl+alt+del for rebooting your computer.

**EMM386.EXE V**  
- this is quite useful; it forces EMM386.EXE to display status and error messages while loading. Normally EMM386 displays messages only if it encounters a problem. You can display status messages without adding the v(verbose) switch by pressing and holding the ALT key while EMM386 starts and loads.

thrown in to the cover disk, and a prize for the best letter of the month. (Do I qualify?)

Brian Moloney, Raheny, Dublin

You would have had a chance to try OS/2 for yourself - it was on a recent cover disk of this magazine. Unless you don't have a CD-ROM drive, in which case I suppose that you're even more cross with us now.

The huge difference between OS/2 and MS-DOS is that OS/2 is a true 32-bit operating system. That means that it can take full advantage of the 32-bit and above chips e.g. 386 and higher. All MS-DOS - and clever innovations, like TSRs, DOS extenders, multitaskers and overlays - is based on the old 16-bit operating system used by the first PCs. To preserve backwards compatibility, MS-DOS has never left its heritage behind.

Windows 3.1 made use of enhanced 386 features, with 32-bit protected disk access etc. But it's Windows 95 that will slog it out with IBM's OS/2 for a place on your PC.

OS/2 has been around in one form or another since 1992. It's a tried and tested 32-bit operating system.

Windows 95, on the other hand, has been hit by delays. Remember that OS/2 is a substitute for MS-DOS as an operating system. It isn't simply a memory management systems like QEMM. And, yes, it will run all your old DOS programs and your Windows ones, too. Memory problems should then be a thing of the past.

Do not try to load OS/2 on your 386xx - it's not worth the risk. As to whether games developers are actually being bunged for high-spec games, I doubt it. But they are getting lazier and lazier. Because they have lots of RAM and processor power at their disposal, they can't be bothered to produce tight code - which is harder work than the quick and dirty method. When you think of the games that were available on the 64k Spectrum - Rommel's Revenge, Deus ex Machina, Dambusters, Space Station Zebra - it's incredible how much programmers can fit into a miserable amount of memory if they have to. And not just games. WordStar used to work happily on 64k machines. That isn't 64k base. That's 64k in total.

I don't use WordStar anymore. I use Word, which

takes up 15MB of hard disk space and needs at least 4Mb RAM. It needs a 486 or better processor. Okay, it does stuff that WordStar couldn't, but it doesn't do enough to justify its price and the resources it's consuming.

I can only sympathise with your problem over the cover disks. PC Zone tries to bring demos of the latest and best games. Almost by definition, these games will have been written for high-spec machines. USA Games publishers assume a 486DX as "yesterday's" machine, and now write for Pentiums. There's not a lot you can do about it. I don't think many games are now being written for 386s (Frontier was one of the last) so what would you put on the disks? Even a large amount of shareware now demands a 486. We do try to put utilities on the cover disk, if we find a really good one. But they don't appeal to many people and they would have to be games oriented.

Awarding prizes for the best technical letter is difficult. Does it go to the toughest question? The best written? Unless Bits & PCs started a sort of readers' tips section, I can't see it happening. MB



# WORD

# processor

SEND YOUR POST TO: **WORDPROCESSOR, PC ZONE, 19 BOLSOVER ST. LONDON W1P 7HJ**



**This month we tackle harassing foreigners, blackmailing parents, sex, violence and artificial intelligence.**

## SEX AND VIOLENCE

WITH ALL OF THIS TALK of the games industry turning into the "interactive entertainment" industry and being compared to movies in general, how come it's still so childish? When you think about it, the level of censorship that we have to put up with is ridiculous. Okay, I'll admit that we've got the violence side of things pretty much off pat, but what about the rest of it? If I go to an 18-rated movie, I want to get my money's worth... swearing, violence and plenty of shagging. Usually I reckon the movie industry gets it spot on - just check out a film like *Basic Instinct* or even *Disclosure*. We get the grim bits, we get the rude bits and we get Michael Douglas' arse in the moonlight.

Now then. Let's take a look at the games out there which are deemed unsuitable for people under 17 years of age. (By the way, who thinks that the rating thing which's been appearing on game boxes is a load of bollocks?) Right then... *Mortal Kombat II*, 7th Guest, *Doom II*. Do I have to go on? When was the last time we had a game that actually compared to a film? No one flinches when we have sex and swearing in films, so what's wrong with it being in games? The only game I can think of that even has the word "fuck" in it is *Police Quest: Open Season*. I know that there's an argument for classification here, but isn't that what the crappy ratings box is all about?

The games industry will never be treated as something "grown up" until we start to see "grown up" products. Surely it's time the software houses stopped arsing about and actually got on with producing things for older players.

