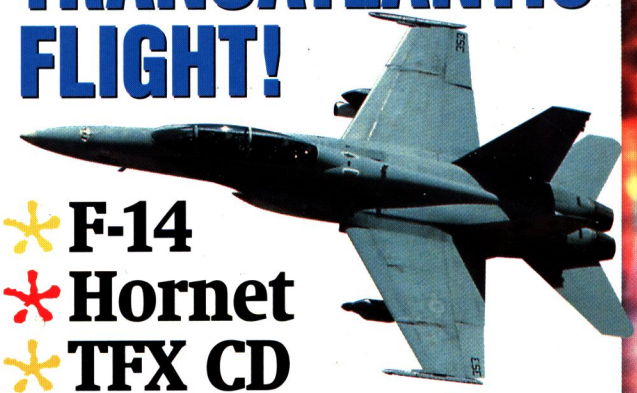
PC ZONE

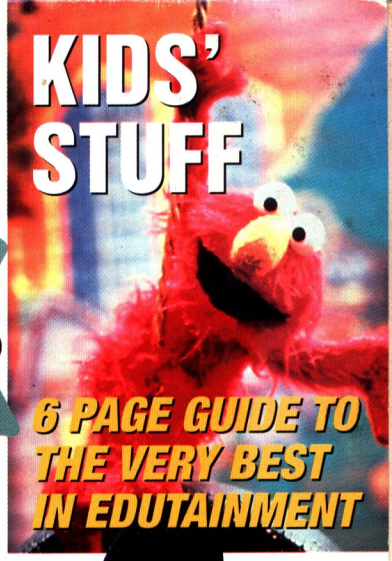
ONLY £2.95

TRANSATLANTIC FLIGHT!



- F-14
- Hornet
- TFX CD
- Evasive Action
- Washington DC

KIDS' STUFF



6 PAGE GUIDE TO THE VERY BEST IN EDUTAINMENT

£2.95/Hfl14.50
JUNE 1994
ISSUE 15

RIGINAL SIN

ltima VIII: Pagan

FIRST REVIEW!

Pacific Strike

YEARS AHEAD OF STRIKE COMMANDER

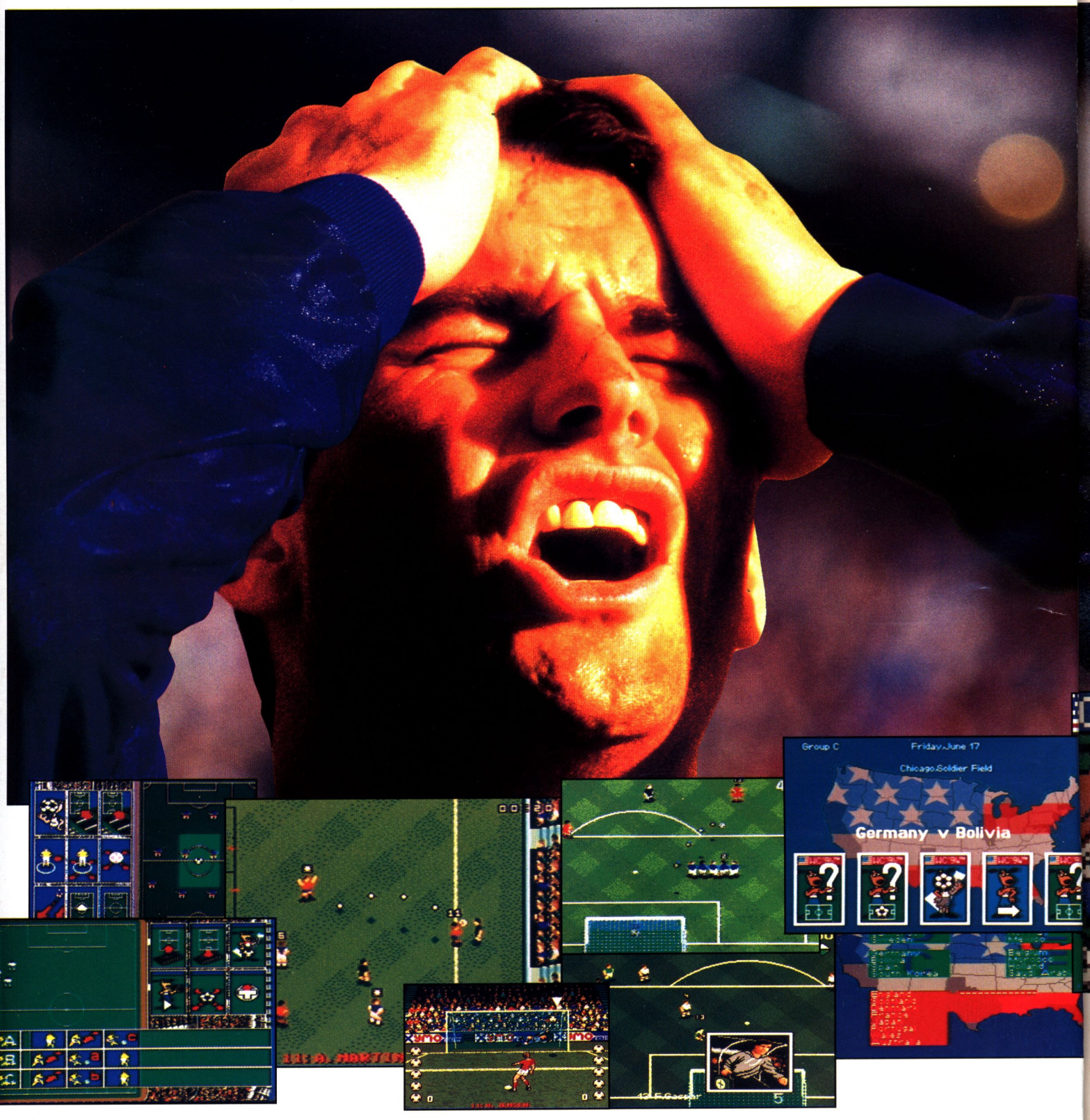
Corridor 7

THE FUTURE WOLFENSTEIN 3D!

FREE PACIFIC STRIKE KEYBOARD OVERLAY!

06
770967 822014

SO REAL



©1991 WC-'94 / ISL. ©1992 WC '94 / ISL. ©1994 U.S. Gold LTD. All rights reserved. Official Licensee U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366. U.S. Gold is a registered trademark of U.S. Gold Ltd. 'SEGA' 'MEGA DRIVE' 'MEGA-CD' 'MASTER SYSTEM' and 'GAME GEAR' are trademarks of SEGA Enterprises Ltd., ©1994 SEGA Enterprises Ltd. Nintendo® Super Nintendo Entertainment System™, GAME BOY™, and the Nintendo Product Seals are trademarks of Nintendo.

Screen shots are from various formats and are illustrative of gameplay and not the screen graphics which may vary considerably between formats.

U.S. GOLD®

IT HURTS

nothing matches the anguish...

...of a missed penalty in a SHOOT OUT that could take you to the World Cup final. That's the reality of World Cup USA '94 from U.S. Gold.

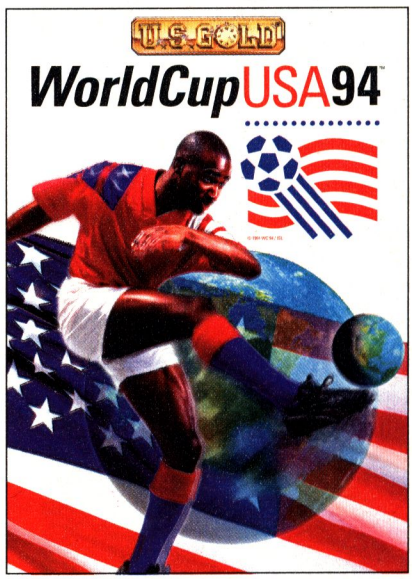
Serious game play and the only one serious enough to carry the official license.

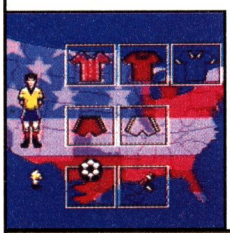
You get *more* options, *more* CUSTOMISATION, *more* frames of animation and *more* playability than any game ever, plus a few unique SURPRISES guaranteed to keep your opponents guessing.

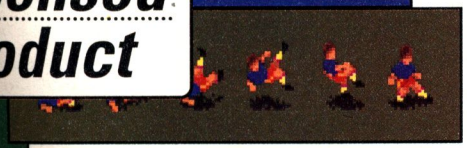
What we're talking about is a football game that gives you the ***feel, guts, smart thinking and downright inspired moves*** of real World Class Football.

So if you want to play real football, put your brain in gear and get U.S. Gold's World Cup USA '94.

- MEGA-CD
- MEGA DRIVE
- MASTER SYSTEM
- GAME GEAR
- SUPER NINTENDO
- GAME BOY
- AMIGA
- IBM PC
- CD-ROM







...this is a game for players.

It's out on *June 3rd* and it's the *only one worth waiting for*

WorldCupUSA94™

© 1991 WC'94 / ISL

dir.ectory

REVIEWS

32 Ultima VIII: Pagan

HAS THE *Ultima* series exceeded its sell-by date, or is the Avatar still at his prime?

39 Animation Now

EMPIRE'S Hanna-Barbera Animation Workshop slugs it out with the Disney Animation Studio. Which is quick on the draw?

42 Hornet

WE TAKE the latest *Falcon 3.0* EBS add-on for an exclusive test flight.

48 Sabre Team

THE LASER Squad system gets a new 'hostages' scenario and a new isometric 3D look.

50 Washington DC

THE LATEST of a new range of Flight Sim add-ons to use scenery from actual satellite pictures.

52 Diggers

YET ANOTHER lemmings tribute. This time the critters have gone underground.

54 Evasive Action

FINALLY Glynn Williams' two-player, time spanning dogfight simulation sees the light of day.

56 Carriers at War 2

SSG'S SECOND foray into the bloody waters of the South Pacific during the great carrier battles of World War II.

58 Bloodnet

VAMPIRES meet Cyberpunk in MicroProse's latest venture into the world of role-playing games.

64 Pacific Strike

ORIGIN take the *Strike Commander* technology back in time to the storm-swept Pacific of 1943.

68 UFO

THE ALIENS have landed in this strategy game which incorporates *Laser Squad* style combat sequences.

72 F1

IT'S BEEN billed as the fastest, smoothest racing game ever, but has it really got both wheels on the track?

74 F14 Fleet Defender

A TECHNICALLY rich flight sim from MicroProse which will appeal to fans of heavyweights like *Tornado*.

78 Red Hell

IS THE red threat a thing of the past? Not according to this futuristic adventure game which has the Soviets as the dominant victors of World War II.

CD ROM REVIEWS

100 Ravenloft

SSI TREATS TSR'S best-selling AD&D world to a new compter role-playing adventure featuring *Wolfenstein* style 3D visuals.

104 Myst

THE STUNNING graphic adventure that had Mac users wetting themselves, finally makes it to the PC.

106 Dark Seed

CYBERDREAM'S Giger inspired adventure is reworked with digitised speech and alien chattering throughout.

108 Shadowcaster

USERS OF CD'S are blessed with a substantial reworking of Origin's role-playing morph 'em up.

110 Dragonsphere

MICROPROSE'S animated graphic adventure system, first seen in *Return of the Phantom*, returns again for more traditional swords and sorcery fare.

112 Spaceship Warlock

A DUAL format Mac/PC game which aims to break the monopoly of the *Space Quest* series for tongue-in-cheek extraterrestrial yarns.

114 Redshift

NOT EXACTLY a game, but just as fun. The ultimate PC planetarium for astronomy nuts.

116 TFX

IS THE hit flight sim still as slick off a silver platter?

PC ZONE

19 Bolsover St, London W1P 7HJ.
Tel: 071 631 1433
Fax: 071 436 1321

Editor Paul Lakin; **Art Editor** Duncan Z. Hemphill; **Deputy Editor** Laurence Scotford; **Technical Editor** Mark Burgess; **Production Editor** Deborah Opoczynska; **Contributors** Chris Anderson, Simon Bradley, Charlie Brooker, Andy Clerkson, Sheldon May, Duncan MacDonald, Vici MacDonald (Design), David McCandless, Patrick McCarthy, Jonathan Mell (Disk), Paul Presley, Steve Pritchard, Gareth Ramsey (Disk); **Publisher** Tim Ponting; **Subscriptions Hotline** 0454 620070; **Senior Sales Executive** Saul Leese 071 631 1433; **Advertising Sales Executive** Mike Shepherd; **Group Advertising Manager** Phil Jennings; **Advertising Production Manager** Jenni Wood; **Group Production Manager** Simon Maggs; **Assistant Group Production Manager** Mike Robinson **Origination** Ebony 0579 340100; **Printed in England** by ET Heron; **Newstrade Manager** James Burnay; **Distribution** SM Magazine Distribution 081 677 8111; **Mail Order Manager** Julia French; **Publishing Director** Bruce Sawford; **Circulation Director** Sean Farmer; **Creative Director** Jimmy Egerton; **Non-Executive Director** Dick Pountain; **Financial Director** Ian Leggatt; **Managing Director** Alistair Ramsay; **Chairman** Felix Dennis

Dennis PPA

PC Zone is published monthly by Dennis Publishing Ltd. Company registered in England, number 1138891.

Entire contents ©1994 Felden Productions.

PC ZONE

100% GAMES

June 1994 **Issue Fifteen**

HARDWARE REVIEWS

118 Pro Sonic 16 vs Sound Vision 16 Gold

MARK BURGESS sounds out two low-cost newcomers in the 16-bit sound card market.

BLUEPRINTS

24 Do I Not Like This?

World Cup USA '94 and *Empire Soccer '94* are squaring up for the World Cup footie game championships. Hardline ref Patrick McCarthy, has been busy handing out red cards, but, thankfully, occasional commendations too.

28 Corridor 7

THE LATEST game to utilitise iD's advanced *Wolfenstein 3D* engine has a plot remarkably similar to *Doom*. Paul Lakin arms himself to the teeth and puts more than a few lurid 3D aliens to the test.

COMPETITION

92 Win a Flight in a Flight Simulator!

CELEBRATE the launch of a range of Kixx XL flight sims by taking a Boeing 727 for a spin.

FEATURES

20 Lights! Camera! Interaction!

PAUL PRESLEY'S appraisal of the future of the much vaunted interactive movie, based on original coffee-breaks with Bullfrog's Peter Molyneux and Revolution's Charles Cecil.

83 A Little Learning

IS COMPUTER oriented education a viable addition to classroom hours or just fun and games? Paul Lakin dives into the latest crop of edutainment software from both sides of the Atlantic and discovers that there are indeed lessons to be learnt.

REGULARS

6 Bulletin

ALL THAT'S new and shiny in the world of PC games, including an in-depth report from the Spring European Computer Trade Show.

16 Cover Disk

GET YOUR cover disk up and running with the info on these pages.

62 Subs Page

HALF A dozen reasons why you should join the ranks of Club PC by subscribing to *PC Zone*.

120 Bits & PCs

OUR MAN with a MS-DOS manual offers more timely device to those readers who are nursing poorly PCs.

122 Troubleshooter

The Journeyman Project and *Police Quest IV* get the TruePlayer™ treatment, while a variety of games from *Sim City 2000* to *Pinball Fantasies* give in to the HackMaster™ attack.

130 Word Processor

WHAT'S a genuine RPG? One reader knows, and he tells us in this month's letter page.

132 Off the Boards

DON'T waste your time trawling the shareware libraries and bulletin boards – Mark Burgess sorts out the wheat from the chaff for you.

136 Mail Order

COMPLETE your set of *PC Zones* or bump up your shareware collection by dialling Dennis Direct.

138 Mr Cursor

OUR RAVING reporter identifies what's wrong with freaking television in the nasty '90s.

FREE!

Pacific Strike Keyboard Overlay

GETTING in a muddle with all those keys? Check out our pull-out overlay inside this issue.

COVER DISK

Doom Level Editor

REVITALISE *Doom* with the level editor on our cover disk. then enter our competition for the best level.

Hot New Doom Level

AN EXCLSUIVE level designed by our own Gareth Ramsey. Be warned: it's not for the faint-hearted.

Corridor 7

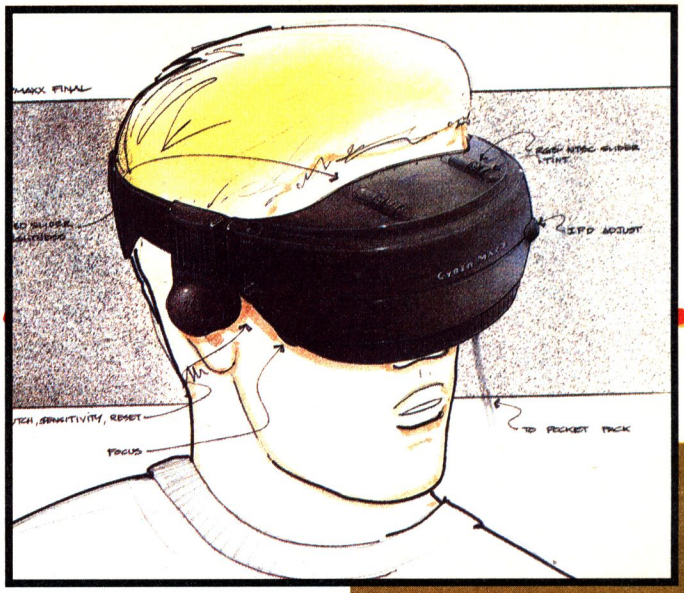
A PLAYABLE demo of the latest game to use the advanced *Wolfenstein 3D* engine.

The HackMaster Hack Utility

EVERY hack we've ever published together with an exclusive utility to install them for you.

DETAILS ON PAGE 16!

Bulletin

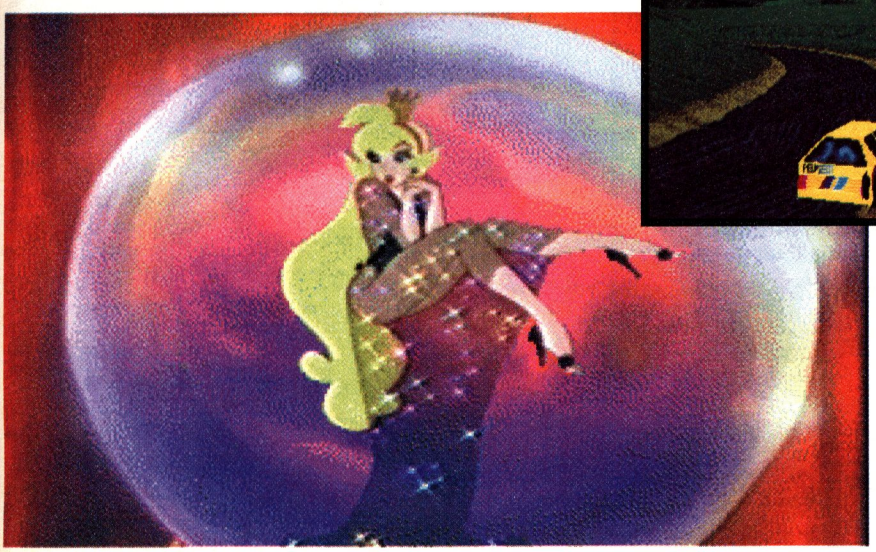


If your mouth is as badly drawn as this one then the new CyberMaxx VR headset will probably look great on you too.

ECTS SPECIAL

The spring European Computer Trade Show is where game developers and publishers get together to show off their wares. Laurence Scotford and Mark Burgess went along to do the same and narrowly avoided being arrested.

(Below left) Elite offers you yet another opportunity to rescue drippy Daphne. (Below) Powerslide brings realistic rally action to the PC.



Doing the Maxx

Following the announcement of the Forte Virtual Reality headset, VictorMaxx Technologies has announced a rival system to be distributed by ICE. The production version of the headset, which has been titled The CyberMaxx, is anticipated to weigh less than 14 ounces. It will come equipped with pitch, yaw and roll head tracking and adjustable stereo headphones. Where the CyberMaxx headset is likely to score over its rivals is in its advance optics, which offer a 70 degree field of view and depixelation filters to prevent the image from breaking up into clearly individual components. The second advantage of this system is that it only needs a VGA card and a serial port to function; you don't need to fit an interface card. The CyberMaxx is expected to retail over here in September. The US price will be $699.00, but no European price point has been set yet.

Contact ICE on 0453 756993.

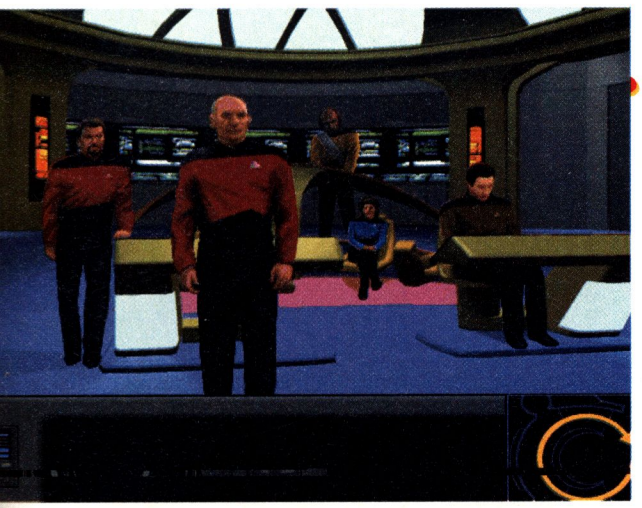
Readysoft joins Elite

ELITE has snapped up the rights to market Readysoft's CD-ROM products in Europe. The first title, *Dragon's Lair*, will be available at the end of May for £39.99. Unlike the disk-based version, the CD version uses the original artwork from the laser disk arcade game in which 'Dirk the Daring' enters the dragon's lair to save his beloved Daphne. It will be followed in July by the science-fiction sequel *Space Ace* with *Dragon's Lair II* destined for November.

On the home grown front, Readysoft is currently developing the driving game for the '90s. *Powerslide* is a 3D rally game in the tradition of other classic coin-ops like *Hard Drivin'*. All the vehicles are recreated with accurate dynamic simulations to produce one of the most realistic driving games to date.

Powerslide will be available in October.

You , sitting down over there. Yes you in the blue top, that's right. Haven't you got any work to do? (Below) 1942 air action.

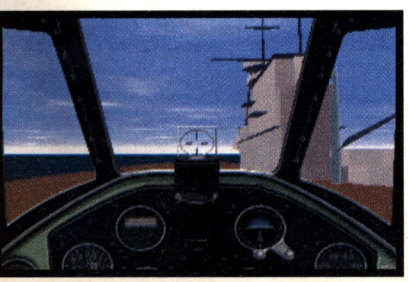


Next generation software

Just when you thought you'd seen every *Star Trek* game there was to see, along comes MicroProse with *Star Trek: The Next Generation*. This massive graphic adventure game features all the central characters of the popular TV series, including Captain Jean Luc Picard, Commander Ryker, Dr Beverley Cruher, Wolf, Councillor Troi, Geordie Laforge and Data. To add to the authenticity, the actual actors from the TV series have provided the voiceovers for the characters. The single storyline, entitled *A Final Unity*, has the crew of the Enterprise searching for a mythical scroll which could be enormously destructive in the wrong hands. In addition to the graphic adventure elements, there is also a 3D space navigation section.

Star Trek: The Next Generation will be available in August.

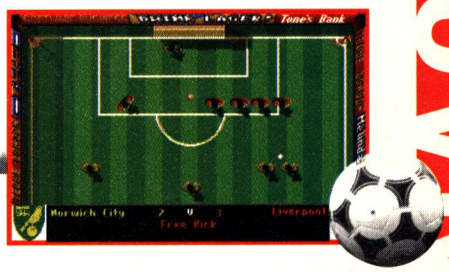
MicroProse was also showing off *1942: Pacific Air War* – yet another simulation of carrier attacks carried out in the Pacific during World War II. Although the territory isn't new, graphically this promises to be the most spectacular of the recent World War II flight sims. It will be available imminently at £44.99.



One Helluva Right Hook

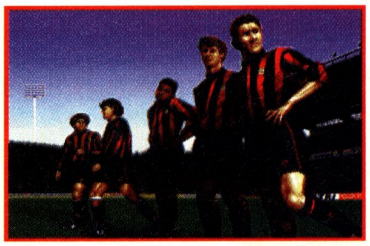
The Voxel Space technology which was used to such good effect in Novalogic's *Comanche* is now being applied to ground combat in *Armored Fist*. This tank simulation features the American M1A2 Abrams and the M3 Bradley IFV, as well as the Soviet T-80 and BMP. You can command up to four platoons and have overall strategic control as well as the ability to jump directly into any friendly vehicle. The Voxel Space technology enables incredibly realistic landscapes to be created along with sophisticated effects like semi-translucent smoke and incredible explosions. *Armored Fist* will be available on both CD and floppy formats in September.

can

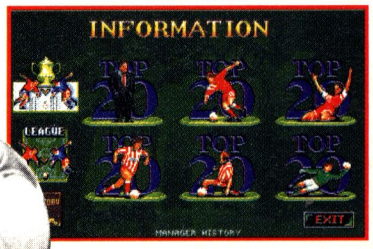


you

actual VGA screens



manage



it?

The Tactician

Select your team and play the transfer market using real player data to make your decision. Unique tactical section enabales you to have total control of individual players. Change your tactics during the game using the unique preset tactical options-should you hold onto that one goal lead or go for another? Review the comprehensive and detailed statistics to plan your progress when you need to.

The Coach

Organise your coaching and training. Get your scouts "on the ground" invest in your youth team and nurse your injury list back to full fitness. Select the best backroom staff to maximise your team's performance

The Manager

Deal with full post-match newspaper reports on your performance. Take tough decisions, deal with your chairman, sponsors and fans.

The Businessman

Negotiate your contract, look after yourself and make sure your're the boss of your own destiny.

The Winner

You're a 35 year old new boy - how long is it going to take you to get promotion, fill your trophy cabinet and build a dynasty. Your time is up after 30 seasons at the top.

We have managed to create an ultra advanced ARTIFICIAL INTELLIGENCE simulation of gameplay and player decisions. Relive the superb animated highlights of goals, saves and injuries. Everything you get in any other management simulation and more.

CAN YOU MANAGE IT?

IBM PC available in May RRP £34.99

Published by:
IMAGINE HOME ENTERTAINMENTS LIMITED

Distributed by:
The Software Business

0480 496497

Football MANAGER

Bulletin

Viking invasion (again)

CORE DESIGN's hugely successful Heimdall is getting ready to invade the PC again. *Heimdall II* is, as before, set in the age of Ragnarok. This time Heimdall must travel through the Hall of Worlds in search of four fragments of a talisman, which will make Loki harmless for the rest of eternity. In this quest, Heimdall is accompanied by the buxom valkyrie, Ursha. The Player can use whichever character is most appropriate for each task. There is more emphasis on magic, this being divided into four types: miscellaneous magic, healing magic, offensive magic and defensive magic. You begin the game with just a Lesser Heal Self spell and Personal Shield 1 spell, but there are many more to acquire during the course of the game.

Heimdall II will be available imminently for £39.99.

In July, Core will also be releasing *Universe*: a graphic adventure which uses an advanced version of the *Curse Of Enchantia* engine. It's set in a future universe in which alien races battle for domination.

Following, at a date to be announced, will be the PC version of *Banshee*: a vertically scrolling shoot 'em up set in a future in which prop-driven 'banshee' planes are at the edge of technology.

Up and Away

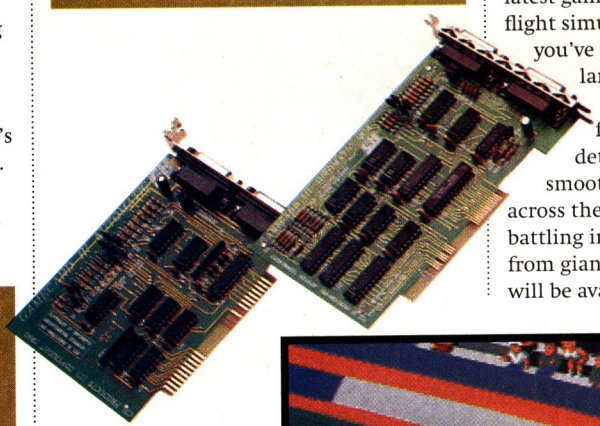
CH Products was showing its range of joysticks. The Mach 1 and 3 series, the Flightstick and the Flightstick Pro all scored well in our review in the last issue. CH Products has also released the Jetstick, a budget flight/racing game stick and a MCA compatible version of the Gamecard 3. The Gamecard 3 has two joystick ports and automatically adjusts itself to the speed of your computer. A set of pedals for die-hard propeller heads is to be released shortly. Contact CH Products on 0494 488551

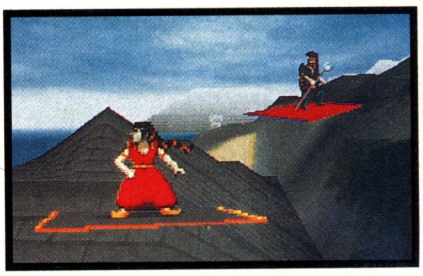
You too can recreate those badly dubbed scenes from Monkey in Bullfrog's Magic Carpet.

Superhero Legends

Legend Software's latest graphic adventure game is *Superhero League Of Hobokan*, yet another creation of the warped mind of Steve Meretzky. In the far future the United States has become a poisonous wasteland of toxic trash.*(What's new? Ed.)*. Civilised society has fallen apart and horrible mutants roam the burned-out cities. But tucked away in New Jersey, a group of superheroes has come together to save mankind from a fate worse than rebuilt shopping malls. Using the graphical engine first seen in *Xanth*, *Hoboken* introduces the likes of Captain Excitement, Zaniac and Tropical Oil Man, battling McMutant, Steroid Man and the Samurai Welders with powers like Induce Rust and Raise Cholesterol Level. *Superhero League Of Hobokan* will be available in June.

Meanwhile *Companions Of Xanth* is about to be released in a talkie CD version for £39.99.

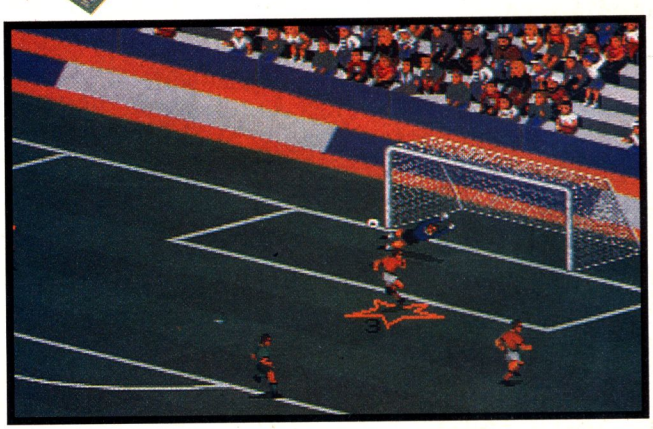




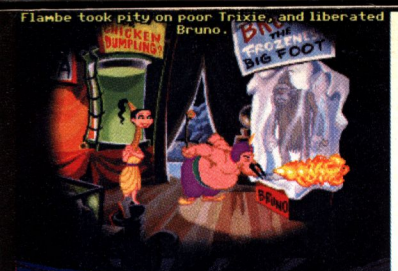
Soccer magic from EA

EA HAS two guaranteed hits lined up for the latter half of this year. In the Summer, the highly acclaimed *FIFA International Soccer* will be published for the PC. Unlike most soccer games, *FIFA* is played from a unique 30 degree isometric view which shows more of the pitch than is normally seen. A total of 48 international teams are featured and the highly advanced, artificial intelligence built into the game enables the computer to play any of them with authentic strategies and tactics. Featuring over 2000 frames of player animation and manoeuvres such as bicycle kicks, sliding tackles, diving goalies, chest traps and diving headers, *FIFA International Soccer* promises to be a winner.

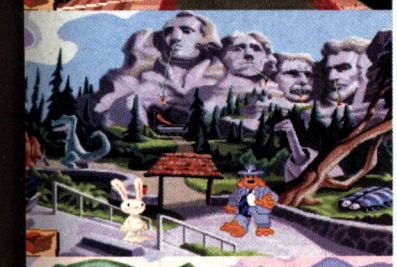
On a completely different tack is the latest game from Bullfrog. *Magic Carpet* is a flight simulation game unlike any other you've ever seen. It's set in an incredible landscape created with the use of Bullfrog's sophisticated new flight engine, which enables detailed scenery to be generated smoothly and quickly. You must fly across the landscape on a series of quests, battling in the air with enemies ranging from giant bees to dragons. *Magic Carpet* will be available in December.

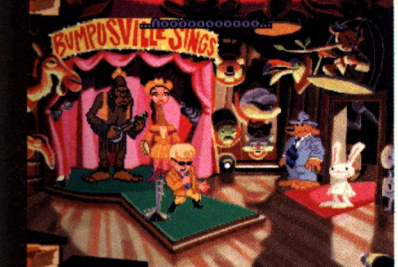


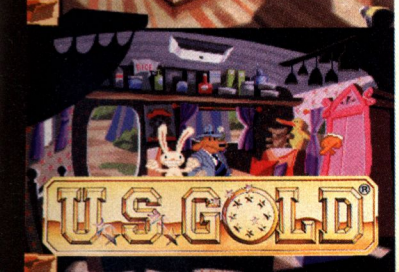
(Above) Two versions of the Gamecard 3 from CH Products.
(Right) Pick out the star player in the PC version of EA's FIFA Soccer.

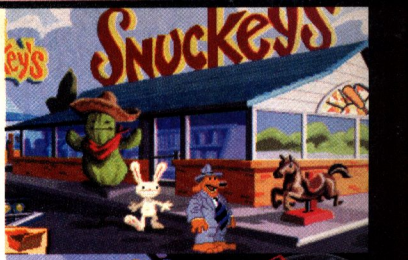


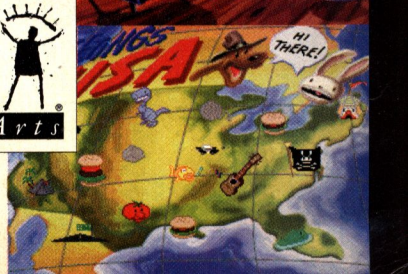
HITCH A RIDE WITH SAM & MAX™... THEY DON'T BRAKE FOR ANYTHING!!!









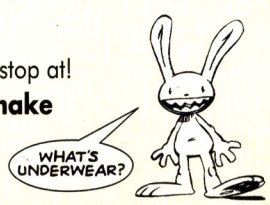


Holy squimoley! Freelance Police Sam & Max are on the trail of Bruno and Bigfoot and his fiancee the giraffe-neck lady. Nothing unusual there. But when Sam is a contemplative canine and Max a trouble-seeking hyperkinetic rabbit, you know you're talking animal crazy.

Bounding across America the furry flatfoots will take you on an irreverent road trip adventure that will put hair on your back. Collide with tacky tourist traps and intimidate their bizarre denizens.

- Edgy animation!
- Twisted humour!
- Gratuitous antisocial behaviour!
- Mini-games to play when you're at work!
- Roadside attractions your parents refused to stop at!
- Full-screen graphics!
- Easy, pop-up verb and dialogue icons!

So tune up the car, water the cat and make a half-crazed beeline to your nearest retailer for *Sam & Max Hit the Road.*™ Don't forget to bring clean underwear!



LUCAS Arts®

AVAILABLE FOR THE IBM PC. COMING SOON FOR THE IBM CD ROM.

Sam & Max Hit the Road™ and ©1993 LucasArts Entertainment Company. All Rights Reserved. Used under Authorization. Sam & Max is a trademark of Steve Purcell. LucasArts is a trademark of LucasArts Entertainment Company. The LucasArts logo is a registered service mark of LucasArts Entertainment Company. IBM is a registered trademark of International Business Machines.

AVAILABLE FOR THE IBM PC AND COMPATIBLES. VISIT YOUR RETAILER OR CALL 1-800-STARWARS.

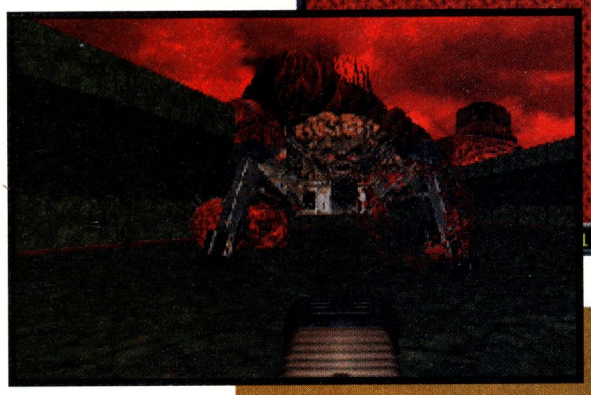
Marketed and Distributed by U.S. Gold Ltd., 1-4 Cuckoo Wharf, Lichfield Road, Birmingham B6 7SS. Tel: 021 606 1800.

Bulletin

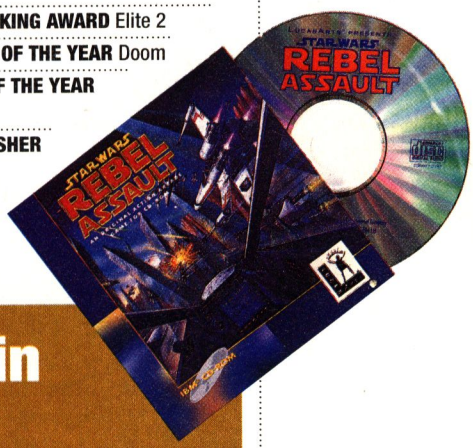
PC is best!

THE ECTS awards, which were held at the Regent Hotel in London on Sunday 12th April 1994, were dominated by PC games. The awards, which are voted for by European games magazines and their readers, were presented by TV and radio personality Mark Goodier. The PC games and the developers that scooped the awards were:

BEST CD GAME Rebel Assault
GAME INNOVATION AWARD iD Software
GAME OF THE YEAR SCANDINAVIA Sim City 2000
GAME OF THE YEAR JAPAN X-Wing
GAME OF THE YEAR ITALY Mortal Kombat
GAME OF THE YEAR GERMANY Syndicate
MOST ORIGINAL GAME Syndicate
DEVELOPER OF THE YEAR LucasArts
BBC LIVE AND KICKING AWARD Elite 2
COMPUTER GAME OF THE YEAR Doom
OVERALL GAME OF THE YEAR Doom
SOFTWARE PUBLISHER OF THE YEAR Virgin Interactive Entertainment

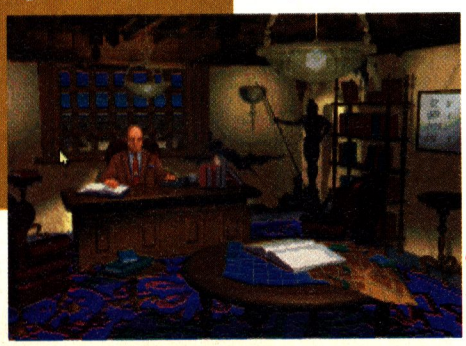


(Above) Doom – more costly than most. (Top) The third Breach game makes a break with turn based play.



Margin Shift

There were signs of mutiny from many dealers at the show. Games companies are paring down the margin on CD-ROM games. The dealers expect their cut to be 30 to 45 per cent – the same as for floppy based titles. But some companies are bringing the margin down to that of cartridges: 20 to 35 per cent. Two companies singled out have been Electronic Arts and Psygnosis. Leading retailers such as Virgin and HMV are boycotting selected products to bring the software publishers to the negotiation table.



(Above) Rebel Assault gets Best CD Game (Below) Strike Commander gets snubbed by some of the big retailers.

Commander Keen on the Rack

Selling shareware on racks – like paperbacks at an airport – has long been widespread in the States. Now, Crystal Vision has made a deal with US shareware house, Microstar and plan to place a range of programs in newsagents. 'Games enthusiasts go into newsagents to buy mags with disks on the cover, and those same buyers are our target for these shareware titles,' says Nick Pearson, MD of Crystal Vision. All packages carry a price of £4.99 – except for Doom which comes in at £7.99.

Cyberdream horror story

CYBERDREAMS, the company that bought you *CyberRace* and *Dark Seed*, is to release *I Have No Mouth And I Must Scream*. The catchily-titled game is based on a short story by science-fiction writer Harlan Ellison, three times Nebula winner. You take a journey into the belly of a malign supercomputer which has already destroyed the rest of humanity. Cyberdreams is also working on *Dark Seed II* and *Hunters of Ralk*. The latter is a first-person RPG designed by David Moscowitz and Gary Gygax (of *AD & D* fame). The planet Ralk is under attack from Ashdolphites and Durgans and you and your sidekick must set out on a quest which is the only hope for the world.

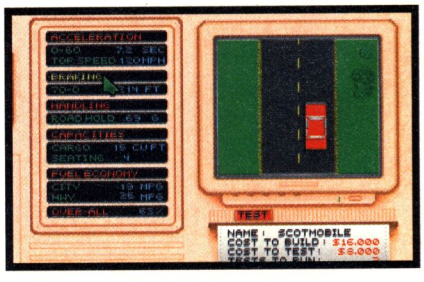
Contact Cyberdreams on 071-328 3267

Strategic planning

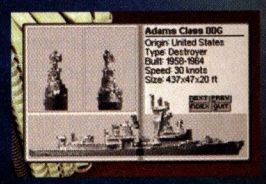
STRATEGY software specialist Impressions, has moved into the car business. *Detriot* gives you the opportunity to recreate the pioneering days of the automobile and manage your own car business from 1908 to 2008. You must make far-reaching decisions about everything from chassis style and colour to investment in design and research. The vehicles you can design and build, range from sports cars to trucks. Just a word of warning: steer clear of little white scooter type things with visibility masks like CB aerials! *Detroit* is available now for £39.99.

Owners of Omnitrend's *Rules Of Engagements 2* will definitely want to snap up *Breach 3* when it's released at the end of June. This space-combat simulation sends your elite squad of marines on a variety of missions, from rescue and support to seek and destroy. Unlike previous *Breach* games, it uses a combination of real-time and turn-based play. Using Omnitrend's Interlocking Game System it can be hooked up to *ROE2* and future games in this series. *Breach 3* will retail at £39.99.

Impressions has also announced two new budget ranges. The Tactix label will be used to re-release classic games like *Rorke's Drift* at £9.99. The Classics label has been created to deliver well-know games designed to run under *Windows*. The first two titles will be *Funpack For Windows* and *Casino For Windows*, both retailing at £14.99.



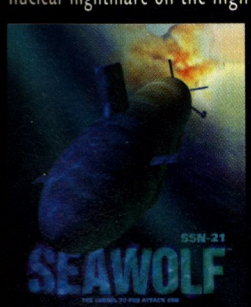
THEY CAN'T SEE YOU. THEY CAN'T HEAR YOU. OFFICIALLY YOU DON'T EVEN EXIST.



SSN-21 SEAWOLF™

THE SEQUEL TO 688 ATTACK SUB™

The world holds its breath as the Russian task force slips out of Archangel, bound for Cuba. A nuclear nightmare on the high seas looks set to become a reality. Unless you and the SSN-21: Seawolf can prevent it. The Navy's secret weapon, Seawolf, will be the fastest, most heavily armed attack sub ever to put to sea. And only if Seawolf remains undetected can the ultimate disaster be averted.



The Seawolf is three times the sub of its predecessor - the smash hit 688 Attack Sub. It's a game of stealth, cunning and explosive action that recreates the unrelenting tension of underwater warfare to stunning effect. With 33 missions taking on over 65 subs, warships and aircraft, you'll be taken to breaking point by the sheer intensity.

Breaking new ground in digitised sound quality and mesmerising graphic detail, Seawolf makes the murky depths of the ocean floor a watery reality. Everything from enemy destroyers to diving dolphins are picked up on the sonar screens, while extensive video footage keeps you up to date with your crew and events on the surface.

Deep, silent and deadly, the Seawolf hunts alone.

ELECTRONIC ARTS

EA DIRECT

To buy your copy of this game, visit your local retailer. In case of any difficulty, contact EA Direct on 0753 549 442. Electronic Arts, 90 Heron Drive, Langley, Berks SL3 8XP

© 1994 John Ratcliff. All rights reserved. SSN-21 Seawolf, 688 Attack Sub and Electronic Arts are trademark of Electronic Arts

Bulletin

All the latest news from the PC games industry. Not cheque-book journalism exactly but we do spend a fortune in postal orders.

Tank Tops

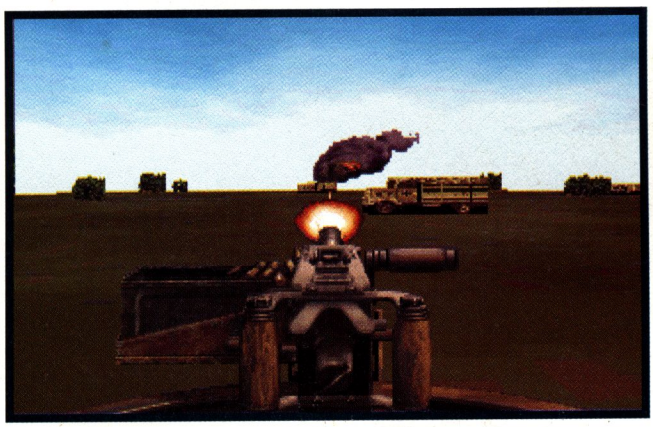
ACROSS THE RHINE is the long awaited tank sim from MicroProse. There are strategy elements as well as combat from the first-person perspective of the driver's seat. In fact, the mix of 'mission' planning and arcade owes a lot to MicroProse's expertise in flight sims. More than a successor to *M1 Tank Platoon*, *Across The Rhine* has brilliant SVGA graphics, texture-mapping and modem/direct link for head to head combat.

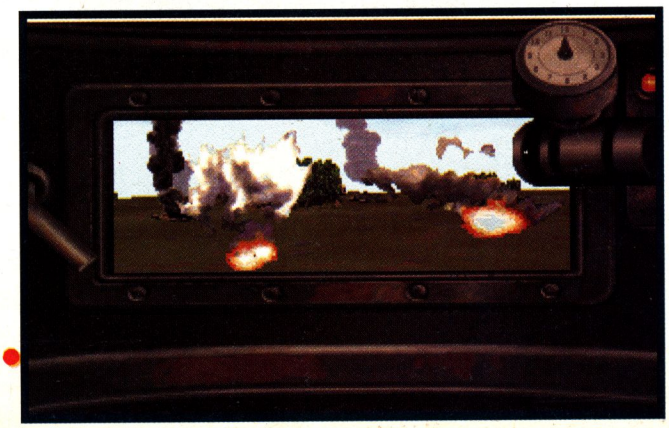
The Action starts on D-Day, the 6th of June 1944. The 21st Panzer Division is unnerved by rumours of a big Allied offensive. Crouching in a PzKfw 'Panther', you see an American Sherman tank lumber into your sights. Or vice versa. You can start as an American sergeant or a German ünteroffizier, commanding a single tank. As the war progresses, you move on to commanding sections, squads, platoons and, eventually, whole companies.

The Germans have the best tanks – the Pzkfw IV, V, VI Tiger I and Tiger II. What the Americans lack in quality they make up for in quantity. Still, they do have the choice between all seven variants of the M4 Sherman, including the Jumbo and the Sherman 76, as well as two versions of the M5 Light Stuart, the M10 Wolverine, M18 Hellcat and the M36 Jackson. When a German tank is knocked out, it stays out of the game for good, but the Americans swiftly replace damaged hardware.

Whereas the Americans can call in airstrikes with the carelessness for which they are renown, the German side has to rely on tank destroyers such as the STuG III, Hetzer, Jagdpanther and Jagdtiger.

Across The Rhine was designed by James Day, an expert on armoured warfare. Day has spent 2½ years making sure that the strategy and arcade elements are fully knit together. The game is due out in June and costs £44.99. MicroProse is on 0454 326532.





DISPATCHES

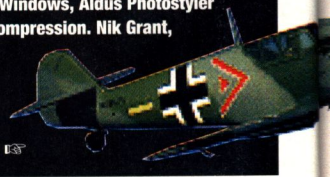
+++ THE COMPUTER GRAPHICS EXPO WILL be held at Wembley Exhibition Centre from the 8th to10th of November. The show aims to be a 'celebration of the power and increasing affordability of advanced computer graphics'. Everything from simulation, animation and virtual reality will be covered along with multimedia and entertainment software. Contact 081 995 3632 for more information.

+++ FORGET ABOUT A DEGREE IN COMPUTING Sciences – nobody ever employs you. Take a look at the new course offered by the University of Middlesex. It's offering a degree in the design and production of interactive games. Starting in September, the MA (Master of Arts) course will cover software engineering, graphics, design, music and audio. A BA will start next year. The course is linked to the software industry and one of the main people behind it is Domark's Development Manager, Russell Ferrier. 'Setting up a degree course will provide this industry with educated design-trained graduates who will be able to bring fresh creative thinking to the whole area of consumer software'.

+++ KOMPART IS ABOUT TO RELEASE another football management game. *Tactical Manager* is claimed to be the most detailed and realistic one yet. Rather than simply compute the total skills of each side, *Tactical Manager* actually plays each match. Tactics can be altered on the fly and the game even has brawls and pitch invasions. The database has 3,740 footballers and will be released in three versions; English Premier and First Division, Scottish ditto and Italian Series A and B. The multi-player option allows for up to 46. *Tactical Manager* will be out on the PC for June and will feature 256 colours, video footage and full sound card support. No price as yet but around £30 with a CD version following. Kompart is on 0438 840004.

+++ NOW IS A GOOD TIME TO BUY THAT HARD Disk. Manufacturers have been slugging it out in a vicious price war for over six months and they have had enough. Prices are set to rise in the 130 to 340Mb range but it looks as if 540Mb drives will get cheaper.

+++ CREATIVE LABS HAS JUST RELEASED A special edition of its Video Blaster. The Video Blaster SE has live and digitised video capability with the ability to overlay text and graphics on live video. The card comes bundled with Video for Windows, Aldus Photostyler SE and JPEG compression. Nik Grant, marketing manager, says that the Video Blaster SE has been designed ☞



NORMAN CONQUESTS

THE latest strategy game from Impressions is *Lords Of The Realm*. It is set in England during the great anarchy of the 13th century when, as the chroniclers said, 'Christ and all of his angels slept.' You are one of the proud Norman barons struggling to conquer your neighbours and seize the crown of England. The game can be tailored for mainly combat or for government. If you don't feel like allocating men and husbanding resources you can switch the game to 'autofarm' and concentrate on bashing people. That is, you can play it like *Castles* or like *Sim City*.

Lords Of The Realm claims to be the the first 'true siege sim'. Impressions say: 'Sieges will often last months, even years, and will better represent reality than any game has done before'. has excellent graphics with digitised video and an option for modem play. Due June 28 at £39.99. Impressions is on 071 351 2133.

***Flight* is a Windows customizer for propeller heads. Your Windows wallpaper could be a photograph from a selection of fighters, bombers and others from pre W.W.I, W.W.II and post W.W.II periods. A slide show cycles through them all and provides technical details. As well as wallpaper, you can have an animated screen saver of crop dusting, bombing or diving aircraft which work with Windows and *After Dark For Windows*.**

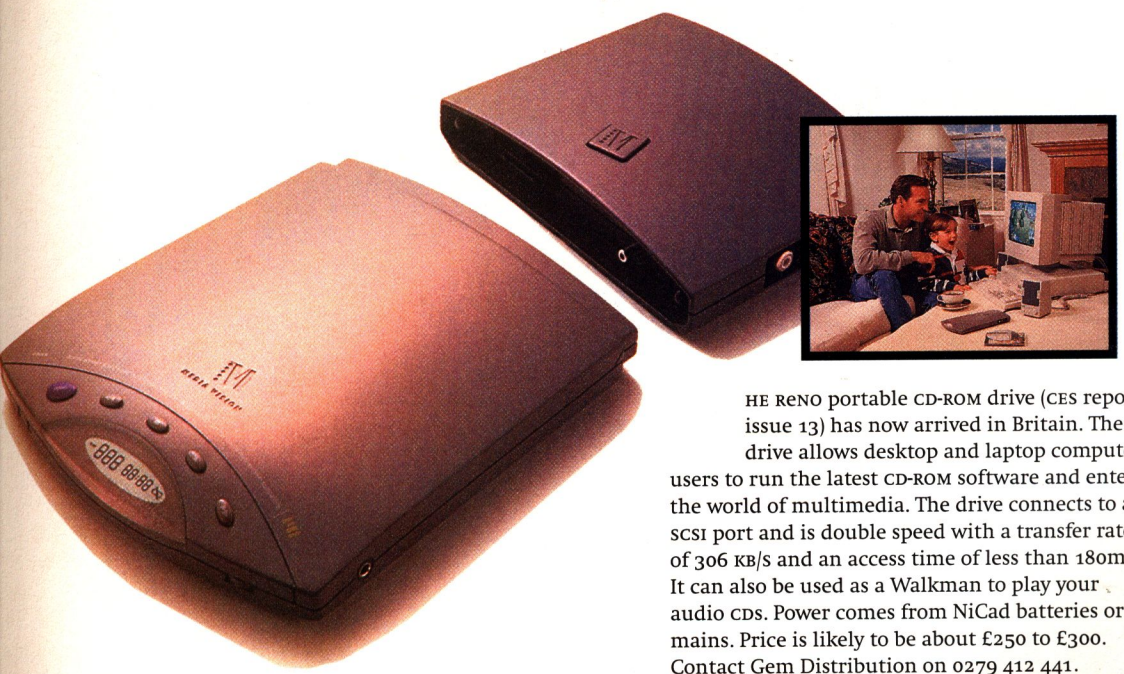
Enliven Windows events with sampled engine and weapon noises. The sound effects include prop and jet aircraft, guns firing and a bomb dropping. The General Dynamics F-16 and the McDonnell Douglas F-15 sound the same, although they do have slightly different power plants (F100-PW 220s and F100-PW 229s respectively). More importantly, the engines are credited to a firm called 'Prott Whitneg' in the details section of the F-16C.

There is also a calendar of air shows and other events, although they are heavily weighted towards America.

THE ORIGINAL
THE BEST
BLASTER
THE
PC
SOUND
STANDARD
sound
CREATIVE
CREATIVE LABS
Tel: 0743 248590

Bulletin

CD To Go



THE RENO portable CD-ROM drive (CES report, issue 13) has now arrived in Britain. The drive allows desktop and laptop computer users to run the latest CD-ROM software and enter the world of multimedia. The drive connects to a SCSI port and is double speed with a transfer rate of 306 KB/S and an access time of less than 180ms. It can also be used as a Walkman to play your audio CDs. Power comes from NiCad batteries or mains. Price is likely to be about £250 to £300. Contact Gem Distribution on 0279 412 441.

DISPATCHES

☞ **in response to customer feedback about the original Video Blaster. 'We've come up with an even better solution at an even more attractive price.' The Video Blaster SE is £269 and Creative Labs is on 0743 248 590.**

+++ SIGMA DESIGNS HAS BOUGHT OUT THE Reel Magic Lite. The video playing card has the same technology as its big brother (reviewed issue nine) but it has a MPEG audio playback rather than a built-in sound card. This is ideal for those who want to get the best from games like *Return To Zork*, but who already have a sound card. The Reel Magic Lite is £259 (excluding VAT). That's a whole £100 cheaper than the full version. Contact Silica Systems on 081 309 1111.

+++ VISITORS TO THE *PC ZONE* STAND AT the Computer Shopper Show may have noticed the unusually clear (and loud) sounds issuing forth from our PCs. Well, those awfully nice Orchid people, who provided the excellent Soundwave 32 which made those noises, have released a less expensive version for us games folk. The Gamewave 32 has almost all the features of its big brother except the ability to record Windows .WAV files (and how often do you use that?) for a lot less pennies. So now you can have simultaneous Roland and SoundBlaster support and really annoy your neighbours when *Doom* gets going for just £129. Brilliant.

ZOOL TOO

ZOOL was the hugely successful platform game which showed just what the PC could do. Now there is a sequel – *Zool 2*. You can be Zool or his female colleague, Zooz. She's a bit like Zool only she has a ponytail and a whip. There are six huge new worlds to explore with arcade and puzzle sections. The graphics are full 256 colour with smooth parallax scrolling. The game also introduces Zoon, the wonder dog, and villains Krool and Mental Block.

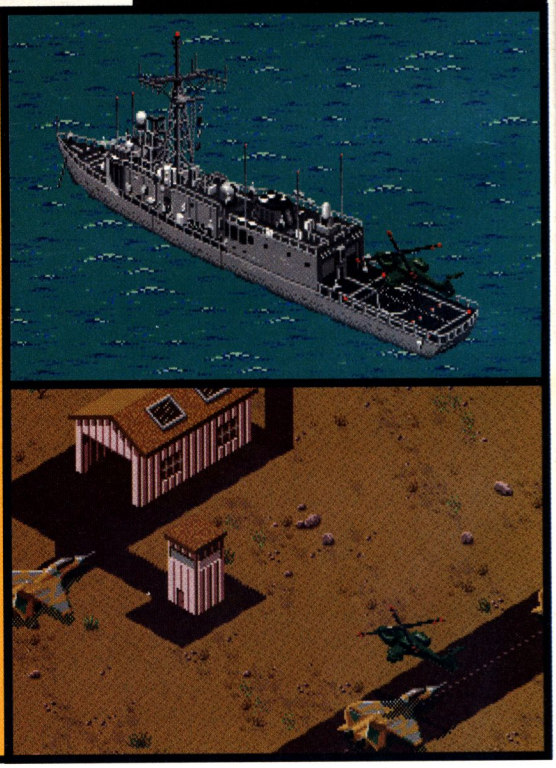
Zool 2 will be available in July at £29.99. Gremlin can be contacted on 0742 753 423.

JUST DESERTS

Now that the Soviet Union is no more, the Middle Easterners have assumed the mantle of all round bad guys. At least as far as software houses are concerned. Why didn't they latch onto this snake pit of ancient quarrels and fanaticism before? Because we needed these countries as bargaining counters at the game of international diplomacy. No more.

The Middle East is the setting for *Desert Strike* from Gremlin where General Kilbaba invades a harmless neighbour, threatening conventional and chemical mayhem. Now's the time to get in your Apache and sort the sassy bastard out. With your trusty co-pilot you can take out tanks, airfields, radar, SCUDS and chemical weapon plants.

The missions you fly are pre-emptive strikes. That means that no one has told the other guy that you are at war yet. Use satellite data to plan your attacks and marvel at the detail of the enemy units below. The animation was designed from film of real Apaches in flight and the whole thing is in three-quarter top down perspective. *Desert Strike* is out in July at £39.99 and Gremlin is on 0742 753 423.



FIGHT THEM ON THE BEACHES

IMPRESSIONS is releasing *D-Day: The Beginning Of The End*. Timed to coincide with the 50th anniversary of the Normandy landings, it is a wargame in which you play the part of the Allied or Axis forces. The engine is much like the American Civil War sim, *The Blue & The Grey* but has been improved in line with players' comments.

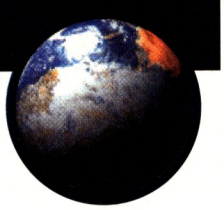
D-Day has far more unit variety with air support, armour and a range of artillery. Naval and airborne units have a major role in the game. Generals have personalities which will affect their actions and the whole thing is presented in high-res graphics. Out in May at £39.99. Impressions is on 071 351 2133.

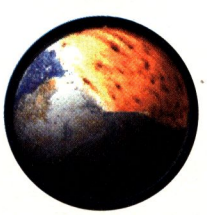
THE INCREDIBLE HULK

Regular readers of *PC Zone* will know that we're big fans of *Space Hulk*, the stormingly good game of strategy and violence that Electronic Arts released last year. We raved, we rated it one of our games of the year... and did you go out and buy? Did you heck as like. Honestly, it's enough to make you weep.

Well, you can make up for your mistake because EA is about to release a CD version of the game which is even better than the original. Firstly, the game looks and sounds better with new speech and excellent new animations which really does add atmosphere (and not a small amount of gore) to the game. Secondly, it's even bigger than before with an additional nine new missions having been added. So now there's no excuse not to go and buy it. We won't tell you again.

Available in June, price £39.99. Electronic Arts can be contacted on 0753 549 442.





NEW Just Released on CD-ROM NEW

The Latest and Best Award-Winning Shareware Games

LESS THAN 5p* A GAME

The Very Best .... Games Volume 1

We are proud to announce the launch of a CD-ROM that brings you the very best shareware games for both MSDOS and Windows. Our emphasis is on both Quality AND Quantity. Using the phenomenal capacity of the CD-ROM, we provide over 450 games in uncompressed format, ready to run...hassle free!! We have selected only the very best titles from the 1000s available, including the latest and best titles from major companies such as Epic, Apogee and Id.

And remember all the games come ready to run. Among the many titles you will receive are:

Doom, Xargon, Wolfenstein 3D, Spear of Destiny, Duke Nukem, Major Stryker, Shooting Gallery, Epic Pinball, Jill of the Jungle, Cosmo, Blake Stone, Halloween Harry, Commander Keen, Galactix, Mastermind, Pirada, Sherlock, Chess, Mahjong, Poker, Blackjack, Anagram, Word Games...and many more Arcade, Adventure, Educational, Casino, Card, Simulation and Strategy games too numerous to mention.

We guarantee there is absolutely no padding .. only the very best games are included.

The Very Best ...

Games Volume I is available for the all inclusive price of

Just £24.95*

or any 10 titles for £15.00* on 3.5" disks

* The Very Best Games volume I contains Shareware titles. Shareware programs require separate payment to authors if found useful.

LOOK AT THESE PRICES!!!!

(inclusive of VAT/delivery within the E.C., p+p £5 elsewhere)

TOP TITLES

D=3.5" ONLY ▪ C=CD ROM ONLY ▪ B=BOTH, CALL FOR CD PRICE

ACES OVER EUROPE	D	32.99	MEGARACE	C	29.99
ALONE IN THE DARK	B	32.99	MICROCOSM	C	34.99
ALONE IN THE DARK 2	D	34.99	MICRO MACHINES	D	23.99
AWARD WINNERS 2 (Zool, Elite+, Sens Soccer, JW Snkr)	D	26.99	MS CINEMANIA	C	38.99
B'NTH THE STEEL SKY	B	29.99	MS FINE ARTIST	D	34.99
BATTLE ISLE 2	C	35.99	MORTAL KOMBAT	D	23.99
BLOODNET	B	32.99	MYST	C	32.99
CANNON FODDER	D	26.99	PACIFIC STRIKE	D	34.99
CHAOS ENGINE	D	CALL	PREMIER MANAGER 2	D	26.99
COM MAX OVERKILL	B	32.99	POLICE QUEST 4	B	29.99
DARK SUN,S. LANDS	B	32.99	QUEST FOR GLORY 4	B	29.99
D. OF TENTACLE	B	31.99	RAVENSLOFT	C	32.99
DELTA V	D	32.99	REBEL ASSAULT	C	34.99
DRACULA UNL'SHED	C	34.99	RETURN TO ZORK	B	32.99
DRAGON'S LAIR	C	34.99	RISE OF ROBOTS SVGA	B	34.99
DUNE/7TH GUEST bundle	C	34.99	SAM & MAX	B	31.99
ELDER SCROLLS	D	32.99	SC'TERS MAG CAS	B	26.99
ELITE 2 (FRONTIER)	D	29.99	SHADOWCASTER	B	29.99
EVASIVE ACTION	D	26.99	SHERLOCK 3	C	34.99
EYE OF BEHOLDER 3	B	29.99	SHERLOCK LOST FILES	D	29.99
F14 FLT DEFENDER	D	32.99	SIM CITY 2000	D	29.99
GABRIEL KNIGHT	B	29.99	STAR TREK 25TH ANN	C	32.99
HANNA B'S W'KSP	D	34.99	STRIKE COMMANDER	B	34.99
INDY CAR RACING	D	32.99	SUBWARS 2050	D	32.99
INDY JONES FTL	B	24.99	X-WING	D	32.99
IRON HELIX	C	29.99	- BWING+IMP PURS PACK	D	29.99
JOURNEYMAN PROJ	C	29.99	TIE FIGHTER	B	32.99
KINGS QUEST 6	B	32.99	TFX	D	32.99
LEISURE SUIT LARRY 6	B	29.99	UFO	B	32.99
LINKS 386	D	32.99	ULTIMA 1+2	C	34.99
ANY 2 LINKS COURSES	D	34.99	ULTIMA 8	B	34.99
			WHO SHOT J ROCK	C	37.99

AMAZING VALUE -6 BIG HIT ORIGINALGAMES only £22.99 each or £39.99 for 2 (3.5" or CD)

VOLUME 1 - F19 Stealth Fighter, Titus the Fox, Grand Prix Master, Satan, Chicago 90, Stargoose

VOLUME 2 - F15 Strike Eagle 2, The Blues Brothers, Hammer Boy, Hotshot, Highway Patrol 2, Eye of Horus

VOLUME 3 - Gunship, Crazy Cars 3 , Mega Phoenix, Airball, Archipelagos, Starray

VOLUME 4 - M1 Tank Platoon, F14 Tomcat, Battletech, Scrylis, Slots & Cards, Pentys

VOLUME 5 - Knights of the Sky, Ghostbusters 2, Battletech 2, Mondu's Fight Palace, Time Bandits, Flashy Cars

VOLUME 6 - Silent Service 2, 3D World Tennis, Graham Souness Soccer Manager, World Cricket, Maya, Stormlord (available June)

VOLUME 7 - Special Forces, Millemiglia, 3D World Boxing, Nebulus, Windsurf Willy, Blade Warrior (available June)

VOLUME 8 - Railroad Tycoon, World Cup FootballManager, International Tennis, Targhan, Netherworld, Big Game Fishing (available June)

VOLUME 9 - Super Tetris, Football Manger 3, International Athletics, Fruit Machine, Genghis Khan, Basket Play-Off

FLIGHT PACK SPECIAL - F15 Strike Eagle 2 (plus Desert Strike Scenarios) F14 Tomcat, Air Warrior.