**J. Watson, Peterborough**

Believe it or not, this is actually something that has been a bone of contention within the industry for some time. I can remember interviewing the guys at Sensible Software a few years ago and them saying something along the lines of wanting to produce a game with "lots of swearing and tits in". Back then this would have totally shocked everyone, but I think you'll be surprised at how things are changing. The video games industry has had a difficult job over the past few years; it is perpetually re-inventing itself, and so its position in the overall scheme of things is shifting all the time. In the 1980s, games were a pastime almost exclusively for kids... and to be honest it's difficult for the industry as a whole to shake this off. Now

though, players are getting older and the overall audience is broader. So much so that we are now lead to believe that Sensible is actually producing a game with swearing and tits in... and a major software house has no qualms about releasing it. This wouldn't have happened two years ago... it would have been turned down flat.

This is a serious issue for games developers and software houses. Do they produce something that is "artistically" what they really want to achieve, or do they simply opt for the safe, family-friendly approach?

## OBLIGATORY WHERE BORN?

I MUST STRONGLY PROTEST at your description of the rather splendid M. E. Hicks of Essex as being "nothing more than a miserable sod," in a past issue of your wondrous tome (which appears to have something to do with mechanical adding machines).

I have known Mr Hicks ever since his last operation and have found him to amount to something more than a miserable sod. Why, I have even known him to smile wistfully to himself after a warm glass of Iron-Bru (made from girders) on Christmas morn before launching into a rousing rendition of *Oh Come All Ye Faithful*.

Having spoken to Mr Hicks, he feels that your victimisation is not so much a result of the contents of his letter (in which he did in fact praise "talkie" adventures) but as a result of the fact that he referred to your rather long-haired appearance as being "a bit girlie". Such bitterness should not cloud your editorial views and judgement and I demand an apology immediately.

**Sir Colonel Edna Spikes (retired, pissed), Essex**

Oh, in light of the letter that appears later on, I'd like to point out that this person is weird and is not actually foreign. He is in fact from Essex, which, er, I suppose is as good a reason as any to completely ignore him.

## TEDIOUS CHAT

PLEASE COULD YOU tell me why your mag comes out a month early... it's bloody madness.

When I bought the March edition of *PC Zone* on February 4th, I eagerly tucked into the *Dark Forces* review... it looked the biz. I then promptly phoned Premier Mail Order, and guess what I'm told? You got it... the game is not out until March. It's not a bloody review now, is it? Is this just another way to squeeze a few extra quid out of the unwashed masses? Why don't you all take a couple of weeks off and that would sort everything out.

One more thing. I am one of the uncrowned kings of *Doom*-ville and I've been kicking Hell-spawn butt since *PC Zone* was just a stain on the editor's pants; and Davy-boy can expect a whipping as soon as I get a modem. I'm sure the select few *Doom*sters out there scoff at Mr McCandless' expertise. I saw him at the Shopper Show, and while being extremely good, he is by no means untouchable. Watch out Macca, I'm gunning for you.

**Anton Beck, London SW6**

I'm not going to go into the technicalities of why the *March* mag comes out in February, because it's quite boring and I wouldn't want to tax you with any more information than I have to. We wouldn't want any nay accidents happening now, would we?

For your information the *Dark Forces* review was "a review", and in case you hadn't noticed, the article clearly stated that the game would not be available until March on the score panel.

Your feeble comments with regard to *Doom* have not fallen on deaf ears. If you're so good, why didn't you enter the challenge at the Shopper Show? Are you chicken? All month and no trousers? The *FragMeisterUberLord* (TM) has been kicking ass for many an eon and would doubtless eat your spilled entrails for breakfast or indeed elevenses. Why not step up for a challenge then Anton? Ha ha... the gauntlet has been laid down and the challenge made. Bat plasma death, feeble person... (Ahem, excuse me, I don't know what came over me then.)

## OVER THE TOP

IT HAS TO BE SAID THAT *PC Zone* is one of the funniest games mags around and I feel it has a much more "adult" attitude than most PC games magazines - embracing the finer points of swearing, sexism and racism. (I am currently suffering, as on my floor I have to co-exist with two French exchange students, whose idea of cooking is to eat raw cow's heart - "Taste zee goodness, it eez zee much more 'ealthy way to eat zee cow uncooked.")