MICROSOFT FLIGHT SIMULATOR SPECIALS

FLIGHT SIM V5 £32.99 TOOLKIT £32.99

SCENERY BUNDLE SPECIAL - NY, PARIS,SAN FR'ISCO £53.99

AIR TRAFF CONT/REAL WEATHER PILOT BUNDLE £32.99

FAST ACTION PACK £26.99 PRAXIM £26.99

2 ITEMS =10% EXTRA DISCOUNT

OTHER SPECIALS — MS ENCARTA - £66.99 (CD); CHESSMASTER 4000 £19.99 (3.5"); WORLD ATLAS 4 - £19.99 (CD/3.5")

100s more titles available including business software at up to 50% off RRP (all inclusive)

Why pay more?????

EXCLUSIVE OFFER

£5 EXTRA DISCOUNT

off any title when purchased together with The Very Best Games Volume I

VISA Credit Card Hotline Access

Ring 0724 271 281 (4 lines)

...or make your cheques/PO payable to:

MULTIMAX LTD, PO Box 28, Scunthorpe DN16 3UF

Credit Cards will only be debited when goods are dispatched.

MultiMax

COVER DISK

Doom is undoubtedly the game of 1994, and deservedly so. But sooner or later you're going to have played it to death. What then? You create your own levels with the _Doom_ Level Editor on this month's cover disk, that's what. This month also sees the arrival of the eagerly-anticipated HackMaster™ Hack Utility, together with the data to automatically install every single hack we've ever published.

HOW TO INSTALL YOUR COVER DISK

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

```
A:
```

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

```
DISKZONE
```

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

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

COVER DISK/ITEM 1

DOOM LEVEL EDITOR

THE *DEU: Doom Editor Utility* (written by R. Quinet and B. Wyber) enables you to take an existing level and change its layout or to design a new level from scratch.

A little complex

The map of each *Doom* level is actually two dimensional. It's built up out of loads of areas (called SECTORS), which have varying heights and depths. An object like a staircase is, therefore, a line of sectors with increasing heights. *DEU* comes with full documentation and a tutorial so we'll just go over a few things on this page and leave the rest up to you (check out the Terminology list if you get fazed by the jargon).

Practice

The *Doom Editor* comes as two files. One is the mouse-driven editing program (DEU.EXE) and the other a binary node separator (BSP.EXE) which is a complicated name for a fixer program which corrects any errors *DEU* makes in rendering the level.

As a first step, you should try out the *PC Zone Doom* level, penned by our very own Gareth Ramsey. To run it with your registered version of *Doom* type:

```
DOOM -FILE PCZLEVEL.WAD
```

The game will start up with a warning that *Doom* has been modified. Don't worry. This is only a temporary alteration. Press ENTER and let *Doom* load. Only level one, episode one has been altered, so choose 'Knee Deep' and 'Ultra Violence' and you're away.

Use this method to play test any levels you've created with *DEU*. Say you call your level DEATH then you'd run it with:

```
DOOM -FILE DEATH.WAD
```

Binary node separation

Occasionally, *DEU* goes wrong and doesn't rebuild the nodes correctly. Sometimes it will warn you, sometimes not. To be safe, always run *BSP* on a newly-created level by typing:

```
BSP DEATH.WAD
```

Larger levels may take time to correct, so be patient.

Overall, the best way to learn is to study existing levels and examine the way doors, floors and traps are implemented. Good luck.

WARNING!

It is illegal to develop extra levels for _Doom_ which will work with the Shareware version. To ensure yours don't infringe this rule, just add a texture, monster or object which isn't available in Shareware _Doom_.

The PC Zone Level
(From Top)
1. The opening scene.
2. You'll need this gun.
3. Beware the elevators...
4. Approaching the end!

LEVEL EDITOR TERMINOLOGY

WAD FILE
This is the huge 10 MB file which comes with Doom. It contains all the graphics, sounds, levels and other data which Doom needs to run.

PWAD FILE
This is a miniature WAD file which DEU creates when you design a level. It can be added onto Doom without damaging or changing any files.

THINGS
In DEU, 'things' are objects such as monsters, weapons, power-ups, trees, candelabras, barrels and keys.

VERTICES
To build a wall in DEU you have to give start and end points. These points are called vertices.

LINEDEF
Once a wall has been built, you have to assign certain qualities to it, such as what type of wall it is (translucent, a door, impassable etc) and whether it has any special attributes (if it triggers another event, for example).

SIDEDEF
Each linedef has to be given either one or two sidedefs. The sidedefs give a wall substance, that is a texture. If a wall can be seen from both sides you need to define two sidedefs. If you don't, very strange things will happen.

SECTORS
A sector is a group of linedefs which is sealed and self-contained. A door is a sector, as is a lift, as are most rooms. Sectors allow you to have different ceiling heights, floor depths, and lighting levels.

NODES
Nodes are 3D spatial points which no-one really understands. If the node map isn't built correctly then your level won't work (Use BSP to make sure this doesn't happen.)

WIN!

DESIGN A DOOM LEVEL

AND WIN £100 OF SOFTWARE

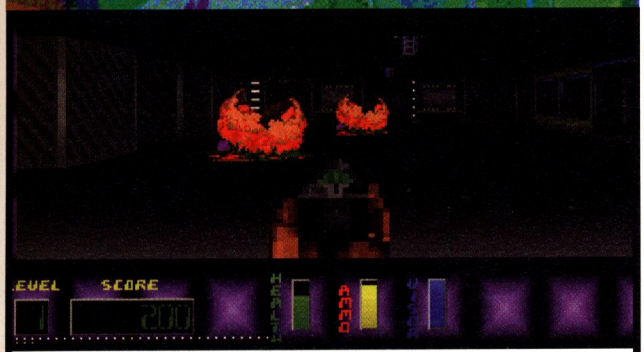
We'd love to see any levels you design with the Doom Level Editor. The author of the best level we receive will win £100 worth of software. Two runners-up will receive a game each and all three will have their levels published on a future PC Zone cover disk.

Send your entries on a 3.5" disk to Doom Competition, PC Zone, 19 Bolsover Street, London, W1P 7HJ, to arrive not later than 8th July 1994.

Rules!

1. Employees of Dennis Publishing are not eligible for entry.
2. Only totally redesigned levels are acceptable.
3. Please specify all Deathmatch start points.
4. The DoomKing's decision is final. Any squabblers will be shot (by firing squad).

COVER DISK/ITEM 2



CORRIDOR 7

SPEAKING of *Doom*, which of course everyone is, what do you do if your machine hasn't got the welly to run it? We suggest you try the demo of *Corridor 7* which you'll also find on the cover disk. It uses an advanced version of the *Wolfenstein 3D* engine. If you've played *Wolfenstein* before, you'll notice plenty of additional features like glass and other translucent surfaces, and more realistic lighting effects.

Corridor 7 is set in a space station that is crawling with malign extra-terrestrials. You are the man/woman/other intelligent life form who has to raid the station and extinguish all the non-earthly beings you come across. You can read more about *Corridor 7* in the blueprint on page 28.

How to play

To start *Corridor 7* make the drive and directory in which you installed it current and type:

```
RUN
```

From the main menu, select START NEW MISSION. The other items on this menu have been disabled for this demo, with the exception of RESUME CURRENT MISSION, and EXIT BUILDING, which quits to DOS. To return to this menu while playing, press the ESC key.

On the following screen, four ranks will be presented. The higher the rank you choose, the more difficult the game.

The controls

MOVEMENT The game is presented from a first-person perspective. Use the cursor keys to turn left and right, move forwards and backwards. To move sideways, hold the ALT key down while pressing the left or right cursor key. To fire your weapon press the CTRL key.

DOORS/AMMO/HEALTH You can activate doors or collect ammo and health bonuses by moving up next to them and pressing the space bar.

WEAPONS You begin the game with two weapon types. These can be selected by pressing key 1 or key 2. If you find extra weapons during the game, you can select these with the other numeric keys.

MAP Press TAB to call up a map of the level. The blue dot shows your position, and the other coloured dots show the position of enemies.

OBJECTIVE Your objective is to destroy all the enemies on the level and then find the elevator.

COVER DISK/ITEM 3

THE HACKMASTER™ HACK UTILITY

THE HACKMASTER™ hack implementer, developed by Jonathan Mell, enables quick and easy hacking of over 70 current games, including *Ultima VIII*, *Arena: The Elder Scrolls*, and *In Extremis*. Once installed, you'll find a file called HACK.EXE and 70 .CHT files. Each file contains hack offsets for a specific game. For instance, WOLF3D.CHT is a hack for *Wolfenstein 3D*, and ARENA.CHT is a cheat for *Arena: The Elder Scrolls*.

How to get it to work

❶ After installation, copy HACK.EXE to the DOS directory, e.g. if you installed the program in C:\HACK, do the following:

```
COPY C:\HACK\HACK.EXE C:\DOS
```

❷ Copy the .CHT file for the game you want to hack into the game directory unless something in the Exceptions section tells you not to (see below). For example, if you want to hack *X-Wing* type:

```
COPY C:\HACK\XWBOOST.CHT C:\XWING
```

but if you plump for Flashback you type:

```
COPY C:\HACK\FLASH.CHT C:\FB\DATA
```

❸ Change to the directory you copied the file to in step 2 and back-up the file that you are going to modify (see the Troubleshooter section for further info).

❹ Type `HACK CHTNAME` where CHTNAME is the name of the .cht file (without the .cht extension). So again with our *X-Wing* example:

```
HACK XWBOOST
```

❺ Decide to accept the default filename unless you really know what you are doing, and then play the newly revitalised game.

Note: When using a savegame hack, you should save your game in the top slot as 'CHEAT'.

EXCEPTIONS

The following hacks require special attention:

THE SUMMONING: Copy into the SAVES directory, not into the main game directory.

SPACE HULK: Copy into the DAT_DIR directory.

EYE OF THE BEHOLDER 2 & 3: Copy into the SAVEGAME directory.

FLASHBACK: Copy into the DATA directory.

STRONGHOLD: Copy into the SAVE directory.

SHADOWCASTER: Copy into the S1 directory.

WOLFENSTEIN: First use hack WOLF1.CHT if you have version 1.1 or 1.2, otherwise use WOLF2.CHT for version 1.4. Then use WOLFSAV.CHT for both versions.

IN EXTREMIS: UNP the EXE file before hacking.

TECH HELP

If your cover disk won't load, or doesn't operate as expected, you can call our technical helpline:

Matthew 0274 736990 (9am-4pm weekdays)

- If possible, please have your computer operating and your cover disk ready when you call the helpline.
- If your computer is not near the phone, please note down as much information about your system and the nature of the fault as you can
- Have a pen and paper handy when you call.
- If, having called the helpline, you are advised that the disk needs returning, please place it in a padded envelope, along with your return address and two 19p stamps, and send it to:

***PC ZONE* DISK RETURNS 15, TIB PLC, TIB HOUSE, 11 EDWARD STREET, BRADFORD, BD4 7BH.**

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

PREPARE TO ~~MEET~~ *Beat* THY DOOM

CORRIDOR 7

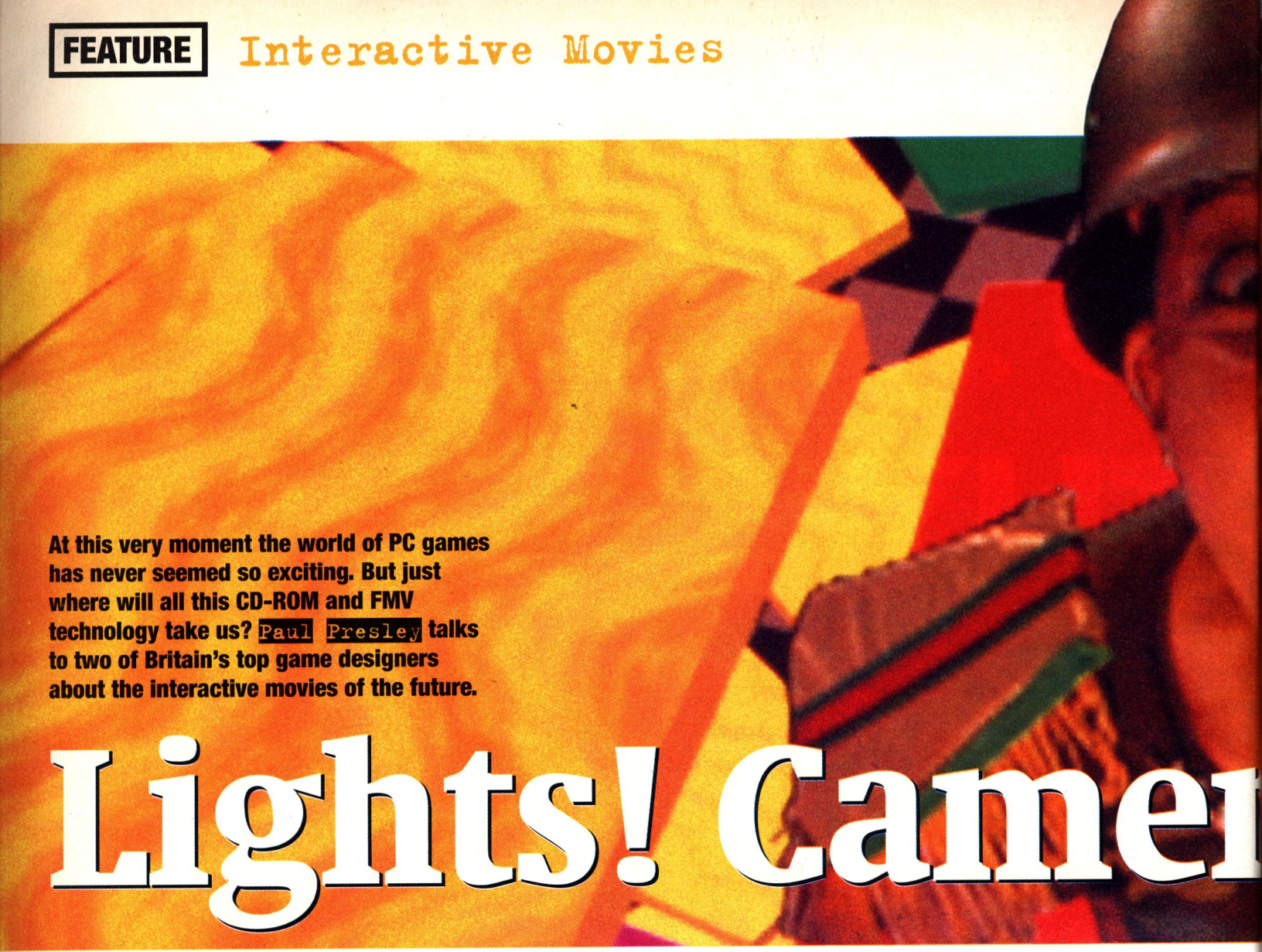
£19.99
PC Compatibles

Technology licensed from
ID SOFTWARE, creators of
WOLFENSTEIN™ 3D

GAMETEK

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berks, SL1 3UA

Corridor 7 is the property of Capstone™



At this very moment the world of PC games has never seemed so exciting. But just where will all this CD-ROM and FMV technology take us? Paul Presley talks to two of Britain's top game designers about the interactive movies of the future.

Lights! Camer

WE STAND on the brink of the biggest technological revolution since Alexander Graham Bell picked up the receiver and said 'What? No, sorry, wrong number' to a breathless Victorian crowd. MPEG video cards are already available for the PC, giving birth to a legion of Full-Motion Video applications, and CD movies are about to begin an assault on the VCR market.

The PC has always been a leading platform for innovative game designs so, are interactive movies really anything more than a twinkle in a game designer's eye?

The interactive movie

At present, many games labelled as 'interactive movies' are little more than traditional, animated graphic adventures with a smattering of digitised film footage and speech.

What might a genuine interactive movie be like in the future? Start with a traditional Hollywood blockbuster film which is released in cinemas and made in the traditional way. On its home release the game is put onto a compact disc (compatible with movie-playing MPEG machines, such as the CD-i) and the code for a *Rebel Assault* style game added. The user either has the choice of watching the film passively or playing the interactive movie with the actual film footage being used as the set pieces, and the player jumping in whenever appropriate. Charles Cecil of Revolution Software (*Beneath A Steel Sky*, *Lure Of The Temptress*) has some very different theories on the way development techniques are likely to go.

'I think that the interactive movie is very much a part of the future, but the only way it would be possible would be to generate the actors from polygons. There's a thing called the 'Flock of Birds' on the Silicon Graphics Workstation in which you have as many sensors as you want and you get a pretty good representation of movement.'

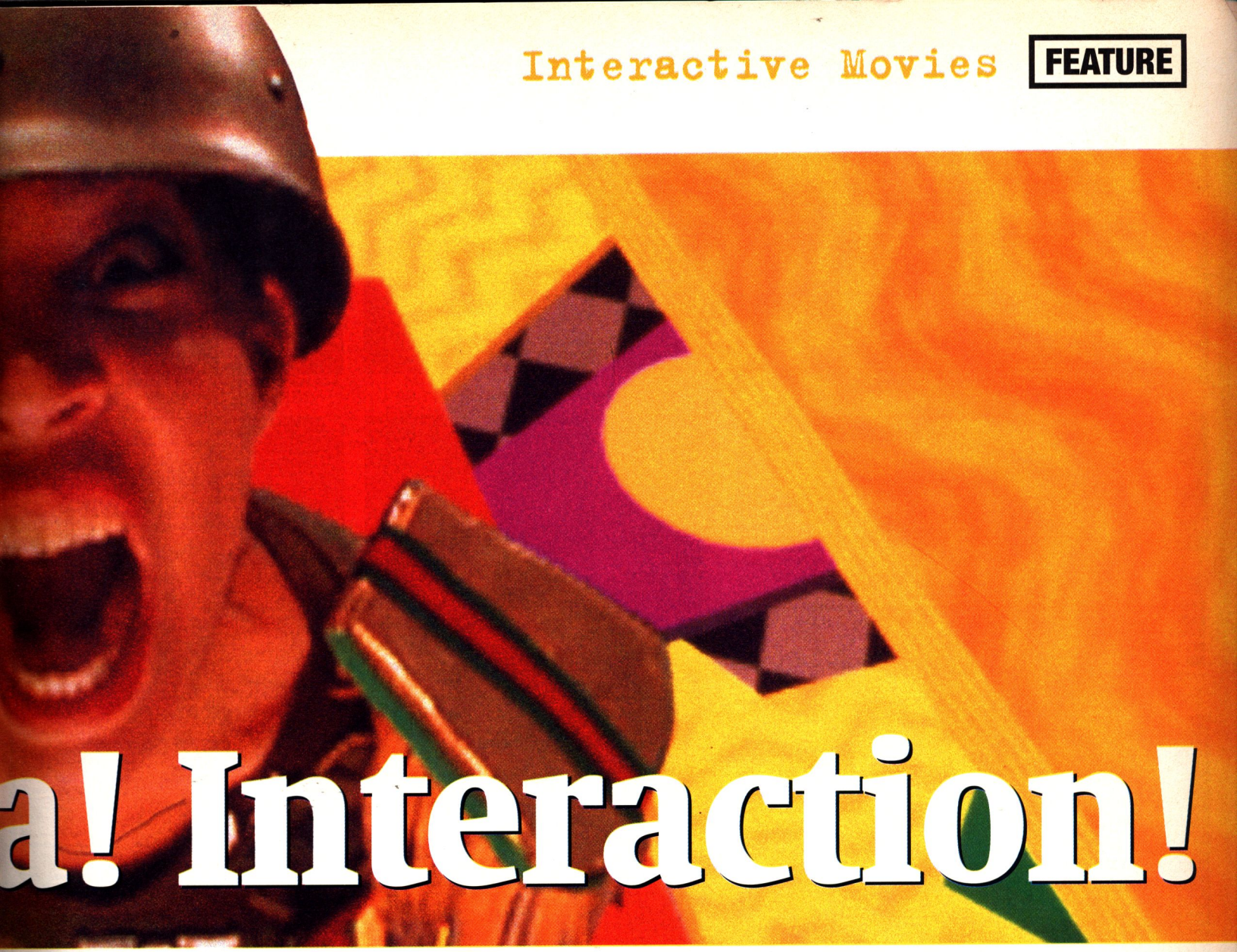
Flock Of Birds?

'Basically, you stick sensors all over your body. These will measure the X, Y and Z co-ordinates of your body. Then you build the skeleton up and when it's moving, you record the positions of the sensors and translate them to get good likenesses and pretty good animation. Then you've got various hard and software techniques. For instance, if you've got texture-mapping, you can map someone's face onto the animation. In the next couple of years we're going to have characters built up out of polygons that look really, really lifelike and move in a lifelike way.'

This type of technique is already being seen in projects now underway. Origin's *Bio-Forge* (previewed in Issue 11) being one example that incorporates some truly innovative ideas. Charles has his own views on the project: 'The only screen shots I've seen are of robots and, of course, robots are very easy to do because you can get the animation slightly wrong and just say "they're robots, it's correct". Humans are very, very difficult to get right and I don't know if Origin are planning to get humans in or if they're just sticking with robots. It should be a very, very interesting experiment though.

'In a couple of years time, when people get it right, we'll get realistic backgrounds and characters, built out of polygons, which look as good as video. At that point you script the movie and you give the person a choice. Either they watch the movie, in which case it looks as good as it would have, had it been shot on film with actors – because, of course, you *are* using actors, with these sensors (or whatever the technology at that time entails). You use the real actors, their faces, their voices, their movement; you've got all the character in there. You're generating these 3D polygon characters so you've got infinite range – you can watch this thing which will be as good as video or you can jump in and take control at any point and determine the outcome. That, in my opinion, is the interactive movie.'

It's doubtful that this will spell an end to the passive movie, but what it does mean is that the big film studios are going to sit up and pay attention to this relatively new doorway of entertainment. Companies are already building the necessary bridges to allow the two sides to work together. Video retail giants, Blockbuster, recently bought major shares in both Virgin Interactive and Paramount Studios. Sony's new PS/X machine looks set for big name games thanks to the Japanese company's ownership of Columbia/Tristar on the film side and Imagesoft and Psygnosis over here. Matsushita are responsible for both Panasonic's 3DO machine and the mighty Universal Studios.



a! Interaction!

The only obstacle standing in the way of a fully blown merger of the two industries is the inability to settle on a suitable standard medium.

As Charles Cecil comments 'Five years ago we looked at the music industry and said "Wouldn't it be nice to be like that?". Now we're twice as big as they are.' The last word on the whole interactive movie debate, though, must surely belong to film screenwriter Robert McKee, who opened a screen writing course recently with the words: 'Only write films if you love films. Don't do it for the money. If you want to do it for the money, write video games. They're twice as big as we are and they make a shitload more money.'

Innovation killed the video star

The question these studio owners need answering is why should we bother with the PC if, when this revolution comes, we're all building our own machines? Bullfrog's Peter Molyneux thinks he has the answer. 'It has a keyboard,' he states with an air which makes you feel he's managed to end the entire console versus computer argument with one tiny sentence.

'It's a huge advantage. When you go out and buy a PC you can kid yourself that you're buying it for home purposes, education or economics. Consoles just can't do that.' Plus, the very nature of PC games over the past few years – from the graphic adventure to the flight simulator – can only work effectively with a sophisticated input device. Try playing *Falcon 3.0* with a joypad. 'There's that,' adds Peter, 'and the fact that you now have all the game developers who used to work on Amigas and consoles moving on to the PC. It's becoming a bigger and bigger market.'

Not just on the development side either. Unconfirmed reports shows that last year there were 40 *million* PCs sold throughout Europe. You simply cannot ignore that kind of user base.

Peter Molyneux is perhaps the most striking example of how the innovative nature of PC games triumphs over console fare. A mere glimpse of what lies ahead from Bullfrog is enough to convince you of the future of the PC as a games machine. He's also a man who feels strongly about what shape the future takes. 'It has to be design leading the way. The unfortunate reality is that technology will probably take over and you'll end up with games that are technically excellent without any content. The trouble with CD-ROM and 3D technology is that it's very easy to create stunning graphics which look great on page so that every punter in the land thinks 'Wow, these look really cool', goes out and buys them and then realises the games are little more than jumped-up animations. Hopefully, people will get sick of that type of shallow game.

'Everyone's got this kick about interactive movies but what people don't realise is that to make an interactive movie you have to have an infinitely splitting plotline which can take you absolutely anywhere. So you either have lots of dead ends for people, which would become incredibly aggravating, or you have loads and loads and loads of different threads running through the story, which means you'd need a *huge* storage space.

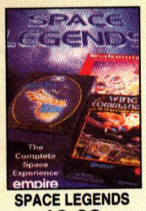
'Something like *Rebel Assault* is very hard to do well and you've got to have the right licence material to make it work well. Undoubtedly, we're going to have more games like that and less like certain other games.' Peter is reluctant to name names, but we can guess he means other so-called 'interactive movies'.

Civilisation as we know it

You only have to look at the TV shows of today to realise that something big is about to happen to the entire 'home entertainment' concept. Every science show is discussing the future; every kids' show majors on computers; and cable and satellite stations are turning up in every other home offering interactive TV, pay-per-view movies and home shopping services. You can't look at the future of the PC or the PC game without taking into account the rest of the spectrum.

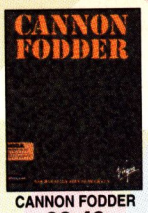
There is a huge danger lurking behind all this new-found interest though. Developers are moving in different directions and unless they're very careful, the whole notion of film, television and computer game will become so splintered and so dispersed that people will start to lose interest and eventually abandon them altogether. If that happens then at least film and TV have the current passive medium to fall back on. But where does it leave the computer game? Perhaps an organisation like the ISO needs to step in now and start regulating all this new technology, keeping everything in line and ensuring it all works in harmony. Any volunteers?

ISHAR 2
11.49



SPACE LEGENDS
13.99

SPORTS MASTERS
14.99

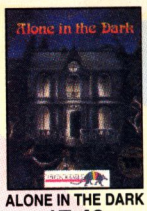


CANNON FODDER
23.49

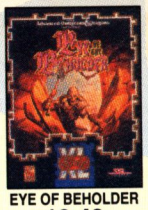
LS LSARRY 2
11.49

ZOOL
10.99

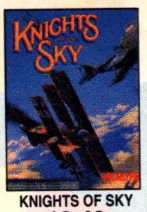
WING COMM 1
11.49



ALONE IN THE DARK
17.49

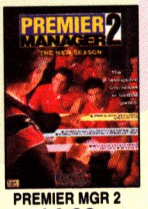


EYE OF BEHOLDER
13.49

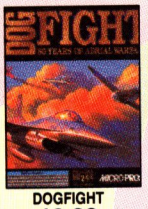


KNIGHTS OF SKY
13.49

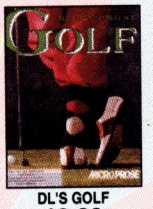
CHAMP MGR '93/'94
12.99



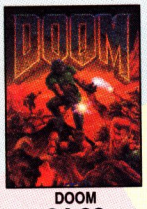
PREMIER MGR 2
14.99



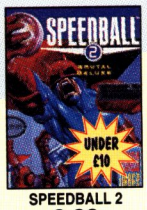
DOGFIGHT
13.99



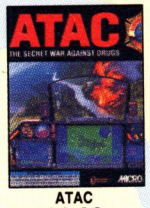
DL'S GOLF
13.99



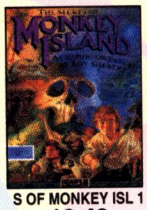
DOOM
24.99



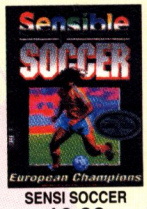
SPEEDBALL 2
8.99



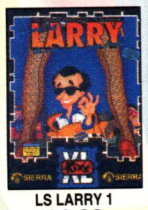
ATAC
11.99



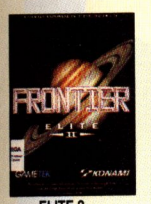
S OF MONKEY ISL 1
13.49



SENSI SOCCER
16.99



LS LARRY 1
11.99

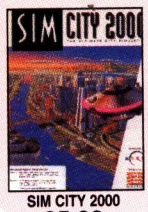


ELITE 2
24.49

A-TRAIN
14.49

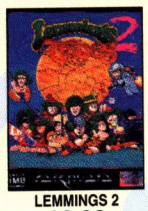
X-WING
30.49

ELITE PLUS
11.49

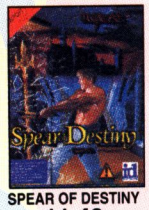


SIM CITY 2000
25.99

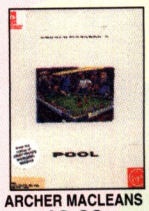
T.F.X. CD ROM 32.99
T.F.X. 28.49



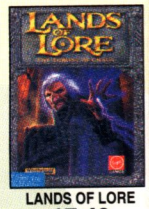
LEMMINGS 2
16.99



SPEAR OF DESTINY
11.49



ARCHER MACLEANS
13.99



LANDS OF LORE
17.49

C = CGA (Colour Graphics Adaptor)
E = EGA (Enhanced Graphics Adaptor)
V = VGA (Video Graphics Array)
SV = Super VGA
256C = 256 colour
• = NEW Item

286/386 = Minimum machine requirement
MB = Minimum requirement of RAM
NDS = No Double Space
HD = High Density Disks
DUAL = Both 3.5" and 5.25" disks included in the pack

PC GAMES

688 ATTACK SUB E/V/286 ..... 11.49
A-TRAIN E/V/386 ..... 14.49
A-TRAIN CONSTRUCTION SET E/V/386/NDS 12.49
A.T.A.C. H/D V/286 ..... 11.99
A320 AIR-BUS V/256C/386 ..... 24.49
A320 AIRBUS (USA VERSION) V/256C/386 ..... 27.49
ACES OF THE PACIFIC H/D V/256C/SV/386 ..... 27.49
ACES OVER EUROPE H/D V/256C/SV/386 ..... 28.49
AIR BUCKS E/V/286 ..... 21.99
AIR FORCE COMMANDER V/286 ..... 21.49
ALIEN 3 V/286 ..... 21.49
ALIEN BREED H/D V/256C/286 ..... 20.49
ALONE IN THE DARK 2 V/386/2MB 29.99
ALONE IN THE DARK H/D V/256C/386 ..... 17.49
AMERICAN GLADIATORS E/V/286 ..... 17.49
ANOTHER WORLD E/V/386 ..... 11.99
ARCHER MACLEAN'S POOL V/256 ..... 13.99
AV8B HARRIER ASSAULT V/386/2MB 26.49
B17 FLYING FORTRESS H/D V/256C/286 ..... 20.99
BATMAN RETURNS V/286 ..... 19.49
BATTLE ISLE H/D E/V/286 ..... 16.99
BATTLE ISLE 2 V/386 • 25.99
BATTLE ISLE 93 V/286 ..... 18.49
BATTLEHAWKS 1942 C/E/V/286 ..... 11.49
BATTLES OF TIME (PERFECT GENERAL, BATTLE ISLE, MEGA LO MANIA, FIRST SAMURAI) V/286 • 24.49
BENEATH THE STEEL SKY V/386 ..... 25.99
BETRAYAL AT KRONDOR V/256C/386 ..... 28.49
BIRDS OF PREY VGA/286 ..... 11.99
BLADE OF DESTINY V/286 ..... 26.49
BLUES BROTHERS JUKEBOX ADV E/V/286 ..... 19.49
BODY BLOWS H/D V/SV/286 ..... 20.49
BREACH 3 V/286/2MB 25.99
CAESAR EGA/VGA/286 ..... 21.49
CAESER DELUXE V/386 ..... 21.49
CANNON FODDER V/386 ..... 23.49
CAR & DRIVER V/SV/256C/386 ..... 25.99
CHAMPIONSHIP MANAGER 93/94 V/386 ..... 12.99
CHAMPIONSHIP MANAGER ITALIA 93/94 V/386 19.49
CHAMPIONSHIP MANAGER 93 UPDATE DISK ...8.99
CHAMPIONSHIP MANAGER COLLECTION (93/94 + UPDATE DISK) V/386 ..... 19.99
CHESS MANIAC 5 BILLION AND 1 V/256C/286 ..... 28.49
CHESSMASTER 3000 E/V/286 (DUAL) 25.49
CHESSMASTER 4000 TURBO V/486 ..... 23.49
CIVILISATION E/V/286 ..... 27.49
CORRUPTION (M/SCROLLS) E/286 ..... 4.49
COSMIC SPACEHEAD E/V/286 ..... 18.99
CRUISE FOR A CORPSE V/286 ..... 12.49
CURSE OF ENCHANTIA H/D V/256C/286 ..... 14.49
CYBERRACE V/386/4MB 26.49
CYBERSPACE V/286 ..... 25.49
DARKSUN-SHATTERED LANDS H/D V/256C/386/2MB 28.49
DAVID LEADBETTER 3D GOLF V/256C/386/2MB 13.99
DAY OF THE TENTICLE V/256C/286 ..... 28.49
DELTA V H/D V/256C/386/2MB 28.99
DETROIT V/386 ..... 23.49
DIGGERS V/386/2MB • 21.99
DIZZY COLLECTION V/386 • 18.99
DOGFIGHT V/286/1MB 13.99
DOOM V/386/4MB • 24.99
DRAGONSPHERE V/386/2MB 27.99
DREAMLANDS (TRANSARCTICA, STORM MASTER, ISHAR) V/256C/286 ..... 19.49
DREAMWEB V/286 ..... 25.99
DUNE 2 - BATTLE FOR ARRAKIS H/D V/286 ..... 23.99
DUNGEON HACK H/D V/256C/386/2MB 25.49
DUNGEON MASTER E/V/286 ..... 26.99
DYNA BLASTERS E/V/286 ..... 23.49
ELITE 2 (FRONTIER) H/D E/V/386/2MB/NDS 24.49
ELITE PLUS E/V/286 ..... 11.49
EVASIVE ACTION V/386/2MB 22.99
EYE OF THE BEHOLDER (SSI) E/V/286 ..... 13.49
EYE OF THE BEHOLDER 2 V/256C/286 ..... 25.49
EYE OF THE BEHOLDER 3 V/256C/386/2MB 26.49
F1 (DOMARK) V/386 ..... 21.49
F14 FLEET DEFENDER V/386/4MB 27.99
F15 STRIKE EAGLE 2 C/E/V/286 ..... 12.49
F15 STRIKE EAGLE 3 V/256C/386/2MB 28.49
F19 STEALTH FIGHTER C/E/V/286 ..... 12.99
F29 RETALIATOR E/V/286 ..... 11.99
FABLES & FIENDS - LEGEND OF KYRANDIA V/256C/286 ..... 24.49
FABLES & FIENDS PART 2 - HAND OF FATE V/256C/386 ..... 25.99
FANTASTIC DIZZY V/386 • 18.99
FANTASTIC WORLDS (REALMS, PIRATES, POPULOUS, WONDERLAND) E/V/286 ..... 26.49
FIELDS OF GLORY V/256C/386/2MB 28.49
FIRST SAMURAI H/D V/286 ..... 15.99
FLASHBACK V/256C/286 ..... 25.49
FLIGHT SIM TOOL KIT (WINDOWS V3) V/386 ..... 32.49
FLIGHT SIMULATOR 5 E/V/SV/386/1MB 30.99
FLIGHT SIMULATOR 5 DATA - SAN FRANCISCO 24.99
FLIGHT SIMULATOR 5 DATA - WASHINGTON ..24.99
FORMULA 1 GRAND PRIX V/286/1MB 27.99
FREDDY PHARKAS FRONTIER PHARMACIST V/256C/SV/386 ..... 26.49
GENESIA VGA/286 ..... 22.99
GLOBAL DOMINATION V/286 ..... 23.49
GOAL V/286 ..... 20.99
GRAHAM GOOCH WORLD CLASS CRICKET V/386 ..... 22.49
GREAT NAVAL BATTLES V/386/2MB 25.99
GREAT NAVAL BATTLES 2 V/386/2MB • 25.99
GUNSHIP 2000 V/286 ..... 24.99
HARRIER JUMP JET V/286 ..... 18.49
HEROES OF THE 357TH V/386 • 12.49
HIRED GUNS V/286 ..... 25.99
HISTORYLINE 1914-18 V/286 ..... 25.99
IN EXTREMIS V/256C/386/2MB 24.99
INDIANA JONES FATE OF ATLANTIS ADVENTURE V/256C/386 ..... 24.99
INDY CAR RACING H/D V/386/2MB 27.99
INNOCENT V/286/1MB 28.49
INTERNATIONAL SPORTS CHALLENGE E/V/286 ..... 23.49
ISHAR 2 - LEGIONS OF CHAOS V/256C/286 ..... 11.49
JACK NICKLAUS GOLF C/E/286 ..... 5.49
JET STRIKE V/386 ..... 18.49
JINNETER (M/SCROLLS) E/286 ..... 4.49
JURASSIC PARK H/D V/386/2MB 23.49
KGB H/D V/256C/286 ..... 24.49
KICK OFF 2 C/E/V/286 ..... 13.49
KINGMAKER H/D E/V/286 ..... 24.99
KINGS QUEST 1 E/V/286 ..... 11.99
KINGS QUEST 2 E/V/386 • 10.99
KNIGHTS OF THE SKY C/E/V/286 ..... 13.49
KRUSTY'S SUPER FUN HOUSE V/286 ..... 20.99
LAMBORGHINI E/V/286 ..... 19.49
LANDS OF LORE V/256C/386/2MB 17.49
LEGEND (WORLD OF LEGEND) H/D E/V/286 ..... 12.99
LEISURE SUIT LARRY 1 V/286 ..... 11.99
LEISURE SUIT LARRY 2 V/286 ..... 11.49
LEISURE SUIT LARRY 6 V/386/2MB 26.99
LEMMINGS C/E/V/286 (DUAL) 14.49
LEMMINGS DATA DISK - OH NO! (DUAL) 4.99
LEMMINGS 2 H/D V/286 ..... 16.99
LINKS (GOLF) H/D V/386 ..... 12.99
LINKS 386 PRO H/D V/256C/SV/386/2MB 30.49
LITIL DIVIL V/256C/386 ..... 25.49
LOST VIKINGS V/256C/386 ..... 23.49
LOTUS 3 - THE FINAL CHALLENGE H/D V/256C/286 ..... 21.49
LURE OF THE TEMPTRESS E/V/286 ..... 12.49
M & M - DARKSIDE OF XEEN V/286/2MB 28.99
MAGICLAND DIZZY CGA/EGA/VGA/286 ..... 9.49
MAN UTD PREMIER LEAGUE CHAMPIONS V/286 19.99
MANCHESTER UNITED C/E/V/286 ..... 10.49
MARIO ANDRETTI'S RACING CHALLENGE 10.99
MASTERS OF ORION V/386/2MB 28.49
MAXIMUM OVERKILL V/386/4MB 18.99
MICRO MACHINES V/386 ..... 18.99
MIG 29 C/E/V/286 ..... 11.49
MIGHT & MAGIC 4 - CLOUD OF XEEN V/286 ..... 31.49
MONOPOLY E/V/286 ..... 22.49
MORTAL KOMBAT V/386 ..... 20.99
NFL FOOTBALL V/386/2MB 25.99
NFL PRO LEAGUE FOOTBALL V/386/4MB • 25.49
NHL ICE HOCKEY '94 V/386/2MB 28.99
ON THE BALL V/386 ..... 18.99
PACIFIC AIR WAR - 1942 V/386/2MB • 28.99
PACIFIC STRIKE V/256C/486/4MB 32.99
PATRICIAN V/256C/386/4MB 19.49
PATRIOT V/386/4MB 28.49
PERFECT GENERAL 2 V/386 ..... 25.99
PGA TOUR GOLF C/E/V/286 ..... 12.49
PINBALL DREAMS H/D V/386 ..... 23.49
PINBALL FANTASIES H/D V/386 ..... 23.49
PIRATES GOLD V/256C/386 ..... 28.49
PITFIGHTER E/V/286 ..... 9.99
POLICE QUEST 1 E/V/386 • 13.49
POPULOUS & PROMISED LANDS C/E/V/286 ..... 11.49
POPULOUS & SIM CITY C/E/V/286 ..... 20.49
POPULOUS 2 V/286 ..... 26.49
PREHISTORIK 2 E/V/286 ..... 19.49
PREMIER MANAGER H/D V/286 ..... 12.99
PREMIER MANAGER 2 V/386 ..... 14.99
PRINCE OF PERSIA C/E/V/286 ..... 10.49
PRINCE OF PERSIA 2 V/386/2MB 26.49
PRIVATEER H/D V/256C/386/4MB/NDS 32.49
PRIVATEER MISSIONS - RIGHTEOUS FIRE • 15.49
PRIVATEER SPEECH ACCESSORY DISK 15.49
PRO TENNIS TOUR 2 E/V/286 ..... 14.49
QUARTERPOLE V/386 • 16.49
QUEST & GLORY C/E/VGA/286 (BLOODWYCH, MIDWINTER, CADAVER, BAT) 17.49
RAILROAD TYCOON E/V/286 ..... 11.49
RAILROAD TYCOON DELUXE V/SV/386 ..... 25.99
RALLY V/386 ..... 21.99
RAMPART E/V/386 • 10.99
REACH FOR THE SKIES V/286 ..... 24.49
RED BARON H/D V/256C/286 ..... 27.49
RISE OF THE ROBOTS V/386/2MB 26.99
ROBINSONS REQUIEM V/386 ..... 18.99
RORKES DRIFT E/V/286 ..... 8.99
RULES OF ENGAGEMENT 2 V/286/2MB 26.49
RYDER CUP V/386/2MB 21.49
SABRE TEAM V/386 • 18.99
SAM & MAX HIT THE ROAD V/386/2MB 27.49
SCRABBLE (US GOLD) E/V/286 ..... 20.49
SEAL TEAM V/386 ..... 17.99
SECRET OF MONKEY ISLAND H/D V/256C/286 ..... 13.49
SECRET OF MONKEY ISLAND 2 V/256C/286 ..... 25.49
SENSIBLE SOCCER V/256C/286 ..... 16.99
SETTLERS E/V/286 ..... 25.99
SEVEN CITIES OF GOLD V/386 ..... 23.49
SHADOW CASTER V/256C/386/4MB 28.99
SHADOW OF THE COMET V/256C/286 ..... 28.99
SILENT SERVICE 2 E/V/286 ..... 13.49
SILVERBALL H/D V/386 ..... 19.99
SIM CITY 2000 SV/386/4MB 25.99
SIM CITY DELUXE E/V/286 ..... (SIM CITY, FUTURE CITIES & TERRAIN EDITOR) 19.99
SIM CITY/LEMMINGS C/E/V/286 ..... 19.99
SIM FARM V/286/4MB 23.49
SIM LIFE E/V/286 ..... 27.49
SIMON THE SORCERER H/D V/256C/386 ..... 24.49
SLEEPWALKER V/286 ..... 23.49
SOCCER KID V/386 ..... 19.49
SPACE CRUSADE E/V/286 ..... 18.49
SPACE HULK H/D V/386 ..... 28.49
SPACE LEGENDS (WING COMMANDER, MEGATRAVELLER, ELITE PLUS) H/D E/V/286 ..... 13.99
SPACE QUEST 1 E/V/386 • 13.49
SPACE QUEST 5 V/256C/286 ..... 25.49
SPEAR OF DESTINY (WOLFSTEIN 3D) V/256C/386 11.49
SPEEDBALL 2 V/286 ..... 8.99
SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) E/V/386 ..... 14.99
SSN SEAWOLF V/386/4MB • 28.99
STAR TREK 25TH ANNIVERSARY E/V/256C/286 23.49
STAR TREK 2 JUDGEMENT RITES V/256C/386 ..... 28.99
STAR WARS CHESS V/286 ..... 31.49
STARLORD V/386/2MB 28.99
STONE KEEP V/256C/386/2MB 29.49
STREETFIGHTER 2 V/256C/286/1MB 20.49
STRIKE COMMANDER V/256C/386/4MB 32.49
STRIKE COMMANDER DATA DISK 15.49
STRIKE COMMANDER SPEECH ACCESSORY 14.49
STRONGHOLD H/D V/386/2MB 23.99
STUNT ISLAND V/256C/386/2MB 30.49
SUB WARS V/386 ..... 28.99
SUPER CAULDRON E/V/286 ..... 14.49
SUPERFROG V/386 ..... 20.99
SURBURBAN COMMANDO V/386 ..... 17.99
SYNDICATE V/256C/386/4MB 27.99
SYNDICATE DATA DISK V/256C/386/4MB 14.99
SYSTEM SHOCK V/386/4MB • 30.99
T2 (COIN OP) V/386 ..... 20.99
TEAM SUZUKI E/V/286 ..... 10.49
TERMINATOR RAMPAGE V/386/4MB 25.99
TETRIS - 7 COLOURS E/V/386 • 16.99
TFX V/386/2MB 28.49
THE BLUE & THE GREY V/286 ..... 23.99
THE GREATEST E/V/386 • (SHUTTLE, LURE OF THE TEMPTRESS, DUNE) 14.99
THE LEGACY V/256C/386 ..... 27.99
TORNADO V/386/1MB 28.99
TRIVIAL PURSUIT DELUXE E/V/286 ..... 11.99
UFO - ENEMY UNKNOWN V/386/4MB • 28.99
ULTIMA 6 C/E/V/286 ..... 11.49
ULTIMA 7 V/386/2MB 26.49
ULTIMA 7 PART 2 - THE SERPENT ISLE V/256C/386/2MB 29.49
ULTIMA 8 - PAGAN V/386/4MB • 30.99
ULTIMA TRILOGY 2 (ULTIMA 4, 5, 6) C/E/V/256C/286 ..... 27.49
ULTIMA UNDERWORLD V/256C/386/2MB 26.49
ULTIMA UNDERWORLD 2 V/256C/386/2MB 25.49
UNIVERSE V/386/4MB • 22.49
UNNECESSARY ROUGHNESS V/386/4MB 25.99
WAR IN THE GULF H/D E/V/286 ..... 23.49
WARLORDS 2 V/386/2MB 28.49
WEREWOLF KA-50 V/386/2MB 25.99
WHEN TWO WORLDS WAR V/386 ..... 23.99
WING COMMANDER 1 V/286 ..... 11.49
WING COMMANDER 2 + SPEECH ACCESSORY PACK V/386/2MB 26.49
WING COMMANDER 2 DATA DISKS 1+2 ..... 18.99
WING COMMANDER ACADEMY V/256C/386/2MB 23.99
WINTER CHALLENGE V/386 • 10.99
WINTER GOLD E/V/286 • 12.49
WINTER OLYMPICS V/386 ..... 24.99
WIZARDRY 6 - BANE OF THE COSMIC FORGE C/E/V/286 ..... 21.49
WWF WRESTLING EGA/VGA/286 ..... 9.49
X-WING DATA DISK (B-WING) H/D V/256C/386 ...16.49
X-WING DATA DISK (IMPERIAL PURSUIT) H/D V/256C/386 ..... 15.49
X-WING V/256C/386 ..... 30.49
ZOOL V/286 ..... 10.99

PC EDUCATIONAL

10 OUT OF 10 - DINOSAURS (ALL AGES, DISCOVER ALL ABOUT DINOSAURS THE FUN WAY) 18.99
10 OUT OF 10 - EARLY ESSENTIALS (AGES 3-7, CREATES AN IDEAL FOUNDATION FOR CHILDREN TO BUILD ON) ...18.99
10 OUT OF 10 - ENGLISH (AGES 8-16, COVERS MAJOR AREAS OF THE NATIONAL CURRICULUM) 18.99
10 OUT OF 10 - FRENCH (AGES 8-16, COVERS MAJOR AREAS OF NATIONAL CURRICULUM ATTAINMENT TARGETS 3&4) 18.99
10 OUT OF 10 - JUNIOR ESSENTIALS (AGES 5-11, BUILDING FOUNDATIONS FOR MANY AREAS OF THE NATIONAL CURRICULUM) 18.99
10 OUT OF 10 - MATHS NUMBERS (AGES 6 TO 16, COVERS MAJOR AREAS OF NATIONAL CURRICULUM) 18.99
ADI GCSE ENGLISH PACK (14-16 YEARS). DOUBLE AGE GROUP PACK. THE PERFECT GCSE REVISION TOOL 21.99
ADI GCSE MATHS PACK (14-16 YEARS). DOUBLE AGE GROUP PACK. THE PERFECT GCSE REVISION TOOL 21.99
FLYING FINGERS KEYBOARD TUTOR 24.99
FUN SCHOOL 2 (2-5 YRS) CGA/EGA/VGA 17.49
FUN SCHOOL 4 (5-7 YRS) CGA/EGA/VGA 17.49
FUN SCHOOL 4 (7+ YRS) CGA/EGA/VGA 17.49
MARIO IS MISSING VGA. EXCELLENT GEOGRAPHY EDUCATIONAL GAME FOR ALL AGE GROUPS. 26.99
MARIO TEACHES SUMS VGA 23.99
MARIO TEACHES WORDS VGA 23.99
MARIO'S PLAYSCHOOL VGA 23.99
MARIO'S TIME MACHINE VGA. EXCELLENT HISTORICAL EDUCATIONAL GAME FOR ALL AGE GROUPS. 26.99
MAVIS BEACON 2 TYPING TUTOR CGA/EGA/VGA 24.99

PC APPLICATIONS

AUTOROUTE EXPRESS ROUTE FINDER. DETAILED MAP SYSTEM, ALLOWING YOU TO FIND YOUR WAY ANYWAY IN THE UK THE QUICKEST, CHEAPEST OR SHORTEST WAY. ...69.99

BBC GARDENERS WORLD 3D GARDEN DESIGNER 15.99

EASYKEYS MUSIC PROGRAM FOR WINDOWS. MUSIC MAKING UTILITY TURNS YOUR PC INTO A SYNTHESIZER. REQUIRES SOUNDBLASTER 2 OR ADLIB COMPATIBLE SOUND CARD 27.99

FUN SCHOOL SPECIAL - PAINT 'N CREATE EDUCATIONAL ART (5+ YRS) CGA/EGA 17.49

KEY CAD COMPLETE. LOW COST DESIGN PACKAGE. 37.99

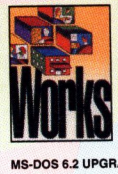
KEY FORMDESIGNER PLUS FOR WINDOWS. DESIGN AND PRINT YOUR OWN FORMS WITH THIS EASY TO USE BUT COMPREHENSIVE PACKAGE. VOTED BEST BUY BY WHICH COMPUTER (1993). 37.99

KEY WORDPRO PLUS. BUDGET WORD PROCESSOR WITH FULL PAGE PREVIEW, COMPLETE SPELL CHECKER AND 240,000 WORD THESAURUS. RECOMMENDED BY COMPUTER SHOPPER. ...37.99

MAVIS BEACON 2 TYPING TUTOR CGA/EGA/VGA 24.99

MICROSOFT MONEY ACCOUNTS PACKAGE. IDEAL FOR SMALL BUSINESS OR HOME USE. WINDOWS REQ'D. 37.49

MICROSOFT PUBLISHER 2.0 FOR WINDOWS. FULLY FEATURED DTP PACKAGE WITH EASY TO UNDERSTAND MENUS AND TOOLS, PUBLISHER MAKES IT EASY TO CREATE ANYTHING FROM A SIMPLE ONE PAGE FLYER TO A FULL COLOUR BROCHURE, NEWSLETTER OR MAGAZINE. 84.99



MICROSOFT WORKS V.3 DOS
- COMPLETE INTEGRATED SOFTWARE PACKAGE
- FULLY FEATURED WORD PROCESSOR WITH SPELL CHECKER & THESAURUS
- SPREADSHEET WITH OVER 75 FUNCTIONS
- EASY TO USE DATABASE (31 CHART TYPES).
- TRANSFER VIA MODEM FACILITY 111.99

MS-DOS 6.2 UPGRADE 49.99

RAVE! FOR WINDOWS. EXCELLENT VALUE MUSIC AND MIDI SEQUENCER SOFTWARE PACKAGE. 49.99

SIMPLY BUSINESS (CA) FOR WINDOWS. INTERGRATED APPLICATIONS SUITE FOR USE UNDER WINDOWS, COMPRISING AN ACCOUNTS PACKAGE, WORDPROCESSOR, SPREADSHEET, GRAPHICS PACKAGE, ORGANISOR. IDEAL FOR SMALL BUSINESS OR THE HOME OFFICE. 89.99

TURBOCAD (IMSI) FOR WINDOWS. A POWERFUL CAD PACKAGE SUITABLE FOR ANY TYPE OF DESIGN WORK, FROM BUILDING YOUR DREAM HOME TO LANDSCAPING THE GARDEN. 79.99

VIDEO CDS

FOR CD32 OR CDI - REQUIRES FMV ADAPTOR

ANDREW LLOYD WEBBER - THE PREMIERE COLLECTION 15.99
CARTOON CARNIVAL (RATED U) 15.99
BEVERLY HILLS COP (RATED 15) (NEW) 15.99
BLACK RAIN (RATED 18) 15.99
BOB MARLEY - THE LEGEND (NEW) 15.99
BON JOVI - KEEP THE FAITH 15.99
BRYAN ADAMS - WAKING UP THE NEIGHBOURS 15.99
CARTOON CARNIVAL (RATED U) 15.99
FATAL ATTRACTION (RATED 18) 15.99
GHOST (RATED 15) 15.99
HUNT FOR RED OCTOBER (RATED 15) 15.99
INDECENT PROPOSAL (RATED 15) (NEW) 15.99
INDIANA JONES AND THE TEMPLE OF DOOM (RATED PG) (NEW) 15.99
INXS - LIVE BABY LIVE (NEW) 15.99
LIONEL RICHIE - BACK TO FRONT (NEW) 15.99
NAKED GUN 2 1/2 (RATED 15) 15.99
PATRIOT GAMES (RATED 15) (NEW) 15.99
RAIDERS OF THE LOST ARK (RATED PG) 15.99
STAR TREK I (RATED PG) (NEW) 15.99
STAR TREK VI (RATED PG) 15.99
STING - TEN SUMMONER'S TALES (NEW) 15.99
THE CURE 15.99
THE ESSENTIAL PAVAROTTI (NEW) 15.99
THE UNTOUCHABLES (RATED PG) 15.99
TOP GUN (RATED PG) 15.99
WAYNE'S WORLD (RATED 15) 15.99
WITNESS (RATED 15) (NEW) 15.99

CDI ALSO AVAILABLE PLEASE CALL

CD ROM TITLES

7TH GUEST VGA 256 COL (GRAPHIC HORROR MYSTERY) 30.99
AL-QADIM: GENIE'S CURSE 29.99
B17 FLYING FORTRESS & SILENT SERVICE 27.99
BATTLE ISLE 2 ..... 31.99
BENEATH THE STEEL SKY 31.99
BLOODNET 28.99
CASE OF THE CAUTIOUS CONDOR 34.99
CHALLENGE PACK (EPIC, F29, PUSH OVER, ROBOCOP 3, MIGHT & MAGIC 2, CONTRAPTIONS, D-GENERATION, PAPERBOY 2, CHESSMASTER 2100) 25.99
CHAMPIONSHIP MANAGER FOR WINDOWS 21.99
CHESS MASTER 3000 MULTIMEDIA 25.99
COMANCHE - MAXIMUM OVERKILL 30.99
CONSPIRACY 27.99
CYBERRACE 31.99
CYBERSPACE 26.99
DAEMONSGATE 25.99
DARK LEGIONS 29.99
DARKSUN-SHATTERED LANDS 28.99
DAY OF THE TENTICLE 29.99
DINOSOURS - THE MULTIMEDIA ENCYCLOPEDIA 39.99
DRAGONSPHERE 28.99
DUNE 33.99
DUNGEON HACK 25.99
EN-CORE COLLECTION (HEIMDALL, THUNDERHAWK, CURSE OF ENCHANTIA) (1 MEG) 21.99
F117A NIGHTHAWK & F15 STRIKE EAGLE 2 ..... 27.99
F15 STRIKE EAGLE 3 ..... 27.99
FLIGHT SIM TOOLKIT 31.99
GABRIEL KNIGHT 28.99
GOBLINS 1 ..... 16.99
GOBLINS 2 ..... 16.99
GOLDEN 7 (LEISURE SUIT LARRY 5, HEART OF CHINA, RED BARON, KINGS QUEST 5, GREAT COURTS 2, SHANGHAI 2, SARGON 5) 33.99
GREAT NAVAL BATTLES 2 (GUADALCANAL) ...25.99
HIT FOR SIX V1 (F19 STEALTH, TITUS THE FOX, GRAND PRIX MASTER, SATAN, CHICAGO 90, STARGOOSE) 19.99
HIT FOR SIX V4 (M1 TANK, F14 TOMCAT, BATTLETECH, SLOTS & CARDS, SORVILS, PENTYS) 19.99
HIT FOR SIX V5 (KNIGHTS OF THE SKY, BATTLETECH 2, GHOSTBUSTERS 2, MONDU'S FIGHT PALACE, TIME BANDIT, FLASHY CARS) 19.99
INCA 25.99
INDIANA JONES, THE FATE OF ATLANTIS 29.99
INTERPLAY TENTH ANNIVERSARY ANTHOLOGY (OUT OF THIS WORLD, STAR TREK - 25TH ANNIVERSARY, CASTLES, LORD OF THE RINGS, BATTLECHESS, DRAGON WARS, WASTELAND, BARD'S TALE, TASS TIMES, MINDSHADOW) ...31.99
IRON HELIX 27.99
JFK - ASSASINATION (FULL MOTION VIDEO CLIPS AND ARCHIVAL INFORMATION SURROUNDING THE MOST FAMOUS ASSASINATION EVER) 32.99
JOURNEYMAN 25.99
JURASSIC PARK 27.99
KINGS QUEST 5 ..... 28.99
KINGS QUEST 6 ..... 28.99
KINGS TABLE 26.99
LANDS OF LORE 28.99
LAWNMOWER MAN (32 COLOUR VERSION) 34.99
LEISURE SUIT LARRY 6 ..... 28.99
LORDS OF MIDNIGHT 24.99
MAD DOG MCCREE 29.99
MAGNETIC SCROLLS COMPILATION (FISH, CORRUPTION AND GUILD OF THIEVES) 27.99
MARIO IS MISSING (DELUXE CD VERSION) 29.99
MEGA RACE 26.99
MICROCOSM 35.99
MICROPROSE COLLECTION (MIDWINTER, GUNSHIP, 3D POOL, MICROPROSE SOCCER, RAILROAD DANGEROUS, SAVAGE) 16.99
MICROSOFT GOLF 34.99
NOMAD 20.99
OUT POST 31.99
PATRICIAN 23.99
POLICE QUEST 4 ..... 28.99
RAVENLOFT 31.99
REBEL ASSAULT V/386/2MB 31.99
RETURN TO ZORK 28.99
RISE OF THE ROBOTS 33.99
ROCK-N-ROLL DECADES (THE 50'S) 16.99
SAM & MAX HIT THE ROAD 28.99
SHADOWCASTER 31.99
SHERLOCK HOLMES MULTIMEDIA 35.99
SIM CITY ENHANCED 31.99
SOFTWARE JUKEBOX (GAMES COMPILATION) 29.49
SPACE HULK 31.99
STAR TREK - 25TH ANNIVERSARY 32.99
STRIKE COMMANDER 30.99
SUB WAR 2050 ..... 29.99
SYNDICATE 31.99
TELSTAR DOUBLE PACK - 7TH GUEST & DUNE 49.99
TFX 32.99
TORNADO AND OPERATION DESERT STORM ...34.99
TRIPLE ACTION V5 (CRAZY CARS 3, BATTLETECH, GRAND PRIX MASTER) 12.99
TURNING POINTS 23.99
ULTIMA 1-6 ..... 36.99
UNDER A KILLING MOON 35.99
WHO SHOT JOHNNY ROCK? 32.99
WING COMMANDER AND ULTIMA 6 ..... 14.49
WING COMMANDER 2 DELUXE (WITH SECRET MISSIONS) 30.99
WING COMMANDER 2 WITH SPEECH AND ULTIMA UNDERWORLD VGA 256 COL 30.99
WINTER OLYMPICS 27.99
WOLFPACK 19.99
XANTH 25.99

SOUND CARDS

PC SOUND EXPERIENCE V2 SOUND BOARD
FOR PC WITH INBUILT ANALOGUE (15 PIN) JOYSTICK PORT, MIDI INTERFACE AND CD AUDIO INPUT SOCKETS. COMPLETE WITH UTILITY SOFTWARE. 1 YEAR WARRANTY. SPECIAL RESERVE'S BEST VALUE SOUND CARD 39.99

SOUND BLASTER V.2 SOUND BOARD
FOR PC WITH INBUILT ANALOGUE (15 PIN) JOYSTICK PORT, MIDI INTERFACE AND CD AUDIO INPUT SOCKETS. COMPLETE WITH SOFTWARE BUNDLE INCLUDING LEMMINGS, INDY 500, ORGAN AND TALKING PARROT. 1 YEAR WARRANTY.....59.99

QUICKSHOT PC STARTER PACK
WITH SOUND BLASTER 11 VOICE MUSIC/DIGITISED VOICE/MIDI SOUND BOARD WITH INBUILT ANALOGUE (15 PIN) JOYSTICK PORT, QS123 WARRIOR 5 JOYSTICK AND MATCHING IVORY COLOUR SPEAKERS ...69.99

GRAVIS ULTRASOUND 16 BIT SOUND CARD
FOR PC. COMPATIBLE WITH ADLIB AND SOUNDBLASTER. CD QUALITY SOUND, 3D HOLOGRAPHIC SOUND CAPABILITY, FULL MIDI SUPPORT, WINDOWS SUPPORT, JOYSTICK PORT, 4 SOUND UTILITIES. SUITS 386 OR ABOVE 135.99

PC HARD DRIVES

WESTERN DIGITAL VERY HIGH SPEED 3.5" HARD DRIVES, 1" HIGH, 12 MS ACCESS TIME GIVING A TRANSFER RATE OF APPROX 1.5 MB PER SECOND. WITH 3 YEAR WARRANTY. FITTING INSTRUCTIONS INCLUDED.

WESTERN DIGITAL 212 MB HARD DRIVE FOR PC (INTERNAL IDE, MODEL AC1210). 128K CACHE 195.99

WESTERN DIGITAL 250 MB HARD DRIVE FOR PC (INTERNAL IDE, MODEL AC2250). 32K CACHE 209.99

WESTERN DIGITAL 340 MB HARD DRIVE FOR PC INTERNAL IDE, MODEL AC2340). 128K CACHE 269.99

WESTERN DIGITAL 420 MB HARD DRIVE FOR PC (INTERNAL IDE, MODEL AC2420). 128K CACHE 339.99

CD ROM DRIVES

These multisession CD ROM drives are compatible with the Kodak Photo CDs, CD ROM games and will also play normal audio CDs. They are to MPC standards which mean they are compatible with all PC Soundcards. CDs can store up to 600 MB of data, making them the ideal media for games that have a large memory requirement, CD ROM games can offer fabulous graphics, sound and vast gameplay.

PANASONIC CR562B INTERNAL CD ROM DRIVE FOR PC
HIGH SPEED 320MSEC ACCESS, 300KB/SEC DOUBLE SPEED DATA TRANSFER, INTERFACE INCLUDED, CD ROM XA & MULTISESSION COMPATIBLE. 5.25" HALF HEIGHT DESIGN. AUTOLOADING CD TRAY. 169.99

SONY CDU33A033 INTERNAL CD ROM DRIVE FOR PC
HIGH SPEED 520MSEC ACCESS, 320KB/SEC DOUBLE SPEED DATA TRANSFER RATE, INTERFACE INCLUDED, CD ROM XA & MULTISESSION COMPATIBLE. 5.25" HALF HEIGHT DESIGN. MOTORISED TRAY LOADING. 159.99

ANTI-SURGE 4 WAY MULTIPLUG EXTENSION LEAD
FOR ANY ELECTRICAL DEVICE (EG. COMPUTER/CONSOLE/VIDEO). PROTECTS YOUR VALUABLE EQUIPMENT AGAINST DAMAGING ELECTRICAL SURGES. 26.99

ANTI-SURGE PLUG FOR ANY ELECTRICAL DEVICE
(EG. COMPUTER/CONSOLE/VIDEO). PROTECTS YOUR VALUABLE EQUIPMENT AGAINST DAMAGING ELECTRICAL SURGES. 12.99

CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM) 17.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC) 4.99
DUST COVER FOR MONITOR (CLEAR PVC) 5.99
MAINS CABLE - PC BASE UNIT TO MONITOR 7.99
MOUSE HOUSE (HANDY PLACE TO STORE YOUR MOUSE) 4.49
PRINTER LEAD (PARALLEL) 1.5 METRES FOR AMIGA, ST OR PC.....7.99

SWITCHER BOX FOR AMIGA, ST OR PC. CONNECTS TWO PRINTERS OR TWO PERIPHERALS TO PARALLEL PRINTER PORT. MANUAL SWITCHER. REQUIRES SWITCHER LEAD 18.99

SWITCHER LEAD (STRAIGHT THROUGH CABLE).
CONNECTS AMIGA, ST OR PC TO SWITCHER BOX.
1.8 METRES PARALLEL (MALE TO MALE 25 WAY D CONNECTORS) 9.99

GAMES CARDS

QUICKSHOT 163 SMART GAMES CARD FOR PC 386/486 MODELS. 2 X 15 PIN JOYSTICK PORTS, AUTOMATIC CLOCK SPEED DETECTION AND SELECTION, HOT KEY PROGRAM FOR CLOCK SPEED TUNING, SOFTWARE SELECTABLE. 11.99

QUICKSHOT PC GAMES CARD + 113S JOYSTICK. TWIN PORT PC GAMES CARD WITH 113S PC ANALOGUE JOYSTICK (15 PIN) 16.99

SPEAKERS

QUICKSHOT SOUNDMATE 4 STEREO SPEAKERS FOR ANY PC SOUND CARD. VOLUME AND BALANCE CONTROL, BASS AND TREBLE BOOST, 4W+4W MUSIC POWER, MAGNETICALLY SHIELDED, BATTERY OR MAINS ADAPTOR POWERED (NOT SUPPLIED).....16.99

CONSOLE SALE CONSOLE SALE CONSOLE SALE CONSOLE SALE
INCLUDING OVER 40 MEGADRIVE GAMES AT UNDER £20 EACH!

SEGA

MEGADRIVE 2 WITH ALADDIN AND 2 CONTROL PADS.....114.99
MEGADRIVE 2 WITH SONIC 2 AND 2 CONTROL PADS 109.99
MEGADRIVE 2 WITH SONIC 3 AND 2 CONTROL PADS 124.99
MEGADRIVE 1 WITH SONIC 2 AND 2 CONTROL PADS.. .....95.99
MEGADRIVE 1 WITH EA SPORTS (FIFA) SOCCER AND 2 CONTROL PADS 114.99

GAME GEAR WITH 4 GAMES CHAMPIONSHIP TENNIS, PENALTY KICK, COLUMNS, FLASH AND PAN AMERICAN ROAD RALLY 89.99

MEGADRIVE GAMES		GAME GEAR GAMES	
EA SPORTS SOCCER	36.49	COLUMNS	9.99
MICKEY MOUSE	18.99	DONALD DUCK 2	19.99
MORTAL KOMBAT	32.99	FANTASTIC DIZZY	16.99
SENNA SUPER MONACO	17.99	MICKEY MOUSE 2	24.99
SONIC THE HEDEGHOG	13.99	MICRO MACHINES	24.99
SONIC 2	19.99	SONIC THE HEDEGHOG	14.99
SUPER MONACO G PRIX	13.99	SONIC 2	19.99
ROAD RASH 2	17.99	STREETS OF RAGE 2	24.99
X-MEN	18.99	SUPER MONACO G PRIX	12.99

HUGE SELECTION IN OUR FULL CATALOGUE

PC JOYSTICKS & MICE

CH FLIGHT STICK JOYSTICK FOR PC (ANALOGUE , 15 PIN) 34.99

HAWK JUNIOR JOYSTICK FOR PC. DIGITAL, AUTO CENTERING, TURBO FIRE 9.99

LOGIC 3 QUATRO JOYSTICK FOR PC (AUTOFIRE & SLOW MOTION, 15 PIN) 17.99

PHASE 9 PHANTOM 2 JOYPAD WITH AUTOFIRE AND SLOW MOTION. (DIGITAL, 15 PIN) 15.99

KONIX SPEEDKING FOR PC WITH AUTOFIRE (DIGITAL,15 PIN) 12.99

QUICKJOY SPEED RAIDER JOYSTICK FOR PC (AUTOFIRE, 15 PIN) 13.99

SUNCOM G FORCE YOKE JOYSTICK (AUTOFIRE, 15 PIN) 59.99

FREEWHEEL STEERING WHEEL (ANALOGUE 15 PIN) . USE IT INSTEAD OF A JOYSTICK. SUITS MOST DRIVING GAMES 29.99

QUICKSHOT 123 WARRIOR 5 JOYSTICK (ANALOGUE, 15 PIN) 11.99

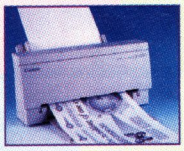
GRAVIS JOYSTICK FOR PC (ANALOGUE, 15 PIN) 29.99

SAITEK MEGAGRIP 3 JOYSTICK FOR PC (ANALOGUE , AUTOFIRE, 15 PIN) 12.99

SUNCOM FX2000 JOYSTICK (AUTOFIRE, 15 PIN) SWITCHABLE FIRE BUTTONS 24.99

DATALUX MOUSE FOR PC (400 DPI, CLEAR DESIGN) 17.49

PRINTERS



CANON BJ-200 BUBBLE JET PRINTER
80 COLUMN, 248CPS, 8 TYPEFACES, 3 PRINTING MODES. A FAST AND QUIET PRINTER THAT GIVES EXCEPTIONAL AND QUALITY RESULTS.....239.99

CITIZEN ABC PRINTER WITH COLOUR KIT
24 PIN, 80 COLUMN, 192CPS/64LQ, 5LQ/1 DRAFT FONT, 2 YEAR WARRANTY, FREE PRINTER LEAD. THE EASIEST TO USE PRINTER ON THE MARKET. COMPLETE WITH FREE CITIZEN EASYSTART SOFTWARE FOR BOTH AMIGA AND PC 164.99

CITIZEN SWIFT 240C PRINTER WITH COLOUR KIT
24 PIN, 80 COLUMN, 240CPS/80LQ, 9LQ/1 DRAFT FONT, 2 YEAR WARRANTY, FREE PRINTER LEAD. ADVANCED VERSION OF 24E WITH AUTOSET FEATURE AND LCD CONTROL PANEL ...229.99

CITIZEN SWIFT 90C COLOUR PRINTER
9 PIN, 80 COLUMN, 240CPS/54NLQ, 6NLQ FONTS, 2 YEAR WARRANTY, FREE PRINTER LEAD. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS. 154.99

EPSON LQ-100 PRINTER
24 PIN, 80 COLUMN, 250 CPS/72 LQ, 8 FONTS (2 SCALEABLE), QUIET 50DB NOISE LEVEL, EASY TO USE CONTROL PANEL, FREE PRINTER LEAD. 1 YEAR WARRANTY. EXCEPTIONAL QUALITY LOW COST 24 PIN PRINTER 159.99

DISKS & DISK BOXES

PACK OF 50 SONY DSDD 3.5" DISKS WITH LABELS 22.99
PACK OF 50 SONY HIGH DENSITY 3.5" DISKS WITH LABELS 29.99
PACK OF 10 SONY HIGH DENSITY 3.5" DISKS + CASE. WITH LABELS AND FREE PLASTIC FLIP TOP DISK BOX.....7.99
DISK BOX 3.5" (120) LOCKABLE, DIVIDERS 9.99
DISK BOX 3.5" PLASTIC FLIP TOP (10 CAPACITY) 2.49
DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS ...9.99
MEDIA LIFE FILE DRAWER (100 CAPACITY). STACKABLE DESIGN 13.99
3.5" DISK HEAD CLEANER 4.49

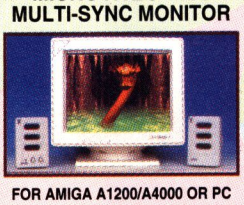
AMIGA A1200 2/0 DESKTOP DYNAMITE PACK
PLUS FOUR FREE GAMES
COMPUTER WITH MOUSE, BUILT-IN TV MODULATOR, 2MB RAM EXPANDABLE TO 10MB, WORKBENCH 3.0, 32 BIT MOTOROLA 68020 PROCESSOR RUNNING AT 14MHz. NEW AGA GRAPHICS CHIPSET. 1 YEAR IN-HOME SERVICE WARRANTY *WITH* WORDWORTH 2.0 AGA WORD PROCESSOR, DELUXE PAINT IV, PRINT MANAGER, OSCAR & DENNIS.
FREE ELITE 2, BATMAN RETURNS, LEMMINGS 2 & CIVILISATION AGA GAMES
4 TOP GAMES WORTH OVER £100 FREE

SPIRE 486DX2/66 4/250 PC COMPATIBLE VESA LOCAL BUS MINI TOWER SYSTEM.
- 66MHZ CLOCK SPEED, 256K CACHE
- 4MB RAM EXPANDABLE TO 32M
- 250MB IDE HARD DRIVE
- UK 102 KEY KEYBOARD WITH MOUSE
- 14" 0.28 DOT PITCH LOW RADIATION MONITOR COMPLYING TO MPRII STANDARDS. SUPPLIED WITH:
- MS DOS 6.2 OPERATING SYSTEM
- PC CHECK
- WINDOWS 3.1
- COMPLETE WORKS FOR WINDOWS (INTEGRATED W/PROCESSOR, DATABASE, SPEADSHEET & FORM DESIGNER).
- 12 MONTHS ON-SITE WARRANTY

TOP OF THE RANGE 486 SYSTEM AT A MID RANGE PRICE WITH VESA LOCAL BUS TECHNOLOGY FOR HIGH SPEED. ALSO PENTIUM UPGRADEABLE FOR FUTURE-PROOF COMPATIBILITY.
PLUS *FREE MEMBERSHIP*.....1469.99

PRINTER STAND FOR ANY PRINTER 7.99

MICROVITEC 1438 MULTI-SYNC MONITOR



FOR AMIGA A1200/A4000 OR PC
COMPLETE WITH STEREO SPEAKERS. 0.28 DOT PITCH RESOLUTION, 15 PIN RGB DIN PLUG. AMIGA ADAPTOR PLUG INCLUDED. SUITS ALL AMIGA AGA AND ALL PC SCREEN MODES TO SVGA.
1 YEAR WARRANTY 299.99

Special Reserve
The Discount Club

JOIN now from just £4.00

READ Special Reserve Magazine
48 Page colour club magazine sent bi-monthly to members only. The latest Reviews, Charts & Release Schedule

CHOOSE from our Huge Selection
Disks, CD's, Cartridges, Utilities, Education, Home Office, New Technology and Hardware. 16 Page colour catalogue.

BUY at Best Possible Prices
Just one purchase from Special Reserve will normally save you the cost of joining. Top discounts on all products.

SAVE with our Special Deals
Always hundreds of Special Reserve Offers. Top games at prices you won't believe and hardware at amazing reductions.

SAVE MORE with our XS Coupons
Money-off coupons worth over £180 a year off top games. You'll find them on the back page of each club magazine.

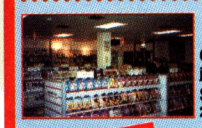
AND ENTER our FREE competitions

Six reasons why over 200,000 people have joined Special Reserve, the biggest games club in the World!

We only supply members but you can order as you join
Just send in the form below or phone. There's no obligation to buy.

0279 600204

OPEN to 8pm DAILY or by Fax on: 0279 726842
FREE 16-PAGE COLOUR CATALOGUE - JUST ASK



CLUB SHOPS
OPEN 10am TIL 8pm SEVEN DAYS A WEEK!
CHELMSFORD - 43 Broomfield Rd just around the corner from the bus station
SAWBRIDGEWORTH - The Maltings 200 yards from the train station

AMIGA CD32 CD BASED CONSOLE
SPECTACULAR VOYAGE PACK INCLUDES WING COMMANDER, OSCAR, DIGGERS, DANGEROUS STREETS, MICROCOSM AND CHAOS ENGINE GAMES 229.99

ATARI JAGUAR 64-BIT CONSOLE
WITH JOYPAD AND CYBERMORPH GAME
FIRST SUPPLIES EXPECTED IN JUNE
FIRST COME FIRST SERVED
GENUINE UK VERSION 229.99

MEMBERSHIP FEES	6 MONTHS MEMBERSHIP	ONE YEAR MEMBERSHIP	TWO YEARS + FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware orders to UK mainland addresses only. PC/ATARI
(PLEASE PRINT IN BLOCK CAPITALS) RAKE

Name _____
Address _____
_____
_____ Postcode _____
Phone _____ Machine _____
Enter membership number (if applicable) or NEW MEMBERSHIP FEE (ANNUAL UK 7.00)
item _____
item _____
item _____
item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_____)
Card expiry date_____ Signature_____

Cheques payable to: *SPECIAL RESERVE*
P.O. BOX 847, HARLOW, CM21 9PH

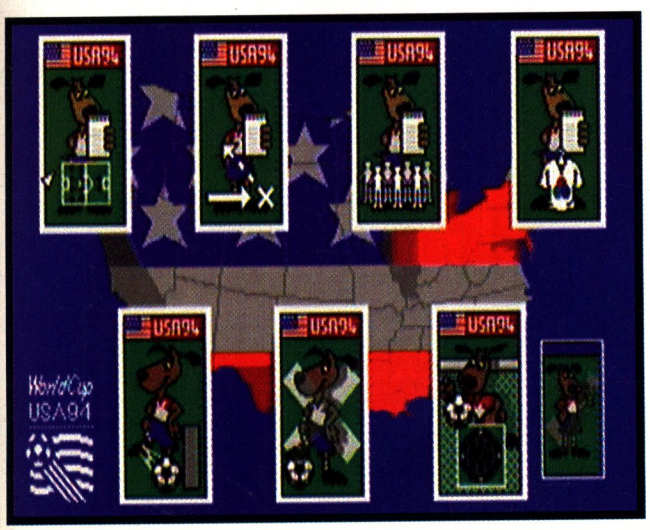
Overseas Orders Surcharge (EC or World)
Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.
Overseas orders must be paid by credit card.

Order/Confirmation/Receipt sent for every order.
We only supply official UK products. Official suppliers of all leading brands.
We sell games and peripherals all at amazing prices for Megadrive, Mega CD, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM, CDi, CD32 and Apple Mac.
Inevitably some games listed may not yet be available.
Please phone sales on 0279 600204 to check availability before ordering.
We reserve the right to change prices and offers without prior notification.
PRICES CORRECT AT TIME OF GOING TO PRESS. 15.4.94. E & O.E.
Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

Do I Not Like This?

(Top right) Fans express their disgust at the new World Cup mascot. (Bottom Right) Another example of strikers' uncanny inability to remain on their feet in the opposing side's 18-yard box.

There are even fewer decent PC football games than there are kosher French winners of a European club competition. But it's now World Cup Year, and that can mean only one thing: yes, football games galore. Patrick McCarthy has a quick shufty at two unfinished contenders.



World Cup USA '94

US GOLD has bagsied the rights to make the official World Cup game, which means it's now the only company who can put the official logo on its packaging and incorporate the rather irritating official mascot into its in-game icons. The official mascot in this case is yet another cutesy dog with a smile like a right-wing politician.

I don't know about you, but I'm sick of animal mascots. It's always a namby-pamby bloody animal – Marty the Marmoset or something. Even World Personal Hygiene day had a cutsey mascot called Pickles the Pubic Louse. Just what's wrong with people mascots anyway? The Mexico '70 mascot (before the whole world went Disney) was a kid in a sombrero with a football. Perfectly straightforward, even pretty logical. More logical than having a dog, anyway. The dog's contribution to a nation's footballing consciousness involves crapping on the pitch or savaging away fans on their trek to the station.

'The official mascot... is yet another cutesy dog with a smile like a right-wing politician.'

It's about time people mascots started making a comeback. We can always do it in stages, to wean the diehards away from their anthropomorphic fix – we could compromise and just use someone round and cuddly and covered in fur. I think we should start a campaign right now to have Alexei Sayle as the official mascot of the 1996 European Championships.

The game... the game

So we don't like the mascot. What's the game like? What we've seen of it so far looks fairly promising (it's illegal to write a preview without using this term) and fairly traditional. The designers, thankfully, haven't felt the need to jazz it all up a bit by putting background organ-music in; dividing the game up into sixths, adding extra lines all over the pitch or any other criminal acts that should be punished by crucifixion. This game follows the basic two halves, 90 minutes, 22 men, and two onion-bags arrangement.

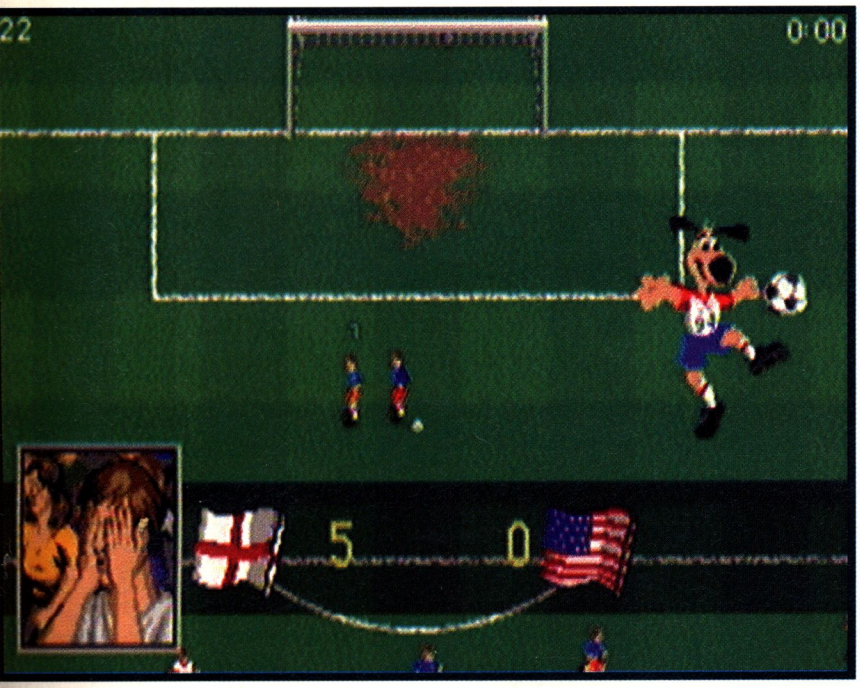
An initial check list of Common PC Footballing Faults also confirms that (a) the goals are the same size at each end of the pitch (one-up on *Striker*); (b) the pitch does not vibrate and pulse with an ungodly light like something John Travolta would dance upon (one up on *Dino Dini's Goal*); and (c) the players don't look like they've just lost a fight with a threshing machine (making it two up on *DD's Goal*).

The features... the features

Firstly, we British failures who haven't qualified for the finals – owing to cretinous management, inept performances, missed penalties and/or appalling refereeing decisions – will be pleased to know that there's a make-your-own-competition feature, in which you can add some of the 'leading' teams who didn't make it. The fact that it can be at the expense of the swines who knocked your lads out, makes this all the more satisfying.

There are the standard options for exhibition games and full World Cups, with matches being played with a myriad of selectable in-game options. The back-pass and offside rules can be switched off and the weather can be toggled. There are three difficulty levels and the choice of human or computer-controlled goalkeepers. There's also The Glue Factor: four settings which determine how well the ball sticks to your players' feet.

During the game, a radar display can be switched on or off, with three sizes of radar available, which should allow you to see all the way into the opponents' dressing room



to check out their coach's diagrams for the second half.

There are claims of over 3,000 frames of animation on the player sprites (EA's *FIFA Soccer* claims 2,000) and 15 different moves. But since three of these moves seem to be 'overhead, bicycle and scissor kicks', which I make one move, I'd be interested to see how all these figures are arrived at.

Practice

There's a wide range of practice facilities: you can play full matches, in which all refereeing decisions go your way (Liverpool fans will be used to that anyway). There's also a facility to design and practice set-pieces, save them and use them during a game. You can also practice penalties for those tense semi-final situations, and practice putting together an Autumn collection with the extensive strip designer.

Optimism time...

In running through these options, and having had a bit of a bash at playing the game (albeit in an unfinished state), I'm tempted to say that it looks like it might be pretty good. But I'm not going to, because of Preview's Law, which states that any game enthused about to any degree whatsoever in the preview will almost certainly turn out to be a steaming pile of cack when eventually reviewed. And then there's also the PC Football Game Factor to take into account. So, for now, I'll play it safe and say no more than that this one looks, well, as if it might not be an unmitigated disaster. That kind of abandoned optimism is just asking for trouble, of course.

World Cup USA '94

Price: £TBA **Release Date:** 3rd June
Publisher: US Gold **Tel:** 021 625 3388

WORLD CUP GAMES WE'D LIKE TO SEE

Of course, everyone and his dog is going to be churning out football games to tie in with the World Cup. Companies who previously wouldn't have made a football game if you threatened their first-born with a sand-filled rubber hose will suddenly be claiming that a football game is, of course, what they've always wanted to do in their heart of hearts, but the market's never been there, has it?

The problem is, everyone's going to be doing the same thing: straight football games with approximations of real-life squads and identical in-game options. What we'd like to see is people using a little imagination.

Mario Teaches Mooching

In which the rotund, dwarfish plumber expounds upon the art of hanging around the six-yard box, scoring loads of goals without actually being any good at football. With Gerd Muller in a funny little moustache as rotund, dwarfish Mario, and Gary Lineker in a funny little moustache as Luigi, the brother with no personality.

Where On The Park Is Carmen Sandiego?

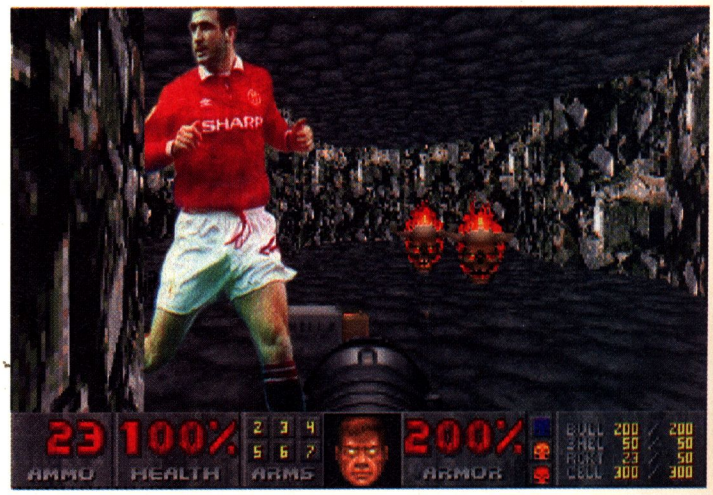
An edutainment CD-Rom title, in which the evil international criminal seeks refuge in the constantly shifting formations of the Dutch national side of the mid-seventies, whose Total Football approach baffles both you and the crap detective with the horrible tracksuit and 'Do I not like that' catchphrase.

Mortal Kombat

A one-on-one beat 'em up starring eight masters of the art of the scything tackle from behind. With Johnny Giles, Claudio Gentile, Nobby Stiles, Graham Souness, Basil Boli, Norman Hunter, Tony Schumacher (the criminally insane German goalkeeper who paralysed that Frenchman) and Chopper Harris as The Master.

Jurgen Klinsmann's Stunt Island

Be prepared to barrel-roll, loop-the-loop and vertical dive your way around the penalty areas of the World in a competition to try to outdo the computer-controlled opposition. With infinitely-adjustable camera angles and post-production facilities, which include a good wide selection of sampled screams.



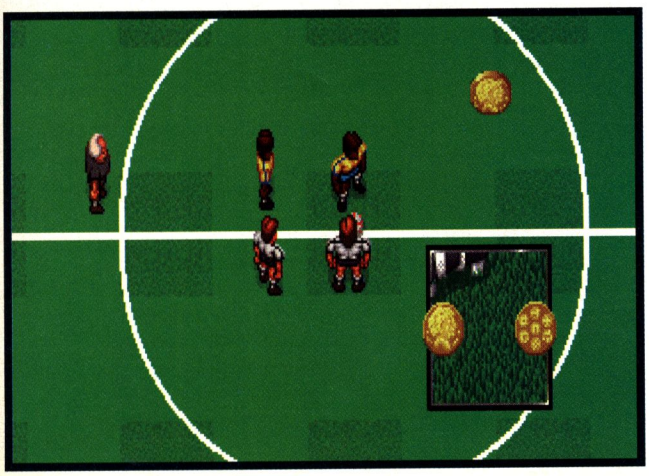
Doom – The Changing Rooms Of Hell

You are Eric Cantona, lone purveyor of fine football in a league of psychotic cacodemons whose only purpose in life is to stop you looking good by taking the ball off you without asking. Armed with a pair of razor-sharp football boots, a chaingun and some very fetching detailing around your collar (which really deserves to be seen), you must chop the evil ones off at the knees (or the neck, if you so prefer) and escape through the changing-room pools of rotting, putrid foot juice to *Poetry Corner* on Radio 4, at the same time trying not to look too much like Norman Bates. ☞

Empire Soccer '94

'... it's got another eight teams that can be added for those whose national teams were too crap to make it there legitimately.'

EMPIRE SOCCER – so called because it's from Empire, and not because it harks back to the days when footballers were arrested for showing a knee – takes a very different approach to US Gold's official number. Throwing all thoughts of simulations out the window, Empire has gone for arcade action, pure and simple. Comical arcade action with humorous pictures of cartoon-style characters flashing up at appropriate moments during the game. I know, I know... comical arcade action games usually provoke about as much light-hearted mirth as an episode of *Casualty*, but give them a chance. I'm not saying it's going to be the new *Hancock's Half Hour*, but it might add a little something to your jaded existence. Who knows? Or cares, for that matter.



Again, it's based around the World Cup with all of the 24 teams who qualified, represented and again, it's got another eight teams that can be added for those whose national teams were too crap to make it there legitimately. Teams are 'loosely' based on the real thing, with all the essentials like passing skills, tackling, fitness and haircuts designed to accurately reflect those of the real teams. While we're on the subject of haircuts, isn't it about time Roberto Baggio did something about that ponytail thing? I mean, he's a superb footballer and all that, but he looks like a bit-part actor from *Eldorado*. He should have a word with Lee Clark, if you ask me. Or Attilio Lombardo.

Game options

The options are much as you'd expect if you've ever seen any sports game before. You can play one-off exhibition games and the full World Cup, and this, just like the *World Cup '94* game, also has a training mode. I'm beginning to wonder whether these programmers all eat in the same restaurant or something. Or maybe somebody's been looking over somebody else's shoulder in class. Whatever the reason, *Empire Soccer* also boasts variable period lengths and selectable levels of difficulty – five of them, in fact.

Super powers

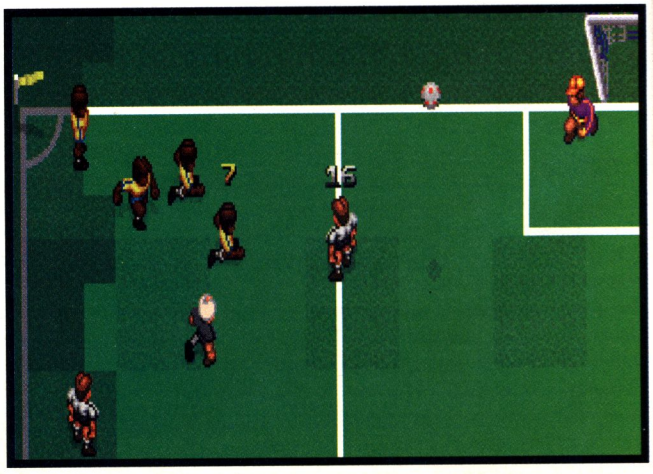
Perhaps the most interesting feature that's to be included is the Team Super Powers: special abilities to add that extra air of devil-may-care adventure to the whole thing. Among the powers are the Speed Burst, which Jan Molby fans will already be oh-so familiar with, and the Super Barge, which knocks an opponent over and puts them out of action for up to ten seconds at a time. The latter is not to be confused with the Bryan Robson Barge, which puts Teddy Sheringham out of action for up to six months at a time. And doesn't even get a booking. Not that I'm bitter.

Again, it's nowhere near finished. The sprites are pretty darned big for a football game, which doesn't leave that much room for a great deal of the pitch on-screen at once, and apparently there will be no radar facility. How this affects playability remains to be seen, but it seems to scroll pretty well when we played it. The chaps at Empire would solve their problems with one glorious gesture if they decided to pioneer the fish-eye lens, of course, but that might be a little avant garde. Perhaps it'll be in the CD-ROM version.

Empire Soccer '94

Price: £29.99 **Release Date:** June
Publisher: Empire **Tel:** 081 343 7337

(Top left) A fine example of solid defending or 'Doing An Arsenal'. (Middle Left) Here we have the controversial Tent Peg Simulator. (Bottom Left) In a vain attempt to liven things up, the Americans introduce the joke Giant Coin. (Below) The German goalkeeper about to demonstrate a wicked Schumacher.



PC ZONE

Strike Commander **heralded a new era of graphic excellence for flight sims,** ***Pacific Strike*** **pushes PCs even further, but it's also more difficult to get to grips with, so you'll be needing our instant reference key guide, created exclusively for** ***PC Zone*** **readers by** Duncan McDonald.

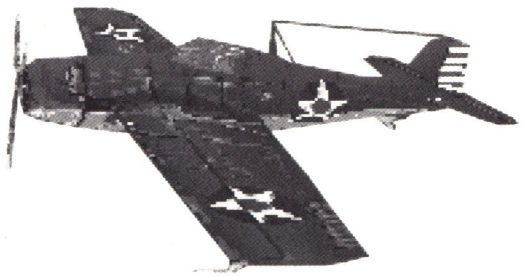
TARGETING

T	SELECT NEXT ENEMY AIR TARGET	**CTRL ALT T**	SELECT NEXT FRIENDLY GROUND TARGET
ALT T	SELECT NEXT FRIENDLY AIR TARGET	**SHIFT T**	DESELECT TARGET
CTRL T	SELECT NEXT ENEMY GROUND TARGET	**Y**	EYES ON TARGET (PADLOCK VIEW)

CAMERA VIEWS	NORMAL VIEW GUNSIGHT ZOOM TOGGLE	CHASE CAMERA	RIGHT VIEW	LEFT VIEW	BACK VIEW	EXTERNAL VIEW PAN WITH BUTTON B	TAIL GUNNER POSITION	PLAYER TO TARGET VIEW	VICTIM VIEW TOGGLE	WEAPON CAMERA TOGGLE

ENGINE CUT OFF	THROTTLE KEYS 1 TO 0	G SELECT GUNS	W NEXT WEAPON	A AUTOPILOT FUNCTIONS	B BRAKES TOGGLE	F FLAPS TOGGLE	L LANDING GEAR U/D	R RADIO DISPLAY	ALT+W DISPLAY WEAPONS	100% THROTTLE	[ZOOM IN VIEW	] ZOOM OUT VIEW	CTRL + B EJECT, EJECT

PACIFIC STRIKE



This keyboard template has been created by PC Zone for purchasers of the game Pacific Strike, published by Origin/Electronic Arts. It is not approved or endorsed in any way by Origin or Electronic Arts. All rights recognised.

HOLD DOWN TAB FOR 6 X TIMEBURST	C INVISIBLE COCKPIT	N NAV MAP	CTRL M AUTOTRIM TOGGLE	< RUDDER > LEFT RIGHT	CURSOR KEYS :	CHANGE CURRENT WAYPOINT

BATTLE ISLE 2

PC Review: 8
PC Gamer: 93 %
PC Zone: 91 %
PC Format: 86 %

Enhanced map functions to help plan your missions.

Visual messages to keep you updated, as your troops advance.

Lifelike 3 D vector graphics for brilliant game play.

Animated ray traced Units in astonishing detail.

Battle Isle 2 is a huge, futuristic wargame. It has one of the most highly developed artificial intelligences in any simulation, ever, and also incorporates many new programming techniques and gameplay elements. This creates a far more coherent and complete game than ever imaginable before, with a developing plot and a huge amount of depth.

Titan-Net has gathered its forces in a renewed attempt to deliver a decisive blow against the Drullian civilisation. The armies of both sides are assembled, and the steel phalanxes face each other. The final conflict is about to begin - and this time only one victor will emerge!

- ☆ **Up to 400 units displayed simultaniously on screen.**
- ☆ **55 new tanks, ships and planes - all different!**
- ☆ **Detailed 3D display of all units (ray-traced and vector graphics), as well as 2D icons.**
- ☆ **Animated background story to guide you through the game.**
- ☆ **Construct roads and railways in thousands of terrain modules.**
- ☆ **Weather simulation.**
- ☆ **Realistic attack mode incorporating highspeed vector graphics.**
- ☆ **Up to 7 players.**

Available on PC CD-ROM and MS DOS PC, Amiga in Sept.

Nearly every suggestion from owners of the previous games, including the successful Battle Isle and History Line 1914-18, has been implemented in Battle Isle 2.

Blue Byte

Blue Byte Software GmbH
Eppinghofer Str. 150
45468 Mülheim an der Ruhr
Germany

KOMPART UK Ltd.
Fulling Mill Barn, Fulling Mill Lane
UK-AL6 9NP Welwyn, Herts.
Telephone 0438 / 84 00 04

Blueprint

Corridor 7

It uses the Wolfenstein engine and it's on our cover disk. He uses a rather battered Morris Minor engine and is usually on our floor. We thought it was about time Paul Lakin and *Corridor 7* tried to get acquainted.

PUBLISHER: Gametek	PRICE: £19.99
TELEPHONE: 0753 553445	RELEASE DATE: May

(Top) 'If your name's not down You're not coming in.'
(Above) The eye of the storm.
(Right) After light – dark. After violence – medic kits and ammo pads.

IT'S ENOUGH to make a back-bench MP spill a pink gin all over his mistress. The games world is becoming obsessed by violence. Of course, the games world has always been fond of the odd punch and hack. Some players can't sleep at night if they haven't laid waste to a city full of orcs, or poured a serious tonnage of explosive down the ventilation flute of an Iraqi orphanage. Violence and the PC game are not strangers. However, recently things have become more concentrated. People love 'first-person-perspective' violence, set along corridors filled with aliens. From the mighty *Doom* to the rather wobbly *In Extremis*, the games world loves to do things in the 'first person', preferably with a gun in one hand and a chainsaw in the other.

Wolf in wolf's clothing

Amidst the mighty games that stand like software landmarks along the dusty trail to gamesplaying nirvana *(Steady on. Ed)*, one that stands higher than most is *Wolfenstein 3D*. Born, kicking, screaming and shooting in June 1992, the game was a real ground-breaker, particularly since its background was in shareware; traditionally the home of strange CGA platform games and *Defender* clones. (Sorry Mark). The engine from this game was so successful it cropped up again in games like *Catacomb Abyss*, *Spear Of Destiny* and *Dracula*. So when Konami licensed the engine in order to develop their own game, they were hardly taking a massive gamble. (It's rather like buying the rights to the Lennon/McCartney songbook.)

Through the complex maze that is marketing in the software industry – a maze far more complex than anything *Ultima Underworld* has ever thrown up – the product is finally seeing the light of day under the auspices of Gametek.

The 'Trojan Horse' principle

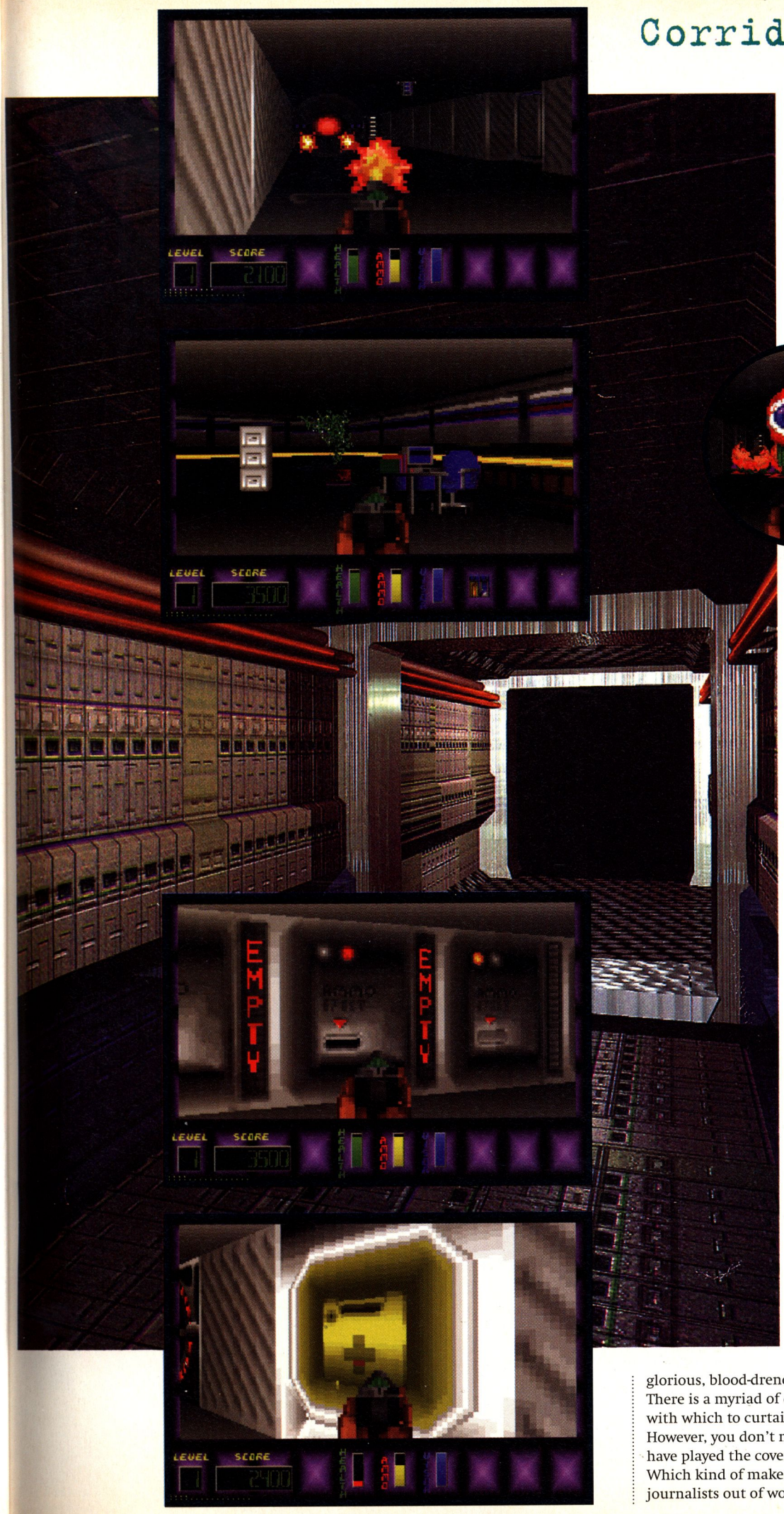
'Beware of Greeks bearing gifts', the saying goes. Which is, of course, a complete bugger if your parents happen to be Greek: birthdays tending to be dull, rather empty affairs and Christmas a complete no no. However, it is wise advice if you happen to be an Earth scientist in the year 2021 who's discovered a strange metallic object on the surface of Mars. This object has been cheerfully carried back to a research centre on earth to be dated, studied and shown old Cary Grant movies.

Unfortunately (cue orchestral build up), the object is in fact a beacon to warn an alien life force of the presence of other intelligent life. If only it had landed in Basildon we'd have been alright; the aliens would have realised mankind was yet to evolve and so left us alone. Sadly, it didn't. The aliens see a rival and with the enthusiasm of a Victorian missionary, they're soon storming towards earth, guns blazing, eager to show us the error of our ways.

Before you can say 'The Archduke of Zanzibar drinks absinthe and pears', the research station has been taken over by aliens, fully equipped with huge guns and appalling table manners. The station is completely cut off from the outside world; unable to send out warnings or call for help. You can probably guess the rest. As a lone marine you must storm the building, fighting your way through 30 levels until you reach Corridor 7 where the object is stored. All in a day's work really.

Beauty and the beast

The game is still in development, but is already looking like a very acceptable piece of action. The graphics obviously don't come anywhere near the overpowering wonder of *Doom*. However, there is some really nice use of light; flickering on computer banks which line the walls, or spiralling in the middle of force fields. *Corridor 7* is strong on colour, too: here, the Green Room is not something that sad drama hacks sit in discussing their tour with the RSC while



CHEEKY CHAPPIES

A guide to a couple of the loveable characters who want to snuggle up to you and share your Melted Moments during the course of the game.

AILOPROBE: Working on the principle of 'an eye for an eye – a marine for a marine', these guys are the cannon fodder of the game. Provided you see them coming that is. Remember, in the land of the blind, the one-eyed security guard is king.

RODEX: Conscripts who hang out in gangs trying to look hard. Itt doesn't really work to be honest.

'... the Green Room is not something sad drama hacks sit in... It's a grim, brooding room full of death.'

waiting for their walk-on part. It's a grim, brooding room full of death.

It's not all done with mirrors, but there are some nice uses of glass in the game. As you wander the corridors, you'll pass the occasional glass wall behind which you can see rooms and guards. There's another neat touch in the use of a night vision and infrared visor – helpful when someone hits the lights and useful to add another visual dimension (man). It all adds to the atmosphere folks, as do the variety of aliens stalking each level... although some of them do look a bit like killer bunnies.

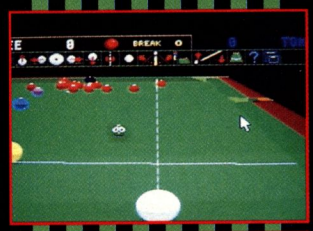
Wild de beast

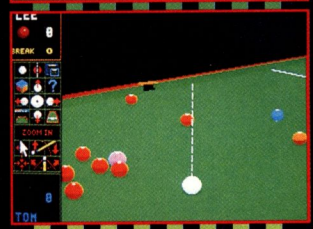
Of course, no-one really cares about the graphics or the scrolling. What does matter to every red-blooded gamesplayer is, of course, the action. How dangerous is it? What's the body count? What's the blood count? Do I get to remove someone's sternum with a rusty pen knife? Well, on this level *Corridor 7* seems to be in the glorious, blood-drenched tradition of its *Wolfenstein* forefather. There is a myriad of different aliens, and a vast range of hardware with which to curtail their chances of skating for their country. However, you don't need to take my word for it as by now you'll have played the cover game yourself and made up your own mind. Which kind of makes me redundant. Cover disks – they're putting journalists out of work I tell you. Z

HIT NAMES · HIT GAMES FOR YOUR PC

14.99

© Archer Maclean 1991.
Published by Virgin Games Ltd.
Produced under license from
Virgin Games Ltd.





JIMMY WHITE'S SNOOKER

SLEEPWALKER

THEATRE OF WAR

"One of the best realised simulations of recent years... a MUST BUY"
PC REVIEW

GAME of the month

Hit Squad

14.99

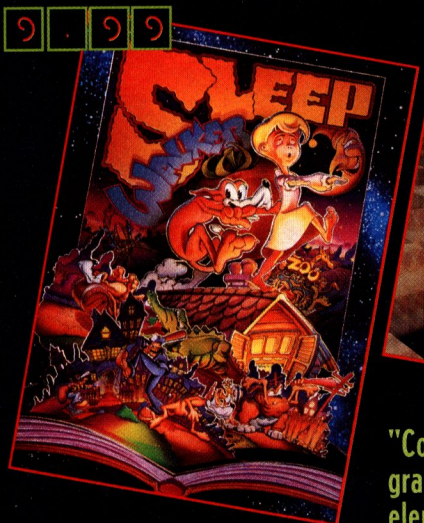
DUNE

12.99

"Combines state of the art graphics with the best elements of chess and strategy gaming."

© 1992, 1994 Three-Sixty Pacific, Inc.
All Rights Reserved.
Theatre of War™, Three-Sixty and the Three Sixty logo are trademarks of Three-Sixty Pcific, Inc.
Produced under license from Electronic Arts Ltd.
Electronic Arts is a trademark of Electronic Arts, Inc.

9.99



"Wild... wicked... excellent... incredible... a brilliant mix of arcade, puzzle, strategy and platform... a real winner!"

© Ocean Software Limited

14.99

"A damn fine game... great graphics and excellent music."
ZERO
"Enthralling... absorbing."
PC FORMAT

DUNE is a trademark of Dino De Laurentiis Corp. and licensed by MCA/Universal Merchandising,Inc. ©1984 De Laurentiis Corp. All rights reserved. ©1992 Virgin Interactive Entertainment & Cyro Interactive Entertainment. Published under license from Virgin Interactive Entertainment.

Hit Squad

HIT SQUAD
2 CASTLE STREET · CASTLEFIELD
MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650

PC ZONE reviews

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

ALL GAMES receive an overall mark out of 100. So by definition that's a percentage, but if you want to call it 'out of a hundred' then you go ahead and call it 'out of a hundred'. As a rough guide to interpreting the scores here are the guidelines we give to reviewers. (Not that they ever read them mind you. It can be quite heartbreaking at times....)

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

80–89 (PC Zone Recommended) Extremely well executed and strong in all/all but one department. A high degree of originality.

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

60–69 Games falling into the 'if you like this style of game you'll like this, if not you won't' category.

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

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

30–39 Seriously weak in both idea and execution.

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

10–19 Bin jobs

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

Is there anything worse than buying a game only to find it's not compatible with your machine? Yes, lots of things. Still it is a pain (and a waste of money) so check out the Specs box for a guideline to what memory, graphic and sound support you will need (or can use) with each game. However, please note this is only a guideline – you should also check the packaging or confirm information with the retailer or software company.

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

WHAT'S ON OUR HARD DISK?

Some games get installed, reviewed and then deleted. Others hang around a lot longer. This is what's currently nestling on our hard drive. Not necessarily the best games around, but the ones we keep coming back to.

- UFO
- Elite 2
- Championship Manager
- Doom
- Wolfenstein 3D

PAGAN: ULTIMA

For all ye devotees of yon *Ultima* series, it hath come to our attention that the Guardian is none other than a football connoisseur from days of yore, blessed with excessive facial bone. Bearing this in mind, David McCandless approacheth the new *Ultima* game with some trepidation – could this new twist mean a lesser offering from the Origin populace?

Page 1345

✝ Lord of the Chins ✝

Why not put some ointment on it then?"

The Guardian answered not. His Chin, out of sight behind a huge pentacle, heaved in disdain. His fingers twitched slightly. He looked down at the tiny figure of the Avatar, standing there on the corrugated palm of his red and slightly unattractive hand.

¶"You have been a thorn in my side for far too long, Avatar," the Guardian bellowed in a deep God-like voice.

¶ "Oh yeah!" piped the Avatar. "If you're so big and hard – and let's face it, if you were as big and hard as your Chin then we'd all be quaking – then..."

¶"Do not talk about my chin!" the Guardian roared. The entire universe quaked for a second and then was still.

¶"Then you'd just crush me here in your hand and that would be it."

¶"No, that would be too easy. No, I will not kill you here even though it would be simple. Besides it would take another 15 megabytes of Silicon Graphics rendered animation to do so. No, despite the fact that you have thwarted me on over 10 occasions, killed umpteen of my minions and called me 'Chinny Reckon' to my face, and I have a chance now to crush you into your component molecules, I am going to spare you. Your two worlds will be crushed. Britannia first, Earth second. And I will..."

¶"Hey, Chinsville, wake me up when you're done, eh?"

¶"I will parade you as a pathetic idol to a lost ideal. In the meantime, I will banish you to the land of Pagan – where nobody knows you and where your clothing will be the butt of everyone's jokes, and also where you will have a good chance to gather some new magical powers and beat me one more time."

¶"Great plan, Chinola. Listen – they may not know me now, but they'll soon get the gist. I'm the Avatar. I'm the best."

¶The Guardian laughed. The heavens rocked and the earth rolled. With a deft flick of the wrist, he toppled the Avatar out of his palm and down into the sea.

¶"We'll see, Avatar. We'll see," he chimed merrily.

¶"Yeah," the Avatar spat as he fell thousands of feet to his doom.

"I'll see you and your Chin later – aaaaaeeeeeeeee...splosh."

As the game begins, we see you (aka the Avatar) clambering to your feet on a rocky sea shore. You don't have a clue where you are or what's what. You're damp. You're wet. You're in a bad mood. Poor old Avatar. A quick bumming of facts from Devon, the kindly fisherman who rescued you from the ocean, soon reveals a few interesting details.

Pagan, you learn, is a sprawling island realm, with big mushrooms instead of shrubs and large armadillos instead of cows. The capital city is Tenebrae. Medieval in looks and smell, it boasts impressive walls and magic lamp posts. Demographically, it sports a neat autocratic monarchal government and a nice growing class system (poor folk live in the west, richer folk to the east).

The Lady Mordea, a tart without a heart, rules Tenebrae with an iron fist. In the kind of regime usually reserved for friends of the American Government, the Tempest (as she's affectionately termed) has been executing dissenters and rumour-mongers without ceremony. You arrive just in time to see one such criminal having his block lopped off, while Mordea, her seneschal, and the captain of the guard calmly wipe the splattered blood from their garments. The wife's a blubbering wreck, the head tumbles off the jetty, and everyone goes home for tea. It's a nice place this Pagan.

Bordered on one side by a massive mountain range and on the other by the big sea, Tenebrae is the ideal starting set for an RPG. It's a microcosm, packed with a soap opera of classic RPG stereotypes and dramas. You've got an assortment of beggars and mad people, salespeople and inn keepers, guards and servants, scholars and hermits, mages and necromancers. Some are devout Mordea-ites, some think the old Guardian is a real good egg, and some are subversives, worshipping the big chin but secretly wishing they could land a large club on it. As you explore further, the realm expands into islands, plateaus, villages and underground dungeons, embracing sub-plots, tests and quests, while the lines between good and bad, honest and treacherous, boring and interesting in the characters become ever more blurred.

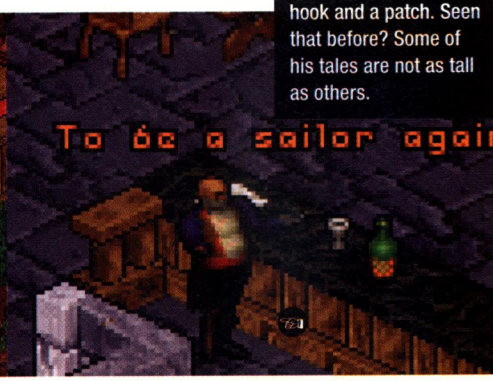
Using but your wit, your charisma, and kleptomania, you must choose your destiny – progress from possessionless vagabond to all powerful, all knowing mage, finding and using people and purloined possessions along the way, or eke a life out as a lowly seamstress in a mud hut in lesser Tenebrae. Not a very difficult choice admittedly, but the pathway is long and hard, pock-marked with acres of exploration and hours of interaction.

How?

Exploring, combat, conversation and indeed everything in the game is mouse driven. An arrow cursor stretches to three lengths as you whomp it around the playing area. Holding down the right button moves you in the selected direction, the length of the arrow determining your speed (short and stubby – small step, average length –canter, extremely long and extended – gallop). Clicking the left button in sprint mode makes you leap. Both buttons while standing still force Avatar up into the air to grab onto any overhead ledges or platforms.

On the taking and dropping side, a double left click on yourself will bring up

DEVON Buttery by name, buttery by nature, cuddly old Devon is a nice dependable chap. Friend to everyone.



ORLOK Storyteller and sea-dog, Orlok has a hook and a patch. Seen that before? Some of his tales are not as tall as others.

Dramatis Personae

VIII

your stats box, revealing a pretty pictoral depiction of your Avatar-ness sporting his current weapon, clothing and armour. Another left click on your backpack blows-up an image of your inventory. Objects are grabbed by holding down the left button and dragging them into your pack. Things (barrels, chests, wardrobes etc) are looked into by double left clicking.

A double right click on yourself puts you in combat-ready stance. Clicking left around your lean, mean self will swing you in eight directions to face any sneaky little monster who has the guile to challenge you. A swift double left click launches a lethal chop of your weapon onto the gizzard of your foe, while a swift double right will send a perfectly executed kick the same way. If the pressure gets too much, a held-down left button will block an attack.

'Die-hards will notice this is a substantial departure from the Lord British norm.'

As the game develops and mini-quests – rescuing stolen daggers, finding hermits etc – come your way, you'll invariably end up engaging the old brawn and broadsword on a regular basis. Strength and dexterity form the backbone of your fighting skills. Practice on weedy spiders, torax and ghouls soon develops into pitched battles against ghosts, trolls, shape-shifters and grizzled mages. The more scraps, the more your stats develop. And, of course, in between these rather sweaty confrontations you must rest and recoop, keep up with the gossip, read books, explore the nooks and crannies of the landscape, and generally gather all the info, objects and knowledge about your quest.

Questy

There are four prongs to the Avatar's quest. First prong: become big and magically tough. Second prong: bash the elemental titans who rule the world. Third prong: beat the Guardian. Fourth prong: get the hell out of Pagan.

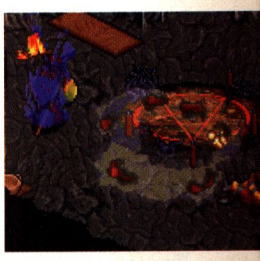
The first prong is the real chore. The magic of Pagan is divided into four schools, each ruled by respective elementals. Lithos, titan of the Earth, controls necromancy. A devotee of this art can use the dead and slightly decomposed for their own ends, or just manipulate rock and stone for their protective or house-building properties. Hydras, alternatively, rules the water and can endow a follower with walking-on and breathing-in water skills as well as limited knowledge of the weather (à la Michael Fish). Mastering the skills of the air, elemental Stratos can provide healing and jumping power-ups while the study of the elements of Pyros can bring Hollywood style, explosive pyrotechnic ability to its most heathen of disciples. However, before dead bodies can be resurrected, soaked, thrown into the air and then toasted, the budding Avatar must a) work his way up through the ranks from neophyte to master, passing all sorts of tests and disciplines, and b) possess certain 'reagents'. These are ordinary domestic objects such as rocks, mushrooms, blood, and chocoloate, combinations of which focus and control 'magic energy'.

The second prong naturally develops from the first. As you rise through the ranks of wizardry, you'll get closer and closer to selling your soul to the Titans. Only once you know them and their art can you hope to find some kind of weakness, flaw, or fault in their make-up. Tramping the Titans should give you enough power to beat the Guardian (I'm guessing here) and then you should (er, I'm really floundering now) be able to 'magick' youself back to Earth or Britiannia or where ever.

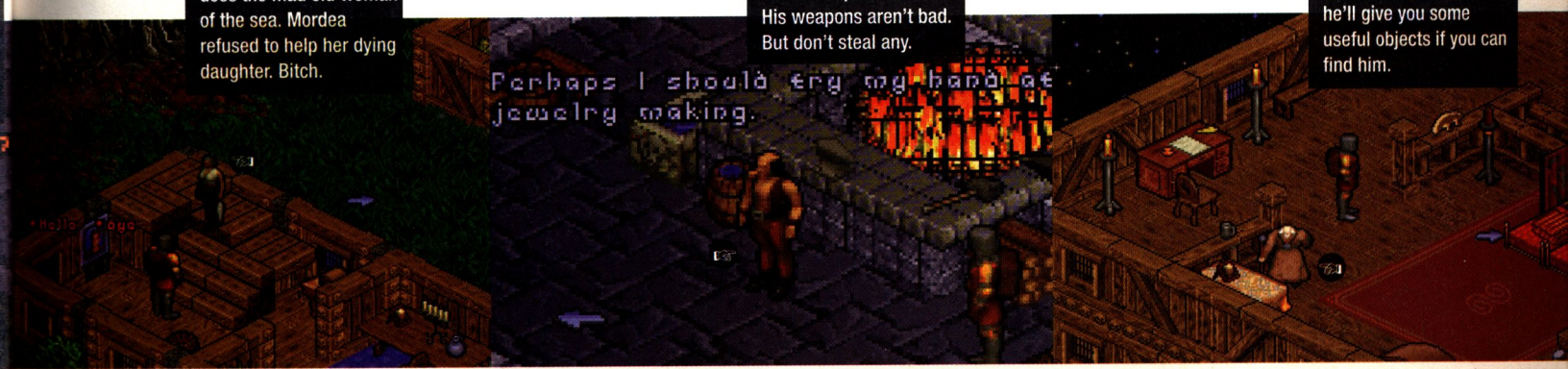
The verdict

That's the game. That's *Ultima VIII*. *Ultima* die-hards will notice that this is a substantial depature from the Lord British norm. LB and his minions have taken an eminently marketable step into the Land of Accessibility For All. Gone are Dupre, Shamino, Iolo and all the 'chaps' from the previous games. Gone is the endless, confusing heritage of *Ultima* – the weird troll-packed history which is nudged and winked at by every game in the series. Now, everyone can take part. Hey kids – you can beat people up. Hey grown-ups – there are puzzles too. Hey sad people – you can interact with characters. Hey hippies – there are lots of mushrooms in it (nudge). Hey show-offs – the graphics are great. Hey neighbours – the sounds effects are good and LOUD. Hey RPG stalwarts – it's an *Ultima* game.

Unfortunately all this is at the expense of what we used to treasure about the



Not all of Dagan's populace are quite as conservative as you'd expect.



KILANDRA Talks to fish, does the mad old woman of the sea. Mordea refused to help her dying daughter. Bitch.

KORICK A smithey who makes crap armour. His weapons aren't bad. But don't steal any.

MYTHRAN The local guru. Friendly but dull, he'll give you some useful objects if you can find him.

Pagan: Ultima VII

Ultima games. Sure, we treasured a lot, the whole damn troll-packed lot of us, but mainly *Ultima* stuck out because it was so... unself-conscious. Lord British and his dwarves toiled away for 10 years, bringing out games which, if they weren't ground-breaking, at least didn't give a toss about any other game which was going on. Who could have taken a esoteric viewing angle, the standing-on-quite-a-high-up-ledge-looking-down-and-about-to-fall-off angle, and made an excellent game of it *(Ultima VI?)* Who could have kept the angle, sculpted the hugest plot and playing area in the universe, and still managed a thought-provoking and engrossing game out of it *(Serpent Isle)*? Who could have designed the first and most revolutionary and still, as yet, unbeaten (architecturally), texture-mapped, dungeon extravanganza *(Underworld I)*?

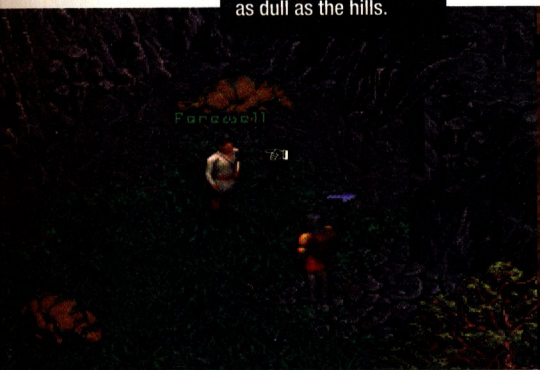
But now, with *Ultima VIII*, Origin has bowed to influence and to the mainstream. Basically it's taken the real-time *Ultima Underworld* movement and combat system and transplanted it into a 45 degree isometric landscape, picking up huge movement and scenic qualities from *Prince Of Persia* on the way. It works. But only just. There are some problems.

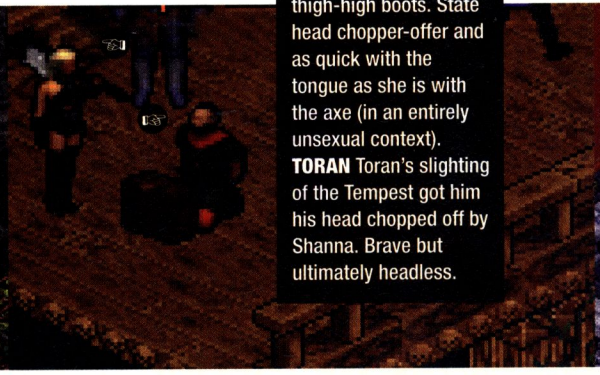
Gameplay

Ultima VIII is, for the first 10 or 15 hours of play, boring. You will spend hours and hours wandering around sections of landscape, interacting with frankly dull characters, getting lost and missing out huge sections of the map because there's no auto-mapping; going into houses and shifting things and searching innumerable barrels, drawers and wardrobes for useful objects – only to find fish and clothes. It's as long and as repetitive as that sentence.

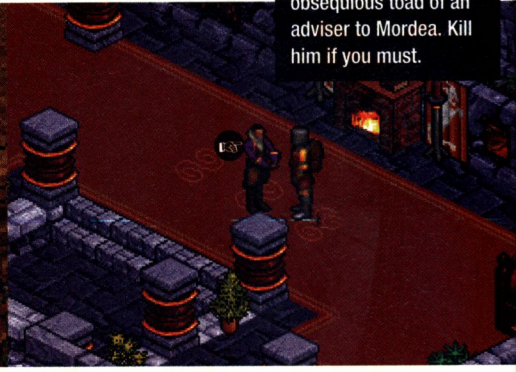
Pagan's audio-visuals make up a bit for this initial slow poke start. The graphics are excellent: nicely coloured, fluidly animated, detailed and well-drawn – all the

GWILLIN Torax-tender par excellence, Gwillin's as dull as the hills.

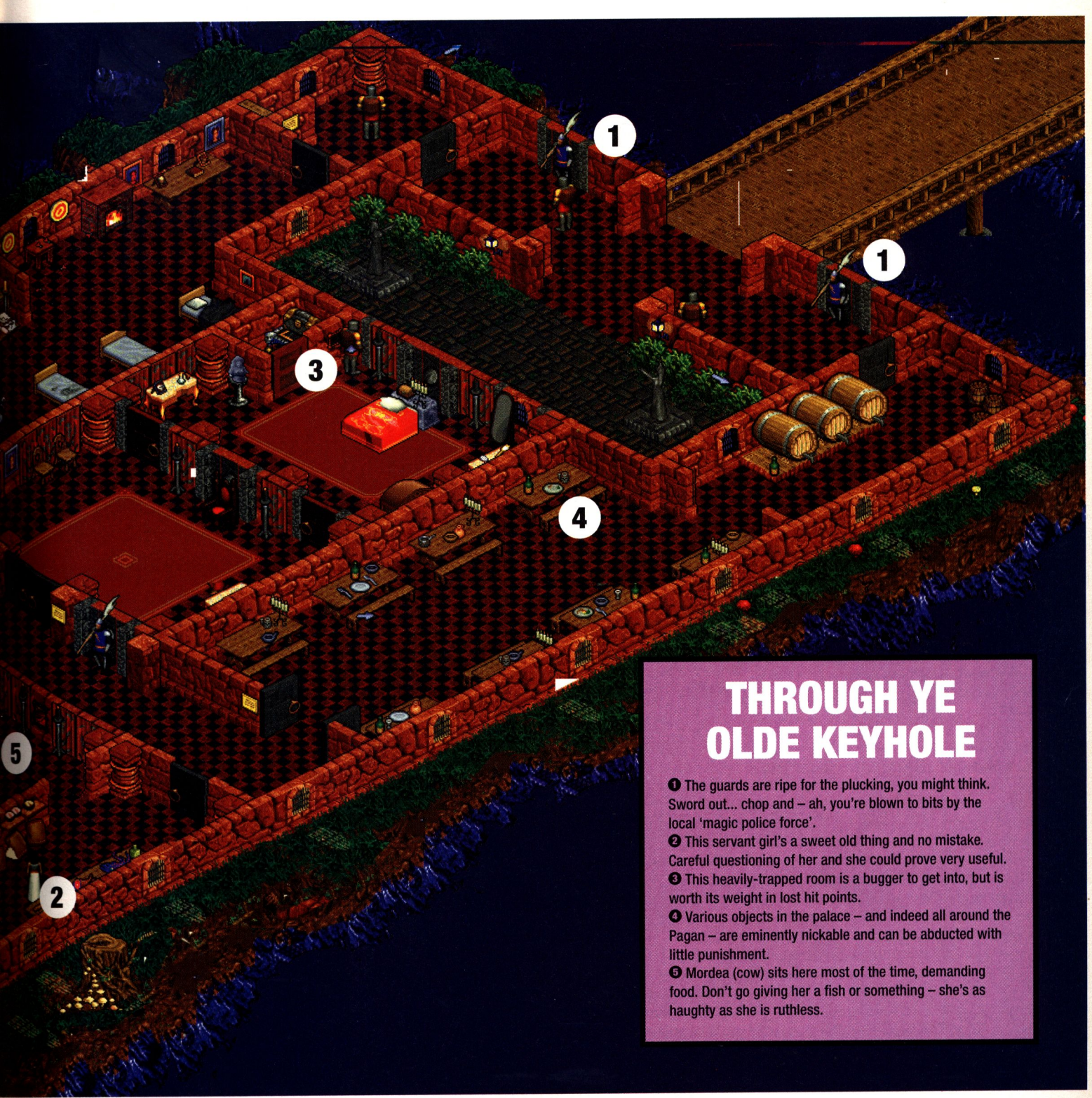




SHANNA She's hard, so naturally she wears thigh-high boots. State head chopper-offer and as quick with the tongue as she is with the axe (in an entirely unsexual context).
TORAN Toran's slighting of the Tempest got him his head chopped off by Shanna. Brave but ultimately headless.