Unlike many of your readers who have bothered to write in, I actually enjoy swearing my head off at both crap games and people (especially the French). I do feel, however, that there should be more of a "girlie" input in the magazine, though. And not just some pretty girl who waffles on about violence in games and how they effect society. In fact, on the whole, I think that there should be more violence and hard-core porn in the games industry. Half of the people who play computer games aren't even speak to a real girl, let alone buy a chainsaw and... (the rest of this letter has been cut short due to the fact that it became far too disgusting... David's comments regarding the finer points of using a powered gardening implement as a sex aid have been passed on to the appropriate authorities. Ed.)

**David Ireland, Cambridge**

I'm not sure that I'm altogether comfortable with your references to *PC Zone* being sexist and racist. I'll admit that we have a very liberal and irreverent attitude to most things, but I feel your comments are a little obtuse. I'll admit that we have displayed a certain degree of animosity towards those people of a French persuasion but I do feel that labelling something as racist implies something far broader.

## BLACKMAIL?

I AM 12 YEARS OLD and my Dad owns a 486DX2 computer. He uses it occasionally, but I use it a lot for both my schoolwork and games.



## PROPELLER HEAD CORNER

Re: Your review of *Wings of Glory* in the March issue of *PC Zone*. You are right to doubt the common sense of firing rockets from your average WWI fighter aircraft, but wrong in assuming that they didn't do it. The British certainly tried Le Prieur rockets, as you can see from the photographs of the Sopwith Pup N5186 on page 125 of J M Bruce's *War Planes of the First World War: Fighters, vol. 2* (MacDonald 1968), and Camel N5 on page 157. The Pup photograph was taken in October 1916, and the Camel in the following year. Eight rockets were carried in tubes attached to the interplane struts – four on each side. From the fact that they were inclined upwards by ten to 15 degrees, it is clear that they were intended to be used against aerial targets (presumably airships) and not for ground attack.

Sebastian Robinson, Glasgow

To be truthful, I feel that it has to be said that this is the saddest and most prolific demonstration of propeller-headedness that I have ever encountered. Whilst I feel that taking the piss out of you would be a merciless and cruel thing to do (as you obviously love the subject), I do feel that the affair should not go unteased. Obsession with aircraft, or Aviatum Obsessum, is indeed an affliction not unlike that of Locomotium Spottericus... something that should be addressed in modern society. It should be pointed out that you really ought to consider the possibilities of going outside and maybe finding a girlfriend or something. You know what girls are, don't you? They look a bit like boys except they've got bumps on their chests and they behave a bit differently. (Or sometimes a lot differently... but you'll learn all this for yourself one day. Well, then again, probably not.)

In the two years since he bought it, we've added a scanner, SoundBlaster 16 and a joystick, as well as several games. Predictably I want a CD-ROM drive and a modem, and predictably he won't pay for them. I've tried to persuade him but I've run out of arguments in their favour. Can you think of any good ones?

Pete Smith, Rickmansworth, Herts

Er... Have you tried blackmail? When all else fails and simple requests are falling on deaf ears, it is often exceptionally effective. Call me old fashioned, but compromising photographs are always a really good bargaining tool in this kind of situation.

## TOO BIG AND TOO HARD

I AM WRITING TO AGREE with what you said in your Ten Inches column the other month, about computer games and artificial intelligence. From what I can gather, hardly any games employ systems that are particularly intelligent and I think that seeing as technology has advanced at such a tremendous rate, this is a little disappointing.

One thing that I feel must be raised is the fact that AI will ultimately make the games much harder to play, and that although this is superb for experienced players, beginners will find things very difficult. What should be done? Do you think that the games of the next few years will alienate less experienced players?

Philip Price, Bournemouth

I think that you've sort of got the wrong end of the stick when it comes to AI (artificial intelligence) systems.

One of the most important features about AI is that it can adjust its level of "cleverness" according to the

demonstrated abilities of the player. Basically what this means is that if you're a cocky bast like Macca (the much maligned DoomMaster) and can become instantly brilliant at virtually any game you turn your attentions to, the AI system will immediately adopt a "cleverer bast" approach and promptly try its damned hardest to wipe you off the face of the earth.

Another aspect, and possibly the most important one, is that an AI system is more-often-than-not designed to behave more like a human opponent. If you've played a multi-player game of any kind you'll no doubt be aware that you can tell that you're playing human opponents because of the way they behave. A good AI system can make computer-controlled characters behave in this same unpredictable manner.

## A FOREIGN COMPLAINT

I HAVE NOTICED in recent issues of *PC Zone* that you have been insulting many of the people who write to you from foreign countries. I would just like to say to you that this kind of abuse can be considered to be RACIAL HARASSMENT and is not acceptable in a magazine. I suggest that you refrain from this sort of editorial in future.