SALKIND Patronising, ruff-wearing, slimey, obsequious toad of an adviser to Mordea. Kill him if you must.

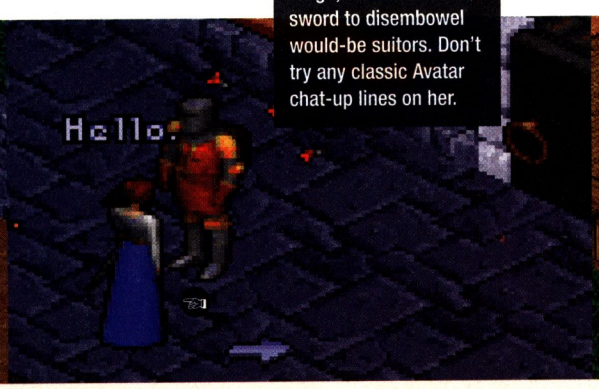


THROUGH YE OLDE KEYHOLE

❶ The guards are ripe for the plucking, you might think. Sword out... chop and – ah, you're blown to bits by the local 'magic police force'.
❷ This servant girl's a sweet old thing and no mistake. Careful questioning of her and she could prove very useful.
❸ This heavily-trapped room is a bugger to get into, but is worth its weight in lost hit points.
❹ Various objects in the palace – and indeed all around the Pagan – are eminently nickable and can be abducted with little punishment.
❺ Mordea (cow) sits here most of the time, demanding food. Don't go giving her a fish or something – she's as haughty as she is ruthless.

DARION Steady. Ask the chief guardsman about his daughter and he'll never stop.

JENNA Voluptuous and tough, Jenna carries a sword to disembowel would-be suitors. Don't try any classic Avatar chat-up lines on her.



CORINTH Your standard Freudian mother figure. Loves her son (Cyruss) and fears her husband (Gwillin).

Pagan: Ultima VII

Sad Things You Shouldn't Know About Ultima

Pining for the old days of *Ultima*? Yearning for those evenings sat around the fire with Iolo and Dupre, slapping your thighs and making jokes about trolls' willies? If you can answer these five questions correctly then you are not just sad, but sad upon sad upon sad.

❶ Who could you bonk in *Serpent Isle*?
a) Fedabiblio **b)** Friggi **c)** Shaana

❷ What was Dupre looking for in *Ultima II*?
a) His sword **b)** A duck **c)** His cape

❸ What could you do in *Ultima VI* that you can't in *Pagan*?
a) Throw knives **b)** Swim **c)** Sit down

❹ Who was the dead pioneering knight in *Ultima Underworld I*?
a) Lord Narn **b)** Lord Nystul **c)** Lord Cerebrus

❺ Who was the thief on sewer level three in *Ultima Underworld II*?
a) Fissif **b)** Nell **c)** Mokpo

Answers:
❶ b) ❷ b) ❸ c) ❹ c) ❺ a)

clichés. The sound is pleasantly ambient: fires crackle, Avatar's footsteps change from cloppety, cobble footfalls to scrunchy, walking on grass sounds as he treks about. Monsters roar, steel 'sings', blows crunch, and the Avatar goes 'oof'.

This new great-looking system is, however, flawed big time. The scrolling is awful. The playing area will shift smoothly for a few inches and then jerk, pausing for a moment, before carrying on. As you run, it's step, step, step, jerk.... step, step, step, jerk. Having more memory or a faster computer doesn't help either. We ran it on a Pentium with 16 megs and *it still jerked*. This arthritic action renders the *Pagan*'s arcade elements almost unplayable. It's nigh-on impossible to judge running leaps. There's a section later on where you have to leap onto sinking platforms in the middle of a lake. It's ridiculous. It takes hundreds of attempts, saving and loading each time. *Pagan* has puzzles abungo – big thumbs up for that – but the arcade element is weak and irritating.

Niggles

There are some other things too. Your Avatar may well slow down under *Pagan*'s relentless processing demands but traps and platforms don't. You can die before you've even seen what you're supposed to be reacting too. Also, it's really easy to 'lose' objects. If you fumble the mouse as an object is mid-way to your backpack, it will fall to the ground. If it falls behind an immoveable decoration, a wardrobe or torture rack for example, it's lost – you can't pick it up again. And as most adventurers don't bother saving before they pick up a key, you can end up losing acres of progress with just one fumble. And even if you managed to get that key in your backpack, it's no guarantee you'll be able to find it again. The inventory is a jumbled mess, with items and objects piled willy-nilly all over the place, under other objects, behind this, in the corner of that. It's a nightmare trying to initiate any kind of 'Inventory Management System'.

And the combat is, in short, a pain. There's no real skill involved other than bashing quicker than your opponent. And how do you know how much damage you're doing? Answer: you don't. You have no idea. And if you get killed, you'll be waiting ages for a reload.

Good Things

Of course, it's not all bad. A great deal of work has gone into the creation of the Pagan world – the storyline, the graphics, the characters and the quests. The lull at the start begins to fade as you start to achieve and work out where you can go and what you can do there. The intro sequence is great. The animation is great. The sound is great. The graphics are great – the 'layered' scenery is clever – if you walk into a building the roof swiftly disappears to reveal the interior. Walk up a flight of stairs and the second storey is flipped over the first floor. The single character emphasis allows more chance for that elusive 'character development' so enthroned in the RPG ethic, but it's a shame that the classic *Ultima* 'a blown up face of the person you're talking to' is missing, reducing your sympathy and identification with most characters.

Unfortunately, *Pagan* is a game you will either love or hate. 'Unfortunately' because I hate it. Its minimum technical requirements are way too high: it chugged away on my 486DX and *Pagan* hasn't enough *Ultima*-ness to engage my little grey *Ultima* chromosomes, and not enough *Prince Of Persia* to lure my arcadey bits away from the Shores Of Hell to Tenebrae's pleasant shores.

If you get into it, it will last you weeks and you'll think it's brill and you'll love it and you'll play it and play it. But personally, I don't think it's much good.

78 SCORE

Without doubt a love/hate relationship for *Ultima* purists.

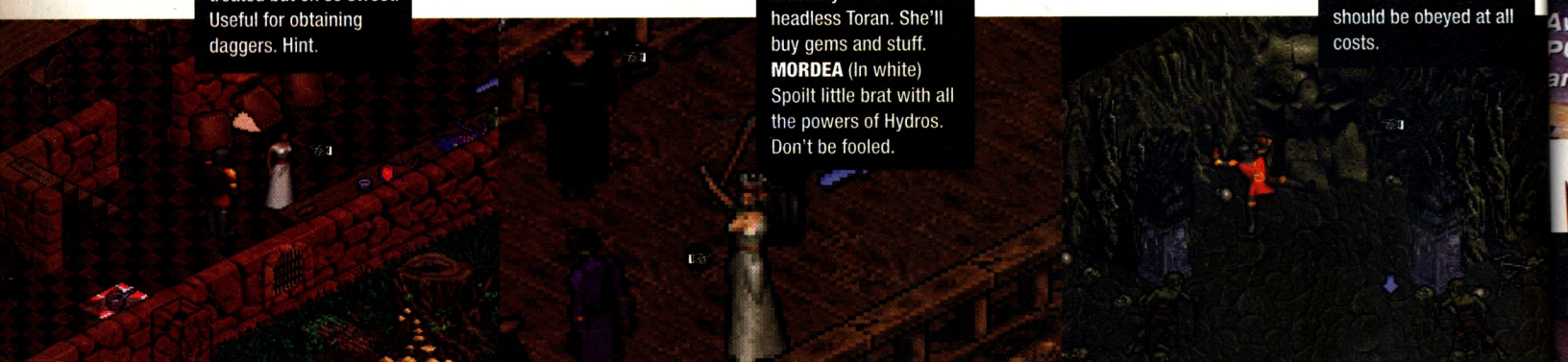
Minimum Memory: 4Mb (8Mb recommended)
Minimum Processor: 386 (486 recommended)
Hard Disk Space Required: 29Mb
Graphics Modes Supported: VGA
Sound Cards Supported: Ad-Lib, Sound Blaster, General MIDI, MPU–401 or compatibles.
Controls: Mouse essential
Comments: Although it runs on a 386 it's only really playable on a 486 and above. Each of the 12 savegames takes 300K. An additional speech pack adds fully speaking characters and requires Sound Blaster or compatibles.

Price: £44.99 **Release Date:** Out Now
Publisher: Electronic Arts **Tel:** 0734 549442

IN PERSPECTIVE

Since *Pagan* is a mix of arcade and adventure, comparisons are pretty endless. But it does share qualities with *Serpent Isle (Ultima* stuff, storyline), *Ultima Underworld* (movement and combat systems), *Prince Of Persia* (acrobatics, combat) and *The Summoning* (mouse driven arcade adventure).

Ultima VII Pt II
Ultima Underworld
Prince Of Persia
The Summoning
Pagan: Ultima VIII



SERVANT GIRL Badly treated but oh so sweet. Useful for obtaining daggers. Hint.

RHAIN (In black) The blubbery widow of the headless Toran. She'll buy gems and stuff.
MORDEA (In white) Spoilt little brat with all the powers of Hydros. Don't be fooled.

STONEGOD Hard. Rock hard. The stone titan should be obeyed at all costs.

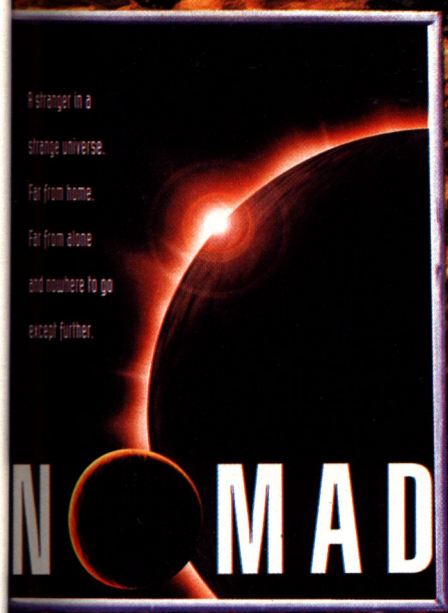
GAMETEK

For anyone who plays chess King's Table will prove to be an easy game to get to grips with, for others the game has been designed to be simple to play." **PC PLAYER**

Available for PC COMPATIBLES, PC CD-ROM and CBM AMIGA

"Daemonsgate is a role-player's dream. It is a complex and masterfully done game which must be experienced to be appreciated." **EGM (94%)**

Available for PC COMPATIBLES and PC CD-ROM

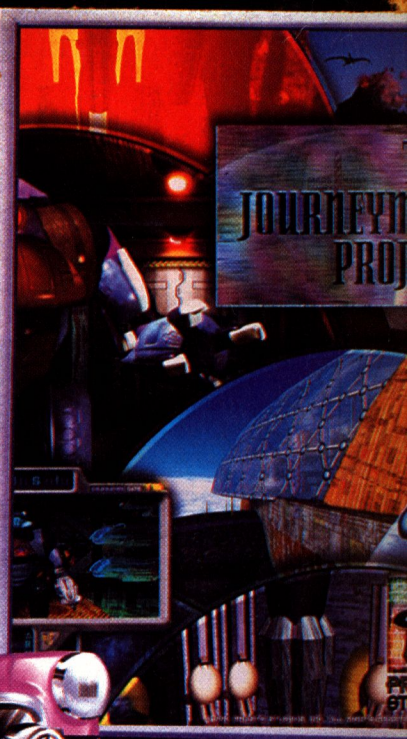


"I found Nomad very addictive, even coming into the office to play it at the weekend. Nomad certainly gives the best a run for their money." **PC PLAYER 4/5**

Available for PC COMPATIBLES and PC CD-ROM

"The Journeyman Project is a stunning game which you just have to buy. You haven't seen or played anything like this ever before – and it only costs £39.99." **PC POWER**

Available on PC CD-ROM and MAC CD-ROM



NOW SHOWING ON A PC NEAR YOU

GAMETEK

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berks, SL1 3UA

Nomad and Papyrus are trademarks of Papyrus Design Group Inc. King's Table 1993 Imagitec Design Inc.

SIERRA®

The largest, most exciting range of CD games!

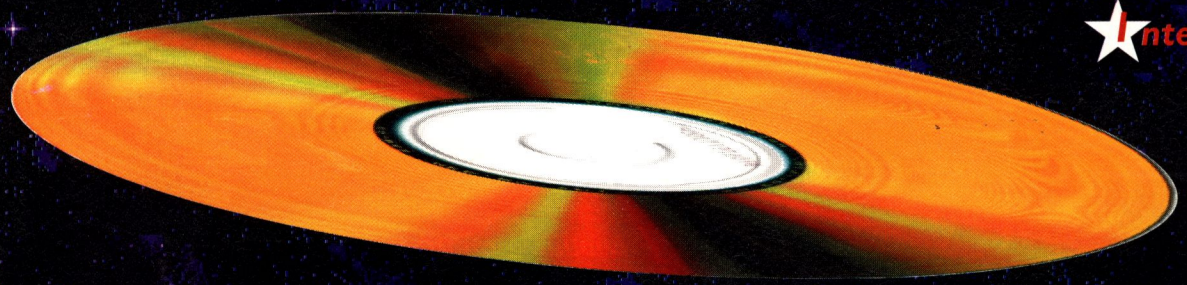
We Guarantee full Satisfaction, or Exchange your Game !

Adventure Games

- Gabriel Knight
- Leisure Suit Larry 6
- King's Quest VI
- Laura Bow II
- Police Quest IV
- Freddy Pharkas
- King's Quest V
- Fascination

Simulations

- Aces of the Pacific
- Red Baron
- Outpost
- ESS Mega



Interactive movies

- Lost in Time
- Inca
- Inca II

Puzzle games

- Gobliiins
- Gobliiins2
- Goblins3
- Sid & Al's Incredible Toons

Classic Collections

- The Leisure Suit Larry Collection
- The Space Quest Saga
- Saga of Aces

Role Playing Games

- Betrayal at Krondor
- Quest for Glory IV

We are prepared to guarantee your full enjoyment of Sierra, Dynamix and Coktel CD games.
If you don't enjoy your purchase, we'll exchange it!

For further information contact
Sierra Customer Service : 0734 303171

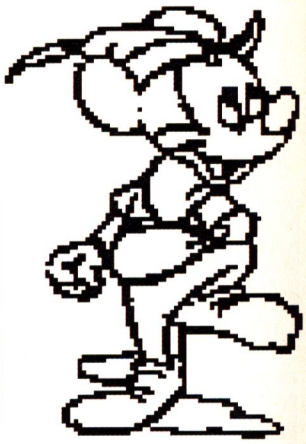
CONDITIONS:
1. Offer ends September 30, 1994.
2. Only one exchange per person per household
3. Product must be returned in "as new" condition as possible
4. Product must be accompanied by receipt and coupon within 21 days of purchase
5. Applies to SIERRA, DYNAMIX and COKTEL CD productions
6. This offer does not affect your statutory rights

SIERRA® Productions

Dynamix PART OF THE SIERRA FAMILY Productions

COKTEL VISION Productions

Sierra-On-Line • 4 Brewery Court • Theale • Reading • Berks • RG7 SAJ • Tel.: (0734) 303322



ANIMATION NOW!

HANNA-BARBERA ANIMATION WORKSHOP

DISNEY ANIMATION STUDIO

Patrick McCarthy's animated personality and bright, bubbly conversations often brighten the diurnal grind of our workday existence. Inevitably we chose him to compare two animation packages from famous cartoon houses.

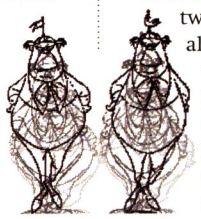
DON'T talk to me about animation. What I don't know about animation you could write on the back of something funny. I had that Nick Park in the back of my cab once. Tom and Jerry, Captain Pugwash, Wile E. Coyote – all personal friends of mine. That Roadrunner; what a cu** *(I think we'll just accept your 'credentials' and move on. Ed.)*. What we have here are two animation programs. One is from Hanna-Barbera (HBAW); makers of the Flintstones, the Jetsons, Scooby Doo and lots of other stuff that the kids of today seem to want tee-shirts of. The other is a Disney/ Infogrames numbe (DAS), who, you may remember, collaborated to some effect with Stunt Island. It's been around for a while, but we've only just discovered it, folded up in some used underwear under a pizza at the back of the lingerie cupboard.

If you wanted to make sweeping generalisations (and personally, I feel it's an essential part of everyday life) you'd say that Disney have gone for the serious 'animation is the way to get closer to God' type approach. Hanna-Barbera, on the other hand, have decided to make the program with the perspective that animation is interesting, easy and you might even have a bit of fun doing it.

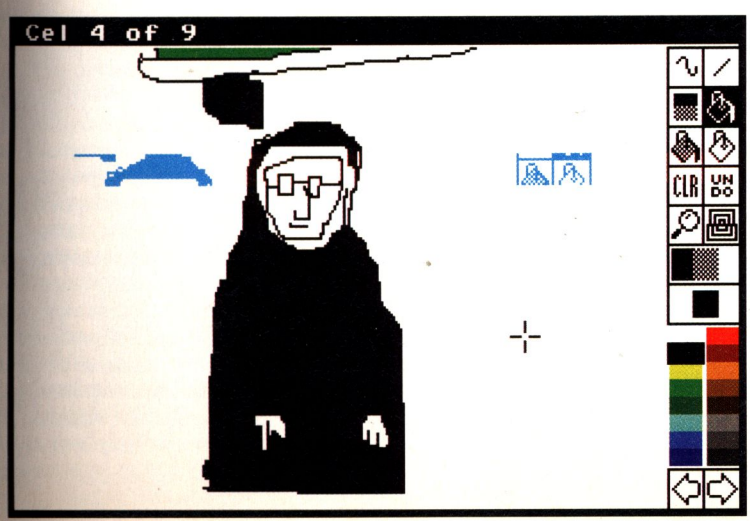
This difference in attitude is unlikely to come as a surprise to anyone who's ever seen one of the respective companies' cartoons. Disney specialise in 9,000 frames per second, sentimental crap, masqerading as Great Art, whereas, Hanna-Barbera just make trashy cartoons. Not that we don't love them both dearly.

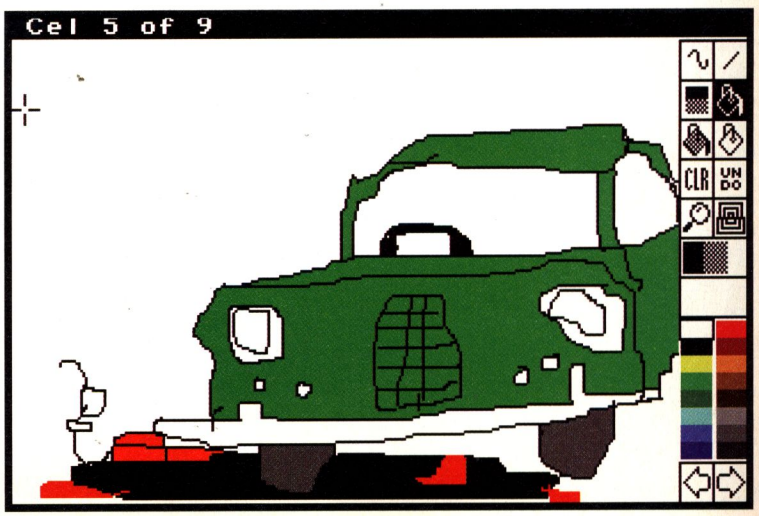
The difference in attitude is apparent in the manuals. You're not allowed to change the Disney stuff in any way because of the copyright restrictions they slap on everything, whereas Hanna-Barbera let you do whatever the hell you want with theirs. Disney's attitude is asking for trouble, so don't be surprised if you see Mickey Mouse somewhere on these pages with a huge penis growing out of his forehead.

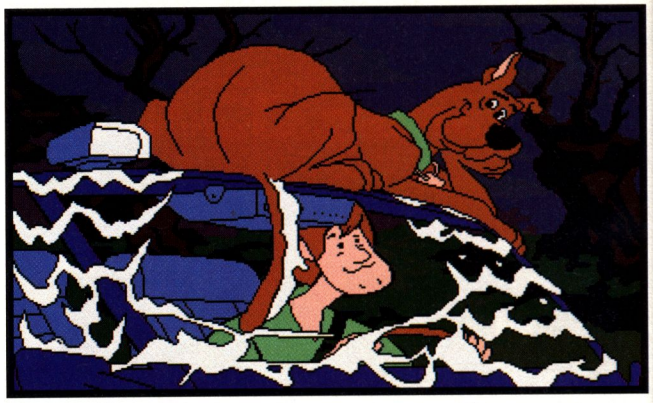
The only major difference between the two packages is that the Disney one allows you to output your work to video, whereas Hanna-Barbera's lets you input hand-drawn stuff via a video camera and go for the Bob Godfrey Rhubarb and Custard approach. Both features require additional hardware, of course.



(Below) Scenes from HBAW's Mother Theresa Cops It: Mr McCarthy's award-winning short film.







HANNA-BARBERA ANIMATION WORKSHOP

HBAW comes with a well thought-out manual which takes you through lessons – in animating clip-art; creating animations from scratch and incorporating background art into animations – in a simple and concise way. It also manages to fit in a little bit of background information on William Hanna and Joseph Barbera. Did you know that they were the creators of the first Tom and Jerry cartoon for MGM? They then set up independently and pioneered the use of 'planned animation,': a cheaper way of animating films which used the same drawing or sequence of drawings several times over, which explains why those endless corridors in Scooby Doo always repeated themselves every three yards. (Come to think of it, they obviously did the Scooby Doo 'plot' in the same way. Think how much money they saved....) The package also comes with a free video, which has a short 'how-to' segment showing how Fred Flintstone is drawn from very basic shapes, and a complete episode of *The Flintstones* with the man himself in mid-season, unreasonable form.

It's simple to use and the manual's obviously aimed at the younger user, without being that patronising. Of the two packages, it's more suitable for those who don't have a high-spec. machine as it can run on an XT with 1MB RAM – although, naturally, the longer and more intricate the animation, the more memory you'll need.

It has a basic installation programme, which looked for the disk in A: drive even though I was installing from B:drive. (Luckily the only DOS command I know is **Assign**.) Also, it doesn't give you any choice as to where it's going to be installed, it just goes ahead and does it. Nevertheless, thanks to the number of Yogi Bear, Flintstones, Jetsons and Scooby Doo frames to be de-compacted, it still takes a fair amount of time to install.

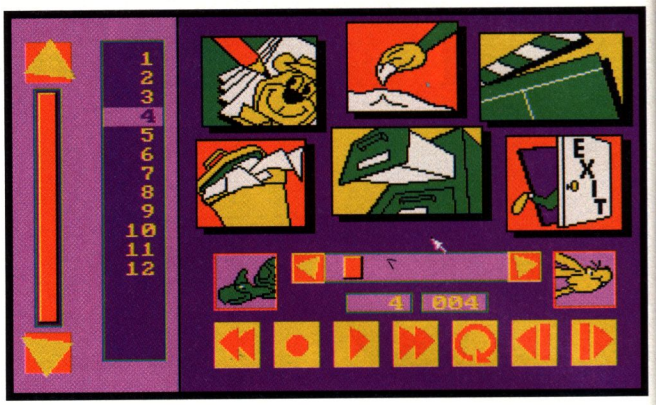
The drawing and painting utilities will be easy to use for anyone who's ever used drawing software, and are intuitive even for first-timers. The interweaving of the various parts is nice and fluid. The only area where confusion might arise is in the selection of foreground or background painting, but other than that it's easy to whiz back and forth between the different modes, exit, view your work so far, and get straight back into it again.

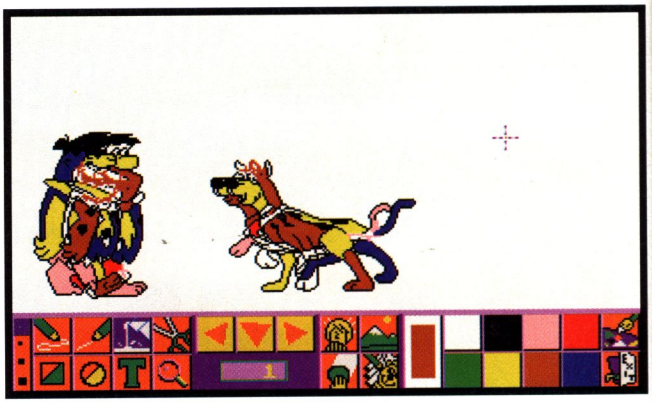
Unlike with the Disney package, you're free to abuse the Hanna-Barbera images to your heart's content, and there are even aids to help you copy Dino, animate Barney and stop-frame animate Fred. All this is very refreshing compared to the DAS approach. The emphasis is pretty much on getting you to go away and create your own cartoon characters, now that you've been shown how HBAW do it (which is 'cheaply').

Stop-frame animating

You can't output your finished works to video, but you can use a video camera to make better-quality animations with the video-digitising facility. If you have the hardware, you're able to get away from the limitations of drawing with a mouse by hand-drawing frames and adding them into the system via a camera. It also encourages you to get into the heavy-duty area of stop-frame animation by supplying you with a 'Fred' body and variety of limbs to attach and animate, Captain Pugwash-style.

Just stick a different head on and go to the BBC with it; think of the money you could make from the tee-shirts in 20 years.





(Top) Recreate classic cartoon characters like Scooby Doo and Shaggy. (Middle) Storyboarding and editing are made easy-peasy with the supplied tools. (Bottom) When using this program, onion skinning will work even when colour is applied.

SCORE

75

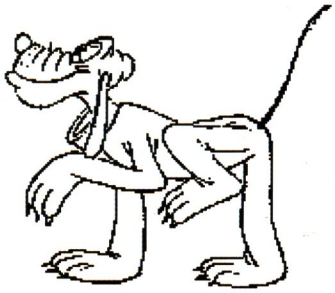
Tries to make everything fun and encourages you to try out other methods of animation. Exposure sheet isn't that impressive.

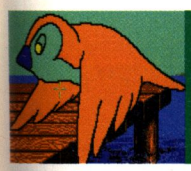
Minimum Memory: 1Mb
Minimum Processor: 8086
Hard Disk Space Required: 2Mb
Graphic Modes Supported: VGA
Soundcards Supported: None
Controls Supported: Mouse, Keyboard
Comments: 2Mb recommended – compatible with Rombo video digitisers

Price: £49.99 **Release Date:** Out now
Publisher: Empire **Tel:** 081-343 7337

FEATURES

ONION SKINNING Shows the previous two frames plus the current one.
DRAWING Black and white drawing package with: adjustable brush size, fill, undo, cut-and-paste, text facility and filled and outline squares and circles.
CREATE BRUSH Allows you to select an area of screen to use as a brush.
SAMPLE BACKGROUNDS/CLIP ART A selection of backgrounds and frames of clip art from all four television series. Also has a scrapbook of printed images and some 'Fred' limbs for the stop-frame facility.
VIDEO-DIGITISER Everyone knows what a pain it can be drawing with a mouse. If you have a Rombo card and a camera, the video-digitiser allows you to input each hand-drawn frame via the camera, after which they can be coloured using the paint facility. It's but one small step from there to Nick Park-style fame and fortune (if you can afford the plasticine after shelling out for the camera and Rombo card).





DISNEY ANIMATION STUDIO

DAS has an exemplary installation program, with everything from where you want to put it to what features you want to put into it, under your control. As well as asking you very nicely to put certain disks in the drive, it even tells you, in plain non-techie English, exactly why it's asking you to do it. During the installation process, it also tells you which files are being copied. You can let the thing know in advance if you don't have a mouse (although, if you don't have one, what on earth are you doing buying this?) It's so polite, it asks you if you want it to create a batch file for you to run the package on. However, regrettably for reviewers, it's a real 'read the manual' jobbie. Fortunately, the manual is well-written with excellent tutorial sections that walk you through its facilities step by step, and go into greater detail elsewhere (except for the video outputting section, which didn't seem to exist).

Stuff to play with

There are plenty of animations incorporating basic generic walking and running figures for you to mess about with. Unfortunately, the stuff with the true Disney characters isn't supposed to be edited or played about with in any way. No sirreee. Every time you load one of their animations you get the light-hearted message: 'This animation is intended for your study and enjoyment. Each frame... is copyrighted by the Walt Disney Company and may not be copied... in any way. Violators will be prosecuted....' Damn. And I was just going to copy the VGA animations onto one big file, colour it in and try to trick the public into thinking it was one of the great undiscovered 1930's Disney films, and make lots of money at their expense.

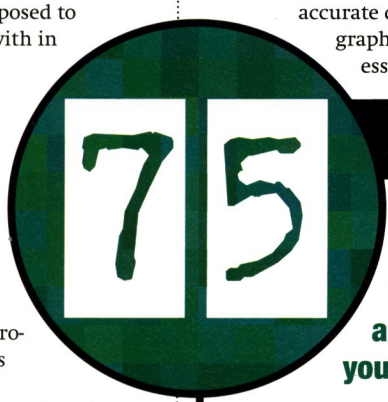
It has to be said that, true to the company's reputation, there are some excellent pencil-drawing animations included in the example files, such as one 149 frame epic of 'Tweedle Dum and Tweedle Dee' bouncing around the screen. When you consider that 149 frames is practically an entire series of 'Yogi Bear', you'll see what I mean.

My only concern is that DAS is obviously aimed at the more serious user, and I would have thought that anyone who's that serious about animation would prefer to get a professional animation package.

Summing up

Both packages have their strengths and weaknesses: HBAW is a good introduction to animation, doing most things the Disney package does (apart from outputting to video) and, with its video digitiser, opens the way to creating your own hand-drawn work (as long as you have the extra hardware). However, it doesn't have a very good frame exposure control system (FECS), which is important in the making of any animations longer than 30 frames or so.

Disney's annimation program claims to be aimed at the serious cel animator and has an excellent FECS, which allows sound effects to be added accurately and also enables you to input .IFF background art, but that's about it. Everything else has to be generated within DAS itself. It out-puts to video, but it might be NTSC only – we have no way of checking. Both packages, however clever, are restricted by the quality of the average mouse, therefore, a more accurate drawing tool, such as a graphic tablet, would be an essential purchase.



More serious approach with superb sample animations that you can't use!

Minimum Memory: 640Kb

Minimum Processor: 8086

Hard Disk Space Required: 6Mb

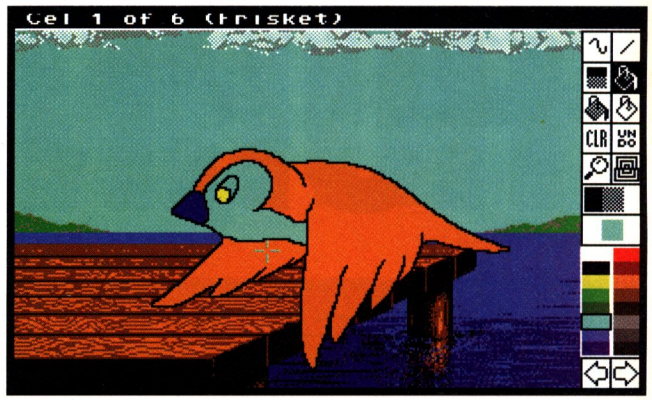
Graphics Modes Supported: VGA, CGA, EGA, MCGA, Tandy

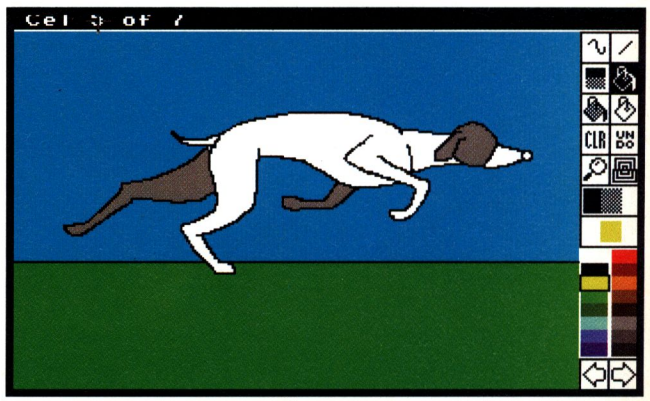
Soundcards Supported: The sound source, Sound Blaster

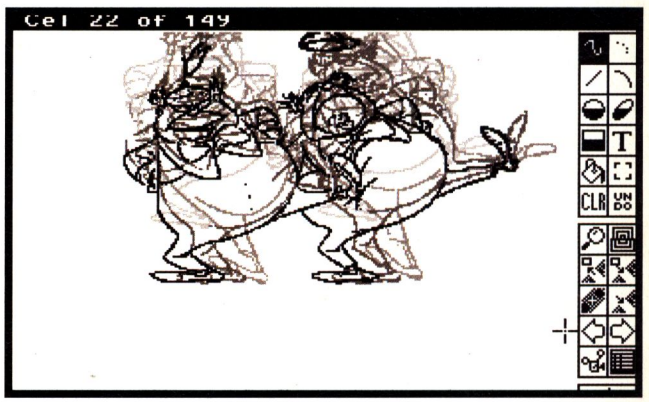
Controls Supported: Keyboard, Mouse

Comments: 2Mb required if running from Windows

Price: £99.99 **Release Date:** Out now
Publisher: Infogrames **Tel:** 071-738 8199







(Top and middle) Sample animations demonstrate how to implement tried and tested methods of animating animals and people. (Bottom) Roughs from original Disney films are also included to provide pointers for budding animators.

FEATURES

ONION SKINNING Four frames are viewable at a time, one more than HBAW; preceding frames are greyed out. You can't see – or load – a background while animating.

SOUND EFFECTS A variety of ready-made sound effects are available, although they aren't nearly as diverse or numerous as those in Stunt Island.

DRAWING TOOL Or the 'Pencil Test', as they somewhat bizarrely call it. I thought the pencil test was something women used to be encouraged to do in Cosmo.

FRISKET Used to mask an area from the background before a background is added to an animation, by specifying which colours will figure in the foreground. HBAW does this more simply.

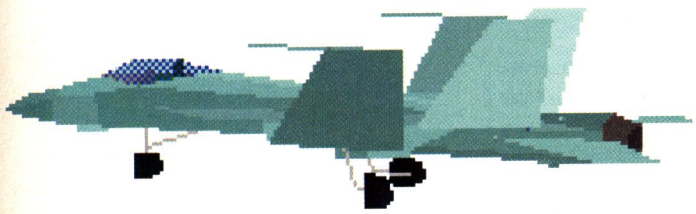
CUSTOM BRUSH CREATION Allows you to select an area of the screen as a 'brush' and reproduce it quickly on succeeding cels.

DITHERED COLOURS Lets you select two colours and combine them in small squares: 'dithering' is what its called – I think.

HORNET NAVAL

PC ZONE RECOMMENDED

As Spectrum Holobyte turn their attention towards carrier-based aircraft, Steve Pritchard rolls up his trouser legs and prepares to get his feet wet.



WHEN *Falcon 3* was launched three years ago, it was a ground-breaking product sporting one of the most realistic flight models ever seen. Today, it still stands proud and tall and is a challenging place upon which some of the 'more advanced' simulators have foundered.

Although now ageing, it still generates great excitement through its fast-paced combat sequences, which are made more realistic through the implementation of the Padlock View. However, the best reason for shelling out your hard-earned dosh on the game is to experience the pioneering Electronic Battlefield System (EBS), which allows up to six players on a network, either to fly co-operatively, or in a head-to-head shoot-out.

In order to further EBS, Spectrum Holobyte developed *Mig 29* as either an add-on to *Falcon 3* or as a stand-alone product. It proved itself to be a superb aircraft to fly, with all the quirks of a non-fly by wire aircraft – difficult to control and easy to crash.

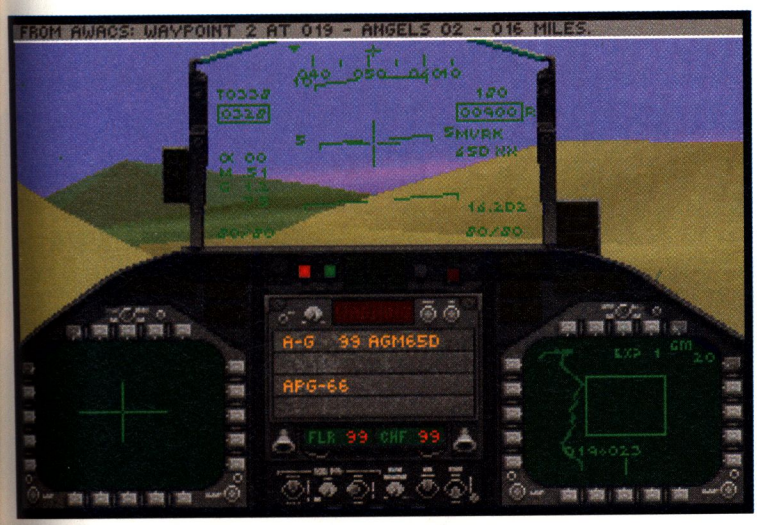
So what's new?

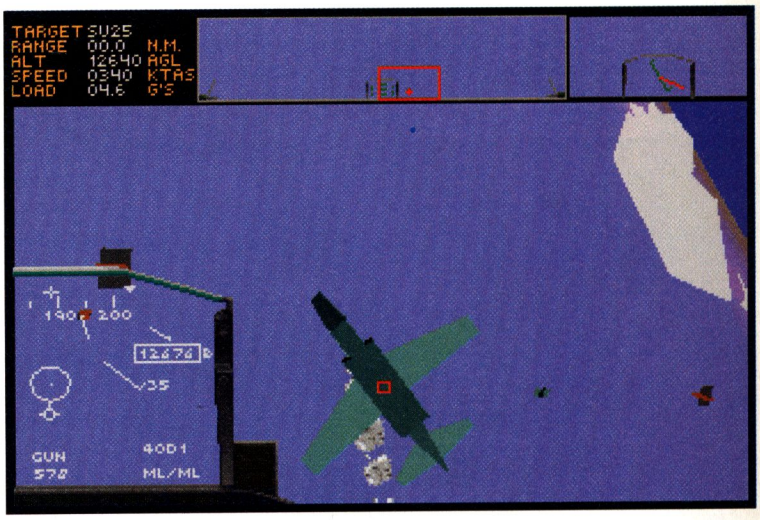
The latest addition to the EBS stable is the Hornet F18 module. This is a versatile module which can be used with either *Falcon 3* or stand-alone *Mig 29*, or both.

Originally code-named YF-17, the Hornet competed in 1974 against the YF-16 (Falcon) for purchase by the US airforce in the ACF

(Clockwise from top left) How not to approach a carrier landing. Between missions there's time to admire the view. Navigation is best undertaken with the knees-down view. There are many external views to show off the new aircraft. Lining up a target is made easier with the Padlock View.

STRIKE FIGHTER





(air-combat fighter) and LWF (light-weight fighter) programmes. The YF-16 was chosen by the airforce and became the F16 and, after further development, the YF-17 (which was crap) became the F18 and was purchased by the navy.

Hornet Naval Strike Fighter will be sold in Europe by MicroProse. The game reviewed here is the American version, but it's unlikely that there will be any major changes in the version that appears in European territories.

Two's company, four's a gang bang

The first challenge upon receipt was to load *Hornet* onto the four PCs being used for the *PC Game Zone* 'Head-To-Head Challenge' at the Computer Shopper Show. We already had *Falcon 3* and *Mig 29* running successfully (admittedly, this was following six hours of network configuration) and so, with much excitement (I know I know, it's pathetic), the installation commenced.

> 'Once over the target, the true strengths of the Hornet become apparent.'

In a manner similar to the *Mig 29* module, *Hornet* begins by loading patches (that's techno-speak for bug fixes) for *Falcon 3* and/or *Mig 29*. Following patching, the main *Hornet* program is loaded from a single high-density floppy.

Some short time later we had 5.5 MB less disk space and F18 head-to-head against Mig 29, briefly... and then 'CAUTION' 'CAUTION'... The old adage RTFM (Read The F'ing Manual) sprang unbidden to mind as my Hornet spiralled dangerously earthward with me strapped inside the flame-filled cockpit... 'sorry Ginger, you'll have to fly on without me'...

Yes, in the F18 we have those wonders of ergonomic space-saving, MFDs or Multi-Function Displays. These provide you with a plethora of read-outs. You can have them either all at once at the expense of the HUD using the 'knees-down' view, or you can toggle the top two MFDs to show the read-out of your choice – Threat Warning, Radar, Engine Management.

If you have Thrustmaster FCS/WCS you can configure the Top Hat so that left and right movements cause the left and right MFDs to change. This is a nice 'hands-free' facility which beats the hell out of knees-down view.

There is also a third multi-function display called the Horizontal Situational Indicator. This is basically a navigational aid, which can display either a navigational compass, a colour map or both of them together, which is altogether a far more usable option. With the two devices coupled together you'll have the ability to fly completely head down, that is assuming that you are completely devoid of life, but why not try it, it's fun (not!).

Of meatballs and other culinary delights

Most missions put you on the deck of a carrier to start with, necessitating the use of the catapult launch. In reality, what this means is full burner, pop the rubber band and you're skyward at a rapid rate of knots. The only thing to remember is to put the gear up before it's ripped off.

As a naval aircraft, the provision of an aircraft carrier as a launch platform was somewhat essential. The downside of this is, of course, the fact that you do have to land back on it following your successful mission.

The chances of doing this and retaining some credibility with the guys in the ward room have been enhanced by the addition of the CATCC (Carrier Air Traffic Control Centre) and, more importantly, the LSO (Landing Signal Officer) who will attempt to talk you down towards the deck with a series of atmospheric messages which probably really do help. Then, just when you really need the LSO to soothe your battered plane in for final touchdown, he hands you over to a meatball (it's true I tell you!). The meatball being an optical device on the carrier deck against which you adjust your glide slope for landing. And hey, it really works! (Well maybe with practice.) So, between the LSO and the meatball, all you really have to do is remember to drop your gear and arrestor hook and then Robert is your mother's brother, back for Buds in the bar.

Sadly, the carrier is the only vessel represented in what would otherwise be a naval task force or fleet. The reasons behind this are apparently technical. However, it does mean that the carrier has been made invulnerable to attack as would be the case if it had a fleet wrapped around it. This does, of course, remove one of the options available to you when you come back from a mission with ordnance strapped to your plane. I mean, if it won't sink, what's the point in shooting it?

As indicated in the title, the primary role is that of strike aircraft, so the missions tend to be biased in that direction. What is surprising is the high performance of the aircraft. Even when fully laden with Mavs MK82s and AAMRAMS, being bounced on the way to the primary target presented no problems. The response and turn rate remained fairly lively where the F16 pilot would probably be hanging on silk if loaded up in a similar fashion.

In true air-to-air situations – when not cluttered with extraneous stores – the Hornet handles superbly and in most situations can out-turn both Mig 29 and Falcon with relative ease. This doesn't necessarily guarantee that you're able to survive for any great length of time, but you can hope.

The Hornet also has a radar-slaved gun sight, which sadly doesn't lock up your cannon onto your intended victim. However, it does provide information that can be used to optimise your kill probabilities.

All your weapons have a minimum-range indicator, which shows that you are too close for the selected weapon to work effectively – if at all. This is really useful if you are anything like me and shoot off missiles on the assumption that because you have 'tone', they'll hit.

There are in-built G limiters which prevent you from spreading your breakfast over the canopy. These can be disabled if you like to live on the edge, but for most people the prospect of 30 seconds' worth of black-out and then waking up in a burning wreck on the ground, are well worth attempting to avoid.

Once over the target, the true strengths of the Hornet became apparent, for as a delivery platform it feels inherently far more stable than the Falcon. For once, 'servicing' the targets was actually enjoyable. This was also due to the fact that you can view both Ground-Mode radar and Maverick Camera simultaneously, which gives you more time to concentrate on target acquisition and removal.

Bosnia Hertsa... whatsitcalled

In line with current events, a new operational theatre has been added which presupposes American intervention in the former Yugoslavia, carrying out strikes on targets that threaten the peace process whilst preserving (i.e. not bombing) the civilian population centres. What this gives you is a lump of Yugoslavian Europe, complete with mountains and valleys to fly around/over/into. You can actually see the big hill that overlooks Sarajevo and whilst I couldn't find any artillery on top (just shows you how the media exaggerate) there were, however, lots of white APCs to shoot at the bottom of the hill, so all was not lost.

Funnily enough, to even up the score it appears that Russia has sold dozens of Mig 29s to Serbia in exchange for hard currency. What this means is that if you fly your Mig 29 in Bosnia, you are flying for the Serbian airforce; a truly awesome prospect.

To summarise: *Hornet Naval Strike Fighter* is an essential purchase for any *Falcon 3* or *Mig 29* owner, as it broadens the opportunities available to you under Electronic Battlefield. The Bosnian theatre provides you with some great new terrain to fly into, and also allows you to answer the burning question of the day – would air strikes make any difference in Bosnia? (Answer – no, but they are fun to do.) Finally, the flight model is sufficiently different to ensure that you will need to learn to fly a new aircraft, and it is well worth the effort.

SCORE

80

As that well-known saying goes: 'If you like Falcon 3 you'll just love Hornet.'

Minimum Memory: 1Mb, 4Mb recommended (603K of free conventional RAM required)

Minimum Processor: 286 12MHz (486 DX-33 recommended)

Hard Disk Space Required: 7.5Mb for install, 5.5 after

Graphics Modes Supported: VGA, 16 bit recommended

Soundcards Supported: Ad-Lib, SoundBlaster, Roland

Controls Supported: Joystick/mouse, flightstick Pro/Thrustmaster FCS/WCS/Rudders

Comments: DOS 5.0 or above required; Modem/Null Modem cable/IPX compatible network for multi play

Price: £tba **Release Date:** tba
Publisher: Spectrum Holobyte
Tel: 010 1 510 522 3584

IN PERSPECTIVE

Builds on the original concepts – refines them, adds a brand new plane -and the original is still on my hard disk after three years. Nuff said.

Falcon 3/Mig 29

Hornet

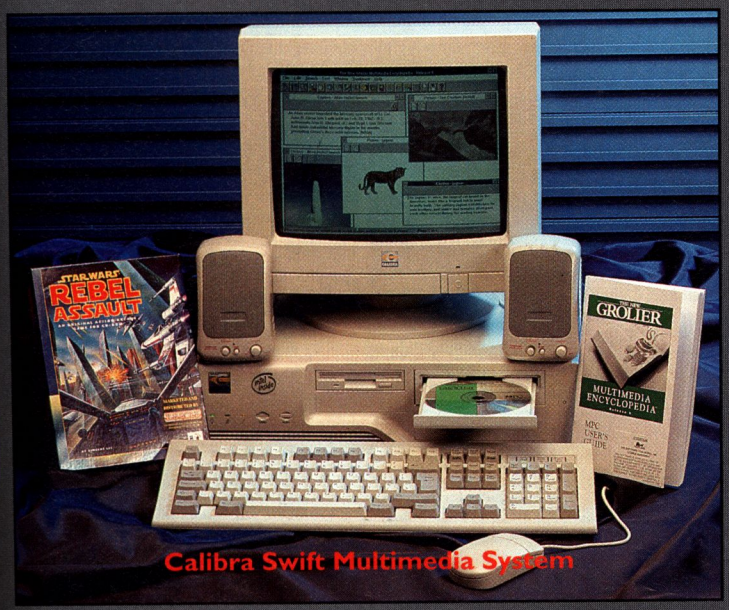
TFX

Tornado

(Left) The right way to approach a carrier landing.

CALCULUS
COMPUTER STORES

Calculus Stores are bursting with the most exciting PC, CD ROM and Multimedia solutions you have ever seen.
But that's not all, PC games printers, drives all at prices that you wouldn't believe.
Don't take our word for it call it at your nearest Calculus Store there's bound to be one opening near you. Calculus Stores Ltd is a wholly owned subsidiary of ZCL PLC who have been established in the UK Computer Market for over 11 years. New Stores will be opening throughout 1994.



Calibra Swift Multimedia System

MULTIMEDIA
Calibra Technology

THE CALIBRA SWIFT 486 SX

* PC 486SX * 4Mb Main memory* 130Mb Fast Access Hard Drive
* 128 K external data cache
* Support for all processor types including full Pentium Overdrive readiness
* IMB High Colour Windows Accelerator
* 0.28DP 14" SVGA Colour Monitor
* MS DOS 6.2, Windows 3.1 and PFS Window works
* 12 months 0800 Freephone Technical support
* 12 months On Site Warranty

£769 + VAT

214 Mb HD option available £819

CALIBRA SWIFT 486 SX MULTI MEDIA SYSTEM MPC2

* Calibra Swift 486SX. **Plus**
* 16 bit Stereo Sound Card - Sound Blaster compatible
* Double Speed Multi Session Sony CD-Rom Drive
* Kodak CD Compatible
* Amplified Stereo Speakers with full volume and Bass control

£999 + VAT

214 Mb HD option available £1049

CALIBRA SWIFT 486 SX MULTIMEDIA SYSTEM, FULL SCREEN, FULL MOTION VIDEO.

Don't settle for a tiny postage stamp viewing window, Video Experience lets you see live, 30 FPS Video in 32K brilliant colours at full screen for a REAL Movie Experience. This is real State of The Art Next Generation Multimedia System allowing you to experience spectacular new Computer games, Video CD featurefilms and Interactive Video Education and entertainment.

* Calibra Swift 486SX Multimedia System MPC2 **Plus**
* Full Motion Video Card* - Comptons Encyclopedea*, Dinosaurs- Myths and Reality *, The History of Aviation - the Early Years,* Times Gulf War, FMV MPEG Demo Disk, * MPEG player software for DOS and Windows 3.1
* MPEG Version

£1269 + VAT

214 Mb HD option available £1319

FREE
Rebel Assault CD
Groliers Encylopedia CD
Worth £89

FMV PLAYS
ALL CDi MOVIE TITLES

I WANT IT NOW

Full Motion Video Cards

ComptonsEncyclopedea*Dinosaurs- Myths and Reality * The History of Aviation - the Early Years * Times Gulf War, FMV MPEG Demo Disk, *MPEG player software for DOS and Windows 3.1
* MPEG Version

Calibra Video Experience **Calculus Price £269**

Prices Whilst Stocks Last

The Ultimate Full Motion Video System Including Sony Multi Session CD ROM Drive.

Calculus Price £399

UNREPEATABLE!

CD-ROM Deal !!

This must be the Buying scoop of the year!!

Panasonic CR - 562 Dual Speed Multi Session CD - ROM Drive complete with Opti - CD cache program at a price you will not believe.

NOT ONLY is our Price the best in town but we include complete data / audio cables plus 3 great games in individual packaging AND A FREE CD - ROM Interface that other companies charge upto £16 for.

* Panasonic CR - 562 Dual Speed Multisession CD-ROM
* Opti cache program
* Kodak Photo CD Multi session compatible
* FREE data / audio cables
* FREE Interface
* MSCDEX Software and Drivers
* Stellor 7, Kings Quest V and Space Willy Beamish.

£149 + VAT

STOCKS ARE LIMITED SO PLEASE ACT NOW

Multimedia CD ROM Bundle Mega Pack - (Internal)

* Panasonic 562 Dual Speed CD ROM drive
* AT Interface Card
* Dr Halo Desktop Imager CDROM software
* Microprose Mantis CD ROM game
* Comptons Multimedia Encyclopaedia CDROM
* Microsoft Bookshelf 1993 CDROM
* Mavis Beacon CDROM
* World Atlas CDROM
* US Atlas CDROM
* Sherlock Holmes Consulting Detective CDROM
* Chessmaster 3000 CDROM

FREE £132 CD ROM Software

Calculus Price £229

Multimedia CD ROM Bundle Master Pack - (Internal)

* Panasonic 563 Dual Speed CDROM drive
* Soundblaster Pro Deluxe
* Comptons Multimedia Encyclopedia CD ROM

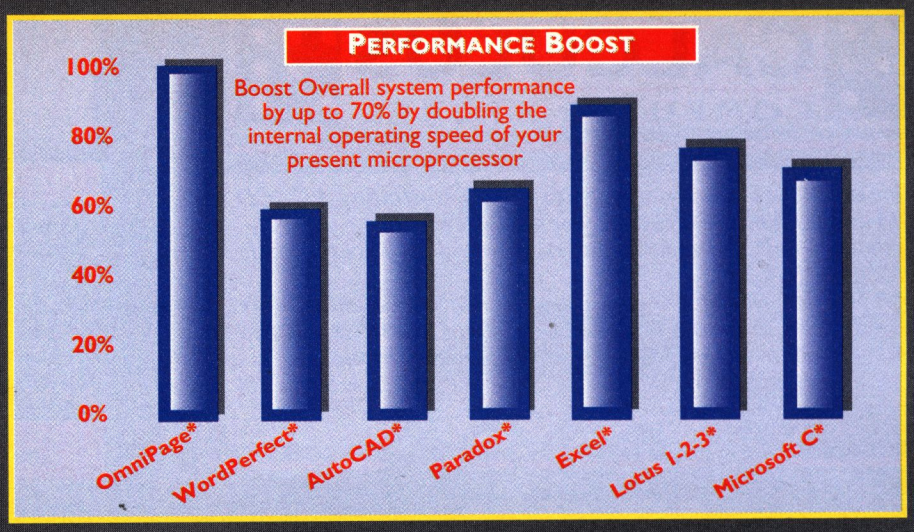
Calculus Price £239

Offers are limited to the Calculus Stores listed above. Printer offers are for PC use and exclude Software previously offered on other formats.

Calculus Computer Stores recognises all trademarks and copyrights. Prices are all correct at the time of going to press. All prices exclude VAT Specifications are subject to change without prior notice

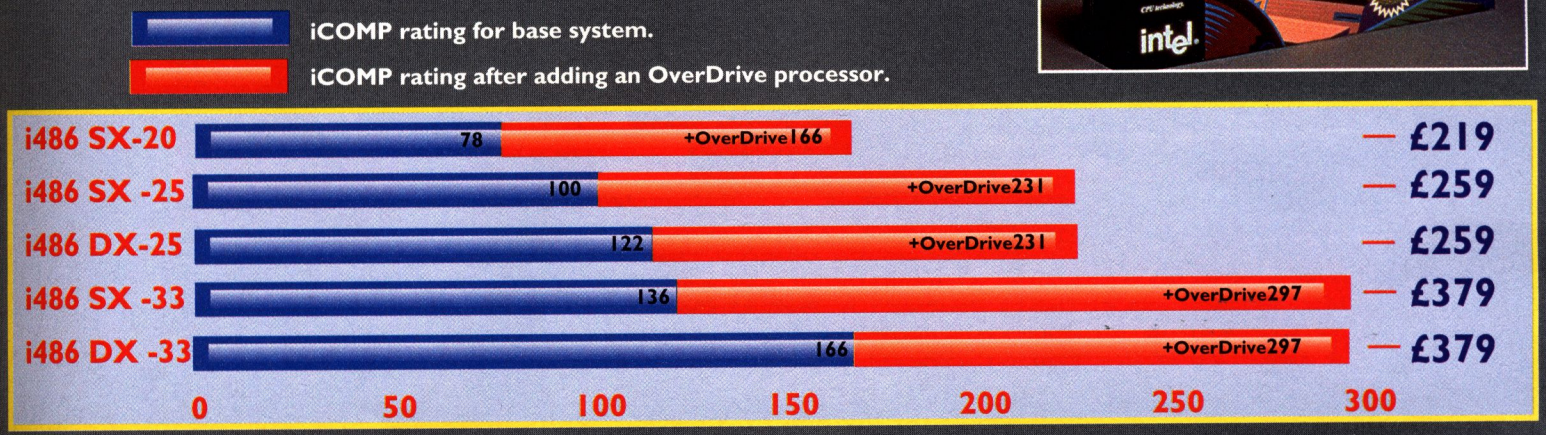
70%

PC PERFORMANCE BOOST



INTEL OVERDRIVE

Intels new Speed doubling technology will upgrade your Intel 486 SX or DX to the same performance level as an Intel 486 DX2 microprocessor. * Easy to Install * Lifetime Warranty * Visibly boosts all applications under DOS



PC COMMUNICATION

INTEL SATISFAXTION CARD INCLUDES FAXABILITY

links you to millions of fax machines, modems and PC's worldwide.

It offers

- **3 in1:** a Fax, a Modem and a Scanner Port.
- Fax from within Windows applications as easily as you print.
- **Easy to install:** Switchless installation with automatic configuration.
- **Does not tie up your PC:** Background operations with 16 MHz CPU and 512 KB memory.
- **Unlimited phone books**
- **Free DOS and Windows Software.**
- **Three year Warranty.**
- **PTT approved (NS/3700/3/P/603622).**

£285 + VAT

FAX

- Send and receive at 9600 bps.
- Fax as you print from all your applications.
- True background faxing.
- Transmit to multiple locations in a single step.
- Compatible with international standards

MODEM

- Line speed of 300 to 2400 bps
- MNP level 5 V.22 bis compatible

SCANNER PORT

- Logitech compatible hand scanner port
- Support for Intel hand scanner.

INTEL FAXABILITY + OCR

Convert received faxes to text you can edit and re - use your faxed text using Optical Character Recognition.

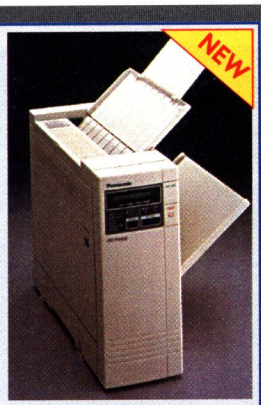
System Requirements

- 286 or higher AT compatible PC.
- 2 Mb of Memory.
- 6 Mb hard disk space
- Windows 3.x, DOS 3.3 or later.
- EGA, VGA, Hercules or compatible.
- Class 1, 2 or CAS compatible fax device.

£134 + VAT

Panasonic

Panasonic KX - P4400



NEW Ultra - Compact LED Page Printer

Announcing the **Panasonic KX - P4400** LED Page printer, the printer that fits virtually anywhere. Ultra small foot print (12.7cm X 38.1cm ex trays) and under 6.5 kg, this printer travels with you. * 4 pages per minute of crisp, 300 dpi laser quality output.* 100 sheet, multi purpose paper tray * 28 internal bitmapped fonts* HP laserjet series IIP * 1 Mb Ram expandable to 5 Mb * 1600 copies per toner.* 1 Year On - Site Warranty

£399 + VAT

Panasonic KX - P5400

Adobe Postscript LED Page printer now available. Specification as above plus * 2 Mb Ram standard * Adobe Postscript level 2inc 17 Adobe Fonts * Optional AppleTalk interface available

£649.99 + VAT

Panasonic KX - P4440

The New **Panasonic KX - P4440** is a fully specified 10 page per minute Laser printer. Perfect for Heavy duty Business use at an extraordinary price.

* Satin print (Optimum Resolution Technology)
* 10 PPM print Speed
* 8 Scaleable 28 Bitmapped fonts
* 1Mb Ram (expandable to 5Mb)
* Dual Bin (2x200 Multi purpose cassettes)
* Standard Centronics parallel + RS-232C serial interfaces, autoswitching
* Low running costs
* 2 Year on site Warranty

£839.99 + VAT

Panasonic KX - P2023

The **Panasonic KX - P2023** incorporates the latest in ergonomic design, with emphasis on the user friendly features which include a help disk, easy to use front control panel and paper setting facility.

* Panasonic Quiet Technology
* 240 CPS Draft micron, 80 CPS LQ
* 3 draft, 4 LQ fonts
* 14K Buffer (32K optional)
* 1 Year Warranty

£127 + VAT

Send away your voucher for your **FREE** - **AUTO CUT SHEETFEEDER WORTH £89**

Panasonic KX - P4410

* 5PPM 300 DPI Entry level Laser
* HPII PCL 4 Emulation
* *2 Year on site Warranty

£375.99 + VAT

SCOOP PURCHASE Limited Stock SAVE £254

Panasonic KX - P4430

* Satin Print(Optimum Resolution Technology)
* 1MbRam (5Mb Max)
* 8 Scaleable 28 Bitmapped fonts
* 5PPM * 300 DPI
* *2 Year on site Warranty

£549.99 + VAT

Panasonic KX - P1150

* 9 pin Narrow Carriage*7 Fonts- 3 draft, 4 NLQ* 3.5" Setup disk + windows 3.1 driver
* 240 CPS, 38 CPS NLQ
* Paper Parking * 1 Year Warranty

£105.00 + VAT

NEW

Panasonic KX - P2624

Wide Carriage Quiet Printer

* 24 Pin Dot matrix
* Front, Top, Bottom & Rear paper feed
* 136 Column* Push & Pull Tractors
* 300 CPS Draft micron, 100 CPS LQ
* 3 Draft 7LQ & 1SLQ Fonts
* 1 Year on site Warranty

£279.99 + VAT

Panasonic 2 YEAR ON-SITE WARRANTY

Panasonic KX - P2124

Fullyfeatured Quiet (43.5 DBA) Printer with colour option. The **Panasonic KX - P2124** is a robust 24 pin printer suitable for business use.

* 320 CPS Draft Micron, 106 CPS LQ
* 90 Column
* Front, Top, Bottom, Rear paper feed
* Push Pull Tractor
* 3 Draft, 8 LQ, 1 SLQ Fonts
* Colour Kit Option
* 1 Year Warranty

MONO **£219.00** + VAT

For Colour Option Add **£25** + VAT

Panasonic KX - P2123

Voted the Best Selling 24 pin Colour Printer.
The **Panasonic KX - P2123** comes complete with a fitted colour kit and Free Dustcover. Definately our best seller

* 240 CPS Draft Microns, 80 CPS LQ
* 7 Colour palette
* 3 draft, 6LQ, ISLQ fonts
* Quiet Printing (43.5-46 DBA)
* Paper Parking
* Push Pull Tractor
* 1 Year Warranty

£150 + VAT

FREE -DUSTCOVER -COLOUR RIBBON -BLACK RIBBON

Whilst Stocks Last

Soundblaster Cards

Sound blaster V2.0 Deluxe

Now amazing value for you games players, if you don't own a soundcard - buy it!!! **£49**

Soundblaster Pro Deluxe (Mitsumi I/F)

If you already own a Mitsumi CD - ROM then this is the card that will allow you to channel your sound through this stereo card. **£82**

Soundblaster Dynamic Speakers

There's no point buying a soundblaster and using inferior speakers! **£20**

NO DEPOSIT CREDIT

Any of our products can be purchased without a deposit and nothing to pay for ONE month.

Calibra 486 Multimedia System for as little as	£36.00 per month
Calibra Video Experience Card for as little as	£13.00 per month
Panasonic KX - P4400 printer for as little as	£16.00 per month
Internal Multimedia CD ROM Mega Pack for as little as	£9.00 per month

*subject to status

DELIVER TO YOUR HOME

Calculus can organise a delivery direct to your Home or Business completely free of charge.If we have yet to open a *Calculus Store* in your area then call *mail order* on

0543 419 999

ALL MAJOR CREDIT CARDS ARE ACCEPTED

CALCULUS

COMPUTER STORES

ALTRINCHAM
59 George Street Altrincham Cheshire
TEL: 061 929 7433

BURTON - UPON - TRENT
Unit 30 Octagon Centre
New street Burton on Trent Staffs
TEL: 0283 517505

COVENTRY
Unit 24 Orchard Walk Orchard Shopping Centre Coventry
0203520778

HULL
Lower Ground Unit 11 Princes Quay Hull
TEL: 0482 585100

LEEDS
11 Albion Arcade Bond Street Centre
Leeds TEL: 0532 454098

NORTHWICH
85 Witton Street Northwich Cheshire
TEL: 0606 47883

SHEFFIELD
67 The Moor Sheffield South Yorkshire
TEL: 0742 721192

SUTTON COLDFIELD
80 The Parade Sutton Coldfield
West Midlands
TEL: 021 355 4839

TAMWORTH
Unit 34 Ankerside Shopping Centre
Tamworth
TEL: 0827 67776

WALSALL
48 Park Mall Saddlers Centre Walsall
TEL: 0922 21700

WARRINGTON
52 The Mall Golden Square Warrington
Cheshire
TEL: 0925 575055

WIGAN
18a The Galleries Shopping Centre
Market Street Wigan
TEL: 0942 323913

Calculus Computer Stores recognises all trademarks and copyrights. Prices are all correct at the time of going to press. All prices exclude VAT

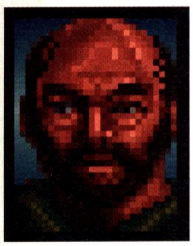
The Interface

You control all your team members' actions by using the icon bar and movement cursor at the bottom of the screen. Here's the run down on what they do.

1. **Next Player:** swaps between the different members of your team.
2. **Player Statistics:** shows the current player's statistics for health, strength, etc.
3. **Blueprint:** displays a plan view of the game area and its contents.
4. **Pick Up:** lets you pick things up and search dead enemies for equipment.
5. **Drop:** lets you drop stuff so you can move more freely.
6. **Walk To:** select this to mark a spot you want your player to walk to.
7. **Open/Close Door:** enables you to enter and leave different rooms.
8. **Choose Weapon:** changes player's currently selected weapon or object.
9. **Prime Grenade:** prepares a grenade for throwing.
10. **Load Weapon:** loads your current weapon with ammunition.
11. **Throw Grenade:** enables you to chuck grenades at things and lob them through windows.
12. **Aim Shot:** shots are more accurate if they've been aimed first.
13. **Snapshot:** forget about aiming and just spray bullets everywhere.
14. **End Game Turn:** ends turn for SAS players and starts computer's turn.
15. **Direction Control:** lets you move and warns you of enemy sightings.
16. **Action Points:** shows amount of action points each member has left.

SABRE TEAM

Can a classic game like *Laser Squad* be reworked with 3D graphics and still be as good as it ever was? Chris Anderson is seriously doubtful.



LIKE MANY releases from Krisalis, *Sabre Team* is a simple strategy game. Easy to play, easy to win, but best of all for the publishers, it must have been an absolute doddle to write. The reason I'm assuming this is simply because it's already been written. *Sabre Team* has its roots in games like *Laser Squad* and also shows similarities to Paragon's *Twilight 2000*. It has exactly the same gameplay as *Laser Squad*, the same choice of weapons, and an isometric viewpoint and dodgy control system that will be familiar to players of *Twilight 2000*. So, a number of questions need to be asked in the face of all this unimaginative malarkey. Is it any better? Is it any worse? Is it sort of the same in some bits yet completely different in others? The tension is unbearable, I know, but if you will just sit patiently on the edge of your seats for the next couple of pages, all will be revealed.

Sabre Team puts you in command of a team of crack top-secret SAS agents (at least they would be top-secret if they didn't go running around in broad daylight waving great big guns about). To win the game, you must successfully complete five gruelling, death-defying missions, all of which fall into one of two categories. The first mission type involves killing lots of baddies and rescuing hostages. The second mission type involves killing lots of baddies and locating and destroying machines which program missile guidance systems.

> 'Once you've kitted all your dudes out with heavy gear, all you have to do is plonk them into the playing area and get ready for action.'

Before embarking on a mission, you must select and equip four team members from a

(Above) Quick. Shoot the bugger before you run out of action points. (Below) You can check out your team members' vital statistics. (Bottom right) The lads make a few quid on the side repairing roof tiles.

choice of eight. If you get completely bored equipping all your team members every time (I did), you can use one of the quick-start teams that come with the game. These outfits may not be as well equipped but at least they save you from falling asleep during the equipment selection stage. Once you've kitted all your dudes out with heavy gear, all you have to do is plonk them into the playing area and get ready for action.

Action points

The game is played on a turn basis. During your turn you move your four bods all over the place, have a pop at the baddies when you find them and escort any hostages you've rescued to safety (or alternatively, blow up lots of machines, depending on the mission type). Everything you do in your turn takes up a proportion of your team's allotted action points.

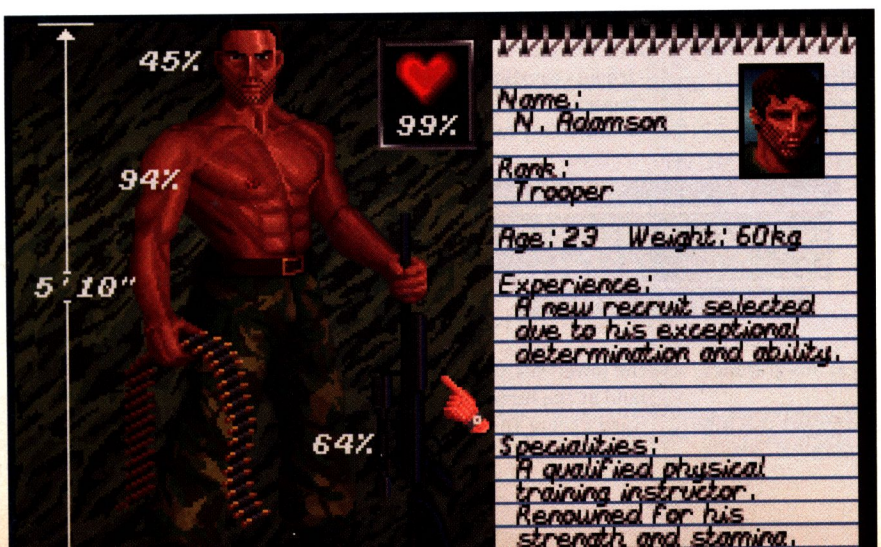
Your team members' skills in each area determine how many action points they will use when performing various actions. It's particularly annoying when one of your team members meets an enemy player and uses all his action points just lining up the target. There's nothing you can do when this happens except sit back and watch him get bumped off during the enemy turn before he's even had a chance to fire his gun. Bloody hell! All that messing about just to watch the silly prat getting wasted while reading the instructions on how to use the target sight on his brand new M16. During the enemy turn you just stare at a graphic still of mean looking types with gas masks on and listen to people opening and closing doors. That more or less sums up all you need to know about what goes on during the missions.

Football commentary

So, have the chaps at Krisalis come up with the goods and beaten themselves at their own game? No, they haven't even come close. The graphics are average and the gameplay is the same throughout, despite the changes of scenery. The whole thing lacks inspiration and, unlike its predecessors, is totally devoid of atmosphere.

Even the digitised commentary during the missions doesn't help to lift things. A digitised voice self-importantly announces any significant events like 'Teather's down' or 'Teather's been killed'. Unfortunately, it sounds like a melodramatic football commentary and, rather than adding atmosphere to the game, it only succeeds in making the whole thing even tackier.

Sabre Team isn't exactly crap (you might get a few hours or so gameplay out of it if you're prepared to be patient), but it simply doesn't have anything special to make up for the mediocre graphics and gameplay, and at thirty quid, I can't recommend it.



60 SCORE

It's all been done before, and done much better than this.

Minimum Memory: 2Mb
Minimum Processor: 386SX 25MHz
Hard Disk Space Required: 9Mb
Graphics Modes Supported: VGA, (SVGA
Soundcards Supported: Ad-Lib, Sound Blaster and compatibles, Roland LAPC-1, Roland MT-32
Controls: Mouse

Price: £29.99 **Release Date:** Now
Publisher: Krisalis **Tel:** 0709 372290

IN PERSPECTIVE

Twilight 2000 **is similar to** ***Sabre Team*** **except better.** ***Syndicate*** **has real time as opposed to turn-based action and knocks spots off both of them.** ***Laser Squad*** **is the original game of this type.**

Sabre Team

Syndicate

Twilight 2000

Washington DC Scenery

WASHINGTON DC SCENERY

Lovely. Now, how do I access the air to ground missiles?

Steve Pritchard has watched a rogue pilot land in Red Square and a hang glider crash on the roof of Buckingham Palace. Now he's got an opportunity to go one better and buzz the Whitehouse.

Some time in the late Jurassic period when PCs ran at 4.77MHz and 286 processors were just a gleam in Intel's eye, there was a product called *Microsoft Flight Simulator*. As well as being one of the more exciting games around (or was it the only game around?), it was also a yardstick against which potential clone manufacturers could assess their wares. If *Flight Simulator* wouldn't run, then it was unlikely that their clones would sell.

However, let us get back to reality. It's now 1994 and *Flight Sim 5* is as much of an iceberg against which hardware can founder as ever its predecessors were. The *Washington DC* add-on, pushes back the boundaries for PC performance requirements since it requires vast dollops of CPU and oodles of graphical through-put to achieve an adequate frame rate. I used a 486 DX2 40 with ISA Bus graphics, which is generally faster than a DX33 for normal flight sims, and a DX266 with local bus graphics, which is fairly quick.

The performance on the 66MHz machine was okay. The DX240 was marginal, seeing as its display was usually struggling to catch up and the word 'jerkovision' was frequently springing to mind.

Having said this, the scenery is amazing. I mean, you really could be flying over DC and, despite the fact that there is nothing to shoot down, I was totally absorbed by the stunning scenery, so much so that I turned off the instrument displays in order to get a full-screen window.

In the package, you get a large FAA chart covering your flying area: beacons, airfields, charts indicating airfield co-ordinates, radio frequencies etc. In fact, I was soon tuning in my radio; setting up my Nav gauges; reaching for my anorak and setting my course for...

> 'As you fly from low to high resolution, the shift in detail is mind blowing.'

Andrews AFB – it had to be done, you understand. I mean, they didn't tell me that I couldn't buzz the tower! Yes, you can fly over, and even land at the home of Airforce 1. Sadly, it wasn't there and they didn't even scramble any F16s in an attempt to intercept me.

As for the White House... well, it has a very nice dome, but unfortunately, the mavericks wouldn't lock on or fire. Hang on, just where did I leave those mavs? But seriously, you must check out the dome.

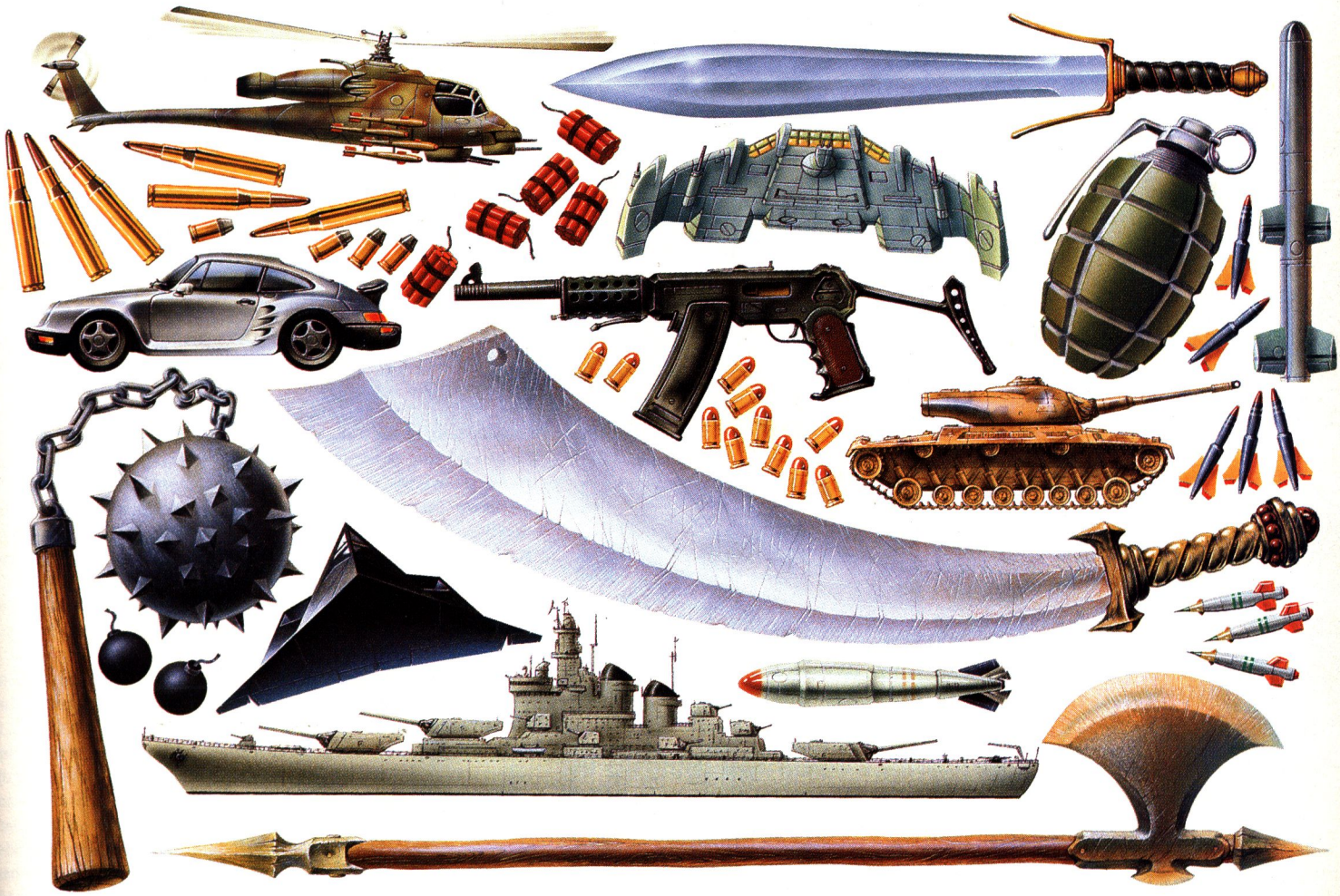
The ground detail is created from satellite images which are at two detail levels. As you fly from low to high resolution, the shift in detail is mind blowing. You feel as if you could almost see all the vicious crimes going on in the streets below. However, despite the splendiferous graphical qualities, I still had a few problems with the ground and my proximity to it. The closer you get, the more it resembles a three-day-old pizza pavement and then... thruup... Oh no, who ordered the anchovies?

This had to get a high score because the graphics are so incredibly awesome. The performance, however, leaves plenty to be desired. So let's face it; you're hardly going to splash out on this game unless you have an impelling desire to watch polygon clouds passing over rectangular fields. Z

Undoubtedly one of the best flight sim add-ons to date.

Minimum Memory: 1Mb
Minimum Processor: 386DX 40MHz
Hard Disk Space Required: 17Mb
Graphic Modes Supported: VGA, SVGA
Soundcards Supported: Ad-Lib, Sound Blaster Roland compatible cards.
Controls Supported: Joystick, Mouse, Keyboard
Comments: Requires Flight Simulator 5.0.
Price: £39.99 **Release Date:** Out Now
Publisher: Supervision **Tel:** 071-702 9391

AGAINST ALL ODDS



YOU CAN STILL GET EVEN.

TO TAKE ON TODAY'S HEAVY ARTILLERY, YOU NEED ALL THE HELP YOU CAN GET. ENTER THE GRAVIS GAMEPAD™, THE TURBO-FIRE GAMEPAD THAT REALLY CREAMS THE COMPETITION. WITH BOTH RIGHT- AND LEFT-HANDED CONTROL. SUPPORT FOR FOUR INDEPENDENT BUTTONS. A REMOVABLE JOYSTICK HANDLE. AND EASY TO CONNECT TO ANY PERSONAL COMPUTER GAME PORT. SO GET YOUR HANDS ON A GRAVIS GAMEPAD. AND GET EVEN ONCE AND FOR ALL. THE GRAVIS GAMEPAD IS AVAILABLE AT YOUR LOCAL COMPUTER RETAILER.

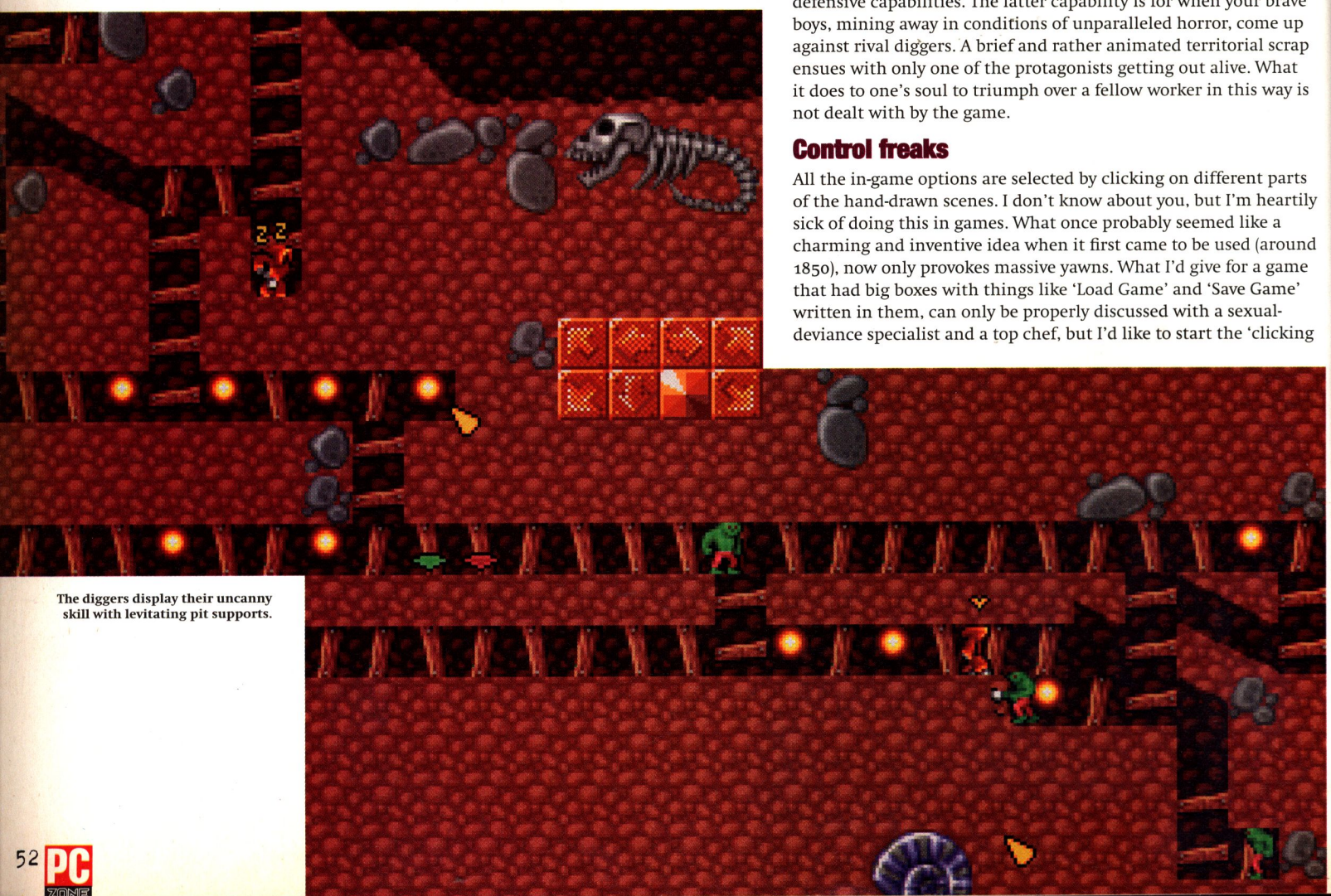
Advanced
GRAVIS

ZYE TECHNOLOGY Ltd.: Tel: 0293-538666, Fax: 0293-538414. **LEISURE SOFT Ltd.:** Tel: 0604-768771, Fax: 0604-706773. **VLSI INT. Ltd.:** Tel: 0895-846416, Fax: 0895-846421.
ADVANCED GRAVIS EUROPE: Tel: ++ 32-3-4582564, Fax: ++ 32-3-4582568.

Having completed his review, Patrick McCarthy sits alone in his study, contemplating.... Honestly folks, reviewing isn't nearly as glamorous as you think.

DIGGERS

Patrick McCarthy has the kind of name that suggests he should know more than a little about digging holes. He's got a donkey jacket – a dead giveaway.



The diggers display their uncanny skill with levitating pit supports.

IN THE past, we've seen a great many games that you could politely say had been, in artist terms, 'heavily influenced by the work of Lemmings'. But never before has just one character been taken from the aforementioned – probably seminal – game and had a whole new game developed around it. This character – or rather, this attribute – is, as you've probably guessed, the 'digger'.

Your mission

You start the game by selecting a digger and an area to dig in somewhere on the map of the planet. Inititally, you can only choose one area: Dhobbs. I grew up thinking this is what dogs left in parks for careless boots, and one look at the landscape confirms that this is what the programmers also think.

The idea of the game is simple enough. You have to collect a specified amount of loot from each area in order to progress to the next level; you get the money by digging up stuff and selling it to the greedy exploiters of the workers who live in a small hut nearby. To help you, there's a shop in which you can buy 'diggy-type' items. To hinder you, there are all manner of beasties and rival tribes of diggers working in the same area. They seem to have staked their claim on top of yours, with little regard for the 'Unwritten Frontier Spirit', and are rushing about trying to cheat you out of your rightful riches. And since they're computer-controlled, they're probably rather better at it than you are.

Your workforce

There are four different types of digger available, with four different types of stupid names. They are all equally unpleasant-looking (but are downright ravishing beauties compared to the monstrosity who sits behind the desk from where you choose the game options: he looks like an artist's impression of what happens when someone with acne head-butts the underside of a Flymo).

The different digging species – Ftargs, Quarriors, Habbish and Grablins – all have different attributes and are separately rated in, amongst other attributes, strength, vitality and attacking and defensive capabilities. The latter capability is for when your brave boys, mining away in conditions of unparalleled horror, come up against rival diggers. A brief and rather animated territorial scrap ensues with only one of the protagonists getting out alive. What it does to one's soul to triumph over a fellow worker in this way is not dealt with by the game.

Control freaks

All the in-game options are selected by clicking on different parts of the hand-drawn scenes. I don't know about you, but I'm heartily sick of doing this in games. What once probably seemed like a charming and inventive idea when it first came to be used (around 1850), now only provokes massive yawns. What I'd give for a game that had big boxes with things like 'Load Game' and 'Save Game' written in them, can only be properly discussed with a sexual-deviance specialist and a top chef, but I'd like to start the 'clicking

on areas of the screen backlash' here anyway. I say: 'Bring back little squares with words in them that tell you what you're doing and where you're going.'

Once you're fully into the game, like every other game of its ilk, it's all icon-controlled. But unlike every other game of its ilk, the icons aren't aesthetically arranged around the screen for easy access at all times. You have to press the mouse buttons to get one set on-screen, press again to cancel it then press yet another button to get a new set. Switching between these icon bars is, quite frankly, a pain in the arse, and makes controlling the diggers quickly and accurately more problematic than it should be.

Just in case that isn't enough to wind you up, they've thought of something else. The dirt through which you dig is littered with rocks, huge dead crustaceans and other obstacles that you have to pick (ho ho) your way around. You can't navigate around these things in advance, because you can't scroll around the screen independently of where your characters are. Therefore, you can't plan ahead and consequently, are reduced to reacting to problems as they crop up. Fair enough. Doing this, while still keeping an eye on all your other characters, would be difficult enough just with the 'pop-up' icon system. Imagine how pleased you'll be to know then that the control bar switches on and off, which is incredibly frustrating when you're trying to steer someone. Picture it: just when you get to the point where you need to change direction, you find you can't use the controls because they're switched off. In other words, in a game in which you need complete control over your characters, you have sod all!

THE SHOP

The old pit-owners used to pay their workforce in tokens which could only be spent in the boss's shop. *Diggers* has a similar system, except rather than mushy peas and 'Baby Wet-Ones', the shop only stocks mining equipment, which I'm sure the old pit-owners would have done if they'd thought of it. I looked everywhere for a canary in a cage but couldn't find one. What they do have are inflatable boats (for lonely diggers with strange tastes), lifts, trains and rails, explosives, bridges and various tunnelling machines.

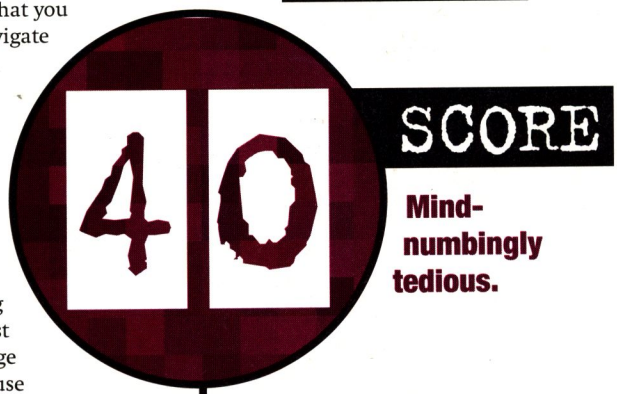
'...in a game in which you need complete control over your characters, you have sod all!'

Pit fits

It's also somewhat disappointing the first time you spy someone wandering off without you telling them to do so. You can tell someone to dig vertically only to find they've started digging to the left. Or you can leave someone standing in one location while you sort something out elsewhere, then return to find they're no longer there. They've wandered off in some kind of trance – usually intent on plummeting to their deaths over the edge of a 9,000ft deep shaft. Either that or you discover them (often too late) stumbling straight into the grasp of one of the many horrors that are roaming about which like to whisk diggers to dangerous locations or simply kill them outright. It always happens when you're not looking (otherwise you could do something about it – as long as the controls were 'on' at the time) and the first you know of it is when their number disappears from the screen.

Pacey

You know what I think? I think they've deliberately made the game as tricky as possible to control in attempt to inject a little life into it, because 'pacey' most certainly isn't the term I'd use to describe *Diggers*. Whereas *Lemmings* has you whizzing about the screen in barely-controlled panic, clicking on icons like a lunatic to try to stop the little buggers doing something you'll regret, *Diggers* has you clicking on icons like a lunatic in order to try to get them to take effect, and the only thing you'll regret is buying it in the first place. There's really very little to recommend this game to anyone. Just be grateful they haven't come up with a game called *Blockers*. Now that would be exciting.



Mind-numbingly tedious.

Minimum Memory: 2Mb (EMS rec 4Mb)
Minimum Processor: 386SX 20MHZ
Hard Disk Space required: 6Mb
Graphic Modes Supported: VGA
Sound Cards Supported: Sound Blaster
Control Supported: Mouse
Price: £34.99 **Release Date:** April
Publisher: Millenium **Tel:** 0223 844 894

IN PERSPECTIVE

There are many better games around than *Diggers*. Here are just three of them.

Diggers

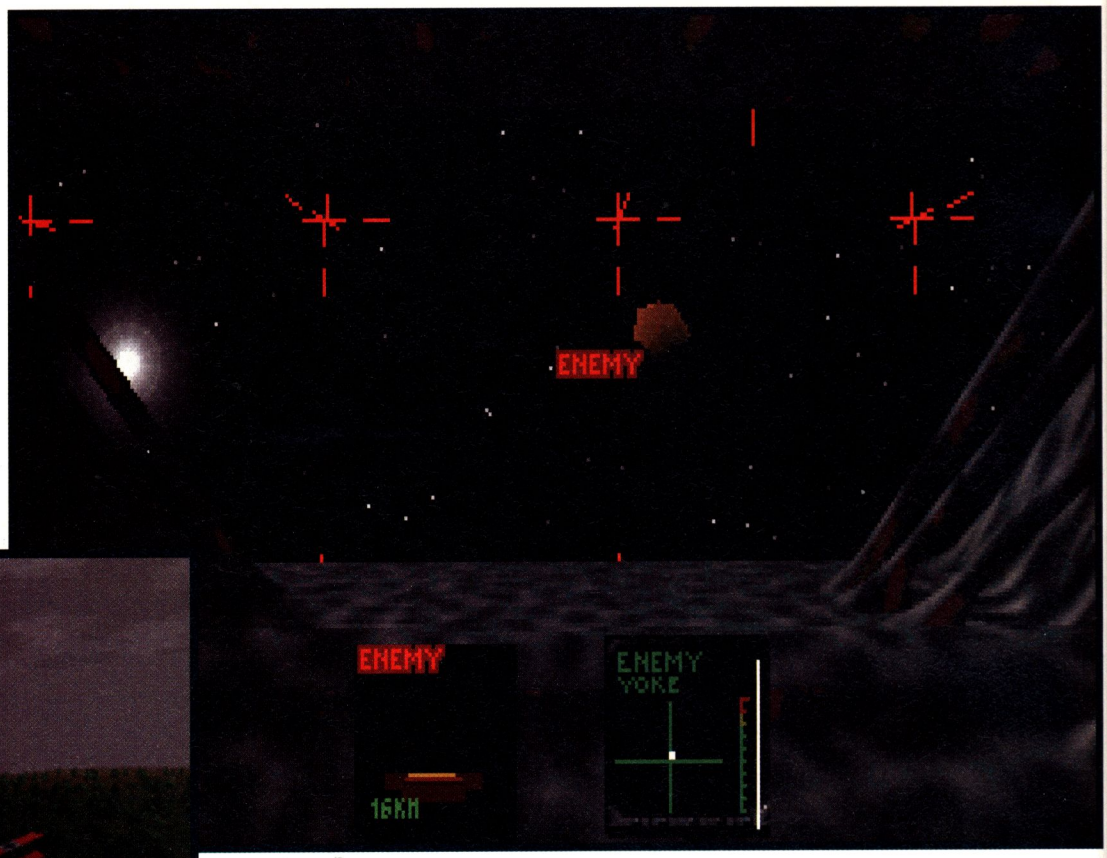
Lemmings

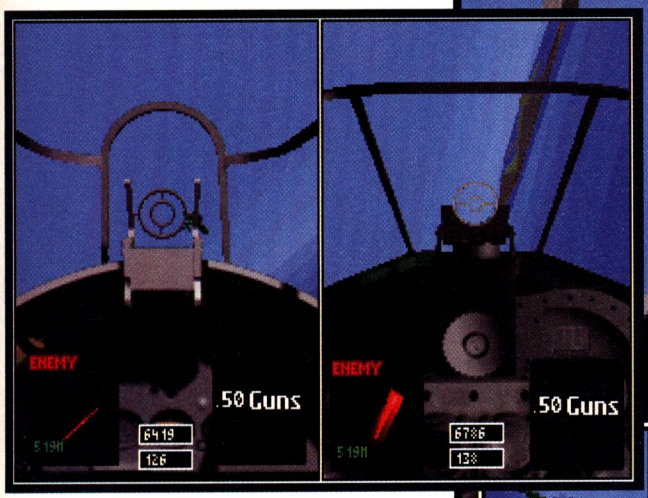
Lemmings 2

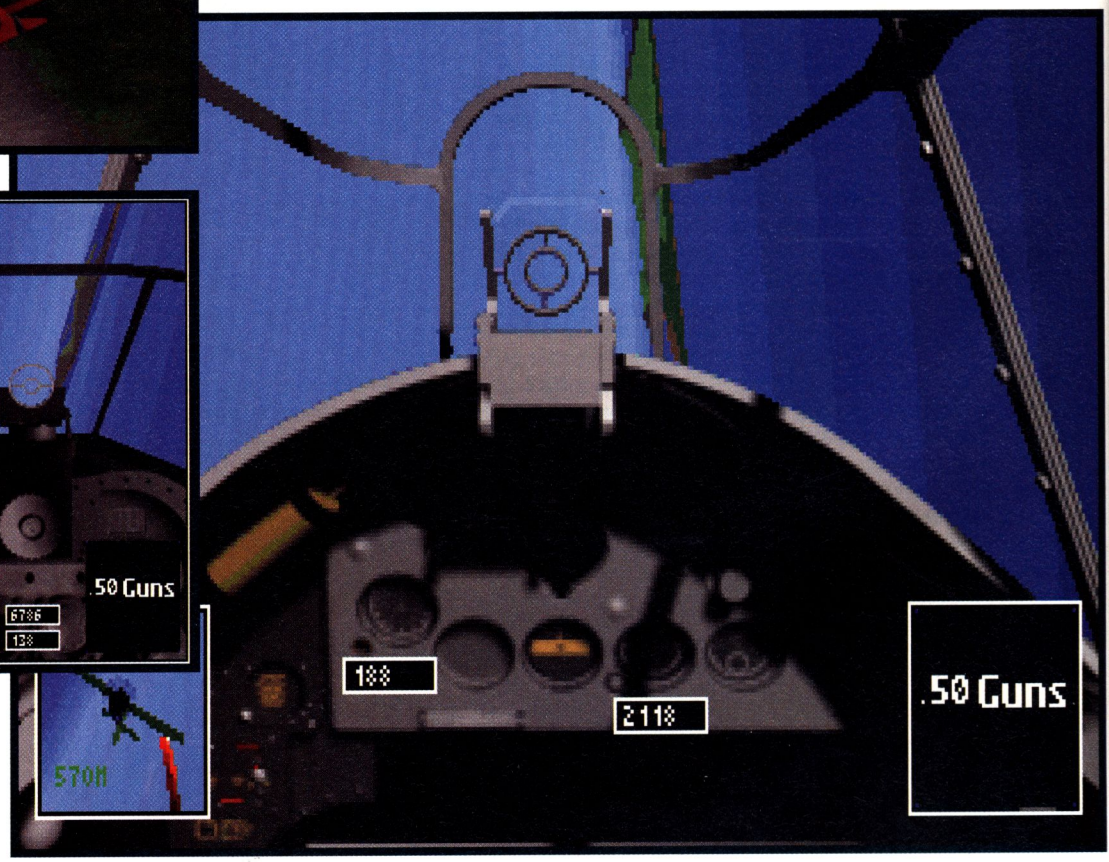
Troddlers

The three ages of mining: the age of planning, the age of over exploitation, and the age of scaling down production (just before the age of privatisation).

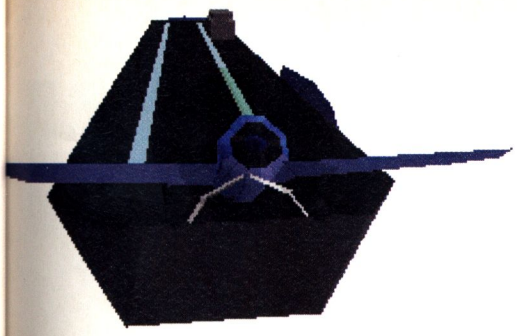
After a wait of almost four years, *Evasive Action* has finally hit the shelves. Simon Bradley tries to decide if age equals excellence.







EVASIVE ACTION



OKAY, I'VE got to say it: *Evasive Action* is a brilliant idea. Mindscape has taken all the exciting bits of flight simulators (unless, of course, you are one of those sad types who likes flying a Cessna around San Francisco Bay in FS5) and minimised the controls needed to gain a really exciting flying experience. Then they've added a neat two-player, split-screen option as well as the more normal modem-linked, head-to-head mode. Finally, they've given the player a choice of time zones from World War II through to deep space combat. They've also made the computer-controlled opponents pretty good (although more about that later). Even the soundtrack isn't bad.

So you like it then?

No. Despite the promises of excitement, the truly stunning intro graphics and the clever between-games sections, this has 'rushed onto the shelves' written all over it. The graphics are pretty iffy once you get into the game itself, although in fairness, they are very smooth. The flight models aren't bad, but the fact that I crashed into the ground at 300 feet is a trifle disconcerting. Rather more disturbing is that in the three hours I played this (in one sitting) the game crashed more often than I did. We're talking full-blown, locked-up-hit-the-goddam-reset-button-crashed. Add this to an opening sequence which refuses to play any music; every third game refusing to start through insufficient RAM, but then reloading perfectly; four cases of the program rebooting my PC for me, and you begin to get the picture. Before you ask, my PC is a standard 486DX/33, and there is nothing wrong with it according to all the diagnostics that I could run. There is, without a shadow of a doubt, something fundamentally wrong with *Evasive Action*. In a nutshell, it is seriously underdeveloped.

Is it all bad?

Again, no. When it works, this is quite a giggle. The variety of games is refreshing, although eventually I guess it could get a little repetitive. It's handy to be able to reload all weapons by performing a stunt, although the stunts are a piece of cake, which removes some of the challenge. What does remain a challenge, though, is the skill of the computer pilot. Until you discover that if you get him behind you, dive hard and pull up at the last second, the old cumulo-granite scrapes him off your tail, saving you the trouble of shooting him down. This works every time, except in space where there is no ground. Bummer. You'll have to work out the options here for yourself, 'cos I can't hold your hand forever.

Actually controlling the aircraft is very simple. Mindscape have tried to make the whole thing intuitive; right from installation, and they have succeeded to a major extent. I would, however, question the intuitiveness of using 'z ' and 'x' for left and right with '/' and '@' for up and down (look on your keyboard to see why), and I have to ask why the cursor keys remain unused. But that is nit-picking. The cockpit layout on each aircraft is simple and informative, and a useful target locator means that although the guy in the MIG hasn't turned on his radar and is 5 miles behind and below you, you know he's there. Still, it does get around the boring bits of trying to find your opponent, although it negates the advantages gained by not using radar which are stressed in the manual. This all remains well in control, with combat taking place as soon as you get to space: within a few minutes. Why, oh why, oh why (he said, using his best *Points of View* voice) do you start 6000 km apart? And why are the ships so bloody slow? Or is this another bug?

Once you do reach your opponent, be it human or silicon, you will quickly see that although the graphics fall far short of the promises made by the intro screens, the action is fluid and smoothly scrolling. Blacking out happens quite neatly (and usually rather permanently), although stalling is a bit of a non-event. Having said that, nobody claimed that this was meant to be an ultra-realistic simulator. There are clear and distinct differences between the behaviour of the different aircraft, and the computer pilots can be relied on to make the most of them. So be prepared: read the manual before you take them on and find out what your weaknesses are. Don't rely on the different weapon set-ups described in the manual, because all the aircraft end up armed the same. Also, there was no way that I could find any counter-measures at all, so if a missile is fired at you, you're in deep trouble. Yes, the manual says that there are flares and chaff, so pass the DDT somebody, there are bugs in here too! On the plus side; the weapon loads on the spaceships do vary and the effects of the weapons also differ from craft to craft.

So go on. Say something nice.

Okay. Lurking inside *Evasive Action* is a really good, highly-addictive and extremely playable game. The presentation isn't bad, it takes up a commendably small chunk of disk space, and the space section is especially nice to look at and fun to play. It's also a really good idea and, to top it all off nicely, it's also very simple to get into. But I only have one thing to say to Mindscape: 'What the hell are you doing releasing something that should never have passed Beta-testing?' I can only look forward to the finished version coming out and hope that all the poor suckers who buy this bug-infested package will get free upgrades when the time comes. ZZ

SCORE

So close but more bugs than Watergate.

Minimum Memory: 4Mb
Minimum Processor: 386 40MHz
Hard Disk Space Required: 6.5Mb
Graphics Modes Supported: VGA
Soundcards Supported: SoundBlaster
Controls Supported: Joystick, Mouse, Keyboard

Price: £34.99 **Release Date:** Out now
Publisher: Mindscape **Tel:** 0444 246333

IN PERSPECTIVE

***Evasive Action* would be by far the best of these if it wasn't so bugged. But it is, so it isn't.**

Comanche

Evasive Action

Stunt Island

(Clockwise from top right) World War IV, where the enemy is just a blip on the scanner. Handlebar moustaches ahoy in World War II. The two-player mode or, in marketing talk, the USP (Unique Selling Point). A spot of gyp above the green fields of France.

'... more disturbing is that in the three hours I played this... the game crashed more often than I did.'

CARRIERS AT WAR II

Sheldon May graduates from toy boats in the bath to managing an entire fleet in SSG's second simulation of carrier actions in the Pacific.

THE inspiration for this naval wargame from SSG is the Japanese campaign in the South Pacific during **World War II**. At this time, the use of aircraft carriers in battle as effective weapons and not just platforms at sea for spotter planes, was just being realised by the ignorant brass back home.

CAW and mouse

Avid naval strategists will undoubtedly be disappointed with the static images, repetitive animation sequence and, most of all, the macro approach to combat; no cross hairs or specific target selection here, control is from a broader perspective. You will be impressed, however, by the scope and accuracy of the cat and mouse aspect of naval warfare. SSG has gone to great lengths to ensure historic details are observed. For example, fire control on allied vessels is superior, just as it was in the actual war, and seaplane tenders and strike transfers can be utilised to enable longer range bombing. There's even encyclopaedic data on all craft, ports and land bases, which is presented both on screen and in the daunting 200-page manual.

The bigger picture

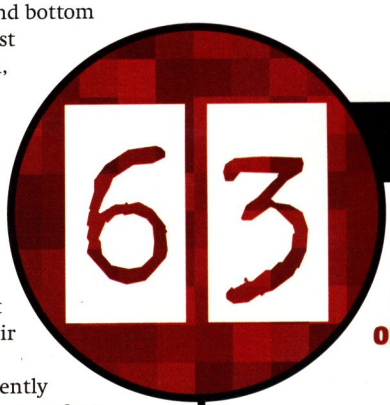
Where *Carriers at War 2* falls down is in the limited control over combat and the beautifully rendered, but sadly static, graphics. There are eight different scenario types, which range from defending a port, to safely delivering cargo to a specified location. Most of the gameplay is in deciding what to do once you have tracked down a potential target. How close should you get before launching a strike? Do you go for the carriers or capital ships? Whatever you decide, the combat is handled by the computer. All you can do is select which squadrons you want to use to attack the target. You are unable to prioritise ships to be hit, set the squadron formation, or anything else.

Back at sea level

In removing the player from the close-quarter combat, SSG has lost the 'seat of your pants' thrill stuff, which creates most of the atmosphere in games of this nature. The screen is separated into eight ranks; with the top and bottom being safe zones and the rest being hard hat areas. Again, you don't command the formation of your ships and the targeting of the enemy is unplayable in its simplicity: the biggest guns go first every round and so on. All you get to do is watch, deciding only which elements of the fleet are attacking and what their broad target is.

Carriers At War 2 has evidently been pitched at die-hard strategy fans. You certainly won't want to touch it if this is a genre you only dabble in. However, experienced players of strategy and war games may find the level of command too broad for their liking. If you have played and enjoyed the first *Carriers at War* game then this will undoubtedly appeal to you. Otherwise I'd suggest borrowing it first from your local friendly retailer before actually parting with your cash. PZ

Carriers - so awesomely large, so impressively powerful, so easy to bomb and sink.

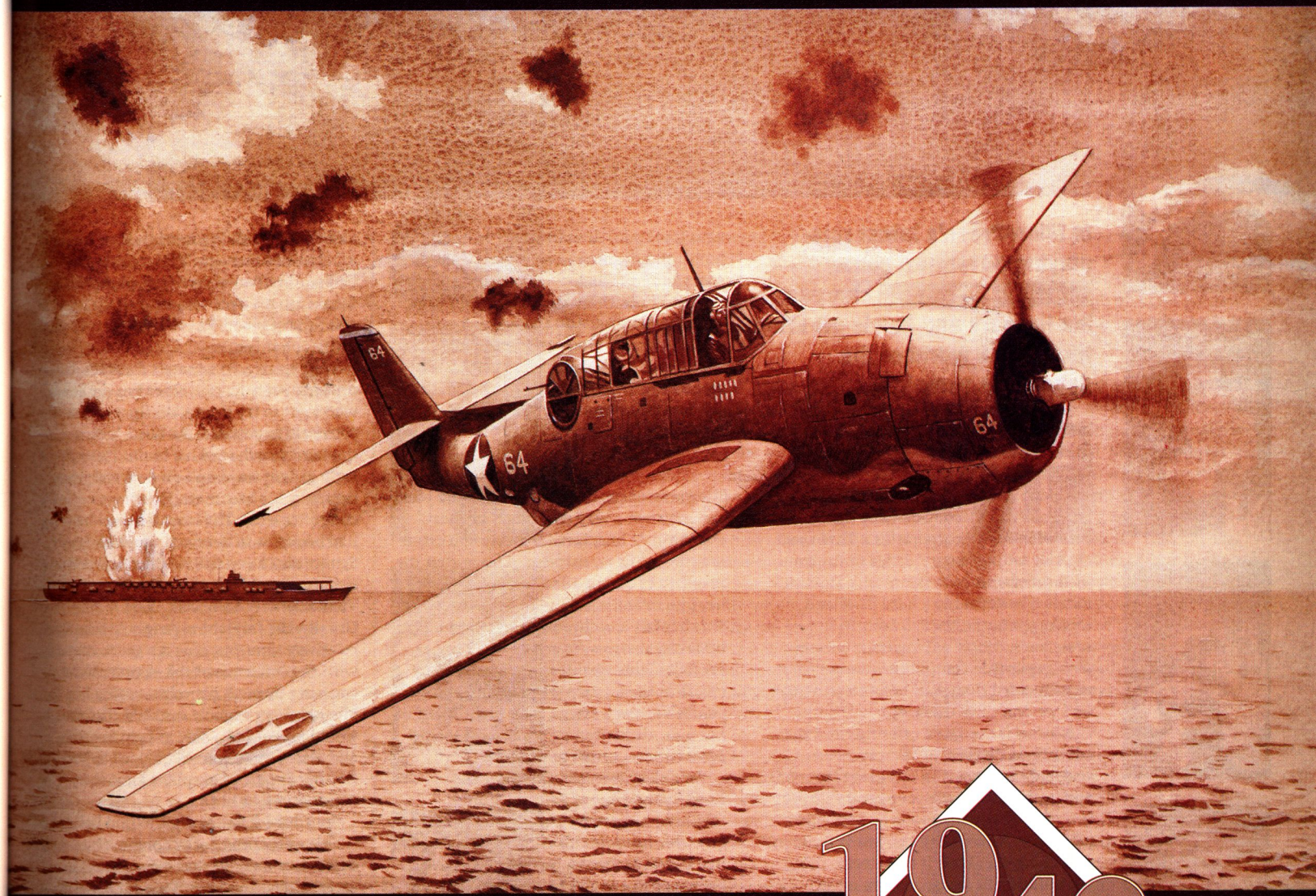


For die-hard strategy aficionados only.

Minimum Memory: 2Mb 640k
Minimum Processor: 386
Hard Disk Space Required: 7Mb
Graphic Modes Supported: VGA/EGA
Soundcards Supported: Ad-Lib, SoundBlaster, Roland MT-32, Roland Sound Canvas
Controls Supported: Mouse
Price: £44.99 **Release Date:** Out now
Publisher: Electronic Arts **Tel:** 0753 549442

In 1942, in the South Pacific
only the bravest and the best flyers
became carrier aircrew.

JOIN THEM



1942
THE PACIFIC AIR WAR

FOR IBM PC COMPATIBLES

MICROPROSE

Ransom Stark watches an episode of Don't Forget Your Toothbrush

In MicroProse's latest role-playing adventure game, Charlie Brooker sharpens his incisors and heads off into the bizarre world of the Cyberpunk vampires.

THE FUTURE: anonymous dark, depressing and chaotic. Teeming with overpopulated cities controlled by faceless corporations. Three year old kids selling 'smart' drugs to students with cybernetic hair extensions. Human minds transferred to a hard drive and exchanged for *Leisure Suit Larry XVII* savegames. People wiping their bottoms with paper-thin computers infinitely more sophisticated than your beloved PC. Thank God we don't live there, eh?

Bloodnet is the latest offering from the adventures division of MicroProse, and it's so deeply immersed in all things futuristic and 'techy', it'll make your head spin. This is no bad thing: *Bloodnet* is an RPG, a genre inexorably linked with the words 'Tolkien' and 'dungeon'. Now, if there's one thing I can't stand, it's dungeons. I've never understood just what it is that compels people to invest time and money in wandering around dull, computerised simulations of dungeons. If it's confined space and stale, dank air you're after, then why not spend an evening in the toilets of your local pub? At least you'll be out of the house and meeting people, even if they do give you funny looks.

Thankfully, there isn't a dungeon to be found in *Bloodnet*. And there aren't any trolls either. Or elves. And as for orcs – pah! Who needs 'em? Not that it's completely monster free, oh no. It has an abundance of ravenous vampires in it. And guess what? You're one of them.

Incisor dealing

The game opens in Manhattan, in the year 2094. It's not a very nice place. In short, everything's knackered. Poverty and crime are rife, so it's no surprise to learn that the majority of the population prefers to spend its time swanning about in Virtual Reality. This has led to a chronic breakdown in basic city services. To get a clearer image, try to imagine the mess you manage to create in the kitchen when trying to fix yourself a snack after a long night spent in the pub, multiplied by 10,000 and spread across a gargantuan metropolis.

Your character labours under the unlikely moniker of Ransom Stark: freelance mercenary and all-round wise guy who, because this is the future, dresses like Harrison Ford in *Bladerunner*. Stark's been foolish enough to get himself mixed up with a gang of vampires led by the evil Abraham Van Helsing, an arch scoundrel who plans to grasp control of the entire city and the sprawling mass of cyberspace for his own dastardly purposes. Lured to Van Helsing's flat by a glamorous young vampiress, Stark learns of this horrendous scheme and manages to escape, but not before Abraham himself has plunged his fangs into his neck and slurped up a few gob fulls of blood. Et voilà: instant Christopher Lee.

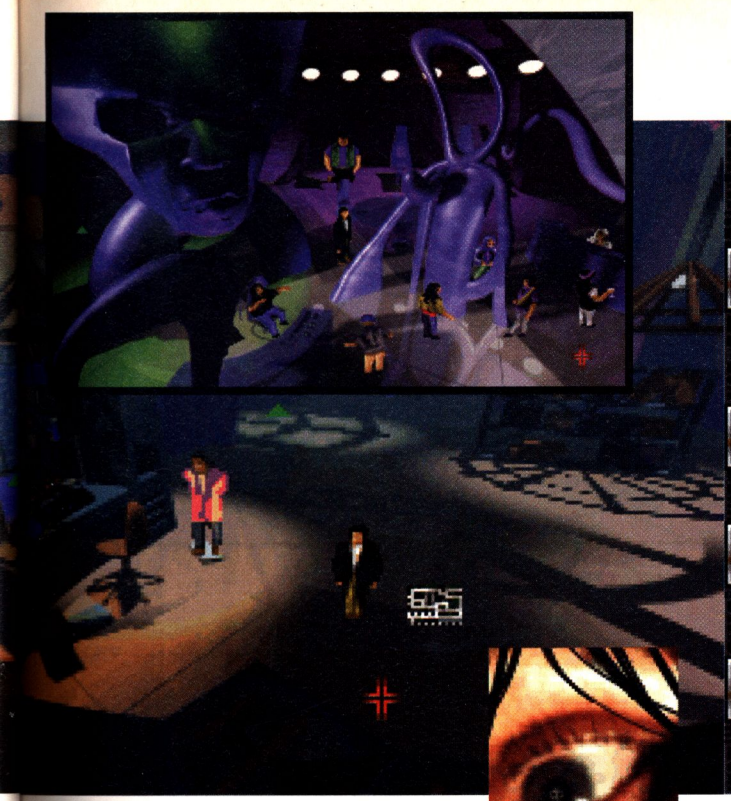
Well, nearly. Fortunately for Stark (but unfortunately for me, since I'm the one who's got to try to explain the premise as concisely as possible), he has a 'neural implant' attached to his brain. This nifty little gadget was implanted several years before by his best mate, Deirdre: a computer whiz. The reason being: Stark had begun to suffer from 'Hopkins-Brie Syndrome': a condition which leaves its sufferers unable to distinguish between Virtual Reality and, well... Real Reality. Usually, the implant manages to keep Stark relatively sane, but now it's got to contend with the influence of the vampire blood coursing through his veins, urging him to bite anything vaguely neck-like. Deirdre would no doubt be able to help but, alas and alack, she's been kidnapped by Van Helsing as part of his plans for global domination. Cuh!

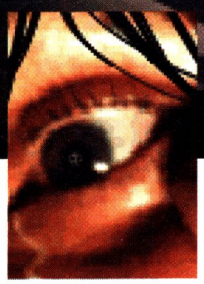
So, all Stark has to do is to find Deirdre, rid himself of the neck-chomping bug, defeat Van Helsing, and generally make everything nice again. Piece of cake, eh?

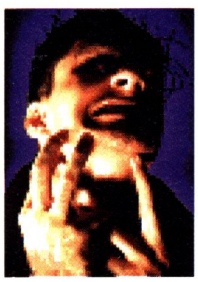
Mouse potato

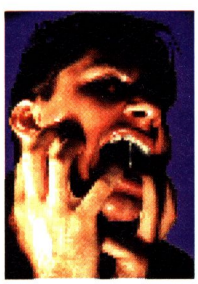
For a game so obsessed with all things futuristic and technological, *Bloodnet* seems curiously old-fashioned in design. The graphics, whilst suitably mean and moody,

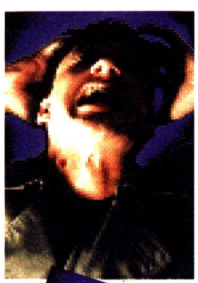
BLOODNET

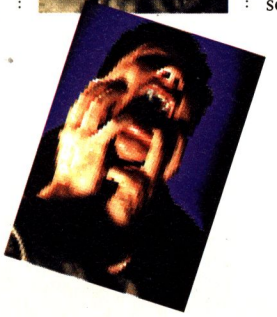












are by no means stunning, and all the sprites are disappointingly small and crudely animated – somewhat reminiscent of Psygnosis' recent *Innocent Until Caught* (spit). The music is dreadful; sounding for all the world like the least talented members of Level 42 (and that's saying something) groping drunkenly at a Rolf Harris stylophone.

Combat is turn-based, with success or failure determined by character skills, armour ratings and experience points. So, if you're impatient and thirsting for action you might as well sod off right now.

Using the control system is as awkward as trying to catch a well-greased saveloy between your elbows, as, for some puzzling reason MicroProse has decided to hide the game interface completely – it's accessed only by moving the pointer to the top of the screen. This means that, should you find yourself in a location with a variety of objects scattered about on the floor, none of which can be identified by a cursory glance (just you try distinguishing a phial of Vitacompound G from a flask of Primaphetamine), you have to pick each one up in turn, drag it to the top of the screen and click on the 'Examine' option. The manual states that the game interface is displayed '...only when it is needed', but since it's needed all the bleeding time, why not simply include an option to keep it permanently on view? As it is, you end up feeling like the cyberpunk equivalent of Mr Magoo; having to pick up each and every item you come across and squint at it until you can fathom out just what the hell it's supposed to be. However, once you've come to terms with this inconvenience, you're ready to plunge headlong into the storyline. And then get utterly confused.

Hypercybertechnojargon

The next problem you'll have to contend with is your own technofear. Since *Bloodnet* takes place 100 years into the future, where computers are infinitely more sophisticated and commonplace than they are today, you'll find yourself wrestling with concepts such as cyberspace, nanotechnology, data angels, and a whole host of words which seem to consist of little more than a prefix (usually Bio-, Cyber-, Nano-, or Inter-), attached to an equally baffling suffix (either -jack, -net, -deck, or -tech), with no recognisable 'real' word in between. All the characters talk as if they've just been force-fed a copy of *Wired* magazine and are plugged into the mains. It's rather like the sensation I experienced one afternoon during a pure mathematics lesson at school when, having bunked off for half a term, I found myself sitting in a classroom surrounded by fellow pupils nodding solemnly as the teacher discussed concepts derived from other concepts which I'd never learnt in the first place. The result? Bewilderment, rampant insecurity, and the worst pure maths exam paper in the history of scholastic failure.

Still, with a modicum of effort and a willingness to learn, you should be able to pick up the thread fairly early on. Once you feel confident enough to digest phrases like: 'I'll just jack into the web and check out the Flux Rider's Well – I got me a TransTech cloak chip, so the Ice shouldn't be a problem', it soon dawns on you that a lot of thought has gone into *Bloodnet*'s little world. It's a refreshing change from the usual dunderheaded 'Mystic Sword of Kryyndaar' nonsense which forms the backbone of most RPGs. The dialogue is fresh and interesting; containing huge dollops of inessential, but nonetheless, fascinating background information, and an underlying discourse on the ethics of freedom of information, and the difficulty of retaining a sense of personal identity in a world in which biology and technology have become hopelessly entangled. Oh yes, and there's some swearing too. Hurrah!

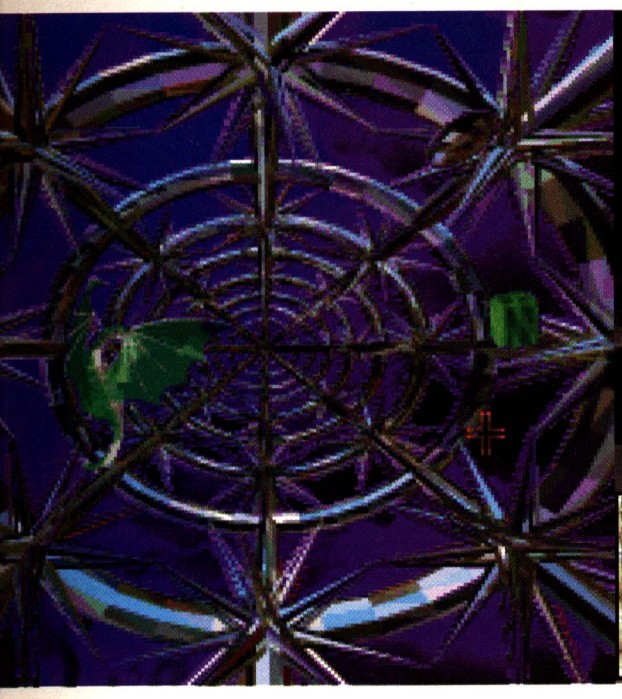
Future schlock

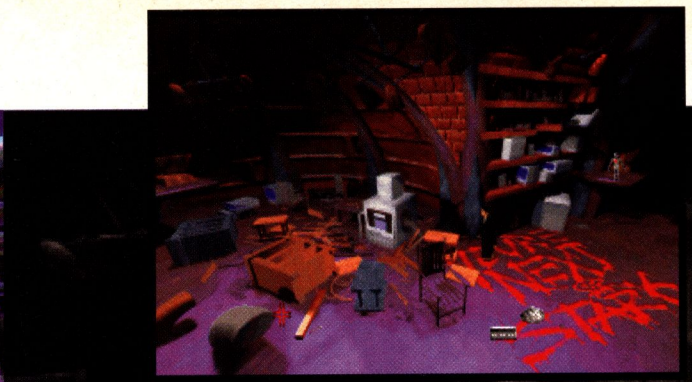
Having recruited a suitable bunch of ne'er-do-wells to join your party (there's a wide selection: from ex-girlfriends to alcoholic crackshots), you can begin to explore New York and the digital dimension of Cyberspace in earnest. There are plenty of locations to choose from and hundreds of

CYBERSPACE

Whenever Ransom finds himself in a location with a suitably equipped computer, you are given the option of entering Cyberspace, wherein you find yourself transformed into a revolving data angel, floating about alongside chunks of information, like sediment in a cupful of digital swampwater. Cyberspace stretches on forever, so it's handy if you've got a destination in mind when you enter it. Simply find a FATS (File Access Table System – the VR equivalent of a travel agent) and give him the address code of your desired location. Don't hang about, though – a security ICE (Intrusion Countermeasure Electronic) will detect you before long, thus trapping you in a Virtual snare and erasing your memory banks in a user-unfriendly kind of way.

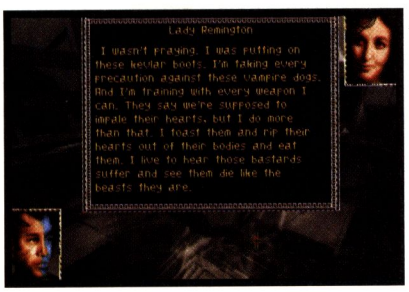
Bloodnet





'Excellent!' cries Stark. 'I've found her funny face stamp collection.'

characters to talk to about hundreds of different things. Almost everyone you meet offers a new piece of information; either another location to visit or contact to meet (often in Cyberspace). Usually, they want you to perform some kind of errand for them as well. In fact, you'll often find that you've got so many things to do at once that it's impossible to remember everything. To this end, you are generously provided at the start of the game with a hand-held computer which records each and every conversation held. Thus allowing you to swot up on just exactly what it is you should be doing next. Unfortunately, since it seems to store each exchange in a random order, it's difficult to track down the correct piece of dialogue without wading through countless pages of script.



You can wander around more or less as you please, following up whichever leads you find most interesting. This might not be to everyone's taste. Those who prefer games with a linear, progressive storyline may get frustrated, whereas, anyone who enjoys being able to follow a variety of routes to success will feel completely at home. There's always something to do: from exploring the nether regions of Cyberspace, to synthesising hallucinogenic drugs from basic components with your pocket pharmaceutical kit, so it's unlikely that you'll find yourself getting bored. The answers to many problems lie in bridging the gap between reality and the internet. For instance, at one point I encountered a 'data angel' (i.e. the 'online' identity of a person using Cyberspace) imprisoned in a security snare in Virtual Reality. With his mind trapped inside the net, his body was in danger of starving to death in front of his terminal back home. I was implored to scour New York and find him before he died. (I failed.)

You also have to keep an eye on Stark's 'Vampire-o-meter': the gauge which measures his bloodlust (when it's up to max, Stark has to bite someone), and his grip on his own humanity, which decreases each time he sinks his canines into some poor victim's neck. The rate at which 'humanity' decreases is, more or less, determined by the 'niceness' of your victim; giving, say, Ethel from *EastEnders* a good fanging would make it drop far quicker than an all-out tooth attack on a hundred replicas of Jonathan King. Striking a balance between being a fully-fledged member of the goofy, blood-sucking, pale-face brigade and being a decent, honest human being is quite tricky. But I find this adds a pleasant dose of desperation to the entire proceedings.

Yeah? And? So? What?

Overall, I feel that *Bloodnet*'s strengths outweigh its weaknesses, but only just. Despite all my gripes about the control system, the fairly basic graphics and the old-fashioned combat system, I found the game quite engrossing. If you're patient, enthralled by science fiction and have been waiting for a good ol' RPG which doesn't smell even faintly of Tolkien, then give it a spin. There are plenty of surprises, lots of hi-tech gizmos, sparks of genuine wit and, best of all, not a single bloody dungeon. Z

75 SCORE

Hindered by outdated implementation, but still well worth a look at.

Minimum Memory: 2Mb EMS

Minimum Processor: 386

Hard Disk Space Required: 9Mb

Video Modes Supported: VGA

Soundcards Supported: Roland, Ad-Lib, Covox, SoundBlaster

Controls Supported: Mouse, keyboard

Comments: DOS 5 or later required.

Price: £39.99 **Release date:** Mid-May

Publisher: MicroProse **Tel:** (0454) 326532

IN PERSPECTIVE

***Quest For Glory* is another game that offers a similar mix of role-playing and adventure elements. *Gabriel Knight* is an adventure with a similkar macabre atmosphere.**

Bloodnet

Gabriel Knight

Quest For Glory IV

JUST SAY NO!

Since *Bloodnet* is a futuristic urban adventure, narcotics take the place of yer traditional RPG 'magic potion'. And they're not too hard to find either – simply visit the scenic squalor of Central Park and you'll find pre-school children (like the kids in the Dairylea adverts – but with flicknives) ready to sell them to you. Or why not pay Madame Mescal a call? She sells her wares from the boot of her car – enough variety and quantity to keep the whole of Glastonbury saucer-eyed and drooling throughout a 29 hour long Orb set.

CD-ROMs from UNICA LIMITED

The Largest Range The Best Prices The Latest Titles

You pay the 'Bundle' Price when you buy hardware. Otherwise you pay the 'Normal' price which is still amazing value.

	Normal	Bundle
Animals of San Diego Zoo MPC	£29	£15
Art of Multimedia	£20	£10
Arthurs Teachers Troubles	£35	£19
CD Challenge Pack	£25	£19
CD Game Pack 2	£20	£15
Chessmaster 3000 MPC Pro	£29	£15
Composer Quest	£35	£19
Day of the Tentacle	£39	£19
Digital Love	£25	£15
Distant Suns	£79	
Dune	£39	£20
Electronic Lib of Art Vol 1, 2 or 3	£40	£25
F15 Strike Eagle III	£49	£15
Garden of Unearthly Delights	£20	£15
Global Explorer	£79	£69
Great Cities of The World Vol 1 & 2	£29	£19
Grolier MPC Encyclopedia V6	£99	£49
Guiness Disk of Records 1993 MPC	£25	£15
Jurassic Park	£29	£20
Just Grandma and Me	£30	£18
Kodak Photo CD Access	£20	£10
Loom	£30	£15
Magic Lantern	£29	£20
Mavis Beacon MPC	£25	£15
Mega Movies Guide	£34	£30
Microcosm NEW	£35	
Microsoft Art Gallery	£44	£35
Microsoft Cinemania 94	£37	£30
Microsoft Dinosaurs	£37	£30
Microsoft Encarta	£99	£70
Microsoft Multimedia Beethoven	£37	£30
Microsoft Multimedia Mozart	£37	£30
Microsoft Multimedia Schubert NEW	£37	£30
Microsoft Multimedia Stravinsky	£37	£30
Microsoft Musical Instruments	£37	£30
Mixed Up Mother Goose	£25	£15
Monkey Island	£40	£15
Newsweek Interactive vol 1 or 2	£25	£15
Oceans Below	£25	£15
Putt Putt Goes to the Moon	£35	
Rebel Assault	£29	£20
Redshift	£55	£40
Return to Zork	£39	£20
Rom Material	£19	£15
Secret Weapons of the Luftwaffe	£30	£15
Sherlock Consulting Detective II or III	£30	£15
Small Blue Planet	£49	
Space Shuttle	£29	£15
Starwars Chess	£40	
The Journeyman Project	£45	£39
TFX	£29	£25
Time Magazine Almanac	£59	
World Atlas V4 MPC	£35	£15

UNICA OFFER
10 CD-ROMS BARGAIN PACK

Time Man of the Year
PC Animation Festival
Kings Quest V Doom
World Atlas Stellar 7
World Fact Book
Best of Media Clips
CD-ROM of CD-ROMs

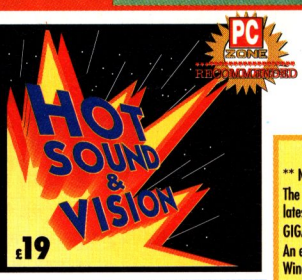
ONLY £49 or £39 with Hardware !!

THE MOTHER OF ALL CLIPART
23000 PCX Images on a single CD-ROM
£15

IMAGES OF NASA COLLECTION
One of the finest collections of NASA pictures available.
£15

NEW VIEW OF SPACE
From the launch pad into space!
£15

WARNING!!!
Sizzling cool stuff!
All the best music and all the best psycho, rave, punk and twisted graphics found on the electronic highway of Internet
An explosive collection of over 600MB of demos and music from the Sound and Vision BBS.