A Mendosa, Devon

I think you've missed the point. Any letter that is sent to us that can be deemed "weird" has the piss taken out of it ruthlessly and mercilessly. If the author is foreign... then so be it. Why deny that? If anything, we are guilty of WEIRD PERSON HARASSMENT (there's no need to shout, you know). If you just take a look back at the letters I'm sure you'll agree that none of them demonstrate any degree of mental balance.

## OS2 PROBLEMS...

I AM WRITING to have a bit of a whinge about the OS2/Warp disc which featured the other month. After reading about OS2/Warp I was more than ready to run all of my games and Windows application without any fuss or memory problems whatsoever. Wrong! I read the READ.ME for Doom II and changed the relevant settings to run the game under OS2, but for some reason I had problems with my sound card. After much tinkering I found that there was absolutely nothing I could do and the system just kept hanging on me. After finally getting really pissed off, I gave up on Doom II and eventually moved on to a different game... this time Transport Tycoon. Guess what? That didn't work either. I'm beginning to wonder if OS2 is just a waste of time. Maybe I should just wait for Windows 95 to sort all of my problems out?

Craig Gostelow, Cleithropes

## ...AND ANOTHER ONE

WHAT THE BLOODY HELL WAS THAT OS2 THING all about then, eh? What a complete and utter waste of time. I spent about three hours trying to install the f\*\*\*ing thing on my system and then it just cocked everything up. Now I have what used to be a perfectly healthy PC, but now seems to be utterly, utterly f\*\*\*ed. I can't boot up my system, I can't load anything and every time I turn my PC on, it just hangs. Not particularly good really is it? Now, I

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know that it's not your fault... my animosity is aimed totally at IBM, but is there anything I can do? I've called the so-called IBM "helpline" (Pah! The word "help" is obviously something they're not familiar with.) and all I managed to get was a ringing tone which was obviously re-directing around the known galaxy.

All I want to do now is get rid of the bloody thing and get my system back to normal. I think I've found a way, but I just wanted to express myself.

Piers Stewart, Brighton

We've heard a lot about the problems that people have been having with OS2/Warp and it seems a bit odd that something marketed as being incredibly friendly is actually an absolute pig.

To be honest, we've had an enormous number of calls to our helpline about the product (good old Miles has been working his arse off), but unfortunately there's not really much we can do about it.

It would appear that OS2/Warp has a problem with some (some would say, most) system configurations. In theory the thing should work perfectly, but in practice things are a bit different.

Anyone who is thinking of upgrading to OS2/Warp must bear something in mind, though. This isn't like upgrading to a new version of MS-DOS – OS2 is exactly what its title suggests, the second generation of the PC Operating System. You have to realize that it's not just the disk stuff that you're tinkering with, it's the whole system. When you try to change things at this level you are more than likely to run into some problems. I'm not trying to make excuses, I just think you ought to bear it in mind. Whatever you do, make back-ups of any important files before you install. ☹





# Mr Cursor

HE'S AFRAID OF INTERACTIVE BOOKS AND WOOL

**S**OMETIMES they're aimed at kids, sometimes they're aimed at adults, sometimes they're aimed at everyone, but they're nearly always, well, a bit pointless really. I'm talking about interactive books. But now that CD drives in the home are the rule rather than the exception, it seems that these "information fests" are here to stay. And in some cases I applaud loudly. A 3D atlas, for example. I've been playing around with one myself as it happens, and doing stuff that you could no way do with a book. For instance, zooming in to certain countries, entering the 3D "sea level simulation" sub-programme, and seeing what areas can be wiped out with a small ocean level increase. Things are looking hairy for Bangladesh and Holland, as you will realise. What you might not know is that it's annoyingly difficult to get rid of Wales. France is dealt with relatively swiftly, though, so it's not all bad news. Oh, and did you know that the average age of death in Sierra Leone is 39? I didn't even know where Sierra Leone was before toying with 3D atlas. But I digress. Interactive books are generally crap. One reason – and it's quite an important one – is that you can't take them onto the bog with you. And okay, okay, okay, you could if you had a laptop... but it would still be a bit of a rum old to-do, and you'd be forced into a sort of upright sitting position. Hardly the ideal stance for a satisfactory plop-sesh. So that's one reason interactive books are generally crap: their non-portability. The main reason they're generally crap, however, is that they're, er, generally crap. Ages ago I had the misfortune to review something called *Globocap*, which was simply 12 issues of *Newsweek* magazine, cobbled together with some infinitely dull FMV news-item vignettes. Fifty quid. Forget about it.