£19

£9 SPECIALS — £75 FOR TEN

AA Hotels & Restaurants
Anecdote 1,2 ,3 or 4
Bibles & Religion
California Collection
Clipart Warehouse
Computer Reference Library
Deathstar Arcade Battles
Dictionaries & Language
Encyclopedia of Sound
NEW Games Jamboree
Gardening
NEW Halo Desktop Imager
Ham Radio
NEW Hugo's House of Horrors
Hutchinsons Text Encyclopedia
NEW Mantis
Original Shareware
Our Solar System
PC Home Magic of Multimedia V1
PC-SIG V11
Racecar 1001 Utilities
Racecar Business Assistant
Racecar Games Arena
Racecar Learning Adventure
Selectware
Shareware Gold II
Software Vault Vol2
Sound Sensations
Technotools
Too Many Typefonts
Toolworks CD Sampler
Visions of Saturn
World Traveller

£9 SPECIALS — £40 FOR FIVE

HEAVEN CD-ROMS

8 superb CDs covering multiple subjects.

CLIPART HEAVEN
1000s of 300+dpi images inc PCX, TIF, CDR & BMP

SHAREWARE HEAVEN 2
A complete Shareware Library at your fingertips!

WINDOWS HEAVEN
The ultimate Windows Collection

COOKBOOK HEAVEN
Over 20,000 recipes, diet and health, and stress management programme.

ADVENTURES IN HEAVEN
Hundreds of games: challenging, adventurous, exciting, mind-boggling etc.

SOLAR HEAVEN
The best collection of astrology and astronomy applications available.

LEARNING HEAVEN
Hundreds of educational programmes at your fingertips featuring easy to use menu

STRAIGHT FROM HEAVEN
An excellent religious CD-ROM - straight from heaven!

£15 EACH OR £99 FOR THE COLLECTION - HEAVEN!

CALL OR WRITE FOR YOUR FREE UNICA CATALOGUE TODAY

Walnut Creek CDROM

** NEW CICA April 94	£10
The latest update in the CICA series - 660MB of the latest Windows Shareware	
GIGA GAMES	£15
An exciting collection of over 3,000 MS-DOS and Windows games	
SIMTEL October 1993	£10
The latest SIMTEL update contains over 9,000 files of MS-DOS shareware from communications to utilities with lots in between.	
LIBRIS BRITTANNIA	£29
Over 600MB of superb public domain and shareware.	
SPACE & ASTRONOMY	£15
1,000 NASA images, 5,000 text files - too good to miss!	
PROJECT GUTENBERG	£15
HOBBES OS/2 (October 93)	£17
The major Internet distribution site of OS/2 freeware and shareware on a disc.	
GARBO	£25
C USER GROUP (December 93)	£25
Complete collection of user-supported C source code.	
QRZ HAM RADIO	£10
LINUX	£40
Linux (Unix Clone) with GNU & X-Windows (Full source code)	
NOVA NeXT	£35
NEBULA FOR NeXTSTEP	£19
X11R5/GNU	£20
SOURCE CODE	£15
SPRITE	£17
AMINET AMIGA	£10
INFO-MAC	£35
FreeBSD Operating System	£35
NEW FRACCTAL FRENZY	£25
NEW CLIPART CORNUCOPEIA	£15
NEW INTERNET INFO (Great !!)	£15

SHOWROOM OPEN FOR PERSONAL CALLERS

and The Hardware to Use them On

CD-ROM DRIVES

Panasonic Media Pro CR-562

£129 UNICA SPECIAL OFFER INTERNAL DRIVE ONLY

Double-speed, Multi-session, Tray loading, Kodak Photo-CD compatible and it will even plug directly into your SoundBlaster Card.
The Media Pro CR-562 comes with: Opti-CD Caching Program (Increases CD access time by up to 20 times),
Drive with Bundle includes Mantis CD-ROM game by Microprose, AA Hotels & Restaurants Guide CD-ROM, Anecdote Vol 3, F15 Strike Eagle 3 and Halo Desktop Imager with Kodak Photo-CD Access

UNICA SPECIAL OFFER WITH BUNDLE **£159**

EXTERNAL DRIVE £40 EXTRA
ISA INTERFACE (SUITABLE FOR ALL PANASONIC DRIVES) **£20**

NEW LOW PRICES

SOUND CARDS

CREATIVE LABS INC.

Soundblaster Pro Basic (Card Only)			£59
Soundblaster Pro Deluxe			£79
Soundblaster 16 Basic (Card only)			£115
SoundBlaster 16 MCD	£139	AdSP	£169
SoundBlaster 16 SCSI-2	£169	AdSP	£199
Soundblaster 16 AWE-32 NEW			£249
Waveblaster upgrade for Soundblaster 16			£145
AdSP upgrade for Soundblaster 16			£49
Media Vision Pro Audio 16 Basic - to clear !!			£55

PORT-ABLE sound PLUS

Soundblaster and Adlib Compatible
16 bit Sound Card that plugs into your Parallel Port and gives your laptop PC access to CD Quality SOUND !!!

£129

MULTIMEDIA VIDEO CARDS

NEW Creative Labs VideoBlaster SE	£199
Creative Labs TV Coder	£119
Reel Magic - MPEG Video Card	£329
Intel Smart Video Recorder	£375
Screen Machine II - The ultimate card !!	£695

MULTIMEDIA UPGRADE KITS

Media PRO

DOUBLE SPEED

MEDIA PRO 16 MULTIMEDIA UPGRADE KIT

Panasonic CR562 Double Speed CD-ROM Drive
Genuine SoundBlaster PRO 16 Sound Card
Mains powered Speakersand Microphone

Featuring 5 CDs

Hutchinson's (British) Multimedia Encyclopedia CD-ROM
Return to Zork, Mantis
F15 Strike Eagle III, Halo Desktop Imager

£329 INTERNAL £369 EXTERNAL

TEXEL SCSI DOUBLE SPEED+ CD-ROM DRIVE

DOUBLE SPEED +

If you want the fastest Double Speed CD-ROM drive and reliability - Buy Texel - not Toshiba !!!

DOUBLE SPEED PLUS
Data Transfer rate 335 kbyte/sec
Access time 240msec
SCSI CD-ROM Interface, Photo CD & XA compatible(Multisession)

Free Kodak Photo-CD Access Software

INTERNAL £299 EXTERNAL £379
Trantor T130 Interface Card Extra £45

UNICA LIMITED

UNICA HOUSE · MOWBRAY STREET
STOCKPORT · CHESHIRE · SK1 3EJ · UK
FAX: 061 477 2910

ORDER HOTLINE 061 429 0241

Access · Diner's Club International · VISA · AMERICAN EXPRESS

All prices exclude VAT & carriage (£4.00 per order for CD-ROMs UK £7 Europe*, £10 Outside Europe*, £10.00 Hardware UK)(* Max 1Kg)
E&OE Prices subject to change. Contents of packs may vary.
10% Restocking Fee for Non-Defective returned goods.

MEDIA PRO SCSI DOUBLE SPEED+ MM UPGRADE KIT

Media PRO

DOUBLE SPEED +

Texel 3028 Double Speed + CD-ROM Drive
Genuine SoundBlaster PRO 16 SCSI Sound Card
with Voice assist, Mains Powered Speakers, Microphone

Featuring 10 CDs

Grolier Encyclopedia, Return to Zork,
F15 Strike Eagle III, Anecdote Volumes 1, 2, & 3 !,
A. A. Hotels & Restaurants Guide, Hot Sound & Vision,
Mantis by Microprose and Dr Halo Desktop Imager.

£549 INTERNAL £629 EXTERNAL

CLUB PC

FREE VIRGIN GAME

What you get:
- **Your choice of one of these top-selling Virgin games worth up to £44.99!**
- **12 issues of Britain's oldest, best respected and best-selling PC games magazine!**
- **All the covermounted demo disks and shareware at no extra cost!**
- **Have *PC Zone* delivered to your door at no extra cost!**
- **Your personal copy guaranteed every month, with a special dedicated hotline for subscribers!**

FREE CLUB PC MEMBERSHIP

If you're a member of Club PC, your opinion counts. Every month, selected subscribers have the opportunity to come down, visit the office and get to pass their opinion on the top game being reviewed in the latest issue of *PC Zone*. In addition, every month we negotiate a special deal for Club PC members giving a substantial discount off a top-selling full price product.

CHOOSE ONE OF THESE FREE GAMES (WORTH UP TO £44.99)

IndyCar Racing

RRP £44.99 *IndyCar Racing* brings new heights of playability and realism to PC simulation. An essential part of any PC games collection.

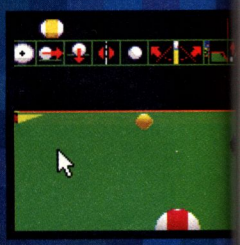
Lands Of Lore

RRP £35.99 Produced by the team who put together the original *Eye Of The Beholder*, it has challenging gameplay and enormous longevity.

Dune 2

RRP £35.99 One of the best action/strategy games of 1993. With its stratagy and adventure elements it's a great product for the little grey cells.

Archer MacLean's 3D Pool



RRP £35.99 The best ball table simulation money can buy. Great graphics, realistic physics models and even a splash or two of humour.

Dune CD

RRP £44.99 The CD-ROM version of this fab game has additional animation, audio tracks and clips from the movie. One of the best titles around on CD-ROM.

SUBSCRIPTION ORDER FORM

HOW TO SUBSCRIBE

Subscribing is easy, simply fill in the coupon below, and return it to *PC Zone* Subscriptions, FREEPOST WD7 Bristol BS12 0BR. Postage is FREE if posted in the UK. OVERSEAS READERS, please post to *PC Zone* Subscriptions, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ.

Alternatively, simply phone our **CREDIT CARD HOTLINE ON: 0454 620070.**

YES! I CANNOT MISS THIS SPECIAL OFFER.

☐ Please start my subscription from the next available issue and send me my free gift.

OR

☐ I am already a subscriber, please send me a game and extend my subscription.

☐ UK £34.99 ☐ Europe £44.99 ☐ World £44.99
(Save £2.00 if paying by Direct Debit!)

☐ IndyCar Racing ☐ Lands Of Lore ☐ Dune 2
☐ 3D Pool ☐ Dune (CD-ROM only)

DETAILS

First name:

Surname:

Address:

Postcode:

Daytime phone:

METHOD OF PAYMENT

☐ I enclose a cheque for £ _____ (sterling) payable to Dennis **Publishing Ltd – PC Zone**

☐ Please charge my ☐ **Visa** ☐ **Access/Mastercard**

Credit Card Number

Expiry date:

Today's date:

Signed

SAVE £2.00 IF YOU PAY BY DIRECT DEBIT!

☐ I would like to pay by direct debit

Name of account holder:

Bank sort code:

Account number

Bank name:

Branch:

Address:

Postcode:

I/We instruct you to pay Direct Debits from my/our account at the request of Dennis Publishing Ltd. The amounts are variable and may be debited on various dates. I/we understand that Dennis Publishing Ltd may change the amounts and dates only after giving prior notice. I/we will inform the Bank in writing if I/we wish to cancel this instruction. If any Direct Debit is paid which breaks the terms of these instructions the Bank will make a refund.

Your signature(s):

Date:

Originator's identification number: **724680**
NB Banks may refuse to accept instructions from some types of account.

☐ Please indicate here if you do not wish to receive details of further special offers or new products.

Send this from to:
PC Zone Subscriptions, FREEPOST WD7 Bristol BS12 0BR.
Postage is FREE if posted in the UK

OVERSEAS READERS, please post to: *PC Zone* Subscriptions, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ

TRY THE 2 MINUTE SUBSCRIPTION!
PHONE OUR HOTLINE ON:
0454 620070 FAX: 0454 620080
CODE: SD PZ 40 6B

Special Offe for Club PC Members.

Media Technology has offered our subscribers hu discounts on the top multimedia hardware and software products.

Orchid Soundwave 32 plummets from £199 to £164, *Microsoft Encarta* is cut from £99 to just £70, or you ca both products, normally valued at £298, for only £231. A prices quoted exclude VAT.

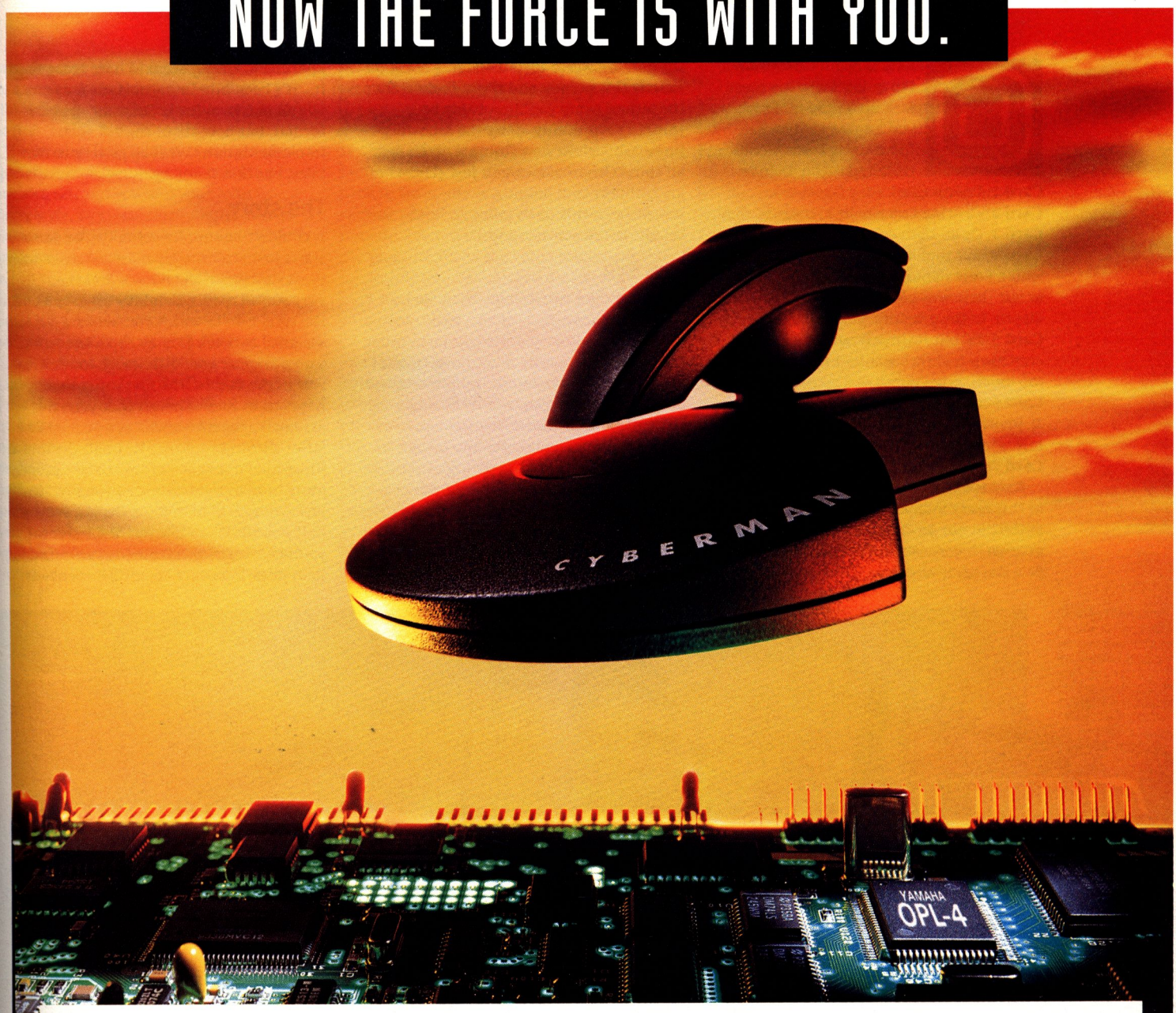
The Orchid Soundwave 32 is one of the most powerfu bit sound cards available today. Not only does it have a sophisticated native wavetable mode, it also emulates popular Roland and Sound Blaster boards.

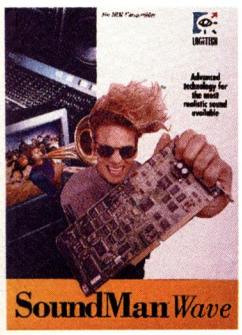
***Microsoft Encarta* 1994 is an incredible multimedia encyclopaedia combining text, sounds, photos and video clips all cross-referenced to create the ultimate learning tool.**

How to claim: Call Media Technology Ltd on: 081 449 6565 and be ready to quote your subscription number.

Save over £65 on Orchi Soundwave 3 and Microso Encarta 199

NOW THE FORCE IS WITH YOU.





INTRODUCING CYBERMAN™ & SOUNDMAN™ WAVE. NEW DIMENSIONS IN ACTION AND SOUND.

You need control and power in the exciting new world of 3D games and sound applications. **CyberMan**, the futuristic interactive controller, gives you true three-dimensional control. It's the only device with pulsating tactile feedback, so you'll also FEEL the action! **SoundMan Wave***, the next generation soundboard with the new OPL-4 chip, uses advanced wavetable-synthesis to provide the most powerfully realistic 16-bit sound effects and music. **For REAL action and sound, get CyberMan and SoundMan Wave.**

CYBERMAN & SOUNDMAN WAVE ARE AVAILABLE THROUGHOUT THE U.K. AT:
ACTION COMPUTER SUPPLIES, BYTE SUPERSTORES, ESCOM, GAME, ICON SUPERSTORES, MICRO ANVIKA, PC WORLD, SOFTWARE WAREHOUSE, WINDOWLINE,
AND OTHER LEADING PC OUTLETS.

FOR MORE INFORMATION OR A DEALER NEAREST YOU, CALL LOGI (U.K.) NOW ON **0344 891313.**

LOGITECH
The Senseware Company

*Guaranteed fully compatible with SoundBlaster, SB Pro, AdLib and General MIDI. With SCSI CD-ROM interface, joystick- and MIDI port. Includes 5 valuable software packages.

KAY, to begin this review I'm going to lay my cards face up on the table so you know exactly where I'm coming from. Here's the hand.

Card 1: I never liked *Wing Commander*.
Card 2: Or *Wing Commander 2*, come to that.
Card 3: Or all their squillion add-on disks.
Card 4: But then came *Strike Commander*, which I sort of had high hopes for because at last there was going to be some kind of 'depth' to the graphics.
Card 5: Er, but it turned out to be pretty crap too – mainly because it tried to have too much visual depth.
Card 6: Enter *Privateer* (i.e. *Wing Commander 3*). In other words 'go back eight spaces and miss a turn'. Yawn.
Card 7: Several moons pass.

So there you have it, and that's my hand at this exact moment in the review of *Pacific Strike*: I'm not an Origin junkie and don't assume that everything they do is going to be a classic. It would appear, however, that the gaming world is split roughly 50/50 on exactly this point – and if you come from the 'other' camp you'll probably be thinking something along the following lines: "This bloke's an absolute arsehole... all those Origin games he's just slagged off are brilliant and, judging by the screenshots, this one's going to be the best yet. I'm off down the shops!"

Bye bye...

Well that's got rid of them, then. So back to the task in hand. First of all a basic outline of how *Pacific Strike* plays might be in order. Like all the previously mentioned Origin games, *Pacific Strike* contains plot parts and action parts. The idea is that the ongoing storyline and character developments are meant to be as engaging as the actual direct interaction (i.e. the flying of your plane and the shooting down of things). And nobody in their right mind could argue with the logic of that. It's the way computer games *have* to go. (The only surprising thing is that very few designers apart from Origin seem to have recognised it... it's been blindingly obvious for years.) So full marks to *Pacific Strike* for the basic format, but how about the implementation? We'll be getting to that later, but first the story.

The story

It couldn't be simpler actually. The game starts just after the Japanese air-strike on Pearl Harbour *("Eh? What's that then?" A very stupid reader.)*, and it's up to you and the squadron to which you become assigned to teach Johnny Nip a lesson he won't forget – and, ultimately, to win the war in the Pacific. The first thing that happens in *Pacific Strike* is that you're assigned a wingman who you soon realise (after clicking your way through the initial illustrated dialogue section) to be seriously gung ho. (Let's get airborne, you say. "God bless America," he replies. Do you want a half pound slab of lightly fried red meat, you say. "You've goddamned overcooked it," he replies. That sort of stuff.) But anyway,

Guru shading! Rotating bitmaps! Giant bendy pixels from beyond space and time! People with totally symmetrical faces who occasionally say "God bless America!". It was all too much. Duncan MacDonald hid behind the sofa for nine hours, but eventually had to surface in order to write this review of *Pacific Strike*... the long awaited Origin 'mega thingy'.

PACIFIC STRIKE

that's the first 'plot bit', just you meeting the first person in the game, and it's followed, as you might have guessed, with the first 'action bit'.

The mission is as follows. A couple of Japanese fighter/bombers are attacking your airfield, and you and your John Wayne-style, Stormin' Norman pal have to take off as quickly as possible and deal with the situation. After a certain amount of time in the air you receive a distress call from a nearby allied warship: "Jap torpedo planes have been spotted... help!". So, presuming you've dealt with the first lot, it's off to shoot down wave two – which is made more difficult by the flak pouring out of the ship you're trying to defend. Save the day, however, and you'll be allowed to land back at the airfield – whereupon you're whisked straight off into another 'plot part', clicking your way through screen upon screen of semi-animated dialogue. Time to meet some new chums. Time to explore the carrier that now becomes your permanent base. Time to go to your first briefing session. Time to get ready for your second 'action bit'.

So that's the drill

Yes, that's how it goes. Up in the air, carry out orders, try not to get killed, and then back to base, where it's time to click on various people in order to go through the semi-orchestrated conversations and watch the plot unfold. As the game progresses you might find yourself going on a mission with a computer character you've 'bonded' with, and might find that, due to a mistake on your part, this person gets shot down and killed. On return to the carrier you obviously won't be able to continue your banter, and will have to get to know the replacement instead. Essentially all the characters in *Pacific Strike*, just like characters in movies – and indeed characters in real life – have distinct personalities. It's an important part of the game. And the dialogue isn't completely linear, either... That's to say that the cast will react to you in different ways depending on what you've done previously.

Here's a rough *Pacific Strike* gameplay flow-chart. Up in the air, complete mission, land, talk to four people, learn fact A about person B. Next mission briefing. Up in the air, complete mission, land, talk to three people, learn fact C about person A, meet new chum (person F), get summoned to Captain's quarters, get told off about something. Next mission briefing. Up in the air, complete mission, land, learn amazing fact from person Z about the ship's cook and then find your carrier assigned somewhere else in the Pacific Ocean. And on and on. Take note, though, that the flow-chart you've just read is ever-so slightly misleading, because the bits that said 'up in the air, complete mission, land' are gross simplifications. Yup, *Pacific Strike* is hard. There are heaps of difficulty levels, sure, and you can just about make yourself indestructible – but at the end of the day, and to get full satisfaction from the whole experience, you'll want to play it with the difficulty levels set at the thicker edge of ☞

(Below) The cast of Pacific Strike includes several famous people (or blatant look-alikes, anyway). Top is, obviously, Tim Dalton. Then we have, er... Jason from The Waltons? Below that is, I reckon, Chris Isaaks. No?

'And you'll also want to play the game on a Cray Supercomputer the size of Sicily.'

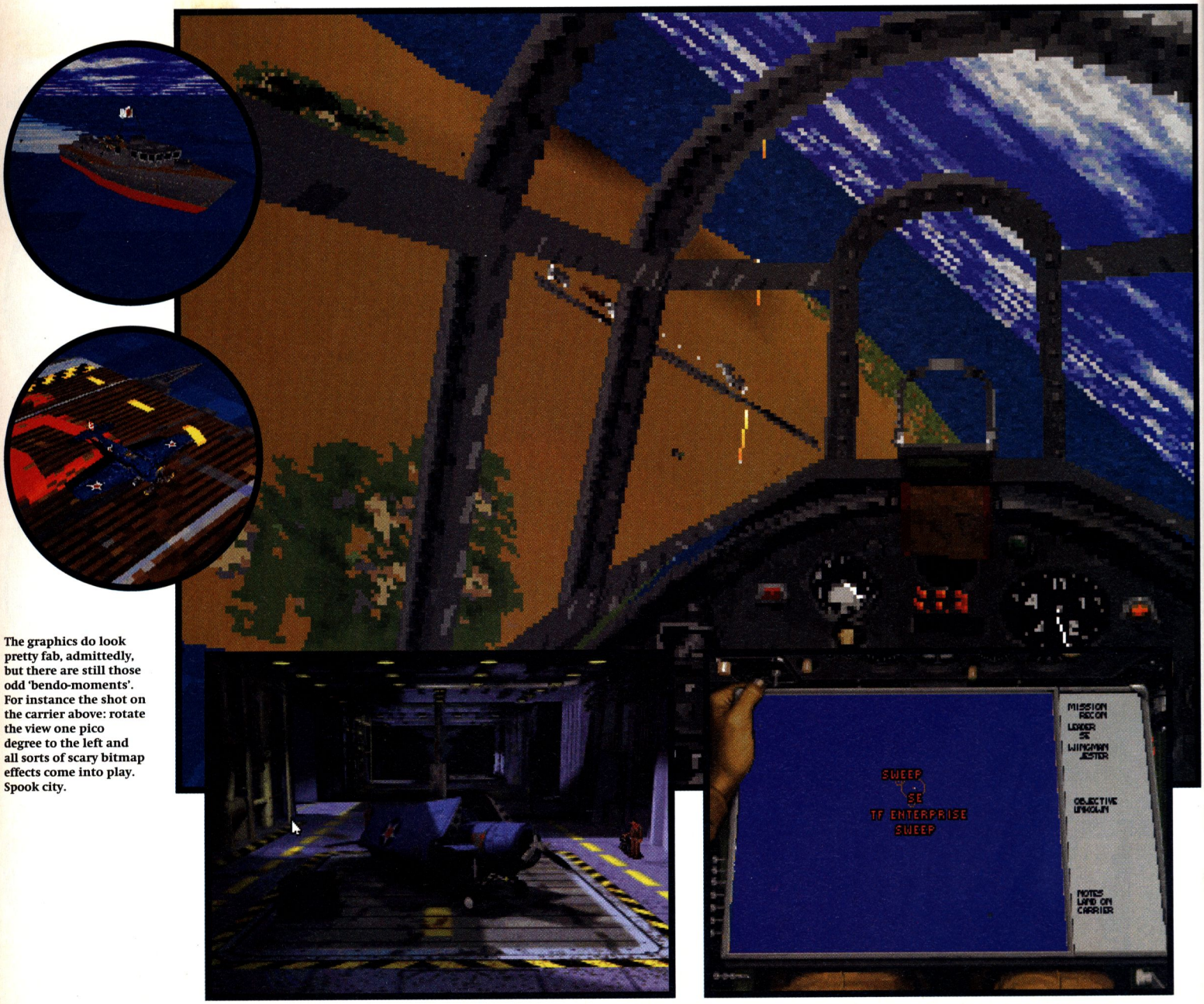
☞ the realism wedge. (Oh, and you'll also want to be playing the game on a Cray Supercomputer the size of Sicily – but more of that later.)

The combat

Take-offs, landings and flying between waypoints can be done on autopilot (if you want), but when the shit hits the fan you're going to find quite a lot of it splattering onto your joystick. You are now in complete control. There are three main combat modes, and they're much the same as in *Aces In The Pacific*, the yonks old Dynamix game. Basically you'll either be dogfighting Japanese planes, dropping bombs on Japanese airfields, or launching torpedoes at Japanese ships. And while you and your wingmen are doing all this, of course, the Japanese will be fighting back. And boy, do they fight back. Full marks to Origin on the artificial intelligence of the enemy pilots – the best I've seen in any WWII game to date, in fact. Possibly in any flying game, come to think of it. You know all the little tricks you do, as a human being? Like the Immelmans, the Split Ss, the YoYos and so on? And the way that you splice various manoeuvres together depending on your current situation? Or how you just make them up as you go along? Well, the Japanese in *Pacific Strike* do the same. It's not unlike playing against real human foes in a head-to-head link-up session, to be honest. They use the whole sky to their advantage, and you can never be too sure what they're going to be doing next. For this reason alone it's worth knowing that, like all sims worth their salt these days, *Pacific Strike* has a padlock view. However, by the same token – and as with most other padlock views – things can get confusing. I found myself yearning, at times, for the simple system used by Chuck Yeager's *Air Combat*: i.e. stick to the full screen forward view, and when the enemy pulls up and out of sight, a tiny cross appears and tracks about the perimeter of the screen, giving you as much information as you need regarding his basic whereabouts. Still, that's nit-picking. Dogfighting in *Pacific Strike* is fun enough as it is. As are the bombing and torpedo runs. (*Strike Commander*, the prequel, suffered from an ailment of ground objects seemingly appearing 'detached' from the ground – *Pacific Strike* has sorted this problem out.) Oh, and the flak is superb by the way... whenever you take a hit (or even a near miss) your plane jiggers about like nobody's business, and you get bright 'flashy light' effects to boot. It's enough to make a grown man 'go to the toilet' in his trousers.

Get shot in both eyes

If you've watched more than eight WWII films you'll be aware that rear gunners in fighter planes have a tendency to die with blood streaming from their eye sockets. And guess what? In *Pacific Strike* you can die in the same way. I'm not saying that the game actually simulates it graphically, but I am saying that you can imagine it – because you can *be* a rear gunner. The first plane you're in charge of has only you on



The graphics do look pretty fab, admittedly, but there are still those odd 'bendo-moments'. For instance the shot on the carrier above: rotate the view one pico degree to the left and all sorts of scary bitmap effects come into play. Spook city.

board, but as *Pacific Strike* progresses more aircraft are made available. At the outset of each mission you can point and click at the plane of your choice, some of which have a ninja gun at the back as well as at the front. While you're doing the actual piloting of the plane, the computer controls the rear gunner for you – but the point is that if you happen to have a crap character in the back seat, the computer isn't particularly accurate. If you feel this to be the case, have nothing to worry about in front of you but a hell of a lot happening on your 'six', then you might want to (a) set the plane to a roughly straight and level attitude, and (b) press the relevant function key. Voilà! Cue the best bit from MicroProse's *B-17*, with a freedom of movement covering 180 degrees to the left and right, and 90 degrees upwards. Blam blam blam! Acka acka acka! Blam blam blam! Incoming 'ping, ping, ping, ping'. Yaaaargh! Imaginary 'eye gore' all over your best flying jacket. Just the ticket.

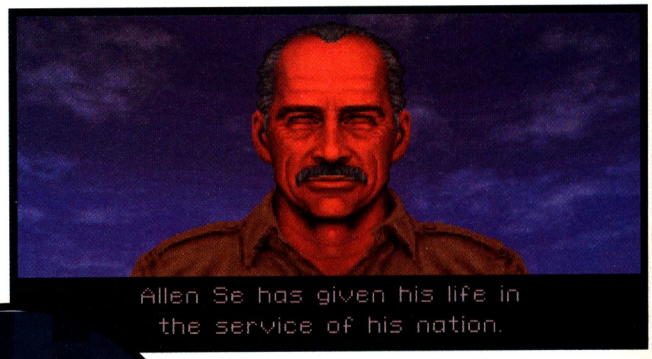
Buzz, jerk, groan

So far so good then, but I bet you've got a feeling that *Pacific Strike* must have some kind of a skeleton in its cupboard. And indeed it has. And worse even than that, the cupboard door is open and the skeleton in question is blatantly visible from the outset. In the States (the main market for Origin's games, obviously), you can buy a Pentium PC (and ninja everything else) set-up for about three pence. Over here in Blighty, however, after nine trillion years of corrupt, sinister and crap Tory rule, the same piece of kit costs roughly the same as a small house. Probably the average PC set-up in the UK (and this is a wild guess, forgive me if I've got it wrong) is going to be something like a 486 SX 25, and I reviewed *Pacific Strike* on a 486 DX 33. Sufficient equipment? Not on your nelly. All the nice, 'clever', effects had to be switched off to make the game playable. No sea texture. No brilliant clouds. Off with the plane's guru shading. Down with the detail level (I juggled it so I could keep the 'distance' setting set to maximum). And even when you've got your happy medium, you're still plunged into a world of slight jerkovision and the occasional disk accessing pause from Hell. (I was about to reboot at one point, thinking the game had crashed... my finger was resting on the reset button when all of a sudden everything started moving again.) Add to this the long loading breaks between plot parts and action parts (a rating of 0.3 on the 'cigarettes smoked while waiting' scale) and you're approaching something of a nightmare.

> 'After years of crap Tory rule a Pentium PC costs roughly the same as a small house.'

The final dilemma

There's no doubt that as a 'fully rounded game as long as you see it at its best', *Pacific Strike* shites on *Strike Commander* from about 3000 feet. The WWII setting works much better, and the former's ugly and unconvincing graphics have been revamped to the point where you may as well consider them to have been vaporised (with a couple of exceptions). And the arcadey challenge and the semi-interactive plot (cringe-worthy as it is at times) enhance each other to the point where the pace is just about perfect. If, that is, you own a top end machine. What *Pacific Strike* (like everything else Origin produces) is saying to everybody is that it's time to upgrade again – but ultimately it comes down to whether or not you can afford to. In the States they already have upgraded, because (a) they're two years ahead and (b) the economy supports them. Over here, however, it's a different story. But let's not be fatalistic though, because it's not just down to our hardware inadequacies. For instance, Bullfrog has got a game in the pipeline called *Magic Carpet*, which I saw when I was down at the company doing a preview on *Theme Park*. Thanks to extremely clever programming, *Magic Carpet*'s graphics are thrice as impressive as *Pacific Strike*'s and move faster than the bowels of an OAP after the insertion of a steam-powered chicken vindaloo suppository. I could be wrong when I say this next bit, but I get the feeling that Origin relies fairly heavily on new hardware to prop up its routines, while Bullfrog (amongst others) relies on expertise to get the best out of 'average' technology. Or something like that, anyway. Still, you've heard the whole story now, so it's up to you to decide – and the equation goes something like this: Local bus? DX2? Ninja graphics card? Ninja hard drive? Eight or more megs of RAM? Then go ahead and buy *Pacific Strike* without any worries. 486 DX 33 with standard stuff on board? Then toss a coin, and if it comes up trumps, still give it a bit of thought. 386 SX 25 or less? ...Yeah, forget about it. Z



Aha! Now nobody can argue with this one. In fact I'm not going to even bother telling you which actor this character has been based on. Oh, sod it, I will – just in case you're stupid. It's so obviously Sean Connery. Yes? No? Yes, of course it is!

80 SCORE

Miles better than *Strike Commander* but requires a state-of-the art, ninja PC.

Minimum Memory: 4Mb RAM (8Mb recommended)
Minimum Processor: 486 33MHz
Hard Disk Space Required: 20Mb
Graphics Modes Supported: VGA
Soundcards Supported: Ad-Lib, Sound Blaster, Roalnd SCC–1, RAP–10, General MIDI, MPU–401 or 100% compatible sound board.
Controls: Joystick, Keyboard, Rudder Pedals
Comments: Additional Speech Pack available for £19.99. Requires Sound Blaster or 100% compatible.

Price: £49.99 **Release Date:** Out Now
Publisher: Electronic Arts **Tel:** 0753 549442

IN PERSPECTIVE

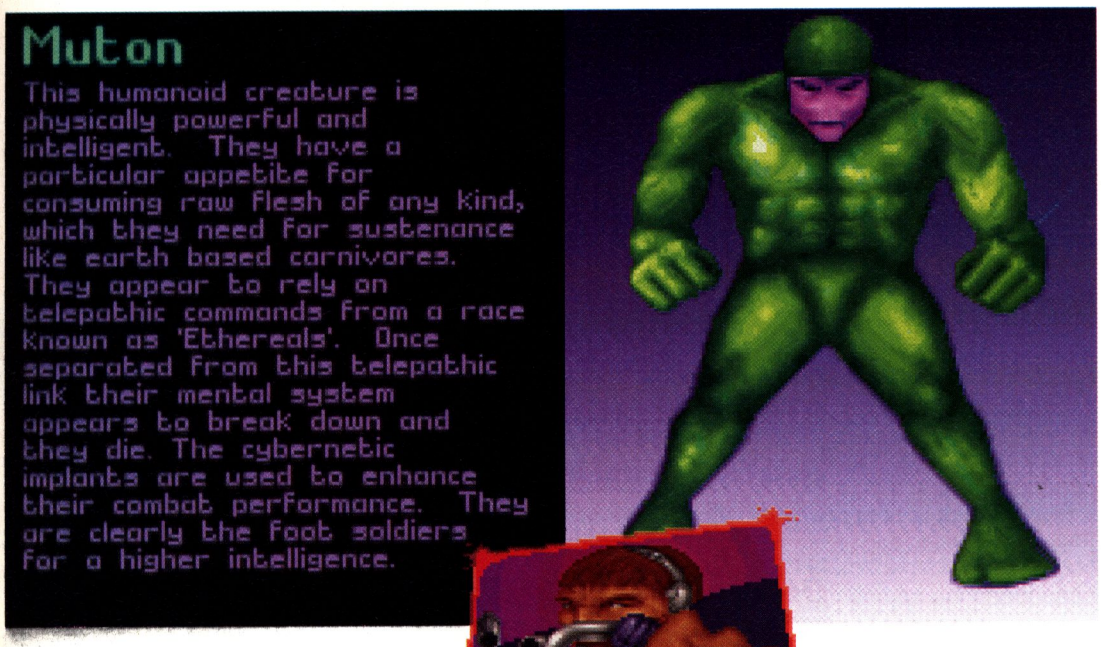
Pacific Strike* can't really be compared directly to anything other than *Strike Commander:* seeing as they're the only flight sims with the ongoing storyline and so on. However, the action bits do slightly compare to *Aces Of The Pacific.

Aces Of The Pacific

Strike Commander

Pacific Strike

With friends like these...



UFO ENEMY UNKNOWN

PC ZONE CLASSIC

Chris Anderson is fed up of loving the alien. He'd rather blow the bastard up, and he does, in the strategy hit from the makers of *Laser Squad*.

You'll find nothing in this game that hasn't been done before. There's base-building (cue *Sim City*), there's turn-based, isometric-view combat scenes (cue *Laser Squad*), there's gripping plot development (cue *Dune*), there's space-style buying and selling (cue *Elite*) and there's global strategy (cue 'God knows how many world-domination strategy games'), but *UFO* has turned out to be more than just a rip-off of half a dozen game styles. Incorporating all these game elements in a single game is certainly an ambitious project, since all it takes is for one aspect of the game to be wrong for the whole thing to fall to pieces.

On the other hand, just imagine the possibilities if it works. There can hardly be a PC games player in the world who wouldn't positively drool at the prospect of playing a game that successfully combined elements from many of the games they have played and loved. It's the sort of stuff game-playing dreams are made of. You have probably already guessed from the fact that *UFO* has been awarded classic status that Mythos, the games developers, have got everything right. Each facet of gameplay beautifully complements all the others. That's a good thing too, because this game is huge. There are so many different areas of the game to describe it's difficult to know where to start. I suppose the beginning is as good a place as any.

Invisible aliens

The year is 1999. Sightings of Unidentified Flying Objects (UFOs) are coming in with disturbing regularity. Reports of human abduction and horrific experimentation have struck terror into the hearts of millions. The entire population of Mother Earth is on the verge of hysteria. It soon becomes clear that the aliens are attacking Earth with the aid of vastly superior technology. Many countries attempt to deal with the problem unilaterally by sending large aerial-combat forces into the night skies to take on the alien invaders. After months, the combat units still haven't intercepted a single UFO. Representatives from the world's most powerful countries gather in Geneva and decide to establish an independent body to combat the alien

threat. This organisation is to be equipped with the world's best pilots, soldiers, scientists and engineers, working together as a multi-national force. The organisation is named the Extraterrestrial Combat unit: Xcom for short.

UFO puts you in command of Xcom. Your task is to build and manage Xcom bases and forces throughout the world and ultimately to rid Earth of the alien menace. The project is financed by the larger countries in the world who have all agreed to 'do their bit' by providing Xcom with a certain amount of money every month. Naturally, the amount each country provides depends on how successful you are at keeping the aliens at bay in their immediate vicinity. Therefore, it's of paramount importance to establish bases near the countries who are giving you the most cash. Before you can do that, though, you need to build a centre of operations, and that's your first objective at the beginning of the game.

Basic management concepts

At the start of each new game, you are asked to choose a site for your headquarters. You will want your first base to monitor as wide an area as possible, so it's wise to choose an area with a large land mass like Europe or North America. You don't have to build individual facilities for your first base as the game supplies you with a 'here's one I made earlier' H.Q. to get you started. The facilities at your disposal include a small radar unit for UFO detection, two interceptor planes to chase after the buggers once you've spotted them, a Skyranger (troop transport plane) to take your troops to any alien crash sites, a handful of scientists to conduct research, a few soldiers for ground assaults and a few engineers to manufacture any goods that have been successfully researched. In addition to this, you'll have five million dollars of Xcom funds to play around with, but there's no point in building more bases at this early stage of the game.

Your first priority should be researching new weapons to replace the puny tanks, rifles and pistols your soldiers are using. This is a three-step process. You'll never get anywhere with a meagre ten scientists allocated to weapons research, so you need to spend as much cash as you can afford on recruiting more scientific wizards to join your team. The next step is to assign them all to laser-weapons research and wait for them to come up with the goods. They'll start by designing a laser pistol and move on to laser rifles, cannons and tanks. The final stage is to get your engineers to manufacture each new weapon type once it's been researched. If you have enough scientists and engineers working hand in hand you'll eventually end up with a fairly respectable military arsenal with which to challenge the alien troops. This is by no means easy to accomplish. The more scientists you have, the more laboratory space you will need. The more engineers you have, the more workshop space you will need. You constantly have to build workshops and laboratories for your staff to work in and then living quarters to accommodate them all.

All these aspects of the game are managed through the base information screen. Much of the game is spent accessing the different options on this screen, keeping tabs on your bases, making sure they have enough money to operate and constantly improving the facilities at each one. When you're reasonably satisfied that you're getting the most out of the facilities your base has to offer, you can start thinking about the matter at hand: finding the UFOs and giving them what for.

Search and destroy

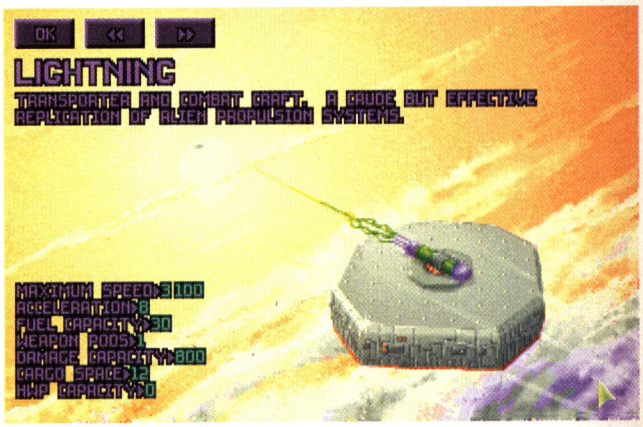
All your attempts to track down the aliens take place on the Geoscape screen. This shows you a 3D view of the Earth which can be rotated and magnified to give you a closer look at any part of the world. If your radar detects a UFO, a red cross will appear on the globe to show you where it is. When this happens, you can order one of your interceptor planes to fly to the UFO's location and attack it. If your plane is at a base on the other side of the world to the UFO, it will lose track of it completely. If it's relatively close, it will probably catch it and the air-to-air combat screen will appear. Your objective in this situation is not to destroy the UFO, but to damage it so that it is forced to crash land. If you destroy the UFO you won't be able to send in a ground assault team to take out the surviving aliens and recover any alien artefacts or equipment inside the ship. To this end, you can order your plane to carry out different forms of attack, depending on the size of the alien ship. If it's just a small UFO, a cautious attack will usually be enough to bring it down. If it's a medium- or large-sized UFO, a standard or aggressive attack will probably be required, but these attacks have the drawback of making your own plane vulnerable to enemy fire.

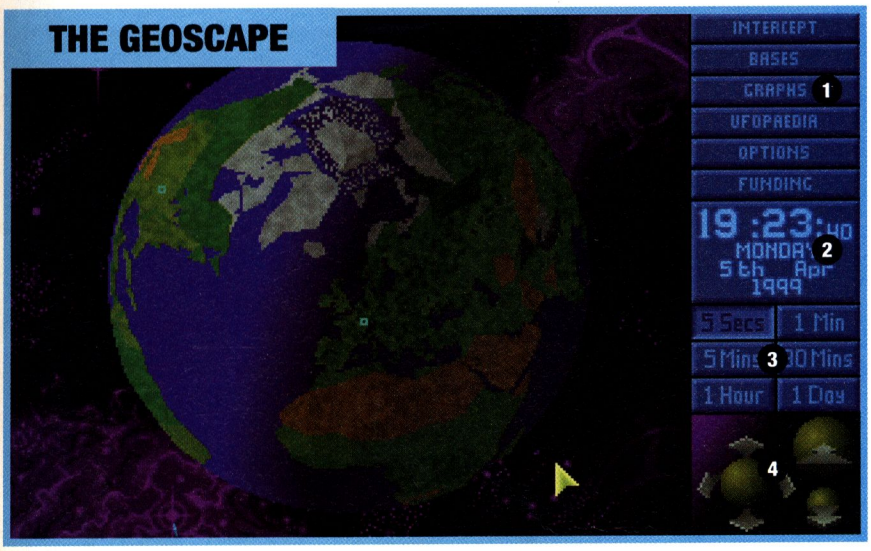
If your interceptor is successful and the UFO is forced to crash land, you will need to assign a Skyranger transport to take a squad of soldiers from your base to the crash site. This is the action part. It's time to stop base building and button pressing, and get down to the nitty gritty.

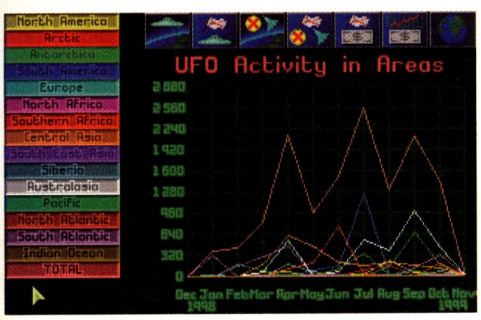
(Above) Xcom's fighter and transport planes. (Below) The aliens' powerful trio of craft.

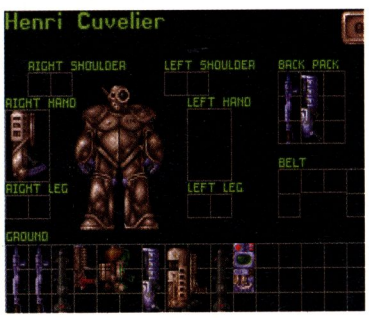
Aerial Warfare, UFO Style

Here are some of the aircraft you can expect to come across in the game. The Interceptor is Xcom's fighter plane and the Skyranger is its transport craft. The aliens have the far more sophisticated Firestorm as their fighter plane, the Lightning as their transport craft and the Avenger, which actually does both. But don't worry, if you play your cards right you'll get to take control of these as well.









THE BATTLESCAPE

This is where it all happens. If you're looking at the screen shot and thinking it all looks a bit *Laser Squad*-ish, you're right. That's because *UFO* was developed by the team responsible for *Laser Squad* and they brought the whole game with them and made it even better for the action part of *UFO*. The interface, as is the case with all the *UFO* screens, is simple point-and-click stuff. This is what the icons are for:

❶ Moves your soldier up or down a level.
❷ Displays one level up or down.
❸ Brings up a map of the entire game area.
❹ Click here to make your soldier kneel for better firing accuracy.
❺ Brings up the soldiers' inventory so you can change weapons.
❻ Centres the play area on your current soldier.
❼ Lets you move quickly between one soldier and the next.
❽ Allows you to choose between single- and multiple-level views.
❾ Lets you save your game when you're winning!
❿ Ends your game turn.
⓫ Abandon mission. If you do this during a base defence mission you lose the base – forever!
⓬ Troop movement controls. With these icons you can automatically reserve enough units for a shot of your choice.
⓭ Soldier information screen. Shows you what they're good at and what they're not.
⓮ Soldier statistics. Shows you the current soldier's remaining morale, health, stamina and movement units.

THE GEOSCAPE

The Geoscape screen lets you keep track of what those dodgy little multi-coloured men are up to. This is an overview of the information you can access from it.

❶ **MENU OPTIONS** From these options you can bring up the UFOpaedia, go to the base screen, access game options, launch planes and also check out the funding situation.
❷ **TIME AND DATE** If you don't keep an eye on the time and date you may not have time to appease unhappy countries before the end of the month (i.e. pay-day) comes around.
❸ **TIME CONTROLS** Lets you fast-forward time by anything from one minute to one day. Useful if there's nothing going on or if you're in a hurry to get some goods you're manufacturing.
❹ **VIEW CONTROLS** Use these to rotate the globe to show the part of the world you want to see and to zoom in and out of problem spots.

BASE BUILDING

This is the base management screen. On the left you can see all the base facilities and the buttons on the right give you heaps of options to help you keep your bases under control. The options are as follows:

❶ **BUILD NEW BASES** You'll have to do a lot of this as soon as you ascertain where the main trouble spots are.
❷ **BASE INFORMATION** Shows you how many members of staff you have and gives you info on your facilities.
❸ **SOLDIERS** Gives you detailed data on your soldiers so that you can see who's hot and who's not.
❹ **EQUIP CRAFT** From here you can change the weapons on your interceptor craft or the equipment and crew on your transport craft.
❺ **BUILD FACILITIES** You can pop into this if your scientists or engineers are running out of space or if you need to build any other facility.
❻ **RESEARCH** Bring this screen up to allocate research for different projects.
❼ **MANUFACTURE** Decide which goods to produce and how many of each.
❽ **TRANSFER** Used to transfer staff or equipment from one base to another.
❾ **PURCHASE/RECRUIT** Buy equipment or recruit new staff.
❿ **SELL/SACK** Sack surplus staff to save on wages. You can sell surplus equipment here or manufacture goods specifically for sale to generate profit.
⓫ **GEOSCAPE** Brings you back to the Geoscape.

Mixing it up with the aliens

The battlescape screen is where all the action takes place. The display consists of a 3D isometric top-down view of the playing area with your soldiers and any heavy weapon platforms (tanks etc.) placed inside the troop transport. You can only see the parts of the playing area that are directly in the line of sight of your currently highlighted soldier, therefore, you'll have to explore before you can find the spot where the UFO crash landed.

The battle is played out over a series of turns. You use your turn to move your soldiers into strategically sound (you hope!) positions of attack and the aliens use their turn to do the same. How far you can move your soldiers and how well they can use their weapons depends on how many time units they have. Each troop has a pre-set number of time units each turn. If you don't use up all their time units at the end of your turn, the remaining units are set aside for opportunity fire. This gives them the chance to have a pop at the aliens during their turn.

Reserving units for opportunity fire is crucial to winning a battle. If your troops don't have any time units left when the alien's turn comes up, they just stand there and get blasted to kingdom come. Apart from this, there are many other factors that determine your chances of emerging from battle victorious. You obviously stand a much better chance if your soldiers are using advanced weapons and equipment. A lot also depends on the soldiers themselves, too. The first time your soldiers go into battle they are all classed as rookies. As they go on more and more missions, their experience increases and so do their abilities. For this reason, it's important to keep your troops under cover during the battles. If they die, you have to replace them with 'green' rookies and effectively start all over again.

The advantages of winning a battle are twofold. Firstly, every alien ship you take out gives the aliens less chance of building their own bases and attempting to infiltrate governments of countries who may not be very pleased with your performance. Secondly, it gives you a chance to have a look around their ship for any alien artefacts or weapons that can be taken back to base for further investigation. Scientific study of alien weapons and equipment gives you the opportunity to take them on at their own game.

We have the technology

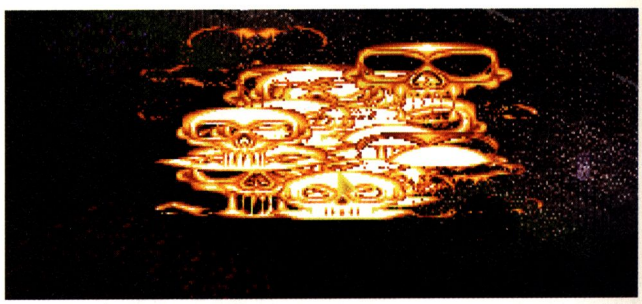
Every single piece of equipment and weaponry the aliens use is better than its earthly equivalent in every way. Initially, you will have to rely more on your strategic skills to win battles than on any firepower you have. As the game progresses, you will recover various alien artefacts and hand them over to your scientists for research. Once they've been researched, your engineers can reproduce them and they will then be added to your stores for use by your soldiers. Providing you've allocated enough money and resources to research, you will soon be chasing the aliens in aircraft of their own design and blowing them to pieces with your own reproductions of their lethal plasma weapons. The list of equipment you will have at your disposal as a result of studying UFO technology is almost endless.

In brief

In a review, it is only possible i to give you a fundamental overview of the main parts of the game. There are many more things to do and discover in *UFO* than we have space to mention. The excitement of developing a particularly impressive alien weapon, the thrill of using a Blaster Launcher to take out half of the entire game area, the feeling of awe when you discover exactly where the aliens come from and why they're really here. All these things and a million others besides are waiting for you in *UFO Enemy Unknown*. As if all this wasn't enough, the music is superb and the sound effects are awesome. What more can I say, except buy it and say good-bye to the outside world for a couple of months (at least!). Z

Brilliantly designed, perfectly implemented and totally absorbing.

Minimum Memory: 2Mb
Minimum Processor: 386
Hard Disk Space Required: 12Mb
Graphics Modes Supported: VGA
Soundcards Supported: AdLib, Roland, SoundBlaster
Controls Supported: Mouse
Price: £44.99 **Release Date:** Out now
Publisher: MicroProse **Tel:** 0454 326532



(Top) Bravely walk right up to your alien foes then run away again before they see you. (Middle) Er, this is what happens when you play with Rocket Launchers. (Bottom) The air-to-air combat screen. Blast away until they crash. (Opposite page, bottom left) A bewildering amount of information on your progress can be accessed via the graphs screen. (Opposite page, bottom right) Equipment selection. Henri proudly displays his sexy new flying suit.

IN PERSPECTIVE

All these games combine different elements of strategy and action but *UFO*'s depth of plot and complex infrastructure leaves the whole lot of them standing.

UFO

Dune II

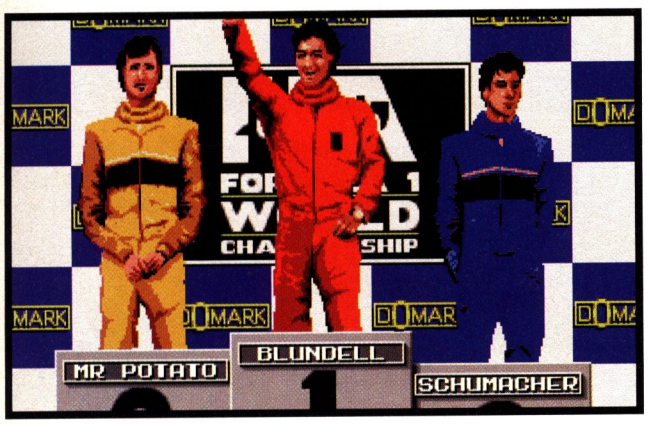
Syndicate

Laser Squad

Starlord

Z

F1



(Above) The mercurial rise of the man they nickname The Peeler. (Below) All the courses, all the cars and a two-player option to boot.

Patrick McCarthy is to Formula 1 motor racing what Ayrton Senna is to the diplomatic corps. So who better to review Domark's *F1*, which has equally little to do with motor racing.

I'D LOVE to know how Domark first came to emblazon 'Champions of Sport' across all their packaging. Presumably, it works along the same lines as British Nuclear Fuel's 'Radiation Is Good For You' campaign. I suppose if you find the ability to glow in the dark and grow extra limbs at random an asset, you might also agree with Domark's trumpeting. We can only think of one Domark sporting game that even gets close to living up to their statement, and that's the highly-addictive (but still not exactly flawless) *Championship Manager '94*.

Arcade action

F1, endorsed by the FIA, is Domark's latest venture into the world of sport. It's an arcade game i.e. you can't turn around or get more than three feet off the edge of the track. To dissuade you from trying, there are lamp-posts, steel girders and minor industrial complexes placed every 50 yards along the tracks for you to crash into. Luckily, the arcade approach ensures that when you hit something at 190mph, you bounce miles into the air and roar away with scarcely a thought for the rival's head you just used as a jump-ramp. It also means that if you don't steer on gradual bends, you'll turn anyway, and on sharp bends, you'll crash into the cannily-placed battery chicken abode, regardless of how hard you're wrenching the joystick to the side.

The controls

This is assuming you can get your joystick to work at all, of course. We only managed to get one (a Gravis Gamepad) to work with the game. It doesn't help that you have to press a key rather than a fire button after each calibration movement as there's no way of telling whether input from your joystick is being accepted, especially since even after you've calibrated a joystick you still can't use it to move through the menu system. So it's exit the set-up screen (the auto set-up doesn't work), start the game and see if it works, then back to the set-up screen again. The game also consistently failed to work with the default keyboard controls and we had to re-define them several times before we eventually got them working. Bear in mind that this is a boxed, released product, and not a Beta version. It's aggravating enough for us, but, fortunately, we haven't shelled out any hard-earned cash for the thing.

Speed racer

The one thing in the game's favour is that it's fast and it has a two-player split-screen mode which runs equally quickly. The FIA endorsement means that you get real-life drivers' names all over the screen when you look at the startin-grid placing.

CAR SET-UP

The very basic car set-up screen allows you to choose the type of 'wings' you want on your car and whether you have manual or automatic gear changing (either way, the car accelerates without you). It also lets you choose the tyres – this is the only change that you'll really notice any handling differences with. The 'smooth' tyres grip the road like they have little fingers all around the edge of them, whereas the 'hard' tyres seem to be made of highly-polished aluminium.

DIFFERENT GAMES

Arcade

Race six laps around every track in the game until you die. Well, at least until you burst your tyres. You have to overtake as many people as possible on each circuit, earning points each time you do to get on the prestigious High Score Table. It's very boring (there's no two-player mode) and you won't even want to start the second circuit.

Training

Selecting this shuts the game off and makes you go outside and run around the block in a tracksuit, and it won't let you play again until your pulse is over 100. Ho ho. It's a practice facility with two-player options and selectable tracks.

CHampionship

Proper racing: the full pint mug, with one or two-player options and qualifying sessions. Sixteen cars bounce off each other for six laps around each of the world's premier venues for high-speed advertising hoardings. You can select all or some of these tracks to race your championship on, and can save the game between races.

All the circuits seem to look more or less like the real thing – apart from the addition of the trillions of trackside objects to crash into, of course – and even have uphill and downhill bits more or less in the right places. Not having risked life and limb on the tracks in question, that's as definite a statement as I'm prepared to make.

Levels of difficulty

What I am prepared to state is that the four levels of difficulty (Novice, Amateur, Professional and Expert) don't actually have much of an effect on the game (in fact, changing to different tyres will have a more noticable effect). The more difficult the level, the faster your car can go and the faster the other drivers go, but you can play at the 'expert' difficulty setting and still select an automatic gear-change. What I find really weak is that even when you are in 'expert', with manual gear-changing, the car accelerates without you having to do anything other than press the gear-change button at the appropriate moment.

But it's supposed to be fun

Fair enough, it's supposed to provide a quick blast for those who can't face the intricacies of *F1GP* or *Indycar Racing*. And yes, it does 'drive' very quickly. But the set-up and controls are faulty, the screen is poorly designed and the 'pits' element around which the game revolves is a pain in the arse. They're about 10 yards long and it's almost impossible to steer into them because they're surrounded by World War II gun emplacements. On the Megadrive, this game is fast and reasonably diverting; on the PC, it's something of a cock-up.

SCORE

The Champions of Sport produce another world beater.

Minimum Memory: 4Mb RAM
Minimum Processor: 386 16MHz
Hard Disk Space Required: 2.5 Mb
Graphics Modes Supported: VGA
Soundcards Supported: Ad-Lib, SoundBlaster
Controls Supported: Keyboard, Mouse, Joystick

Price: £29.99 **Release Date:** Out now
Publisher: Domark **Tel:** 081 780 2222

IN PERSPECTIVE

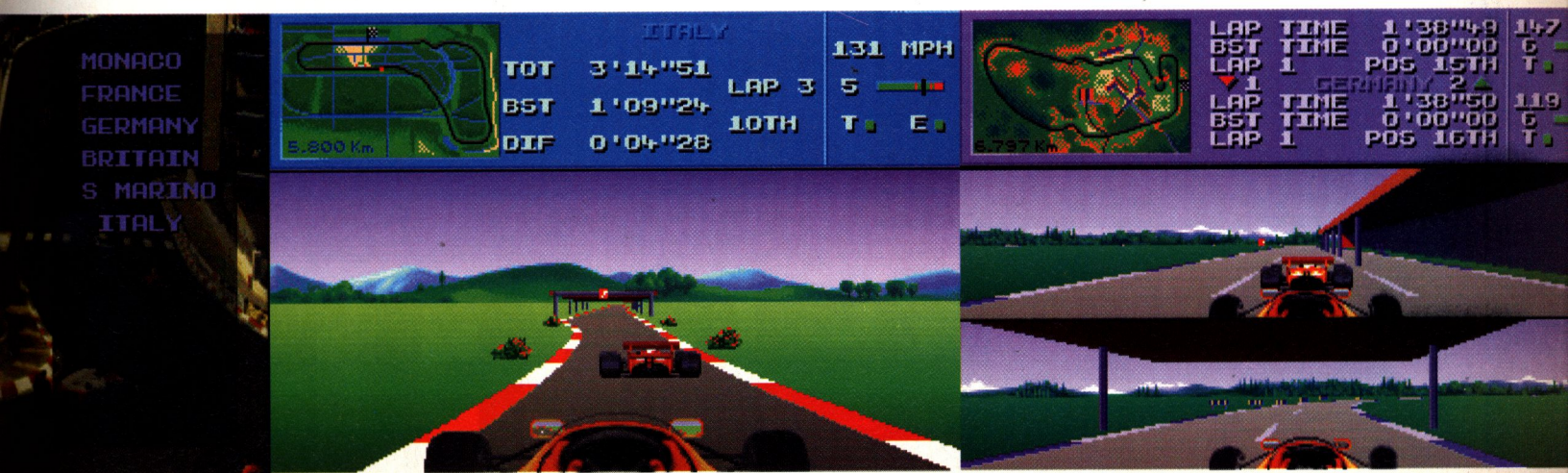
F1 Grand Prix

Indycar Racing

Lotus III

F1

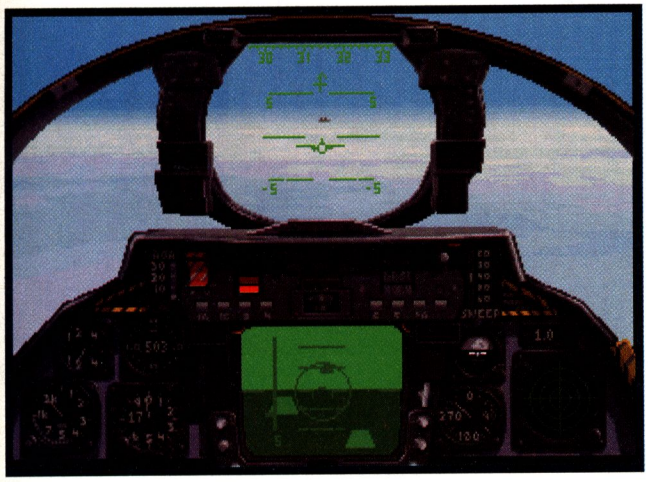
Speed Racer

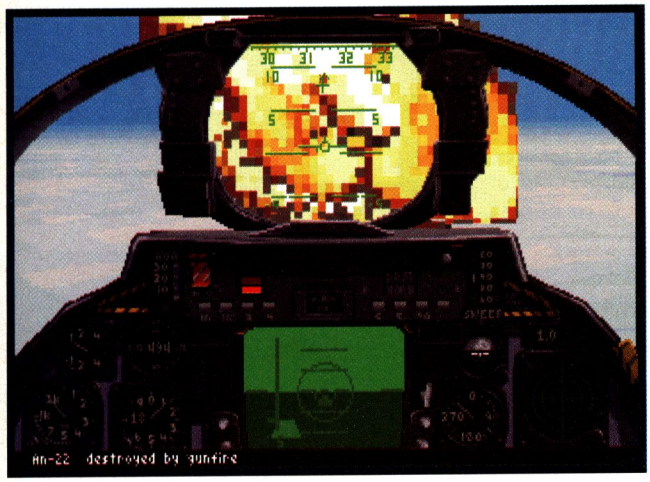


Fleet Defender

If terms like 'TID' and 'Azimuth Width Setting' worry you, then prepare to be very, very afraid. Duncan MacDonald is. And it's all thanks to MicroProse's *Fleet Defender*, a simulation of the F-14A Tomcat.

THE SAYING goes: 'There are old pilots and there are bold pilots, but there are very few old, bold pilots.' And the joke goes something like: 'Yes, but there are plenty of old, bald pilots.' But the way I see it they're the lucky few: the ones who did the bulk of their flying in the '40s and are now living in a strange fantasy house on Planet Altzheimer. They never had to learn what the term 'Ready 5 Assist' meant. And they never needed to know what a TCS was. All they were required to do was move the control column around and occasionally reach for the throttle. Bastards. For my part, I've just had to plough through a nine trillion page manual, which wasn't totally finished (just like I had to do with *Tornado*). Imagine a three metre thick wad of A4 photocopies, held together with a crocodile clip. Now imagine the crocodile clip breaking under the strain. And now imagine the paper wad dropping to the floor only to have a gust of wind transform it from a wad into a conundrum. A nightmare of unthinkable proportions.





How complex?

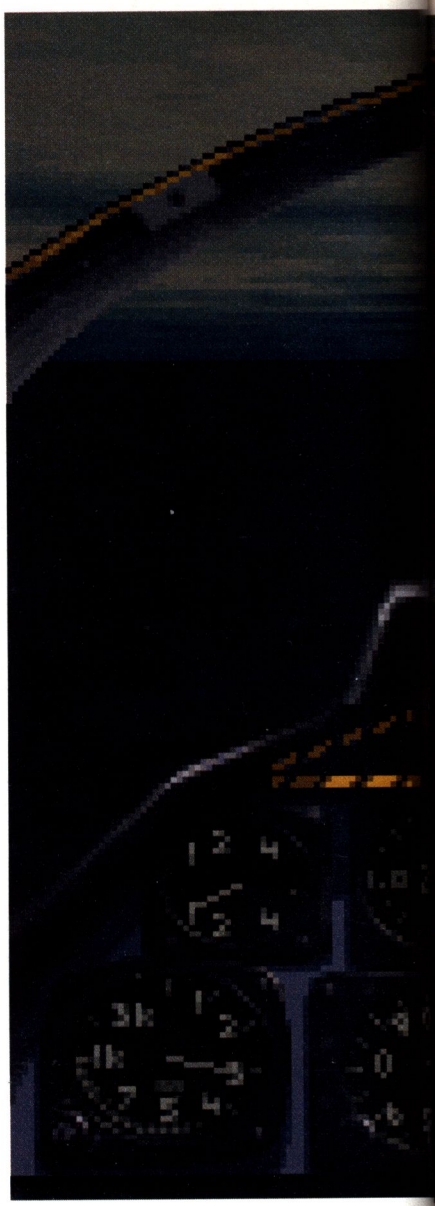
Indeed, even with a completed, bound manual with all the pages in the correct order, *Fleet Defender* is no walkover. In fact the aforementioned *Tornado* is the perfect yardstick, because *Fleet Defender* takes about as long to get to grips with. For instance, take this small quote from the manual, and bear in mind that the rest of the thing reads much the same: 'To change to VSL, press the BRST toggle. Continue to press this key until the letters VSL appear beneath the DDD.' Er. So what exactly was the DDD again? (Search manual.) You know the drill. It's *University Challenge*.

Difficult difficulties

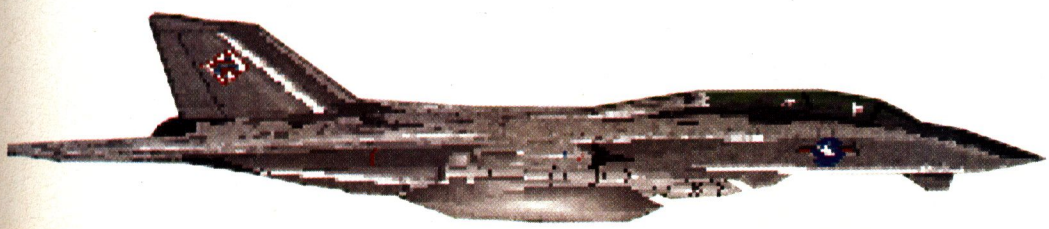
Even *Fleet Defender*'s difficulty levels are complicated. You can opt for 'Standard', 'Moderate' or 'Advanced' mode (no straightforward 'easy', 'normal' or 'hard' modes). How the Standard, Moderate and Authentic modes translate into English is as follows: Standard mode is slightly hard; Moderate mode is very hard and Advanced mode is very hard indeed. You see the F-14, just like the Tornado, has a bloke in the back who does most of the button pushing, targeting and so forth. In Standard mode, the computer performs his duties for you, meaning you never need to access the back seat instruments. The problem is, however, that the computer-controlled RIO (Radar Intercept Officer: the geezer in the back) often doesn't press the buttons you'd like him to press. He'll lock up a sitting duck Russian transport plane simply because it's the nearest, although you actually wanted him to lock up the MIG-29, which is one inch further away. And things like that – you know how thick computers can be.

'...a peeved RIO might suddenly lean over his DDD display and headbutt you.'

Moderate mode, on the other hand sees you in control of some of the RIO's activities, while he remains in charge of others – remembering exactly who's responsible for what is almost a difficulty level in itself. Your best bet is the hardest difficulty level:



Authentic mode. (And, if you like this sort of complicated sim it's the one you'd go for in the first place.) Out goes the easy flight and the flawless weaponry, and in comes the need to set your trim and spend 20 per cent of any mission farting about in the back seat doing the RIO's job for him. I reckon there should be a fourth difficulty level called Nutter mode in which, at any point during a mission, the peeved RIO (annoyed at having been made redundant) might suddenly lean over his DDD display and headbutt you in the back of the neck, inducing instant blackout and a possible crash situation. But that's just me.



FLEET

(Main screen) Tips for landing on a carrier at night: (1) try not to be in weapons mode locked onto a distant target, and (2) aim your aircraft at the carrier deck rather than the control tower. (Inset) Yes, it does look rather photographic, doesn't it. And the great news is that it looks just about as good in motion – apart from the odd jerko-moment. Mind you, you can always put that down to the odd bit of turbulence or something. (Below) Whack yourself really hard on the side of the head, squint a little, and this could almost be a photo from Flight International or something.

IN PERSPECTIVE

Fleet Defender **goes for *Tornado* style accuracy, but puts it across graphically, in *Strike Commander* fashion. It almost pays off, but not quite.**

Fleet Defender

Strike Commander

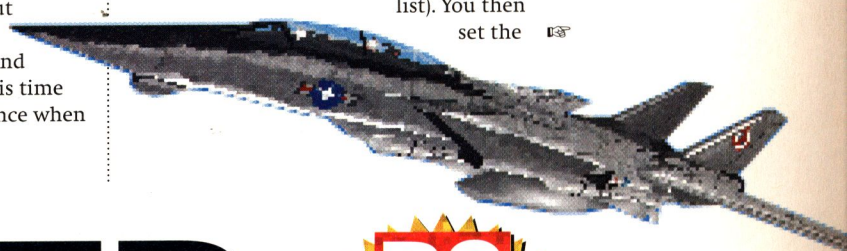
Tornado

Tornado, tornado, tornado

I've already mentioned *Tornado* twice, so I might as well go for the hat-trick. *Fleet Defender* is to 'air to air combat' what *Tornado* was to 'air to ground combat'. The only thing missing is the Mission Planner (if you'll allow me to use the words 'only' and 'Mission Planner' in the same sentence). And okay, so the graphical style is obviously totally different, but I'll get to that later in the review, because at the moment I'm basically talking about what it feels like to fly: the atmosphere and all of that stuff. And yes, it's like *Tornado* alright, but this time round you do actually stand a chance when you bump into two MIG-29s.

Game structure

Flight sim game structures are all pretty much the same these days, and *Fleet Defender* is no exception. Ho hum. Okay, there are two basic options: the Quickstart and the Ongoing War Career. The Quickstart in *Fleet Defender* goes like this. You choose from between one and six F-14s (for example, just you or you and some wingmen) and then you choose from one to six enemy planes (there's an extremely long list). You then set the ☞



DEFENDER

PC ZONE RECOMMENDED

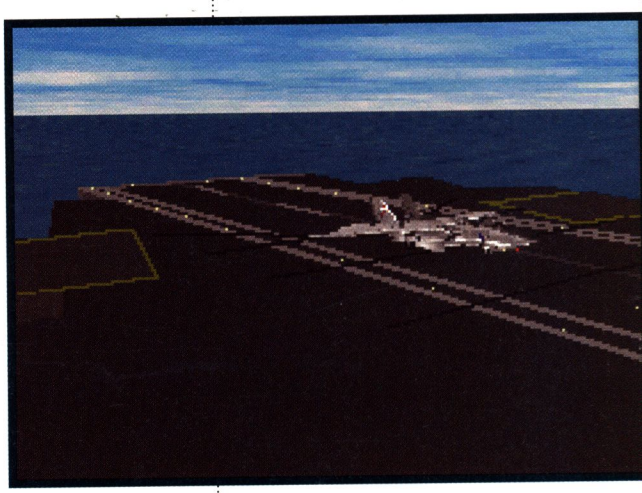
Fleet Defender

(Above) 'Red leader one, red leader one, you have a giant shimmering thingummyjig on your six – it's just too big for me to shoot down. Do you copy?'. In other words, Nightmare City Bitmap Ahoy.
(Above right) See this radar display here? You can simply press the buttons with the mouse, just like in Tornado. Mind you, pressing them is one thing but learning what they actually do is something else altogether.
(Below) A perfect carrier landing you reckon? Not if you've got a pedant standing behind you it isn't: 'You didn't get the three wire,' he'd say. 'Piss off!' you'd no doubt reply. And so on.

☞ enemy difficulty level; muck around with some other variables; choose a weapons package; and then select Take-off. So now you can practice just about any scenario that might happen in the game proper. And finally – if you land successfully and haven't used the built-in refuelling or re-arming cheat – you'll be awarded 'points'. In other words, it's a nightmarishly complicated 'arcade game' with a carrier landing at the end. It's better than the *Tornado* Quickstart (which was always a bit pointless), but not quite as good as the Quickstart in *Falcon 3* (which did have more of an 'arcade feel'). Onto the all important Career then. Okay, as usual there's a war going on, and, as usual, it's the US versus the Soviet Union (the game's set in the 1980s). You start off as a junior-grade officer and have to win medals and promotions. And, as usual again, your morale seems to rub off on your wingmen... cock up your part of a mission and the chances are that they're not going to be doing very well either, which means the constantly moving 'front line' is going to be moving the wrong way. And so on. There are three scenarios: a training ground in the States, the North Cape, and the Mediterranean. There's a bit more to it than that, but you'll get the general idea.

Aerial combat

As previously stated, *Fleet Defender* is all about air to air combat, and as such, it's excellent. Something MicroProse has always excelled at is the wide selection of views available, and *Fleet Defender* contains all the ones you'd expect. It also contains, you may be glad to hear, a Padlock View (a la *Falcon 3*, *Strike Commander*, *TFX* and *Dogfight*). Just in case you don't know what a Padlock View is, I'd better quickly explain. Basically, it simulates the ability of the human head to rotate and look up and down. You can do this manually if you like (using the cursor keys), but the real point is that the computer can do it for you. If you've locked onto a target, the Padlock View automatically keeps it centred on-screen. Let's say the enemy plane is behind you... you see your tail and stuff, and a dot in the distance beyond. The trick is to yank the joystick this way and that until your forward-cockpit struts appear and the target in question is actually in front of you. And then you, er, shoot at it. The one and only problem with the *Fleet Defender* Padlock View is that there's no inset instrument to give you a visual clue as to the exact inclination of your plane at any given moment – meaning you can, at times, become disorientated. *Dogfight* (crap game, nice padlock view) overcame the problem with a simple inset-moving exterior view of your plane in the top right-hand corner of the screen. *Fleet Defender* should have nicked it. (Or at least nicked the original *Falcon 3* version.) The scraps you get into in *Fleet Defender*, by the way, come in all shapes and sizes. One minute you're firing off a Phoenix missile at someone 100 miles away who doesn't even know you're there, and the next, you're blasting away with your cannons at a plane that's so close you can actually see the individual 'hair molecules' on the pilot's thick, bushy, Russian eyebrows. *(An ever-so slight exaggeration there. Ed.)*



Control freak

So where are we up to? Ah yes. Lots of dogfights, both BVR (I'm at it myself now – I mean Beyond Visual Range) and close up. You control the pilot, and you also control the RIO (the geezer in the back). But there's more. You can also control your wingmen. It's been done before, sure, but in Fleet Commander it seems to have been done just that tad better. By using the ALT key in conjunction with F1 through F10 there are ten basic messages/orders you can send, and most of these can be further qualified with a numeric keypress. For instance you can get your wingman to 'sanitize' an area (check it out for enemy bogies): you may want to see what's behind you without actually turning yourself. So your wingman does it for you. Watch out the back window as he breaks off and soars into the distance. He may find a contact on his radar, in which case you can ask him to go and get it, or to regroup, or whatever. You can even ask him such things as how many missiles he's got left after you've both survived a skirmish. 'None,' he may reply. So you send him back to the carrier with his tail between his legs. It's good!

Carrier landings

Cry-babies and ponces can have their F-14 landed for them by the autopilot, but the brilliant thing is that if you don't do it yourself, your mission points are affected in quite a big way... so even if you've been really, really, really clever up in the sky, and have shot down 12,000 Migs with one bullet, you still know that to avoid doing yourself a major disservice, you've simply got to land under manual control. And it gets better (as far as I'm concerned, speaking as one who's better at landing than combat), because every single landing is graded. There's an officer watching. There are four wires at the back of the deck waiting to grab hold of your F14's hook, and, ideally, you want to snag the third. You also want to be doing exactly the right speed – and you don't want to be flapping about like Katherine Hepburn in a hang glider, either. So there's a double challenge

a double-edged sword and all that: (a) you don't want to crash into the back of the carrier (thereby getting killed and losing all of your mission points), but (b) if you are going to attempt the landing, you want to do it with finesse. This little equation soon sorts itself out in the following manner. When you start the game, point (a) is obviously the most important so you go for height over form and adopt the flight characteristics of an anvil at the very last possible moment. Before very long, though, point (b) kicks in big time. Eventually you may even find yourself taking off, completely ignoring the mission objectives; immediately requesting landing permission; and then coming straight back in again. And so what if the debriefing session informs you that your failure to intercept the incoming Exocet cost your side the war? The important thing to remember is that you got a landing rating of four. Another excellent point about the *Fleet Defender* landing sequences is the realism of not necessarily being granted landing permission. For whatever reason (another returning aircraft may have crashed on deck or something) you might radio in only to be ordered to take a holding position: you're informed what height to adopt and where to do the circling. There may well be several other F-14s up there with you. Some above and some below, some to the left and some to the right. If it's at night you can even see their formation lights blinking away. Your imaginary chums. Wave to them. Now all you have to do is wait until landing permission is granted and then soar out of holding and straight into the back of the carrier for zero points.

The sound

Fleet Defender has good sound. It's not exactly outstanding or anything like that, but it certainly does the job. The engine note varies in volume depending on your viewpoint, and there are a few digitised messages from your wingmen and the carrier. The important thing is that, at the end of the day, the sonics contribute to the overall atmosphere rather than do nothing for it (unlike *Tornado*).

The graphics

Aaaaah! And now we hit a crucial point. Imagine something called a 'seesaw of graphical excellence': an imaginary balancing device which has a weight on one end labelled 'clarity' and on the other end a weight labelled 'cleverness'. In an ideal world this hypothetical seesaw would rest – on its fulcrum – in a completely horizontal position. In other words, perfectly balanced. A game such as *TFX* would achieve that kind of equilibrium, and so would (to a lesser extent) *Tornado*. There are others too. But here we're talking about *Fleet Defender*. What they've done with this game is to adopt the *Flight Sim 5* and *Strike Commander* technology: rotating bitmaps akimbo, texture-mapping galore and so on. Now, I don't want to get the reputation of some kind of Luddite who shuns change – I know that this is the way forward, really – but the point is that at this exact moment in time, most programmers still seem to be struggling in a sort of middle ground, and *Fleet Defender*'s 'seesaw of graphical excellence' is out of equilibrium as a result. The cleverness weight outweighs the clarity weight; the sky works beautifully; the ground is also pretty good (unless you count the slow-motion bits, and the inability to land on runways that exist to the eye but not to the computer). However, most of the action takes place over the sea, which, if you're below cloudbase is a real problem. The sea is basically a giant rotating 'ripple effect'. It's like a bitmap of a pond in a mild breeze – and there are certain optimum altitudes where it works perfectly. The trouble is, however, that there are many more altitudes where it doesn't work at all. 'Blimey, I'm about to drown,' you might scream. Then you check your altimeter and find you're still at 5000 feet. At 20,000 feet you expect to see a flat expanse of blue, but instead you see 15 squillion shimmering pixels – all moving about like jiggery. And when coming in to land from about 2000 feet, the giant-sized 'sea pixels' make the carrier look like a scaled-down toy.

Overall

Fleet Defender is pitched against the 'big boys', namely *Falcon 3* and *Tornado* – and it holds its own on all fronts other than the just mentioned graphics. However, there's sufficient depth, realism and playability in the game to help you ignore the nightmare ripple effect. All the same, it has forced me to lower the score a wee bit. It's a personal thing though, after all, one man's 'sea pixel from Hell' is another man's 'look how modern this game is'. And one man's 'the ground seems to be moving in slow motion' is another man's 'but that's the price you pay for living at the cutting edge of technology'. So, if you reckon you can happily live with the sometimes confusing visual altitude clues (you fly with your eyes glued onto the altimeter the whole time), and if you're not going to switch to an external view for some low-level jaunts over the mountains, then up the score as you see fit. One last thing though... there's no shadow under the plane. (Boooo!) Z

SCORE

'Heavyweight' flight sim, both helped *and* hindered by over-clever graphics.

Minimum Memory: 4Mb

Minimum Processor: 386 SX/33 (486 DX recommended)

Hard Disk Space required: 9.5Mb

Graphic Modes Supported: VGA

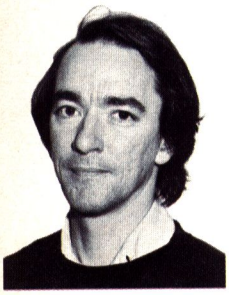
Soundcards Supported: Ad-Lib, Roland, Sound Blaster

Control Supported: Joy stick, mouse

Price: £44.99 **Release Date:** Out now
Publisher: MicroProse **Tel:** 0454 326532

Bits & PCs

SEND YOUR QUESTIONS TO: BITS & PCs, *PC ZONE*, 19 BOLSOVER ST. LONDON W1P 7HJ



***Mark Burgess* takes a break from playing *Frontier* on his crap 386 to gawp at readers' kit. Should your CD drive be double, triple or quad speed? Is your video card fast enough? Will plucky Nick Watson trash Macca? Read on.**

ROM For Your Life?

IN THE next few months I plan to buy a CD-ROM but there are a couple of questions that I would appreciate answers to. I've read up on CDs but deciding which one to buy is as bad as buying a PC. I have a spare 5.25" bay and a Sound Blaster 2.0 card, which I know I'll have to change, but just how much configuring will I have to do with. my system (boot up files. etc.) to get it to run? Secondly, will a double speed drive be enough? Most of us can't afford to upgrade a PC and CD-ROM every year or so, so buying a good one first time is essential. Will the double speed run *Rebel Assault* okay? Now that triple and quad speed CD-ROM drives are on the market, will the speeds simply run up the same ladder as processors did and will we find programmers writing for quad speed CD-ROMs only in a year or so?

Thanking you in advance and just keep those mags coming.

Peter Doherty, Willingham, Cambridge

You don't need to change your soundcard for a combined sound/CD-ROM interface card – you can get the interface cards on their own for about £14 and certain types of drives come with their own AT interface. Whichever path you take, the card will come with a disk that will painlessly make all necessary changes to your config.sys and AUTOEXEC.BAT files.

Double speed will be the standard for a while (indeed the triple speed standard hasn't sorted itself out yet). The speed of CD-ROMs will only be restricted by the limits of the technology (reliability of the miserable LED in reading data at speed, for instance). The only sure thing is that the speed will increase and no-one really knows how quickly it will do so. **MB.**

Making The Upgrade

HAVING upgraded my motherboard last year from a 386DX to a 486DX2 with a VESA local bus, I wonder if I would be able to upgrade my hard disk controller. When I bought my 386 many moons ago, it had a 105MB hard disk, a true expanse at that time, which happened to be an MFM type 26. So would I be able to upgrade my controller?

Having such a sorry CD-ROM (as published in a previous magazine), is the NEC 3XI worth saving up for or do you think the Panasonic 562 will be with us for some time?

I have a Trident 1MB graphics card which, with all fairness, is slower than an amoeba. For this reason I would like to buy a speedy VLB card. Could you advise on the subject?

Great magazine. Keep up the good work!!

Scot Mould, Arbroath, Scotland

Hard disk controllers are generally either IDE or SCSI. If your computer is really old, it might have an ESDI or an ST506 but I suspect you already have an IDE. The figure you quote is the manufacturer's code and I really don't know more without its name. The IDE controller is useful because you can use two hard disks on it. The SCSI controller is even better because it can handle devices other than hard disks (CD-ROMs, for instance) and does so at speed. In fact it can handle up to seven devices. But do you really need it? I would think that any normal home user (particularly if the computer is used for games) will get along fine with an IDE.

It depends what you can afford. A triple spin drive is more future proof, but why not wait until the price comes down? (For the benefit of new readers, poor Scot has a crappy CD drive that can only manage 31kb/sec.) The Panasonic is fine and should be good enough for a while. However, because you are a bit of a flight sim fan, you should take into account that most of the programs you want need the highest specs.

Cannon Plodder

I have a Packard Bell 386 25MHz 4Mb RAM computer. I bought your magazine for the first time last week and have copied *Cannon Fodder* onto my hard drive. However, it will not run despite trying everything I can to make it do so. My hard disk has the following memory:

conventional	free	588,9112
upper	free	28,592
reserved		0
extended XMS		12,555,904

Any ideas please on why it won't do anything.

Roy Wilson, Kinoulton, Notts.

Every problem we've had reported about this disk has boiled down to a lack of conventional memory. The figures you give are for the free memory of your computer (not your hard disk). Free up more conventional memory by loading drivers and DOS high in the memory. General rules are to use LOADHIGH (or just LH) for the programs in the AUTOEXEC.BAT and use DEVICEHIGH for all drivers in the CONFIG.SYS except HIMEM.SYS which should be the first driver loaded. Get rid of lines that don't do anything – do you really need fcbs or stack command, for instance? **MB.**

Good graphics cards include those made with Tseng 4000 or Cirrus Logic chipsets. The former has fewer compatibility problems. You need 1Mb on board RAM. But do make sure that your monitor can take full advantage of it. **MB.**

Question Time

I HAVE been reading *PC Zone* or six months (the same amount of time that I have had my PC) and it has helped me a great deal for I am a total twit when it comes to computers, according to everybody else I know. I have some questions that I beg you to answer otherwise I shall surely die (just kidding, ha ha). Well, here goes:

1) Could you please review *Rise Of The Robots* in your next issue because I'm planning on buying it and I really want to know whether it's worth the so-called wait?

2) Could you please tell me what would be the best soundcard for my PC. I have a 386DX computer with 120MB hard drive. It runs at 33MHZ and I have 4MB extended memory with 620K of RAM, I think. Could you also tell me the price of the soundcard I would need (as cheap as possible) and where I can get hold of it?

3) I saw your review of *TFX* in issue 11 and was really excited (I was planning on buying it, you see) until I saw that the minimum processor requirement was a 486. My question is, can it run on a 386 and, if not, why not?

4) Is a 386DX more powerful than a 386SX?

5) What time, every month, does *PC Zone* come out because I almost missed last month's issue and we can't have that since I am one of your biggest, er, fans.

6) I was planning on buying *Ultima VI* this month but after reading your review I was unhappy to hear that it's not for beginners. My question is; do I have to buy *Ultima I-V* before I will understand how to do what in *Ultima VI*?

7) For some reason there are no sound effects when I play *Sim City* on my PC. There used to be some, but they suddenly disappeared for no apparent reason. Could you please tell me how to get the sound effects to work? I have tried the 'sound on – off' toggle on the options but that doesn't remedy the problem.

Mark Boughton, Weybridge, Surrey

P.S. Congratulations on a totally brill mag, it's the best PC mag I've ever read. (Just a bit of sucking up to get my letter published. I must say *PC Zone* is a fab name for a PC mag.)

1) The release of Rise Of The Robots *is imminent and it should be reviewed in the next issue.*

2) I would get a nice cheap 16-bit card. Make sure that it is Sound Blaster compatible. I can't recommend a particular type – shop around and look in the Bulletin section. You will be looking at a cost of about £100. Try and buy from a shop so that you can take it back if there are any problems.

THE CLEVER DICK BIT

To give you a feel for the gameplay, here's an example of the type of puzzles you have to solve in *Red Hell*. You need to get Constantine into the offices of mad Dr Molotov. You have already arranged for a barrel of lab samples to be sent to the doctor's office. Here's your chance! All you have to do is pop yourself into the barrel and smuggle your way in. How do you do it?

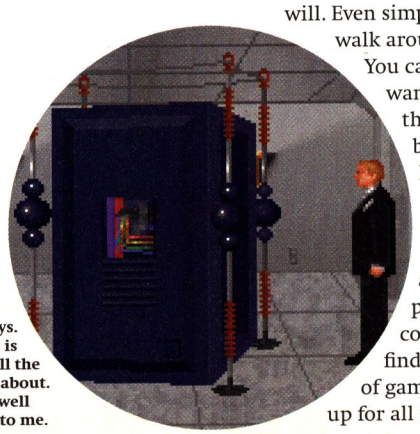
1. Locate the barrel labelled for Dr. Molotov in the shipping room.
2. Order an empty barrel from the store.
3. Start the conveyor belt to send the barrel to the loading door and open the door.
4. Take the label from the full barrel and stick it on the empty one. Open the barrel and climb in.
5. Success! One shaky truck journey later, you've made it to the Nada storage room.

Blimey, how did she get up there? And who's that hippie bloke on the floor

sequence full of badly digitised black and white news clips. As soon as that was out of the way, the game screen came up and any hopes or expectations I originally had for the game went flying out the window. *Red Hell* continues the current trend with adventure game designers of using digitised images for the characters. There's nothing wrong with that if you get it right, but get it wrong and the concluding result is catastrophic. The digitised images for the characters in the game are awful. The people look inanimate and faceless and the ones that move (including the main character) do so jerkily and without grace. The scenery graphics are nothing to shout about either. To say they were less than detailed would be an understatement (check out the screen shots). So, aesthetically, the game is a bit of a write-off but the graphics are not the worse aspect of the game – not by a long shot.

Out of control

Do you remember all those early adventure games in which you couldn't talk to anyone without walking right up to them and you couldn't manipulate anything unless you were standing right beside it? If you do, welcome to *Red Hell*. You can't do anything to anything in the game unless you're all but standing on top of it. You can't talk to anyone unless you're well within head-butting distance of them. Even if you only want to look at something, you first need to ensure your head is firmly buried in it. I've lost count of the amount of times I tried to examine something in the game and was greeted with the dreaded 'move a bit closer' message. To make matters a zillion times worse, moving the main character around is a profoundly frustrating experience. Go where you want him to go he will not, go everywhere you don't want him to go he will. Even simple stuff like trying to get the silly sod to walk around a desk is a complete pain in the arse. You can't simply point and click to the spot you want him to move to, you have to guide him there and it usually takes several attempts before you are successful. By the time I had discovered all these problems (for instance, before I'd even started playing the game properly) I was more than just a little pissed off and not exactly excited at the prospect of spending a day or two playing it. However, I did play it. Crap control system or not, I was determined to find out if there were any strong elements of gameplay waiting to be discovered to make up for all the game's bad points, if only partially. ☞



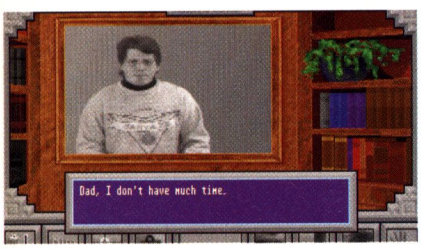
The Salokrys. So this is what all the fuss is about. Looks well dodgy to me.

The icons at the bottom of the screen are used to control (or not as the case may be) Mark's actions. They also help you keep track of what's happening in the game. This is what they are.

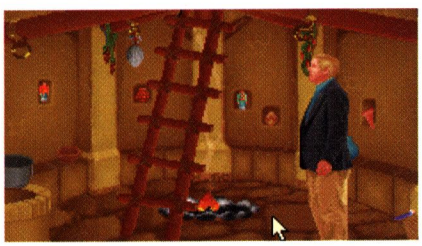
1. **CONTROL PANEL:** This is the options panel where you load and save games and adjust the sound, etc.
2. **PERSONAL INFORMATION MANAGER:** A wealth of information at your fingertips.
3. **LOCATOR:** Displays information about your current location.
4. **INVENTORY.** Displays all the objects you are currently holding.
5. **TALK:** Talk to characters. All conversations take place automatically when you click this. You don't affect the conversations in any way.
6. **WALK:** Mark only walks in straight lines. You have to manoeuvre him round anything that gets in the way.
7. **LOOK:** Look at things. If you want a close-up view of something you have to stand right beside it.
8. **TOUCH:** Click this to use or manipulate an object.

INTERFACE HELL

The maze. A masterpiece of sadistic programming.



Mark gets an urgent message from his son Philip.



Mark plays snakes and ladders in New Mexico.

Forget this Russian stuff. How're you fixed for later?

Something from nothing

It's a shame the graphics and control system are so crap, it really is, because as an adventure game, *Red Hell* is actually quite good. The puzzles are difficult but logical, the plot develops nicely as you go from one location to another and you get to speak to the different characters. At the start of the game you discover your son, Philip, has disappeared under suspicious circumstances. As the plot develops, you receive messages from Philip which help you to piece together all the clues, which in turn, reveal how the Soviets invented the atomic bomb and won the war. Most of the story revolves around an ancient piece of machinery called the Salokrys: a sort of makeshift time machine. You have to find the two crystals needed to operate the machine and go back in time to kill the mad Nazi before he has time to invent the atomic bomb. For the most part, the story is engrossing and the puzzles are tricky enough to challenge most people, but even in this area the game has problems. Firstly, it suffers from the old 'get something wrong and you die' problem. Walk into the wrong room or do the wrong thing and you're history. Secondly, there's a maze which needs to be negotiated before you can complete the game. To successfully make your way through the maze, you have to jot down on paper every single move you made that didn't end with your untimely death. This is time-consuming, boring and frustrating.

Would I buy it?

No. Most definitely not. *Red Hell* just has far too many problems for it to be any fun. Despite the fact it has tons of digitised speech, 70 locations to explore and lots of fiendishly clever puzzles, I still wouldn't give it the time of day. The control system will drive you berserk, reloading every five minutes because you're dead will frustrate you to the point of distraction, and messing about in the maze for ages will introduce you to some extremely colourful language you didn't know you were capable of uttering. If you're attracted by the idea of playing an adventure game with digitised characters and speech, take a look at the other games listed in the 'In Perspective' panel before you even think about buying this one. There are plenty of excellent adventure games around that look and play miles better than *Red Hell*. PZ

SCORE

The graphics are poor and the control system is dire. Avoid it at all cost.

Minimum Memory: 2Mb
Minimum Processor: 386 16MHz
Installation: Essential
Hard Disk Space Required: 25Mb
Graphics Modes Supported: VGA 256 colour
Soundcards Supported: Ad-Lib, Sound Blaster, Pro Audio Spectrum
Controls: Mouse

Price: £39.99 **Release Date:** Out now
Publisher: Cyberdreams **Tel:** 071 328 3267

IN PERSPECTIVE

All of these games have digitised characters and speech and all – bar *Red Hell* – are excellent.

Darkseed

Return To Zork

Countdown

Red Hell

WORLD CUP Challenge

1st World Cup Management game for Windows

ve YOU got what is takes to guide YOUR team to the World Cup Final?

World Cup Challenge is a game where the decisions you make on team selection, tactics, style and more, really affect play and results. It's up to you to create a winning team!...

- **Includes** all qualified '94 World Cup squads.
- **All** real World Cup game venues.
- **Create** your own team, i.e. England, Scotland, France, etc.
- **Includes** England's 1966 World Cup winning team.
- **Training**, match tactics and unlimited formations make for real game play.
- **Sophisticated** artificial inteligence techniques update player and team statistics.
- **Real-time** on-line commentary.
- **Full** on-screen game play with substitution and change of tactics.
- **Cheat** mode for those who can't stand to lose.

Only £29.95!

STOP PRESS

Premier Challenge end of season special! Call 0628 473315 for details.

WinSport — **on a mission**

Telephone orders:
Call 0628 473315 / 081 553 6611
during normal business hours
or
81 553 6611 24hrs, 7 days a week

Quote Ref.No. PCZone/WC/05/94

Mail Orders: Post this coupon to: WinSport Ltd, 65 High Street, Marlow, Bucks, SL7 1AB.

Please send me _____ game/s of World Cup Challenge @ £29.95 each (incVAT/P&P)

Amount enclosed: _____ cheque / postal order

Access/Visa #_____ Expiry Date: _____

Signature: _____ Name: _____

Address: _____

Post Code: _____ Tel. No: _____

Premier Mail Order

E&OE

Please send cheque /PO/Made out to Premier Mail Order/Access/Visa No. and expiry date for:

Dept PCZ15, 9-10 The Capricorn Centre, Cranes Farm Road, Basildon, Essex SS14 3JJ Tel: 0268-271172 Fax: 0268-271173

Telephone orders: Mon-Fri 9am-7pm and Sat & Sun 10am-4pm. We are open 364 days a year

P&P and VAT is included for all UK orders . Please add £2 P&P for Europe and £3.50 for the rest of the world. Next day service available UK only at £4.00 per item.

Some titles may not be released at the time of going to press

7th Guest/Dune ..... CD Rom 32.99
10 Year CD ..... CD Rom 29.99
11th Hour - 7th Guest 2 ..... CD Rom 49.99
1942 Pacific Air War £27.99
A-Train 12.99
A320 Airbus (Edition Europa) 30.49
A320 Airbus (USA) 30.49
Aces of the Deep 27.99
Aces of the Pacific 25.99
Aces of the Pacific Expansion Disk 13.99
Aces Over Europe 26.99
Aces Over Korea 26.99
Action CD (F16, Flight of Intruder etc) ..... CD Rom 19.99
Addiction ..... 3.5" or CD Rom 22.99
Air Bucks 1.2 ..... 22.99
Air Force Commander 22.99
Air Traffic Controller 10.99
Alien Breed 19.99
Alone in the Dark 2 ..... 29.99
Ambermoon 22.99
Archer Macleans Pool 20.99
Armaeth 19.99
ATP + East & West USA Scenery ..... CD Rom 56.99
Award Winners 2 ..... 22.99
B17 Flying Fortress/Silent Service 2 ..... CD Rom 29.99
B Wing Mission Disk 13.99
Battle Isle 2 ..... 22.99
Battle Isle 2 ..... CD Rom 29.99
Battles Of Time ..... CD Rom 19.99
Beauty & The Beast 20.99
Beneath A Steel Sky 22.99
Beneath A Steel Sky ..... CD Rom 29.99
Big Sea 19.99
Biotorge 29.99
Bloodnet ..... 3.5"/CD Rom 29.99
Blueforce 26.99
Body Blows 19.99
Breach II 19.99
Burning Rubber 19.99
Buzz ..... CD Rom 29.99
Campaign 2 ..... 24.99
Cannon Fodder 27.99
Capitol Hill ..... CD Rom 26.99
Captive 2 ..... 22.99
Castles 2 ..... 23.99
Castles 2 ..... CD Rom 29.99
Championship Manager '93 (Dos or Windows) 19.99
Championship Manager '94 Season Disk 7.99
Championship Manager Italia 19.99
Chaos Engine 27.99
Chessmaster 4000 (Windows) 22.99
Civilisation 26.99
Civilisation (Windows) 27.99
Cohort 2 ..... 19.99
Conquered Kingdoms 27.99
Combat Classics 2 ..... 22.99
Commanche Maximum Overkill ..... CD Rom 29.99
Commanche Mission Disk1 or 2 ..... 13.99
Conspiracy ..... CD Rom 32.99
Cosmic Spacehead 17.99
Darkmere 25.99
Dark Sun - Shattered Lands 28.99
Dark Sun - Shattered Lands ..... CD Rom 29.99
Day of the Tentacle 27.99
Day of the Tentacle ..... CD Rom 29.99
Delta V 26.99
Diggers ..... 3.5"/CD Rom 25.99
Dizzy Collection 16.99
Doomfighter 25.99
Dragonsphere ..... CD Rom 27.99
Dune 2 ..... 23.99
Dungeon Master 2 ..... 26.99
Dynablasters 23.99
Elder Scrolls (The Arena) 27.99
Elite 2 (Frontier) 26.99
Elite 2 Frontier ..... CD Rom 28.99
Encarta ..... CD Rom 69.99
Evasive Action 22.99
Excellent Games - (Compilation) 26.99
F1 ..... 19.99
F14 Fleet Defender 27.99
F15 Strike Eagle 2/Blues Brothers ..... CD Rom 19.99
F15 Strike Eagle 3 ..... CD ROM 29.99
F19 Stealth Fighter/Titus The Fox ..... CD Rom 19.99
F117A STealthfighter/F15 Strike Eagle 2 ..... CD Rom 29.99
Falcon 3.0 ..... 28.99
Falcon 3.0 F/A 18 Hornet 16.99
Falcon 3.0 (Mig 29 Deadly Adversary) 16.99
Fantastic Worlds 26.99
Fields of Glory 27.99
Fine Art (Windows) 29.99
Flight Sim 5 ..... 29.99
Flight Sim 5 - Praxim 19.99
Flight Sim 5 - Flight Adventure 825 ..... 19.99
Flight Sim 5 - Paris Scenery Disk 13.99
Flight Sim 5 - New York Scenery Disk 13.99
Flight Sim 5 - San Francisco Scenery Disk 26.99
Flight Sim 5 - Washington Scenery Disk 26.99
Flight Sim 5 - West USA Scenery Disk 29.99
Flight Sim Toolkit ..... 3.5" CD Rom 29.99
Forgotten Castle 27.99
Formula One Grand Prix 2 ..... 27.99
Front Page Sports Football (Pro Edition) 26.99
Gabriel Knight 26.99
Gabriel Knight ..... CD Rom 27.99
Goal 22.99
Genesia 22.99
Golden 7 - (Compilation) ..... CD Rom 29.99
Graham Gooch Cricket 22.99
Graham Taylor 20.99
Grandest Fleet 27.99
Great Naval Battles 2 ..... 3.5" or CD Rom 26.99
Great Naval Battles 27.99
Great Naval Battles (Super Ships) 12.99
Great Naval Battles Scenario Builder 13.99
Great Naval Battles ..... CD Rom 26.99
Great Naval Battles (America In The Atlantic) 13.99
Gunship 2000 VGA 26.99
Gunship 2000 (Scenery disk) 17.99
Hand Of Fate-Legend Of Kyrandia 2 ..... 22.99
Hand Of Fate - Legend Of Kyrandia 2 ..... CD Rom 29.99
Hanna Barbera Cartoon Animator 29.99
Hannibal 19.99
Hardball 3 ..... 10.99
Harpoon 1 ..... 12.99
Harpoon II 27.99
Heimdall 2 ..... 3.5" CD Rom 26.99
High Command 27.99
Hill Street Blues ..... CD Rom 12.99
Hired Guns 27.99
History Line (1914-1918) ..... CD Rom 29.99
History Line (1914-1918) 26.99
Indy Car Racing 27.99
Indy Fate of Atlantis Adv 24.99
Indy Jones Fate of Atl Adv ..... CD Rom 27.99
In Extremis 24.99
Innocent Until Caught 25.99
Jack Nicklaus Unlimited Golf + Course Designer .CD Rom 12.99
Jack The Ripper ..... 3.5" or CD Rom 27.99
Johnny Quest 19.99
Jurassic Park 22.99
Jurassic Park ..... CD Rom 27.99
Kasparov's Gambit 27.99
Kingmaker 25.99
Kings Quest 2 ..... 10.99
Kings Quest 6 ..... 3.5"/CD Rom 29.99
Kings Table 25.99
Knights of the Sky 12.99
Knights of the Sky/Ghostbusters 2 ..... CD Rom 19.99
Lands of Lore 26.99
Lands of Lore ..... CD Rom 27.99
Laser Squad (Enhanced) ..... CD Rom 12.99
Leisure Suit Larry 1 ..... CD Rom 27.99
Leisure Suit Larry 2 ..... 12.99
Leisure Suit Larry 6 ..... 27.99
Lemmings 2 ..... CD Rom 20.99
Lemmings/ Oh No ..... CD Rom 27.99
Lemmings Double Pack 27.99
Links 386 Pro Super VGA 29.99
Links Barton Greek (VGA) 15.99
Links Banff (SVGA) 16.99
Links Bayhill (VGA) 15.99
Links Bountiful (VGA) 15.99
Links Collectors CD ..... CD Rom 29.99
Links Castle Pines (SVGA) 16.99
Links The Belfrey (SVGA) 16.99
Links Fantasy Course (SVGA) 16.99
Links Firestone (SVGA) 16.99
Links Hyatt Dorado (VGA) 15.99
Links Innisbrook (SVGA) 16.99
Links Mauna Kea (SVGA) 16.99
Links Pebble Beach (SVGA) 16.99
Links Pinedhurst (SVGA) 16.99
Links Troon North (VGA) 15.99
Links - The Challenge of Golf 12.99
Link Worlds ..... 3.5" or CD Rom 22.99
Lords of Power - (Compilation) 29.99
Lord of the Rings ..... CD Rom 27.99
Lost Files of Sherlock Holmes ..... CD Rom 32.99
Lotus 22.99
Mad Dog McCree ..... CD Rom 29.99
Manchester United Premier League Champions 19.99
Masters of Orion 27.99
Megarace ..... CD Rom 26.99
Merchant Prince 27.99
Microprose F1 Grand Prix 27.99
Microcosm ..... CD Rom 35.99
Micro Machines 19.99
Monkey Island 2 VGA 23.99
Mortal Kombat 22.99
Moscow Nights 19.99
Myst ..... CD Rom 34.99
NFL Football 25.99
NFL Pro League Football ..... 3.5" CD Rom 26.99
NFL 94 ..... 19.99
NHL Hockey 27.99
Nick Faldo's Championship Golf ..... CD Rom 26.99
Nippon Safes 22.99
Nomad 19.99
Omar Sharifs Bridge 24.99
Oregamo 27.99
Oscar ..... 3.5" or CD Rom 19.99
Pacific Strike 29.99
Pacific Strike Speech Accessory 13.99
Perfect General 2 ..... 27.99
Perfect General Trilogy 27.99
PGA Tour Golf 2 ..... 27.99
Pinball Dreams 22.99
Pinball Dreams II Data Disk 13.99
Pinball Dreams Deluxe ..... CD Rom 25.99
Pinball Fantasies 24.99
Pinball Magic 7.99
Police Quest 1 ..... 12.99
Police Quest 2 ..... 12.99
Populous & Promised Lands 10.99
Powergame 2 ..... 24.99
Power Tactics 22.99
Premier Manager 2 ..... 22.99
Prince of Persia 1 ..... 10.99
Prince of Persia II 25.99
Print Shop Deluxe 34.99
Privateer 29.99
Privateer Speech Accessory Pack 13.99
Privateer Special Operations 1 ..... 13.99
Quantum Gate £29.99
Quarterpole (Horseracing) 19.99
Quest & Fun ..... CD Rom 19.99
Quest For Glory IV 25.99
Railroad Tycoon 12.99
Railroad Tycoon ..... CD Rom 13.99
Railroad Tycoon Deluxe 26.99
Ravenloft 27.99
Reach Out For Gold 17.99
Real Weather Pilot 17.99
Rebel Assault ..... CD Rom 29.99
Red Baron ..... (See Lords of Power)
Red Crystal 27.99
Return of the Phantom ..... CD Rom 29.99
Return to Zork 28.99
Return to Zork ..... CD Rom 32.99
Reunion 27.99
Rings Of Medusa Gold 19.99
Rise Of The Dragon 27.99
Rise of the Robots (VGA) 27.99
Rise of the Robots (SVGA) 29.99
Rise of the Robots ..... CD Rom 34.99
Ryder Cup 19.99
Ryder Cup ..... CD Rom 26.99
Sabre Team ..... 3.5" or CD Rom 19.99
Sam & Max Hit The Road 27.99
Sam & Max Hit The Road ..... CD Rom 29.99
Scrabble 20.99
Seal Team 24.99
Sensible Soccer 21.99
Secret of Monkey Island ..... CD Rom 30.99
Secret of Monkey Islands 1 ..... 12.99
Settlers 26.99
Shadow Caster 27.99
Shadow Caster ..... CD Rom 32.99
Shadow of the Comet ..... CD Rom 29.99
Sherlock Holmes 28.99
Sherlock Holmes 1 ..... CD Rom 27.99
Sherlock Holmes 2 or 3 ..... CD Rom 32.99
Sid & Als Incredible Toons 26.99
Silent Service 2 ..... 12.99
Silent Service 2 ..... CD Rom 13.99
Silverball 19.99
Sim Ant ..... CD Rom 29.99
Sim City Deluxe 22.99
Sim City/Populous 19.99
Sim City/Lemmings 19.99
Sim City ..... CD Rom 29.99
Sim City 2000 ..... 26.99
Sim Life 27.99
Simon the Sorcerer 26.99
Soccer Kid 19.99
Space Hulk ..... CD Rom 32.99
Space Legends 22.99
Speed Racer 26.99
Spellcasting Triple Pack ..... CD Rom 27.99
Sports Masters 22.99
SSN-21 Sea Wolf 29.99
Starlord 27.99
Star Reach 26.99
Star Trek 2 Judgement Rites 26.99
Star Trek 25th Anniversay ..... CD Rom 32.99
Star Trek Starfleet Academy 29.99
Star Trek The Next Generation ..... CD Rom 27.99
Streetfighter 2 ..... 19.99
Strike Commander 26.99
Strike Commander Tactical Ops 1 ..... 13.99
Strike Commander Speech Pack 13.99
Strike Commander ..... CD Rom 32.99
Strike Squad 26.99
Stronghold 24.99
Stunt Island 29.99
S.U.B. 22.99
Sub War 2050 ..... 27.99
Super League Manager 19.99
Syndicate 26.99
Syndicate Plus ..... CD Rom 32.99
Syndicate Data Disk 13.99
Tactical Manager English or Italian or Scottish 22.99
Tetris/7 Colours 16.99
TFX 27.99
TFX ..... CD Rom 29.99
The Blue and The Grey 26.99
The Greatest ..... CD Rom 27.99
The Journeyman Project ..... CD Rom 26.99
The Lawnmower Man ..... CD Rom 32.99
Theme Park 29.99
Tie Fighter 27.99
Tony La Russa II (Enhanced) ..... CD Rom 27.99
Tornado 26.99
Tornado ..... CD Rom 29.99
Tornado (Mission Builder) 17.99
Tornado (Operation Desert Storm) 13.99
Town With No Name ..... CD Rom 12.99
Traps N Treasures 19.99
Trolls 17.99
Turning Points 22.99
UFO Enemy Unknown 27.99
Ultima 7 Complete ..... C D Rom 29.99
Ultima 7 (Silver Seed) 13.99
Ultima 7 (The Black Gate) 26.99
Ultima 7 (The Serpant Isle) 25.99
Ultima 8 ..... 29.99
Ultima 8 Speech accessory pack 13.99
Ultima 8 + Speech Accessory ..... CD Rom 34.99
Ultima Trilogy 2 ..... 26.49
Ultima Underworld 1 & 2 ..... CD Rom 29.99
Ultima Underworld HD 26.99
Ultima Underworld II 26.99
Ultima V1 ..... 12.99
Ultima Underworld 1 & 2 ..... CD Rom 29.99
Ultima Underworld 1 & Wing Commander 2 ..... CD Rom 29.99
UMS Compilation ..... 3.5" or CD Rom 27.99
Unnecessary Roughness 26.99
V For Victory 3 (Market Garden) 27.99
V for Victory 4 (Gold Juno Glory) 25.99
Virtual Worlds 29.99
Whales Voyage ..... 3.5" or CD Rom 22.99
Who Shot Johnny Rock ..... CD Rom 29.99
Wing Commander 11.99
Wing Commander 2+Speech Pack 26.99
Wing Commander Academy 22.99
Wing Commander I Secret Missions 1 & 2 ..... 16.99
Wing Commander II Special Ops 1 ..... 9.99
Wing Commander II Special Ops 2 ..... 9.99
Wings Of Glory 29.99
Winter Olympics 25.99
Winter Olympics ..... CD Rom 29.99
Wizard 26.99
Wizardry 5/6/7 Compilation 27.99
World War 2 - Battles of South Pacific 27.99
X11th Hour - 7th Guest 2 ..... CD Rom 49.99
Xmas Lemmings 13.99
X-Wing 27.99
X-Wing, B Wing Mission Disk 13.99
X-Wing Imperial Pursuit Mission Disk 13.99
Zig Zag 27.99

SPECIAL OFFERS

Alone In The Dark 16.99
Alone In The Dark+Jack In The Dark ..... CD Rom 16.99
B17 Flying Fortress 16.99
Batman Returns 12.99
Chessmaster 3000 ..... 14.99
Chessmaster 2000 ..... CD Rom 22.99
Commanche Maximum Overkill 17.99
Dogfight 16.99
F15 Strike Eagle 3 ..... 16.99
Flashback 19.99
Harrier Jump Jet 16.99
Jack Nicklaus Courses (St Andrews etc) 7.99
Jack Nicklaus Unlimited Golf Incl Designer 12.99
Kings Quest 5 ..... 12.99
Laser Squad 9.99
Lemmings 2 The Tribes 19.99
Microprobe Golf (David Ledbetters) 16.99
Shaddowworlds 9.99
Vikings 9.99
Wing Commander 1 (OEM) 5.99
World Class Rugby (Five Nations) 9.99
Zool 12.99

JOYSTICKS & ACCESSORIES

3 Button Serial Mouse 9.99
Action Replay Pro 59.99
Disk Box (10 Cap) 1.99
Disk Box (40 Capacity) 4.99
Disk Box (50 Capacity) 5.99
Disk Box (80 Capacity) 6.99
Disk Box (100 Capacity) 7.99
Freewheel Analog Steering Wheel 27.99
Freewheel Analog Throttle 15.99
Gravis Analog Joystick 34.99
Gravis Analog Pro Joystick 39.99
Gravis Dual Eliminator PC Game Port 24.99
Gravis PC Gamepad 19.99
Gravis Ultrasound 16 Bit Card 139.99
Manhattan Coated Glass 14" Monitor Filter 14.99
Manhattan Glass 14" Monitor Filter 12.99
Manhattan Nylon 14" Monitor Filter 9.99
Mousemat 1.99
Quickjoy M6 SV202 ..... 11.99
Quickjoy Topstar SV227 ..... 19.99
Saitek Megagrip III 12.99
Saitek Megastick III 8.99
Problaster Pro Basic 74.99
Soundblaster Pro Delux 99.99
Soundblaster Pro Delux Basic 74.99
Soundblaster 16 Multi CD 174.99
Soundblaster 16 Multi CD ASP 209.99
Soundblaster 16 ..... 164.99
Soundblaster 16 Basic 139.99
Soundblaster 16 SCSI-2 ASP 239.99
Soundblaster V2.0 Delux 64.99
Suncom FX2000 ..... 19.99
Suncom Analog Extra 19.99
Suncom Analog Edge 16.99
Suncom Command Control Pad 13.99
Suncom Flightmax 27.99
Suncom Gameport 2000 Dual Port Card 16.99
Suncom G-Force Yoake 49.99

EDUCATIONAL

A Christmas Carol (8+) 13.99
ADI English (11-12) or (12-13) or (13-14) 17.99
ADI French (11-12) or (12-13) or (13-14) 17.99
ADI GCSE Maths or French or English 22.99
ADI Maths (11-12) or (12-13) or (13-14) 17.99
Better Maths (12-16 years) 13.99
Better Spelling (8+) 13.99
Biology (12-16 years) 13.99
Cave Maze (8-13 years) 10.99
Chemistry (12-16 years) 13.99
Fraction Gobling (8-13 years) 10.99
Fun School 2 (-6) or (6-8) or (8+) 8.99
Fun School 3 (-5) or (5-7) or (7+) 16.99
Fun School 4 (-5) or (5-7) or (7+) 16.99
Fun School Merlins Maths 17.99
Fun School Paint & Create 17.99
Fun School Spelling Fair 17.99
Junior Typist 13.99
Magic Maths (4-8 years) 13.99
Maths Dragons (5-12 years) 10.99
Maths Mania (8-12 years) 13.99
Merlins Maths (5-13) 17.99
Mickey's 123's (2-5) 13.99
Mickey's ABC's (2-5) 13.99
Mickey's Jigsaw Puzzles (5+) 13.99
Mickey's Colours & Shapes (2-5) 13.99
Mickey's Memory Challenge (5+) 13.99
Noddys Playtime (3-7 years) 16.99
Noddy's Big Adventure (3-7) 19.99
Noddy's Big Adventure (3-7) (Windows) 22.99
Physics (12-16 years) 13.99
Picture Fractions (7-10 years) 10.99
Playschool (3-8 years) 13.99
Reasoning with Trolls (5-12 years) 10.99
Robin Hood (8+) 13.99
Story Book Weaver 17.99
Tidy the House (5-9 years) 10.99
The Three Bears (5-10 Years) 13.99
The Wizard of Oz (6+) 13.99
Wind in the Willows (6+) 13.99

CYRIX UPGRADE CHIPS

386DX 16Mhz to 486DX 32Mhz 219.99
386DX 20Mhz to 486DX 40Mhz 259.99
386DX 25Mhz to 486DX 50Mhz 289.99
386SX 20Mhz to 486SX 40Mhz 199.99
386SX 25Mhz to 486SX 50Mhz 219.99
386SX 16Mhz to 486SX 32Mhz 199.99

3.5" BLANK DISKS

	TDK/VERBATIM (BOXED IN TENS)		PRECISION (BOXED IN TENS)		UNBRANDED (LOOSE)	
	LOW	HIGH	LOW	HIGH	LOW	HIGH
10	7.99	9.99	6.49	7.99	5.99	6.99
20	14.50	19.50	11.99	15.50	10.99	13.50
50	35.00	47.50	26.00	37.50	23.99	32.50
100	65.00	95.00	49.99	72.99	44.99	62.99
200	185.00	190.00	94.99	141.99	83.99	121.99
500	300.00	470.00	219.99	350.00	199.99	287.50
1000	580.00	930.00	419.99	680.00	369.99	550.00

A Little Learning

Those who can, do, those who can't, teach – or in Paul Lakin's case, those who can't, spend two weeks locked in a room with his PC and a load of educational software.

IT'S ALWAYS been something of a bugbear with me; that a genre which aims to improve your knowledge and cognitive powers has such an appalling and semi-literate title. Edutainment? Do me a favour. However, terrible name apart, the edutainment genre is undeniably one of the rising stars of a booming industry (if I can just mix my metaphors for a moment). The quality and quantity of product is on the increase. There's almost too much to choose from – as I found out when 40 items of software turned up in the office.

When we last did an edutainment feature (about a year ago) the reviewer made the point that American products tend to be more imaginative and more playable, whereas the UK equivalent leans more to the conventional schoolroom approach. And although some UK companies are taking a more games-based approach, the Americans still seem to lead the field in the entertainment side of things. That's not surprising really, remember that they're the people who developed *Sesame Street*.

The emphasis on entertainment does throw up some problems, however. Some of the product here, claims to help children improve their powers of reasoning through playing an adventure game. So, how does an edutainment adventure differ from a normal one? Likewise, at least one game contained an arcade section that develops the child's spatial awareness and co-ordination. Well, so does *Xenon II* and I know which game a child would rather play.

This brings me to one serious reservation about the edutainment range. With some honourable exceptions, the product here is graphically simplistic, perhaps because it is mimicking the style of illustration in children's books. However, in the world of the computer the child is very sophisticated – considerably more sophisticated than his or her parents. What parents might take to be top-notch graphics or exciting gameplay, the console-wise child is likely to be less bowled over by.

This is, however, only a slight reservation: in general, the edutainment range is getting broader and more sophisticated by the minute. What follows, it should be stressed, is a feature not a review. Rather than give in-depth reviews of all the product available (a task that would fill almost the whole magazine), what I have done here is look at some of the major labels and tried to give an idea of their approach to education, since each label, or product range, has its own very distinct style. The games are not given a score since they all do their job more than adequately. The one you prefer really depends on your view of education techniques. So if you'll all watch the board I'll get on with the lesson. ☞

PHOTOGRAPHS: Channel 4

Europress

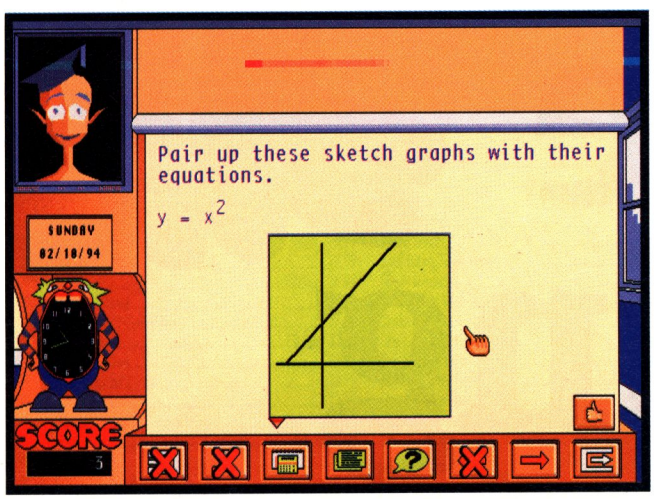
EUROPRESS are the biggest players in the UK education market, with almost an 80 per cent share. Their product covers all ages; from the very young (*Fun School*) through the Junior Range (*Junior Reading* and *Junior Counting*) to late secondary school (*ADI* and *ADI GCSE*). At the risk of making a broad generalisation, the product tends to lean more towards the educational than the purely entertaining, and is also fairly subject-specific. This need not be a bad thing: it's likely to appeal to parents who are suspicious of the more entertainment-based software and who want to see their children reach clear goals.

Though much of the product is not developed by Europress themselves but is bought in from other software companies, it is, however, substantially tweaked in order to bring it in line with the National Curriculum.

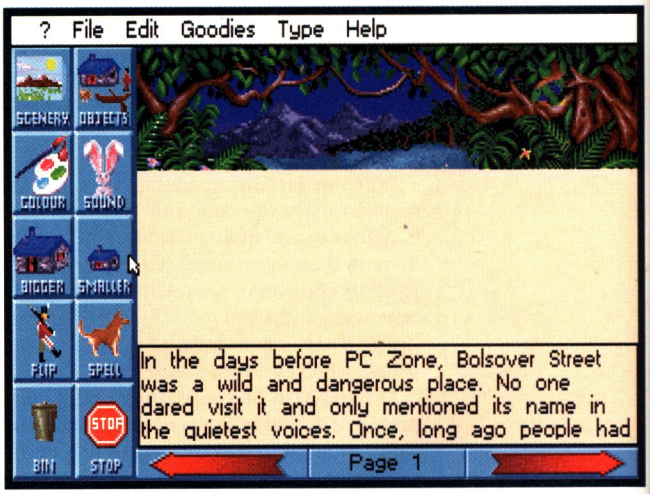
ADI French, English, Maths

Ages: Different product for various ages from 11to16 **Price:** £34.99

The overall concept of the ADI range is that the student is learning from a fairly sharp-mouthed alien (ADI) who acts as both school-teacher and friend. One of the main strengths of the system is that it is all launched from the same environment: a classroom, from which you can access (and to which you can add) a wide number of different programs.



(Top) Oh no it isn't! (Bottom) Ah, the old 'The Economy is Improving' graph. (Top right) Exclusive preview of P. Lakin's sominaal 'A History of Bolsover Street'.



On the later, more sophisticated *ADI GCSE* range, you can also get very involved in the game environment by changing posters, choosing music and the like. Rather bizarrely, whenever I played the games, ADI insisted on greeting me with a 'happy birthday'. Maybe he was just trying to make me feel good.

ADI English: If you're really old (like me), you might remember using a book called *Stride Ahead In English*, which had you doing exercises like filling in gaps in text, selecting opposite or similar words, doing crosswords and all that kind of stuff. Well, this is the computer equivalent. Where that book had cartoons to lighten the moment, *ADI English* has games which can be played as relaxation. The cartoons were never funny and the games would look a bit weak on a shareware compilation. However, there is plenty of work with clearly set-out attainment targets.

ADI French: Again very much like a text book, the game allows you to select various locations/situations and then test out the relevant vocabulary and sentence structures. This can involve filling in the gaps, rearranging sentences or selecting the right verbs. Although not stunningly imaginative, it is sound and clear. My only serious reservation about ADI is that (despite being developed by the French company, Coktel Vision) the game was occasionally wrong.

ADI Maths: I think you'll have got the general idea by now. If you like the French and English incarnations you'll find more to your taste here. Playing *ADI Maths* reminded me of using a 'Revise 'O' Level Maths' book when I was 16. I didn't exactly enjoy it, but I passed the exam.

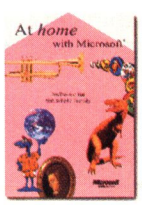
World Class Collection

Ages: Mutanoids 7+, *Storybook Weaver* All ages
Price: Mutanoids £19.99, *Storybook Weaver* £34.99

The World Class Collection witnesses Europress getting much more into the entertainment side of edutainment. The two Mutanoid Games, *Mutanoid Maths Challenge* and *Mutanoid Word Challenge* are essentially competitive crosswords or similar to playing *Scrabble*. They're both hung around a fairly unimportant storyline involving alien opponents. However, they are both fun ways to raise your numeric or literary vocabulary.

Storybook Weaver is a cross between a graphics package and wordprocessor; allowing a child to write and illustrate stories with the assistance of picture and word libraries. Using the tools available, it is possible for the player to produce an illustrated 'book' which can be printed out or saved to disk and shown to other people. In the right hands it's an excellent product, as it provides a fairly free rein to the imagination and encourages writing and visual skills.

19,000 Movies, 2,000 Works of Art, 60 Foreign Tongues, 5 Oceans, Beethoven's 9th, 3,000 Academy Award Winners, 732 B.C, 3 Aardvarks, 25,000 Topics, but only one result.



See all. Hear all. Experience everything.

Microsoft® multimedia titles promise to stimulate a lot more than your curiosity.

Zap around the world or watch Neil Armstrong land on the moon, with our 29 volume encyclopaedia Encarta™. View the paintings of The National Gallery, London, in Microsoft Art Gallery at the touch of a button. Hear the Terminator say "I'll be back", or sit back and enjoy live action film clips with Cinemania®.

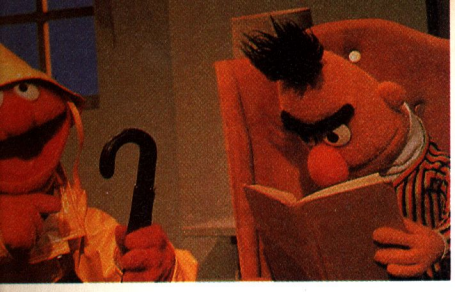
With many titles and a lot more on the way, for you and your family, from £40 to £100, you're sure to find something exciting. Call now on **0272 447742** during business hours for full details of your nearest reseller and free colour brochure.

Microsoft multimedia titles will blow your mind.

Microsoft®
Making it easier

FOR MACINTOSH AND WINDOWS – ENCARTA 1994 • CINEMANIA 1994 • ART GALLERY: THE NATIONAL GALLERY, LONDON • DINOSAURS • MUSICAL INSTRUMENTS • BOOKSHELF 1994. FOR WINDOWS ONLY – BEETHOVEN: 9TH SYMPHONY • MOZART: THE STRING QUARTET • SCHUBERT: THE TROUT QUINTET • STRAVINSKY: RITE OF SPRING • WORKS FOR WINDOWS v3.0 • GOLF v1.0.

Microsoft and Cinemania are registered trademarks and Encarta is a trademark of the Microsoft Corporation. Prices include VAT, prices may vary depending on reseller. Macintosh is a registered trademark of the Apple Computer, Inc.



Lander Gold Series

THE Lander Gold Series is a step away from the ADI range in being slightly more games-oriented while at the same time keeping a fairly rigid set of targets. For instance, there are often detailed result sections with which to assess the student's progress. Probably the greatest strength of the Lander range is the degree to which they can be customised. Much of their target is the teaching of word or number recognition, and through a fairly simple editing option, parents and teachers are able to supervise the information a child is learning and, also, control how strict the learning process is.

Count And Add

Age: 3 to 6 **Price:** £34.99

A basic counting and adding program using objects as well as numbers. For example, a child will have to press the space bar for the number of objects that are displayed on the screen. The most demanding, and most games-oriented, section is where a maths problem is represented by objects. The player must replace the objects with numbers and answer the sum before a spider gets to the fly on the top of the screen. This is a formula commonly used in Lander games.