## "Wool!"

And the other day I spotted a review of a CD called *Wolf Hollow*. Learn about wolves, basically – for forty-

five quid. I'll teach you everything you need to know about wolves here and now, and for precisely no quid: (a) there aren't as many of them as there used to be, (b) they live in places like Canada, and (c) they look pretty much the same as Alsations. "But *Wolf Hollow* will be aimed at kids," you might say. Fair enough, so instead of forking out nearly fifty quid on the CD, buy the kid in question a book on wolves, take him to the zoo and show him one, and with the money left over, buy him a dog.

I mentioned this *Wolf CD* to somebody the other day and they said (mis-hearing me): "Eh? A CD about wool?" We threw this wool scenario about for a few minutes and gradually came to realise that there's actually more to say about wool than there is about wolves. This means that – seeing as how *Wolf Hollow* exists – there is absolutely no reason why an interactive wool CD may not exist as well, some time in the near future. It might be called "WoolFax" or "The Wacky World of Wool". Or maybe just "Wool!" (with the exclamation mark to denote excitement). There'll be FMV bits about dyes and colourants, and people knitting. Electron Micrographs of wool molecules. Charts and tables showing the relative merits of wool as opposed to, say, steel. Maybe even a semi-interactive sheep shearing game with a "humorous" Aussie voice over by Rolf Harris ("kin you see what it is yit?"). That'll be worth fifty quid, eh? Not.

## Babewatch

Having slagged off these interactive book things, though, there is one I'd genuinely love to see. And that's a *Baywatch* one. "Baywatch Interactive!" it could be called (with the exclamation mark). All the pervy *Baywatch* fans would be satiated by FMV of Pamela Anderson getting her kit off and diving into the sea with her bum poking out, or Pamela Anderson (again) having her bikini ripped off by a shark (in slow motion, with a rock soundtrack). And so on. For real aficionados of the series there could be ScriptSearch (TM), where you can search all the *Baywatch* scripts by topic or by keyword to pull out juicy snippets of *Baywatch* dialogue (or naff-o-logic, as it's known in the trade). For instance, enter the word "pollution" and up would pop the following. (Oh, and this is real, 100 per cent, bone fide *Baywatch* naff-o-logic by the way... I wrote it down a few weeks ago while watching the episode with the bomb in the boat.)

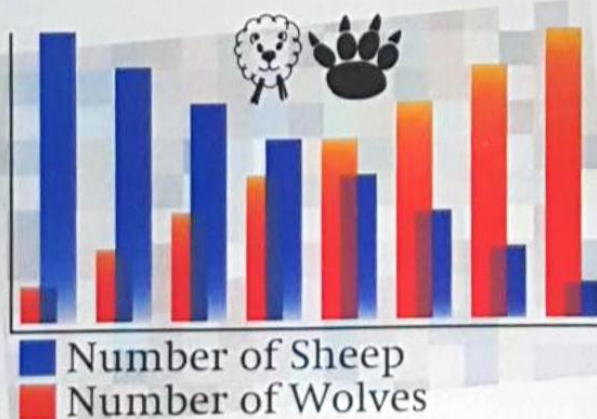
**MITCH:** You can't end pollution by blowing up that oil platform – you have to fight it from within the system!

**BLONDE GIRL:** But what about the Eco-System...? The Solar System? I'm telling you, "Baywatch Interactive" would be a winner. Well, I'd buy it. And I'd hope that you would, too. But enough of *Baywatch*, enough of CD "books", and onto the closing topic for this month:

## Jingles

I've been teaching myself how to write spoof gameshow jingles on Cakewalk Pro, for a crap video skit. And let me tell you this: jingle construction is an art form like no other. Your general jingle has to go something like: "da-da-dee, da-da-dee, da-da-dee, da-da-da, (gap), diddle-de-dee, **BOING**". But the trick is to make one jingle sufficiently different from another so that it sticks in the mind. There's a contemporary composer called Ronnie Hazelhurst who's right up there with the likes of Mozart. Proof? His jingle for *Blankety Blank* should be proof enough. It's a seminal masterpiece, and I bet you a pound to a penny you can call it up immediately in your brain, even though the show hasn't been airing for a number of years. Yeah? See? I rest my case. Arise Sir Ronnie, genius of the realm. **EA**

(Right) A graph showing the number of sheep in a field in relation to the number of wolves. Something that would not look out of place in either *Wolf Hollow* or *WoolFax* CD.





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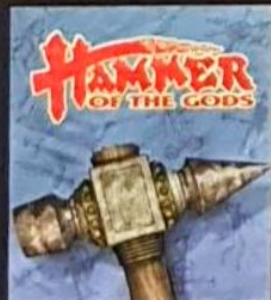
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