Hooray For Henrietta

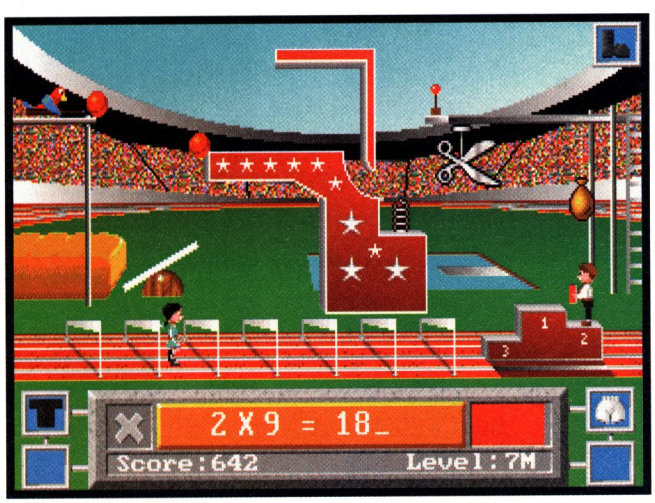
Age: 5 to14 **Price:** £34.99

Much more games-based than *Count And Add*, this *Hooray* involves attempts to rescue Hopeless Henry and his clothes on time for his wedding to Henrietta. The program centres around mental arithmetic; completing the various sections relies on answering sums against the clock. This is surprisingly effective – even I found myself breaking into a sweat at times.

Henrietta's Book Of Spells

Age: 7 to Adult **Price:** £34.99

Once again, it's rescue Henry time. However, now it's word recognition, code-breaking and anagrams that have to be overcome. Once more, successfully solving one of these riddles will move a character on another few squares. This program is doubly impressive for the fact that it can be played in five different languages, complete with accents, simply by a straightforward keyboard re-configuration. This means that the game can be of equal use to parents as well as their children. Stop learning English John, mum wants to practise her Spanish.



(Bottom left) Multiplication was always something of a hurdle.
(Top right) A helicoptor outstares a rock as reality takes a break.

Spellbound

Age: 7 to Adult **Price:** £34.99 (Disk) £39.99 (CD-ROM)

The most games-based of the Lander range, being a pretty straightforward (and pretty basic) arcade game. It's a bit of a cheek for the box to claim that there are five games included in *Spellbound*, since in reality it's the same game over five levels. The game starts with you being given a word. You then – in your helicopter, submarine or whatever mode of transport is suitable to your location – have to collect all the letters of that word. This is done by shooting various creatures, but the letters they produce will not be in the right order. So spelling and tactics meet. If it weren't for the editing facility I'd be a bit wary of this game. With it, *Spellbound* becomes a good vocabulary tutor.

SCOPS

THIS range is considerably more fun than traditional UK edutainment. Of the UK publishers, SCOPS is probably the first to adopt what could be called an American approach, with a much more entertainment-based element to their product. It's still slightly more primitive than the US equivalent, but it's also more reasonably priced and by dint of it being developed in this country you get away from some of the Americanisms that creep into even some anglicised product. A step in the right direction.

Fairyland

Age: 4 to 8 **Price:** £34.95 (Disk) £39.95 (CD)

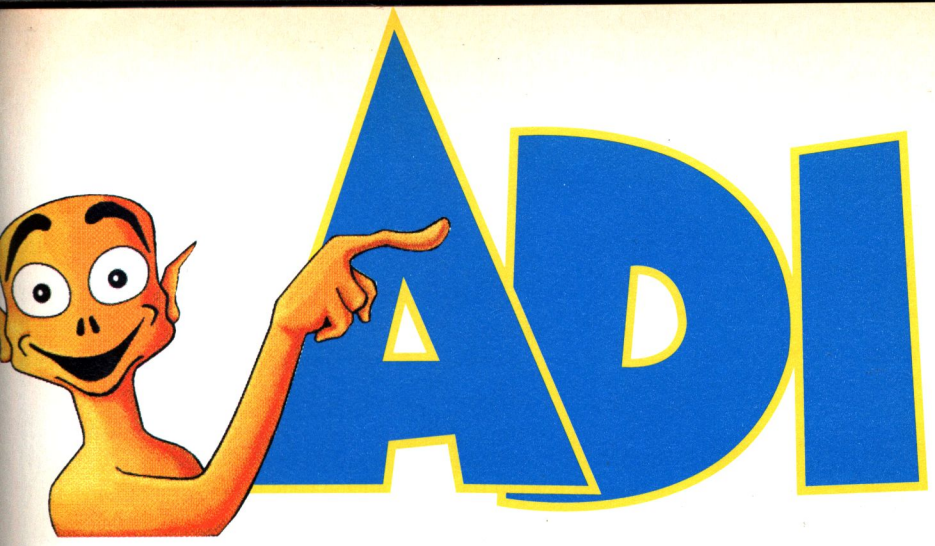
One of the increasingly popular 'living book' approaches to education. The child can read or listen to a story. After each screen's worth of story has been told, there are a number of activities that can be carried out on it. The picture can be coloured in, a short animation (usually involving a cute animal appearing out of an item of furniture) can be watched, the picture can be broken up into a puzzle and reassembled and items can be selected and their names learned.

Within the confines of a living book, *Fairyland* offers plenty to do. My only reservation is in the idea of learning pronunciation off a sound card. I mean, call me Luddite if you will, but....

Wordland

Age: 4 to 7 **Price:** £24.95

Dividing into two halves, *Wordland* teaches some basic vocabulary through use of speech and writing. The games section is simple but quite enjoyable, involving matching words to pictures.



and your PC can help you gain top marks in the GCSE exams

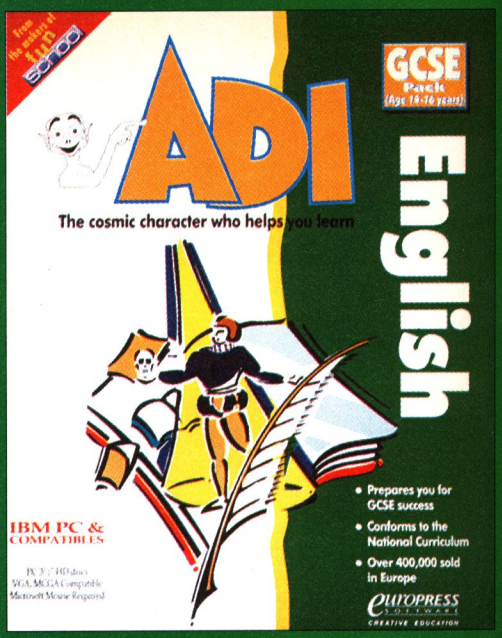
Banish GCSE worries with the help of these best-selling packages from the ADI range of tried and tested educational software.

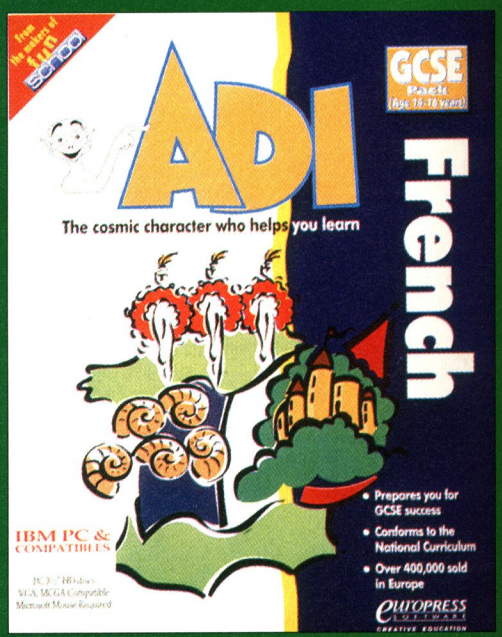
Prepared by a team of experienced teachers to meet the exacting requirements of the National Curriculum, they contain progressive exercises that encourage the pupils's active involvement.

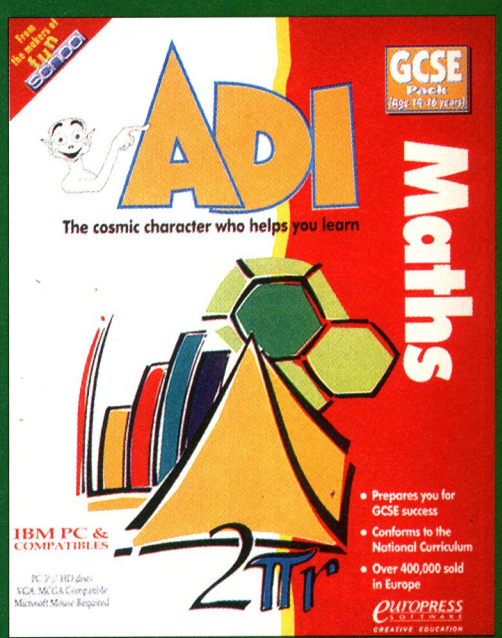
Throughout, ADI himself – the smart extra-terrestrial guide – offers help and friendly advice, monitors the pupil's progress and produces detailed reports. He even provides a host of fun games games for relaxation and reward after studies are over!

ADI's three GCSE packages, covering Maths, English and French, are available from any of the dealers listed below. Or call Europress Software on 0625 859333.

europress SOFTWARE

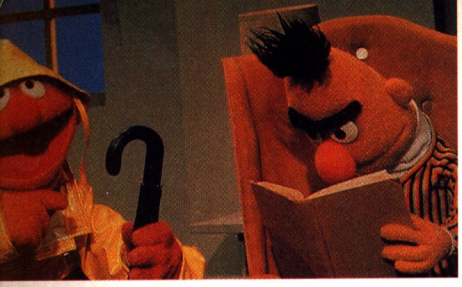






	AGES	Primary School 4-5	Primary School 6-7	Secondary School 11-12	Secondary School 12-13	Secondary School 13-14	Secondary School 14-16
ADI	Maths			✔	✔	✔	✔
	English			✔	✔	✔	✔
	French			✔	✔	✔	✔
ADI Junior	Counting 4/5	✔					
	Reading 4/5	✔					
	Counting 6/7		✔				
	Reading 6/7		✔				

NORTH WEST **Ashton under Lyne:** VU Data (061 339 0326) **Bolton:** Bolton Computer Centre (0204 841937) **Bolton:** Computer World UK (0204 495011) **Burnley:** Burnley Computer Centre (0282 31108) **Lancaster:** Castle Computers (0524 61133) **Manchester (Arndale Centre):** Computer Software Centre (061 224 3375) **Stockport:** VU Data (061 477 6739) **MIDLANDS AND SOUTH WALES** **Birmingham:** Mr Disk (021 643 6222) **Coventry:** Coventry Computer Centre (0203 223081) **Cwmbran:** Soft Centre (0633 868131) **Leamington Spa:** Spa Computers (0926 337648) **Nottingham:** ST Electronics (0602 632467) **Stoke on Trent:** Town Computers (0782 287540) **Swansea:** Mertec (0792 467980) **SOUTH EAST** **Brighton:** Gamer (0273 728681) **Canterbury:** Computer World (0227 766788) **Ealing Broadway:** Barkmans (081 840 4114) **Ipswich:** Bits'n'Bytes (0473 219961) **Kingston:** 5 – 12 Software (081 974 8900) **Kingston upon Thames:** Barkmans (081 546 5941) **Leigh on Sea:** Platinum (0268 778909) **London:** Datel Electronics (071 580 6460) **Milton Keynes:** Softly (0908 670620) **St Albans:** Hobbyte (0727 856005) **Swanley: Kent:** Swanley Computers (0322 613937) **Thurrock:** Database (0708 890976) **The Plaza: London W1:** Input (071 636 2666) **Worthing:** Worthing Computers (0903 230940) **NORTH EAST** **Gateshead:** Maughan Micros (091 493 2308) **Hull:** Tomorrows World (0482 24887) **Stockton:** Topsoft (0642 670503). Calculus stores please ring head office on 0543 418666 for your nearest store. Next Level please ring head office on 0532 458600 for your nearest store. Comtazia please ring head office on 0384 261698 for your nearest store Game Ltd please ring head office on 081 974 1555 for your nearest store



Edutainment

(Top left) The dangers of cheap postcards.
(Bottom left) The hunt for the invisible man continuous.
(Bottom right) Mario and Princess Daisy go island hopping.

Upside Town

Age: 5 to 7 **Price:** £34.95

The most entertainment-based of all the SCOPS games. This is a very basic adventure in which the hero has to journey across his town to rescue the wizard. Crammed with speech and music, *Upside Town* has all the usual adventuring fare – giving objects back to rightful owners, cracking musical codes etc. There's even an arcade section! The aim, presumably, is to raise children's powers of reasoning and problem-solving. (Or perhaps it's just to introduce them to adventure games.) The graphics are slightly of the *Charlie And Me* school of art (possibly deliberately since they're both aimed at the same audience) but that apart, it's an interesting and very un-English approach to edutainment.

Ozzie's Creativity Centre

Age: 4 to 8 **Price:** £29.95

From a main room, the player can access three games, each aiming to improve his or her colour and shape awareness, and also co-ordination. There's a collection of colouring games, a collection of building block/mosaic puzzles and also a chance to have fun with 'Wanted' posters. The games have plenty of variety in both the levels of challenge and difficulty.

Rainbow Rascal

Age: 4 to 7 **Price:** £24.95

A basic art package which allows very young children to practise their drawing and colouring. Accessible and fun but probably too limited for any but the very young. A good introduction though.

Mind Games

Age: 5 to 10 **Price:** £24.95

In a sense, this is a puzzle compendium with some fairly traditional (i.e. non-computer) puzzles loosely tied together in a plot concerning a race. The games are basically either jigsaw or maze based; some quite difficult (well, I struggled with the picture arrangement). There's not a lot of variety in style but quite a lot of challenge and it does offes the opportunity to broaden out into discussions about people and places.

Mario Games

THE jewel in Mindscape's edutainment crown is unquestionably Mario. The very presence of this character guarantees the attention of most children and getting the attention is half the battle. Having got the attention, keeping it is the next trick and Mindscape have not sat back on the Mario name, the games are pretty good too.

Mario Teaches Sums

Age: 3 to 6 **Price:** £34.99

This is one of the less imaginative of the Mario games; being yet another collection of counting and sorting games. However, unimaginative as it is, it's well put together with spoken guidance and encouragement and, of course, it has got Mario in it.

Mario's Playschool

Age: 3 to 5 **Price:** £34.99

Similar in structure to *Mario Teaches Sums* (in fact, rather too similar to justify buying both products) but with more variety of tasks. There is a listening section (putting the right section with the right sounds) and even a 'Mario Sings' game. Trying to explain to a child why you keep sniggering when Mario sings and acts out 'I'm A Little Teapot' is a serious test of anyone's powers of explanation.

Mario Is Missing

Age: 7+ **Price:** £39.99

One of the more imaginative products, and owing something to the Carmen Sandiego range of games, where your role as an international crime-fighter is an excuse for learning history and geography. Mario is missing and in order to find him, Luigi,

Visionary Software

Access

You might beat our Price but you won't beat our service

Tel: (0305) 853513 **MON-SAT 9am-9pm**

VISA

CREDIT CARDS NOT DEBITED UNTIL GOOD ARE DESPATCHED
ALL GOODS GUARANTEED UK SOURCE

Title	Price
ACES OVER EUROPE	£33.99
AIR WARRIOR	£26.99
ALONE IN THE DARK II	£36.99
AMAZON	£29.99
ARCHON ULTRA	£23.99
A.T.A.C.	£29.99
A TRAIN	£19.99
BAT II	£29.99
BENEATH THE STEEL SKY	£29.99
BODY BLOWS	£22.99
CAMPAIGN II	£29.99
CARRIERS AT WAR	£25.99
CANNON FODDER	£CALL
CHESSMASTER 4000 TURBO	£26.99
COMANCHE MAXIMUM OVERKILL	£33.99
CRUISE FOR A CORPSE	£14.99
CRUSADERS OF THE DARK SAVANT	£32.99
CYBERACE	£33.99
DARKLANDS	£29.99
DARKSUN SHATTERED LANDS	£32.99
DAVID LEADBETTER'S GOLF	£29.99
DAY OF THE TENTACLE	£30.99
DISCOVER SPACE	£21.99
DOG FIGHT	£29.99
DREAM TEAM	£19.99
ELDER SCROLLS	£33.99
ELITE 2	£29.99
ELVIRA 2 JAWS OF CERBERUS	£28.99
EPIC	£24.99
EVASIVE ACTION	£29.99
EYE OF THE BEHOLDER I	£13.99
EYE OF THE BEHOLDER III	£29.99
F15 STRIKE EAGLE III	£32.99
FISHER PRICE CREATIVITY PACKS	£15.99
FLASHBACK	£28.99
FLEETDEFENDER F14	£33.99
FLIGHT SIM V5	£34.99
FLIGHT SIM 5 SCENERY DISKS	£17.99
FIELDS OF GLORY	£31.99
FUN SCHOOL RANGE	£19.99
GABRIEL KNIGHT	£29.99
GRAND PRIX FORMULA 1	£32.99
GREAT BRITAIN SCENERY DISK	£29.99
GREAT NAVAL BATTLES	£28.99
GREAT NAVAL BATTLES 2	£CALL
GREAT NAVAL BATTLES ADD ON DISK	£15.99
GUNSHIP 2000	£27.99
GUNSHIP 2000 SCENARIO DISK	£18.99
HANNA BARBERA ANIMATION WORKSHOP	£37.99
HARRIER AV8B	£28.99
HISTORYLINE 1914-1918	£29.99
HUMANS	£22.99
INDY CAR RACING	£33.99
INDY FATE OF ATLANTIS	£27.99
KASPAROV'S GAMBIT	£33.99
KINGMAKER	£27.99
KINGS QUEST VI	£32.99
LANDS OF LORE	£26.99
LEGEND OF KYRANDIA 2	£29.99
LEGENDS OF VALOUR	£28.99
LEMMINGS	£24.99
LEMMINGS II THE TRIBES	£29.99
LINKS	£30.99
LINKS 386 PRO	£32.99
LINKS COURSES	
CASTLE PINES	£17.99
INNISBROOK	£17.99
MAUNA KEA	£17.99
BANFF SPRINGS	£17.99
PINEHURST	£17.99
PEBBLE BEACH	£17.99
ST ANDREWS	£17.99
THE BELFRY	£17.99
LITIL DIVIL	£29.99
LORDS OF POWER	£29.99
LOTUS	£25.99
MARIO IS MISSING	£26.99
MARIO PLAY SCHOOL 3-7	£26.99
MASTERS OF ORION	£33.99
MERCHANT PRINCE	£33.99
MORTAL KOMBAT	£22.99
MS DOS 6.2 UPGRADE	£42.99
NFL FOOTBALL	£29.99
NIGEL MANSELL WORLD CHAMPIONSHIP	£24.99
NODDY'S PLAYTIME	£22.99
OSCAR	£22.99
PATRICIAN	£26.99
PINBALL FANTASIES	£27.99
PIRATES GOLD	£30.99
PREMIER MANAGER II	£25.99
PRINCE OF PERSIA II	£29.99
PRIVATEER	£35.99
PRIVATEER SPEECH PACK	£14.99
PUSHOVER	£10.99
PUTT PUTT MOON	£26.99
PUTT PUTT JOINS THE PARADE	£22.99
RALLY	£25.99
REACH FOR THE SKIES	£26.99
RETURN OF THE PHANTOM	£29.99
RETURN TO ZORK	£33.99
REUNION	£CALL
REX NEBULA	£29.99
ROBOCOP 3	£14.99
RULES OF ENGAGEMENT 2	£32.99
SAM & MAX	£30.99
SECRET OF MONKEY ISLAND 2	£24.99
SENSIBLE SOCCER	£23.99
SHADOW CASTER	£33.99
SHUTTLE	£28.99
SID & AL'S INCREDIBLE TOONS	£29.99
SIM CITY 2000	£29.99
SIMON THE SOURCERER	£29.99
SPACE HULK	£32.99
SPACE LEGENDS (Compilation)	£26.99
SPECIAL FORCES	£19.99
SPORTS MASTER (Compilation)	£26.99
SSN SEAWOLF	£33.99
STARLORD	£33.99
STAR TREK II	£33.99
STREETFIGHTER 2	£22.99
STRIKE COMMANDER	£34.99
STRIKE COMMANDER SPEECH PACK	£14.99
STRIKE COMMANDER TACTICAL OPS	£15.99
SUBWARS 2050	£33.99
SYNDICATE	£32.99
SYNDICATE DATA DISKS	£15.99
TERMINATOR 2029	£29.99
MISSION DISK OPERATION SCOUR	£17.99
TERMINATOR RAMPAGE	£29.99
TFX	£33.99
THE LEGACY	£30.99
THE PATRICIAN	£26.99
TORNADO	£32.99
UFO	£33.99
ULTIMA UNDERWORLD	£29.99
ULTIMA UNDERWORLD II	£29.99
ULTIMA VII	£29.99
ULTIMA VII PART TWO	£33.99
DATA DISK SILVERSEED	£15.99
ULTIMA VIII	£36.99
ULTIMA VIII SPEECH PACK	£15.99
UNNECESSARY ROUGHNESS	£29.99
WAR IN THE GULF	£24.99
WAX WORKS	£24.99
WORLD ATLAS V4	£36.99
WING COMMANDER ACADEMY	£26.99
WING COMMANDER II	£29.99
X-WING	£32.99
ADD ON DISKS	£16.99

JOYSTICKS

CH MACH 1+	£23.99
CH MACH II	£25.99
CH MACH III	£30.99
CH FLIGHT STICK	£40.49
CH FLIGHT STICK PRO	£69.99
CH GAME CARD AUTO	£32.99
CH GAME CARD III MCA	£42.99
QUICKSHOT SMARTCARD	£14.99
QUICKSHOT JOY & CARD	£20.99
QUICKSHOT WARRIOR 5	£13.99
QUICKSHOT SUPER WARRIOR	£18.99

CD ROMS

7TH GUEST	£52.99
BATTLE ISLE 2	£36.99
BENEATH THE STEEL SKY	£CALL
COMANCHE	£36.99
CRITICAL PATH	£36.99
DAY OF THE TENTACLE	£33.99
DINOSAURS	£49.99
DRACULA UNLEASHED	£34.99
EYE OF THE BEHOLDER 3	£32.99
GABRIEL KNIGHT	£34.99
GREAT NAVAL BATTLES 2	£CALL
HISTORY LINE 1914-1918	£33.99
INDI FATE OF ATLANTIS	£36.99
IRON HELIX	£29.99
JOURNEY MAN PROJECT	£29.99
LOOM	£33.99
MEGARACE	£29.99
MICROSOFT ART GALLERY	£45.99
MICROSOFT DINOSAURS	£49.99
MICROSOFT ENCARTAR 94	£90.99
PUTT PUTT MOON	£33.99
RAVENLOFT	£33.99
REBEL ASSAULT	£36.99
RETURN TO ZORK	£36.99
RISE OF ROBOTS	£CALL
SAM & MAX	£CALL
SECRET WEAPON OF LUFTWAFFE	£36.99
SHERLOCK HOLMES III	£36.99
SHERLOCK HOLMES LOST FILE	£CALL
SUPER STRIKE COMMANDER	£38.99
TFX	£36.99
THE JOURNEY MAN PROJECT	£29.99
ULTIMA UNDERWORLD 1 & 2	£39.99
WILLY BEAMISH	£39.99
WORLD ATLAS V4	£44.99

ORCHID MULTI MEDIA & SOUNDS

ORCHID SOUND PRODUCER	£54.00
ORCHID SOUND PRODUCER PRO	£94.00
ORCHID GAME WAVE 32	£135.00
ORCHID SOUND WAVE 32	£189.00
ORCHID CD ROM CDS 3110 DOUBLE SPEED	£179.00
ORCHID SW32 + CD ROM	£359.00
LOGITECH SOUNDMAN WAVE	£187.00
NEC 3XI TRIPLE SPIN CDROM	£379.00

Free P&P on all UK Orders

SAM & MAX NOW AVAILABLE ON CD ROM

Visionary Software Dept PCZ P.O. Box 1594 Dorchester Dorset DT2 8YL

PLEASE PHONE IF YOU DO NOT SEE THE PRODUCT YOU REQUIRE

Credit Cards, Cheques & Postal Orders Accepted. All prices include P&P (UK) and VAT. Goods offered subject to availability. Prices Subject to Change without notice E&OE

accompanied by Yoshi, has to visit various cities, work out where he is and return museum artefacts to their correct location. To do this he must find out information about both the artefacts and the place they belong. Quite specific in what it teaches and somewhat slow, it's still interesting enough to hold children's attention while they learn museum guide history.

Mario's Time Machine

Age: 7+ **Price:** £39.99

Even more Carmen Sandiego-ish in style. This time, Mario has to travel through time to return artefacts to their owners. Before he can do this he must find out information about the life and times of the famous character who he must meet, using this information to fill in the gaps in a short essay. The game is well structured, with a tape recorder giving Mario the chance to review any clues he's picked up along the way. As with *Missing*, the knowledge is obviously fairly specific but there's more of it, and in general, it's more directly useful for a student.

EA Kids

OF ALL the edutainment ranges covered here, the EA Kids range is probably the slickest and most visually appealing. The packaging is as impressive as the game – each product being accompanied by an activity book for parents to use with their children. However, it's also the one where the entertainment angle is more immediately apparent than the educational.

Scooter's Magic Castle

Age: 5 to 8 **Price:** £34.99 (Disk), £39.99 (CD)

One of the more traditional games in the EA Kids range, *Scooter's Magic Castle*, is rather like *Mario's Playschool* and *Mind Games*. Within the castle, Scooter discovers a variety of puzzles for the very young. The puzzles all cover familiar ground; music recognition, visual memory, colouring and the like. However, the difference is that they are better presented here than anywhere else (both in terms of graphics and the ability to wander from room to room without going back to the main menu) and there are many more of them.

Video Jam

Age: 8+ **Price:** £39.99

Although this is a good fun program that swiftly drew people of all ages to the monitor, it's difficult to see exactly how *Video Jam* is intended to be educational – unless you're grooming your child for

a career in the video industry. The game gives you access to a range of music (none of it particularly inspiring), backgrounds, props and characters. Each character has their own dance routine and can be auditioned before getting a role in your video. Once you've got together all the relevant parts, you produce your video, which can then be saved and replayed. As I say: good fun, very popular but not terribly educational – though your home movies might show a marked improvement.

Eagle Eye Mysteries

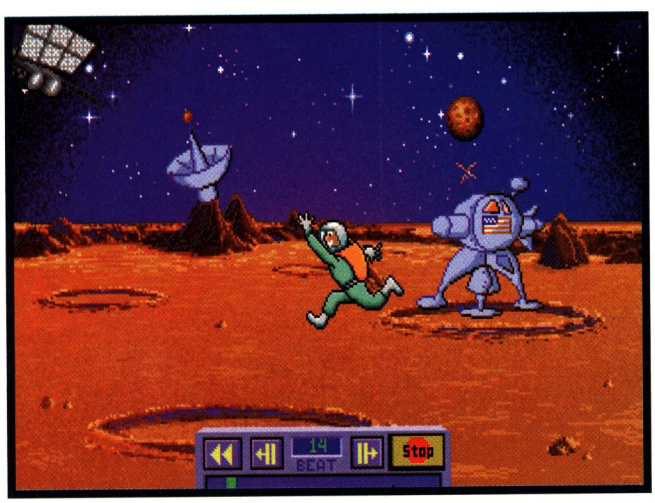
Age: 8+ **Price:** £39.99

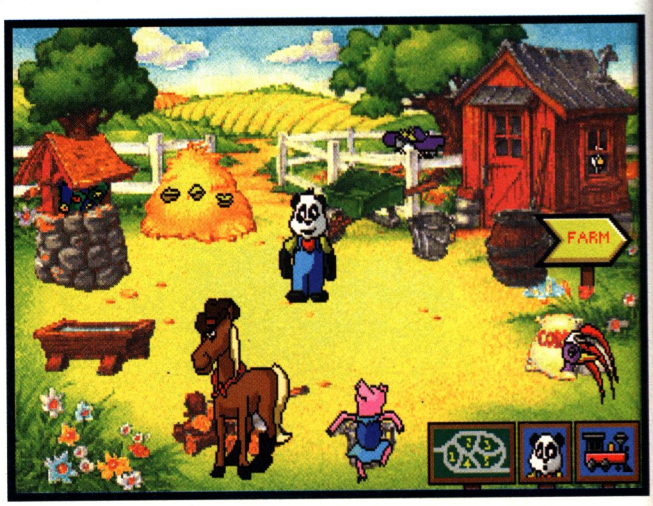
Rather like *Video Jam*, the educational purpose of this game is not immediately apparent (unless it's training for work on the Met). The game is a collection of mysteries in the style of a Hardy Boys/Nancy Drew book. By visiting various locations and interviewing the relevant witnesses, you accumulate clues. When you have enough of these in your possession you must select the five most important and choose your suspect. All good fun and well-structured. I'm being a bit unfair about the educational side, too, because it does give practice in reading and reasoning.

Cuckoo Zoo

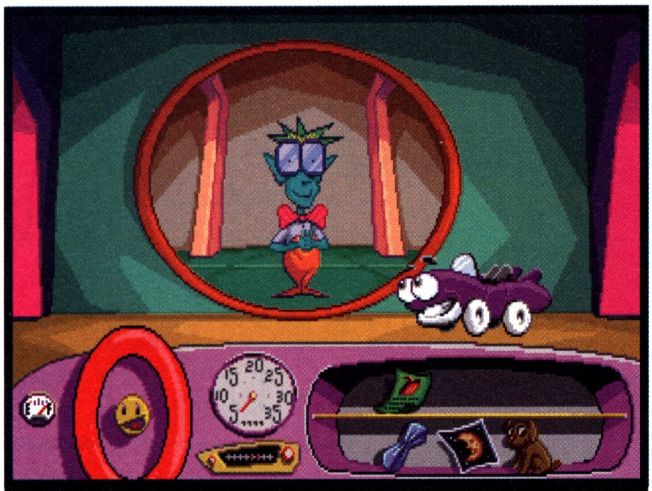
Age: 3 to 6 **Price:** £39.99

It goes against the grain to describe a game involving a train full of animals stopping off only for games of numeric and literary snap. Still, it's a fairly straight, almost ADI-esque piece of software.





(Top right) Mario as undercover journalist shock.
(Bottom left) A video for walking on the moon?
(Bottom right) More evidence of the influences inherent on the Common Agricultural Policy.



Two Of The Best

Putt Putt Goes To The Moon

Age: 3 to 8 **Price:** £34.99 (Disk) £39.99 (CD)

If this game has a flaw it's in its supposed age range – it's a firm favourite in the *PC Zone* office. Of all the product covered here, *Putt Putt* is the closest to being a game in its own right. It's a point-and-click adventure complete with excellent graphics and sound (despite Putt Putt's rather irritating 'Sweet American Child' voice), and loads of puzzles. Since it is an adventure, some might feel suspicious of its direct educational value. However, the game does come with an activity book based around the game and containing various basic maths and English exercises. It also comes with a rather smart Putt Putt pen – and when I find out who's nicked it...

Published by Humongous Entertainment, *Putt Putt Goes To The Moon* is available through Electronic Arts.

Creative Writer

Age: 8-14 **Price:** £49.99

There are a number of basic wordprocessing packages available aimed at introducing your child to the world of writing on the PC, but *Creative Writer* is far and away the best. It allows a child to write and illustrate stories and dabble in the world of DTP, producing anything from posters to newspapers. The program's strength is that it combines clarity with variety. It's easy to use yet incredibly varied, giving the child full range to try out their ideas and thereby improving both their literary skills and their computer knowledge. It is what it says – creative.

Creative Writer is published by Microsoft.

Contacts

Europress 0625 859333
Lander Software 0800 403040
SCOPS 0252 722223
Electronic Arts 0753 549442
Microsoft 0273 270001

ADVANTAGE

Our Best Selling GAMES £2.50 each

APOGEE & ID SOFTWARE

- ARCTIC ADVENTURE Nevada Smith in chilling game
- BIO MENACE featuring Snake Logan vs Dr Mangle
- BLAKE STONE Action packed virtual reality game
- COMMANDER KEEN & Vorticons of Mars. L&P classic
- COMMANDER KEEN Goodbye Galaxy. Another Episode
- COMMANDER KEEN in Keen Dreams Great arcade fun
- COSMIC ADVENTURE What's green with red spots
- CRYSTAL CAVES Full of Treasures and traps
- DARK AGES Fulfil your destiny as King of Garth
- DOOM Simply The Best – Voted Game Of The Year
- DUKE NUKEM featuring Dr Proton & The Tecnobots
- DUKE NUKEM II Great action-packed follow-up
- HALLOW'EEN HARRY Massive armoury of weapons
- JUMPMAN LIVES Your own Anti-terrorist campaign
- KEN'S LABRYNTH Virtual reality for youngsters
- MAJOR STRYKER Fast triple-parallax shoot-em-up
- MONSTER BASH Release all the trapped pets
- MONUMENTS OF MARS Explore mysterious planet
- PAGANITZU Combines skills & logic and arcade
- PHARAOH'S TOMB Raiders of The Lost Tomb
- RESCUE ROVER Find out how to rescue your pet dog
- SECRET AGENT Play agent 006½ in this great game
- SPEAR OF DESTINY Episode 1 follow up to Wolfie
- WOLFENSTEIN Best-selling virtual reality game
- ANOTHER LIFELESS PLANET and me with no beer
- SOCCER GAME Manage your own football team
- GRAND PRIX Car design and racing simulation
- CADDIE HACK Graphics sim of 18-hole course
- WORLD CUP CRICKET Good simulation of the game
- HERO'S HEART Brain bending puzzle and skill
- CAPTURE THE FLAG PC version of outdoor game
- BATTLE GROUND 2-player tactical combat
- ARMY MANOUEVRES Strategy game for 2 players
- EGA TREK The latest and earliest versions
- BATTLE FOR ATLANTIS Absorbing "Risk" style
- FACING THE EMPIRE Interstellar conflict sim
- SPACE SHADES Pilot your own space cruiser
- ONE NIGHT IN SWEDEN Solve the murder mystery
- BATTLE FLEET PC version of Battleships game
- SHERLOCK Great game of logical deduction
- LADDER MAN Mind-bending game of logic
- POWER CHESS Game save & classic openings
- CYRUS CHESS Well-presented 3D chess game
- APPLES & ORANGES Othello/Reversi game
- TEGL MONOPOLY Four versions of board game
- SLEUTH Whodunnit game similar to "Cluedo"
- MAHJONG Fascinating game from the far east
- WHEEL OF FORTUNE Phrase-guessing TV game
- JEWEL THIEF Arcade adventure for Windows
- WINCHESS Version of Chess for Windows
- WINPOKER The classic card game for Windows

Ask for your FREE catalogue

SPECIAL DISCOUNTS
1-4 titles £2.50 each
5-9 titles £2 each
10 or more £1.50 each

These are fully operating shareware programs. Further payment brings you more episodes and features.

THE BEST UK PUBLISHED TITLES

- BACK TO THE FOREST featuring Skunny Squirrel
- CASTLE OF WINDS Fantasy game for Windows
- CORNCOB 3D Top quality flight simulator
- DESERT RAID Skunny's all action bombing mission
- EPIC PINBALL Very realistic pinball simulation
- EPIC BASEBALL Authentic simulation of baseball
- F117A Stealth Fighter multi-feature flight sim
- GALACTIX Classic space invaders style game
- HEXXAGON II Complusive puzzle game
- JETPACK Fast Action arcade adventure
- JILL OF THE JUNGLE Control the female Tarzan!
- KILOBLASTER Galaxian-style arcade action
- LEGEND OF MYRA Complex animated adventure game
- LOST IN SPACE Cuddly shoot-em-up with Skunny!
- NIGHT RAID Destroy or be destroyed
- OVERKILL Similar fast action style to Xenon
- ROBOMAZE Take control of the Robots
- SANDSTORM With scud missiles & jet fighters
- SAVE OUR PIZZAS Help Skunny squirrel to ...
- SNAKES & LADDERS Enjoyable version
- STARFIRE Updated hi-res Space Invaders
- TOM, DICK & HARRY Top quality L&P game
- TRIVIA QUIZ Great version of the game
- ZZT & SUPER ZZT Adventures & puzzles

RECOMMENDED TITLES

- CD-MAN Great updated version of Pacman
- FUNNY FACE Colour Mr Potato Head for children
- CRAZY SHUFFLE Based on the "pairs" theme
- PALLANDA Simple fun game for youngsters
- BOB THE BUILDER Gentle ladders & platforms
- ELECTROBODY Laser your way through the maze
- JUMPJET Bomb or shoot enemy aircraft & bases
- WANDERER Based on the Boulderdash idea
- SHOOTING GALLERY Fairground stall simulation
- KUNG FU LOUIE Practice your martial arts
- SHARK ATTACK Collect treasures avoid sharks
- MINDCUBE Push the blocks round find prizes
- SLITHER New version of the Hungry Snake game
- LLAMATRON PC version of the Spectrum game
- TETRIS ADDICTS Five different versions
- MORAFF'S GAMES Three great arcade games
- SPEAR OF DESTINY Special 2-level version
- KEN'S LABRYNTH 3-D virtual reality style
- BANDOR Dungeons & Dragons style adventure
- CAPTAIN COMIC Enjoyable arcade adventure
- HUGO'S HOUSE OF HORRORS Sierra-style game
- HUGO II WHODUNNIT Animated adventure sequel
- HUGO III Jungle Of Doom The final episode
- DRACULA IN LONDON Interactive role-playing
- REALM OF HAKROM The Axe Of Fargim Adventure
- VAMPYR: TALISMAN OF INVOCATION Challenging!
- WEIRD ISLAND Take part as yourself in story
- ORION ODYSSEY Control Wally the space flyer
- ALIENS LAUGHED AT MY CARDIGAN Very strange!

EDUCATIONAL GAMES

- ABC FUNKEY'S Early learning for pre-schoolers
- ANIMATED MATHS Introduction to arithmetic
- ANIMATED ALPHABET Fun way to learn alphabet
- COUNT & ADD Teaches simple arithmetic at play
- HENRIETTAS BOOK OF SPELLS Spelling is made fun
- HOORAY FOR HENRIETTA Arithmetic is made fun
- MATHS RESCUE Combine learning maths with play
- MONKEY BUSINESS Delightful interactive story
- SPELLBOUND Arcade style spelling game
- WHERE'S THAT MOUSE? Interactive storybook
- WORD RESCUE Combine learning words and play
- PRE-SCHOOL PACK Assorted interactive activities
- FASTYPE Graphic typing tutor with scoring
- TUTOR COM Learn how to use your PC & DOS
- MATHS TUTOR FOR WINDOWS Interactive multi choice
- GEOCLOCK World Map, lat & long, time zones

USEFUL APPLICATIONS

- AS EASY AS Best selling Spreadsheet program
- BROTHERS KEEPER Popular genealogy system
- DRUM BLASTER SoundBlaster into a drum machine
- ENVISION PUBLISHER Superb easy to use DTP
- PAGEMAKER INTRO Full-feature DTP or Windows
- GALAXY PRO-LITE Easy to use Word Processor
- NEOPAINT Very good drawing/painting package
- PAGE CHEQUEBOOK Monitor & control your accounts
- ZEPHYR DATABASE FoxPro based database manager
- PC FILE 7 Popular database system for PC's
- POPSAURUS Memory-resident thesaurus
- POWER MENU Best selling hard disk menu system
- PRINTPARTNER Posters banners cards letterheads
- SHARESPELL Spelling checker & dictionary
- WINSPELL Spelling checker for Windows
- WORD TRANSLATOR Bi-lingual dictionary
- READABILITY PLUS Analyse your writing
- WYNDFIELDS Database manager for Windows
- PC-DRAFT II Drawing package like PC-Paint
- GRAPHICS WORKSHOP Converts picture files
- CLIP ART COLLECTION Over 70 assorted images
- TOP FONTS Scaleable fonts for Windows
- HOME PLAN Use to design and plan your home
- LABEL MAKER Easy to use for mailing lists
- GORIN'S ORGANISER Desktop diary planner etc
- DOCTOR IN THE HOUSE Medical information
- MEALMASTER Recipe organiser – with recipes
- BIORHYTHMS Plot the best times of the month
- FOOTBALL FORECAST Use to help predict draws
- CROSSWORD SOLVER Solves clues, anagrams etc
- CROSSWORD CREATOR Design & print out own
- WORDSEARCH SOLVER Helps solve the puzzles
- WORDSEARCH MAKER Print out your own puzzles
- NOTEWORTHY Comprehensive music publishing
- MELODY MAKER Turn PC into a music keyboard
- SKYGLOBE Fascinating display of night sky
- SCREEN BLANKERS Displays pics when inactive

FOUR WAYS TO BUY

☐ **PHONE 0242 224340 with your Access/Visa No**
☐ **FAX 0242 224614 with your Access/Visa No**
☐ **POST to Albany UK Ltd (PZ) 252 High St Cheltenham GL50 7HF**
(Make Cheques/PO's payable to ALBANY UK)
☐ **CALL IN to our STORE Mon-Sat 9am to 5.30pm**

OUR PRICES Include VAT Please add £2 P&P PER ORDER (Non-EC add £5)

WIN!

A flight in a commercial flight simulator

It's not fair. How come you always get to land the plane?

The KIXX XL label is about to publish a range of top quality flight sims at budget prices. To mark the occasion KIXX XL and *PC Zone* are offering our readers a chance to win a day out for two at CSE Aviation Ltd, which will include a training session in a commercial passenger jet simulation.

THE KIXX XL range has already acquired a deserved reputation for delivering quality classic games at budget prices. Currently there are three great flight simulations available in the XL range. These are:

F-15 II Strike Eagle: This game from MicroProse is firmly based on one of the world's most sophisticated strike aircraft, but is accessible enough for players who are new to the genre.

F-19: Another MicroProse simulation, this time based on America's stealth fighter. It is still one of the best tactical flight simulations available.

Battlehawks 1942: The very first flight simulation to be created by LucasArts' Lawrence Holland, who went on to create *Secret Weapons Of The Luftwaffe* and *X-Wing* amongst others.

Coming Soon: In the coming months Kixx XL will also be publishing *Battle Of Britain: Their Finest Hour*, *Secret Weapons Of The Luftwaffe*, and Sublogic's *Airline Transport Pilot*.

Pilot training programme

The winner of the competition and a friend will be accompanied by a member of the *PC Zone* team to Oxford Airport. There, they will be met by a qualified instructor from CSE Aviation Ltd. The instructor will first give the guests a tour of all the simulators used by the company in training real pilots. Once in the twin jet simulator they will be given an opportunity to take off under guidance of the instructor and practise controlling the machine in- flight before returning to the airfield for an approach to the runway and an instrument guided landing. The landing will then be repeated through cloud.

Pre-flight checks

To stand a chance of taking to the skies (albeit simulated skies) you need only answer the three simple questions below, then fill in and return the coupon.

1) Which of the following is NOT a Lawrence Holland simulation?
(a) *Secret Weapons Of The Luftwaffe*
(b) *Battlehawks 1942*
(c) *F-15 II Strike Eagle*

2) The main steering control on a commercial jet is:
(a) A joystick
(b) A yoke
(c) A steering wheel

3.) What does HUD stand for?
(a) Head Up Display
(b) Hungry Underfed Driver
(c) Hellish Useful Devices

STIMULATING SIMULATIONS

Answers: 1 ☐ **2** ☐ **3** ☐

NAME .....

ADDRESS .....

.....

POSTCODE .....

DAYTIME TELEPHONE: .....

Please return this coupon, or a photocopy, to: CPZ406A, PC Zone Competition, Bradley Pavilions, Bradlet Stoke North, B512 0BQ

RULES 1. Employees of CSE Avaiation, Centresoft/US Gold and Dennis Publishing have been grounded and are not eligible for entry. 2. Entries must be flown in by Friday June 3rd 1994. 3. The Editor's decision is final and anyone making a fuss will be made to bail out.

What happens when you don't advertise...

...nothing!

Call Mike Shepherd
NOW 071-631 1433

THE PINPOINT BBS

THE UK'S FIRST PAY SYSTEM
With over 3 gigabytes of shareware and public domain software on-line for you to receive. Games, Educational and help for setting up PC's etc. Just call our Data Number or our helpline on 071-410 7177
NO REGISTRATION FEES NO SUBSCRIPTIONS

DATA CALL 0839 36 36 07 Speeds up to 9600

CALLS CHARGED AT 39p A MIN CHEAP 49p ALL OTHER TIMES.

CBS 131 NW6 6RG

The Grand Old Duke of York
He had ten thousand men
He marched them up to the top of the hill
And he marched them down again...

DON'T WASTE YOUR TIME.
TURN TO **PAGE 15** AND GET
THE PC GAMES YOU WANT.

...ON TIME!

MICROLAND BULLETIN BOARD SYSTEM

0891 990 505 To Download

0483 725 905 To View

Shareware to download at V32bis, V32, V22bis, V22, V23, & HST etc. 8 data bits, no parity.

INTERNET CONNECTED

Microland is now connected to the world's largest network. We now provide full global mail, news, software archive, and interactive services. Don't miss out, get connected and explore the world of Internet. Download from the biggest archives in the world. Services subject to availability.

Why wait for your software when you can download now direct to your computer. Microland offers high speed connections and most files are compressed to minimise the cost. Check it out on 0483 725 905 at normal call charges. So much shareware you are spoilt for choice.

Calls to 0891 990 505 charged at 39p per minute cheap rate, 49p per minute all other times.
Trevan Designs Ltd. PO Box 13. Aldershot, Hants. GU12 6YX.

LOOK! NO VAT TO ADD NO CREDIT CARD SURCHARGE

ONLY THE BEST

COMPUTER SOFTWARE

7 CLEEVE WOOD ROAD, DOWNEND, BRISTOL, BS16 2SF.

TEL: 0272 401315/401316

THE BEST VALUE AND THE BEST SERVICE

OTB CODE OF PRACTICE
1. CREDIT CARDS ARE NOT CHARGED UNTIL GOODS ARE DISPATCHED.
2. THE CUSTOMER IS ALWAYS INFORMED WHETHER GOODS ARE IN STOCK OR NOT.

PERSONAL CALLERS BY APPOINTMENT

MON-FRI 10am-7pm SAT 10am-5pm SUN TIMES VARY. ANSWERPHONE AT ALL OTHER TIMES.

All prices include VAT. U.K. postage add £1.00 per item. Prices subject to change. Access and Visa accepted. Please allow 7 days for cheques.

PC TITLES	RETAIL
A320 AIR BUS	£28.99
ACES PACIFIC + MISSIONS	£28.99
ACES OF THE DEEP	£29.99
ACES OVER EUROPE	£27.99
AIR BUCKS V1.2	£21.99
AIR FORCE COMMANDER	£21.99
AIR COMBAT CLASSICS	£28.99
ALIEN BREED	£18.99
ALONE IN THE DARK 2	£28.99
ALONE IN THE DARK + JACK	£15.99
ARCHON ULTRA	£22.99
ARMOURED FIST	£CALL
ARMOUR GEDDON	£15.99
AIR TRANSPORT PILOT	£23.99
ANIMATION WORKSHOP	£CALL
ATRAIN	£15.99
AV&B HARRIER	£25.99
AWARD WINNERS 2	£22.99
B17+DOGFIGHT	£35.99
BATTLE ISEL 2	£CALL
BATTLE ISLE 93	£18.99
BATTLES OF THE SOUTH PACIFIC	£27.99
BEAUTY AND THE BEAST	£18.99
BENEATH A STEEL SKY	£24.99
BETRAYAL AT KRONDOR	£27.99
BLOODNET	£27.99
BLUE AND THE GREY	£24.99
BODYBLOWS	£18.99
BREAKLINE	£16.99
BRUTAL SPORTS FOOTBALL	£18.99
CAMPAIGN 2	£24.99
CANNON FODDER	£23.99
CAR AND DRIVER	£24.99
CARRIERS AT WAR 2	£27.99
CHAOS ENGINE	£CALL
CHESSMASTER 3000	£23.99
CHESSMASTER 4000 TURBO	£23.99
CIVILZATION	£24.99
CIVILIZATION WINDOWS	£27.99
CLASH OF STEEL	£23.99
CLUB MANAGER	£23.99
COMMANCHE OVER THE EDGE	£16.99
COMMANCHE MAXIMUM OVERKILL	£22.99
DAEMONSGATE	£28.99
DARKSUN SHATTERED LANDS	£28.99
DAY OF THE TENTACLE	£26.99
DELTA V	£29.99
DETROIT	£24.99
DGENERATION WINDOWS	£16.99
DIGGERS	£24.99
DOS 6.2 UPGRADE	£55.00
DUNE 2	£22.99
DUNGEON HACK	£23.99
ELDAR SCROLLS ARENA	£26.99
ELITE 2 FIGHTER	**£21.99**
EMPIRE DELUXE	£27.99
EUROPEAN CHAMPIONS	£19.99
EVASIVE ACTION	£22.99
EVEN MORE INCREDIBLE MACHINE	£24.99
EXCELLENT GAMES	£26.99
F1	£18.99
F14 FLEET DEFVENDER	£27.99
FALCON 3.0 + F15 STRIKE EAGLE III	£35.99
FALCON 3.0 MIG 29 ADD-ON	£16.99
FANTASY EMPIRES	£22.99
FIRE AND ICE	£19.99
FLASHBACK	£23.99
FLIGHT SIMULATOR 5	£29.99
FRONT PAGE SPORTS FOOTBALL PRK	£24.99
FS5 NEW YORK SCENERY	£15.99
FS5 PARIS SCENERY	£15.99
FS5 SAN FRANCISCO SCENERY	£24.99
FS5 WASHINGTON SCENERY	£24.99
FLIGHT SIM TOOLKIT	£30.99
FORUMLA 1 GRAND PRIX	£27.99
FREDDY PHARKAS	£24.99
FURY OF THE FURRIES	£21.99
GABRIEL KNIGHT	£24.99
GENESIA	£21.99
GLOBAL DOMINAITON	£24.99
GOAL	£19.99
GOBLINS 3	£24.99
GREAT NAVAL BATTLES	£24.99
GREAT NAVAL BATTLES 2	£CALL
GUNSHIP 2000	£24.99
HARRIER JUAMP JET + TASKFORCE	£35.99
HEIRS TO THE THRONE	£27.99
HIGH COMMAND	£27.99
IRED GUNS	£24.99
HISTORY LINE	£24.99
INDIANA JONES FATE OF ATLANTIS	£23.99
IN EXTREMIS	£23.99
INFERNO	£CALL
INCA 2	£30.99
INCREDIBLE TOONS	£24.99
INDY CAR RACING	£27.99
INNOCENT UNTIL CAUGHT	£24.99
JURASSIC PARK	£22.99
KASPAROVS GAMBIT	£27.99
KINGMAKER	£23.99
KINGS QUEST 6	£27.99
LANDS OF LORE	£22.99
LEGACY + RETURN OF PHANTOM	£35.99
LEGEND OF KYRANDIA 2 HAND OF FATE	£23.99
LEISURE SUIT LARRY 6	£24.99
LEMMINGS 2 THE TRIBES	£24.99
LEMMINGS DOUBLE PACK	£24.99
LINKS 386 PRO	£27.99
LINKS 386 PRO COURSES	£15.99
LITIL DIVIL	£24.99
LORDS OF POWER	£25.99
LOST IN TIME	£26.99
LOST VIKINGS	£21.99
LOTUS ULTIMATE CHALLENGE	£21.99
MASTERS OF ORION	£27.99
MAVIS BEACON TYPINT V2	£23.99
MERCHANT PRINCE	£27.99
MICRO MACHINES	£19.99
MICROSOFT ARCADE	£15.99
MICROSOFT CREATIVE WRITER	£32.99
MICROSOFT FINE ARTIST	£32.99
MICROSOFT GOLF	£29.99
MIGHT & MAGIC 4	£30.99
MIGHT & MAGIC 5	£30.99
MONKEY ISLAND 2	£21.99
MORTAL KOMBAT	£19.99
NFI COACHES CLUB FOOTBALL	£22.99
NHL ICE HOCKEY	£27.99
NICK FALDO GOLF	£24.99
NOMAD	£19.99
OMAR SHARIF'S BRIDGE	£24.99
OVERDRIVE	£19.99
PACIFIC STRIKE	£29.99
PACIFIC WAR	£25.99
PATRICIAN	£21.99
PATRIOT	£27.99
PERFECT GENERAL TRILOGY	£27.99
PINBALL DREAMS	£22.99
PINBALL FANTASIES	£23.99
POLICE QUEST 4	£24.99
POPULOUS 2	£25.99
PREMIER MANAGER 2	£21.99
PRINCE OF PERSIA 2	£24.99
PRIVATEER	£29.99
PRIVATEER SAP	£13.99
PRIVATEER RIGHTEOUS FIRE	£13.99
QUATER POLE	£23.99
QUEST FOR GLORY 4	£24.99
RAILROAD TYCOON	£13.99
RAILROAD TYCOON DELUXE	£24.99
RALLY	£22.99
RAVEN LOFT	£27.99
RED BARRON + MISSIOAN DISK	£28.99
RED HELL	£CALL
RETURN TO ZORK	£28.99
REUNION	£25.99
RINGWORLD	£24.99
RISE OF TH EROBOTS	£CALL
RULES OF ENGAGEMENT 2	£27.99
SABRE TEAM	£CALL
SAM AND MAX	£24.99
SCRABBLE	£20.99
SETTLERS	£CALL
SHADOW OF THE COMET	£24.99
SHADOWCASTER	£27.99
SHERLOCK HOLMES LOST FILES	£24.99
SIM CITY 2000	£22.99
SIM FARM	£21.99
SIMON THE SORCERER	£24.99
SINK OR SWIM	£17.99
SPACE HULK	£27.99
SPEED BALL 2	£12.99
SSN-21 SEAWOLF	£27.99
STARLORDS	£27.99
STAR TREK 2 JUDGEMENT RITES	£27.99
STONE KEEP	£CALL
STREETFIGHTER 2	£18.99
STRIK4E COMMANDER	£29.99
STRIKE COMMANDER SAP	£13.99
STRIKE COMMANDER TGACT OPS	£13.99
STRONGHOLD	£21.99
STUNT ISLAND	£28.99
SUBWAR 2050	£27.99
SVGA HARRIER	£27.99
SYNDICATE	£27.99
SYNDICATE DATA DISK	£15.99
TERMINATOR RAMPAGE	£23.99
TFX	£27.99
TORNADO	£27.99
TORNADO OP DESERT STORM	£16.99
UFO ENEMY UNKNOWN	£27.99
ULTIMA 7	£24.99
ULTIMA 7 PT 2 SERPENT ISLE	£27.99
ULTIMA 8 PAGAN	£29.99
ULTIMA 8 PAGAN SAP	£16.99
ULTIMA UNDERWORLD	£24.99
ULTIMA UNDERWORLD 2	£24.99
UNLIMITED ADVENTURES	£22.99
UNNECESSARY ROUGHNESS	£24.99
V FOR VICTORY 3	£28.99
V FOR VICTORY 4	£24.99
VICTORY AT SEA	£CALL
WAR IN RUSSIA G GRIGSBY	£27.99
WARLORDS 2	£27.99
WIZARD	£27.99
WOLFSTEIN 3D	£14.99
XANTH	£24.99
X-WING	£26.99
X-WING IMPERIAL PURSUIT	£14.99
X-WING B-WING	£14.99

CD ROM TITLES

7TH GUEST	£31.99
7TH GUEST + DUNE	£36.99
10TH ANNIVERSARY	£31.99
ACTION 16 CD	£22.99
ADVANTAGE TENNIS	£18.99
ALONE INDARK + JACK IN DARK	£16.99
AIR TRANSPORT PILOT USA	£55.00
B17 + SILENT SERVICE 2	£28.99
BATTLE ISEL 2	£30.99
BENEATH A STEEL SKY	£CALL
BLOODNET	£30.99
CASTLES 2 ENHANCED	£30.99
CHALLENGE PACK	£25.99
CHESSMASTER 3000 PRO	£34.99
COMMANCHE MAXIMUM OVERKILL	£30.99
CONSPIRACY	£28.99
CRITICAL PATH	£30.99
CYBERACE	£CALL
DARKSED	£CALL
DARKSUN SHATTERED LANDS	£27.99
DAY OF THE TENTACLE	£27.99
DIGGERS	£CALL
DRACULAR UNLEASHED	£31.99
DRAGONSPHERE	£25.99
DUNE	£33.99
DUNGEON HACK	£24.99
ELITE 2	£25.99
ERIC THE UNREADY	£22.99
EYE BEHOLDER 3	£25.99
F15 III STRIKE EAGLE	£28.99
FANTASY EMPIRES	£23.99
FLIGHT SIM TOOLKIT	£31.99
GABRIEL KNIGHT	£28.99
GOBLINS 3	£CALL
GOLDEN 7 COMPILATION	£31.99
GREAT NAVAL BATTLES	£27.99
HELI CAB	£CALL
HISTORY LINE	£25.99
INDIANA JONES FATE OF ATLANTIS	£27.99
INCA 2	£34.99
IRON HELIX	£25.99
JOURNEYMAN PROJECT	£25.99
JURASSIC PARK	£28.99
JUTLAND	£35.99
KINGS QUEST 6	£29.99
LABYRINTH OF TIME	£25.99
LAND SOF LORE	£27.99
LASER SQUAD	£14.99
LAURA BOW 2	£27.99
LAWNMOWER MAN	£34.99
LEADERBOARD COLLECTION	£24.99
LEISURE SUIT LARRY 6	£28.99
LEGEND OF KYRANDIA	£28.99
LEMMINGS DOUBLE PACK	£25.99
LINKS COLLECTION	£32.99
LOOM	£27.99
LOST IN TIME 1+2	£30.99
MAD DOG MCCREE	£29.99
MAN ENOUGH	£CALL
MAVIS BEACON TYPING V2	£28.99
MEGARACE	£24.99
ICROCOSM	£33.99
MICROSOFT ART GALLERY	£39.99
MICROSOFT BEETHOVEN	£39.99
MICROSOFT CINEMANIA 94	£39.99
MICROSOFT DINOSAURS	£39.99
MICROSOFT ENCARTA 94	£79.99
MICROSOFT GOLF	£31.99
MICROSOFT MOZART	£39.99
MICROSOFT MUSICAL INSTRUMENTS	£39.99
MONKEY ISLAND	£27.99
MYST	£37.99
NOMAD	£28.99
OUTPOST	£31.99
PATRICIAN	£CALL
POLICE QUEST 4	£28.99
PROTOSTAR	£25.99
QUEST FOR GLORY 4	£28.99
RAVENLOFT	£29.99
REBEL ASSAULT	£28.99
RED SHIFT	£CALL
RETURN OF THE PHANTOM	£28.99
RETURN TO ZORK	£31.99
RINGWORLD	£25.99
RISE OF THE ROBOTS	£CALL
SAM AND MAX	£29.99
SHADOWCASTER	£CALL
SHADOWORLDS	£14.99
SHERLOCK HOLMES 1	£31.99
SHERLOCK HOLMES 2	£31.99
SHERLOCK HOLMES 3	£31.99
SPELLCASTING TRIPLE PACK	£25.99
STONEKEEP	£CALL
STRIKE COMMANDER	£32.99
SVGA HARRIER	£29.99
TFX	£31.99
TONY LA RUSSA 2	£29.99
TORNADO	£30.99
ULTIMA SERIES 1-6	£36.99
ULTIMA 7	£30.99
ULTIMA 8 PAGAN	£36.99
ULTIMA UNDERWORLD 1+2	£30.99
ULTIMA UNDERWORLD + WINGCOMB2	£30.99
WING COMMANDER 2 DELUXE	£30.99
WOLFPACK	£22.99
WORLDS OF XEEN	£33.99

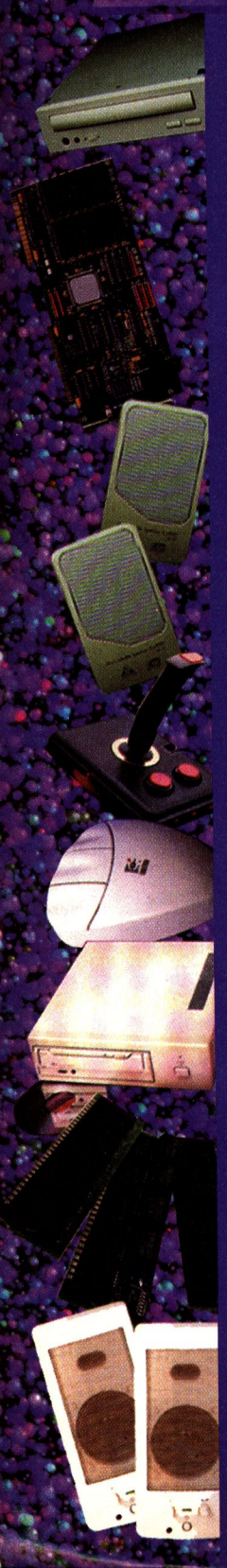
SPECIAL OFFERS

HARDWARE	
PANASOONC1562 CD ROM	£169.99
	(£144.67 + VAT)
ZF STEREO SPEAKERS	£32.00
SOUNDBLASTER PRO	£96.00
CD TITLES	
DAY OF THE TENTACLE	£27.99
INDIANA JONES FATES OF ATLANTIS	£27.99
LOOM	£27.99
MEGARACE	£24.99
MICROSOFT ENCARTA 94	£79.99
REBEL ASSAULT	£28.99
PC TITLES	
COMMANCHE MAXIMUM OVERKILL	£22.99
FRONTIA ELITE 2	£21.99
SIM CITY 2000	£22.99

MAGIC MEDIA®

THE Multimedia SPECIALISTS

081 343 9933



SWITCH

MasterCard

VISA

DELTA

VIDEO BOARDS

ROMBO VIDI PC 24 CAPTURE CARD £178.00

HIGH QUALITY 24 BIT VIDEO DIGITIZING
UP TO 16.7 MILLION COLOURS & 256 GREYSCALES
IMAGES CAN BE GRABBED FROM MOVING PAL/COMPOSITE/S-VIDEO INPUTS
CAPTURE TIME OF LESS THAN 1 SECOND
FREE PHOTOFINISH EDITING SOFTWARE

ROMBO

ROMBO MEDIA-PRO PLUS MOTION CAPTURE CARD £223.00

FULL MOTION DISPLAY OF TV/VIDEO/SOUND FOR WINDOWS
CAPTURE AND EDIT REALTIME VIDEO IN 24 BIT COLOUR
UP TO 2 MILLION COLOURS DISPLAYED
INPUT FROM PAL/NTSC/COMPOSITE/S-VIDEO SOURCES
FREE PHOTOFINISH EDITING SOFTWARE
FULLY COMPATIBLE WITH MS VIDEO FOR WINDOWS

ROMBO VISION PACK £294.00

MEDIA PRO PLUS CARD
WITH TV TUNER MODULE

PC TO TV/VIDEO OUTPUT MODULE

PLUG IN LIGHTWEIGHT MODULE
USES EXISTING VGA/SVGA OUTPUT
DISPLAY ON TV OR VIDEO
UP TO 1024 x 768 16.7 MILLION COLOURS
IDEAL FOR PRESENTATIONS AND TRAINING

STANDARD VERSION £96.00
PROFESSIONAL VERSION £236.00

VINE micros AUTHORISED DEALER

MULTIGEN GENLOCK ADAPTOR £272.00

USES EXISTING VGA/SVGA OUTPUT
MIX COMPUTER AND VIDEO IMAGES
WIPE AND FADE FACILITIES
FLICKER REDUCTION FILTER
IDEAL FOR VIDEO TITLING

INTEL SMART VIDEO RECORDER £362.00

RECORD AND COMPRESS VIDEO AT UP TO 30 FRAMES PER SECOND USES ON-BOARD I-750 PROCESSOR FOR REAL TIME COMPRESSION

TAKES JUST 9MB FOR 1 MINUTE OF VIDEO
FREE MS VIDEO FOR WINDOWS INCLUDED

VideoLogic AUTHORISED DEALER

PRO MOVIE STUDIO £242.00

REAL TIME COMPRESSION AT UP TO 30 FRAMES PER SECOND
INC PRODUCTION STUDIO SOFTWARE
IDEAL FOR CAMCORDER VIDEO EDITING

CAPTIVATOR £204.00

FULL MOTION VIDEO BOARD
FLEXIBLE, TRUE COLOUR IMAGES
SMOOTH FULL SPEED MOVIE PLAYBACK

REELMAGIC MPEG FMV PLAYBACK CARD £318.00

MPEG TECHNOLOGY TO DELIVER FULL SCREEN 32,000 COLOUR VIDEO
WATCH MOVIES ON YOUR PC SCREEN
DIGITAL VIDEO COMPATIBILITY WITH 50 FILMS BEING RELEASED IN '94
FREE GAMES SUPPLIED ON CD-ROM

SOUND CARDS

GRAVIS ULTRASOUND 3D V.3.4

CD QUALITY SOUND WITH 32 DIGITAL VOICES
256K ON BOARD MEMORY
UPGRADABLE TO 1MB
GAME AND MIDI PORT
POWER CHORDS AND MIDI SOFTWARE
IDEAL FOR MUSICAL COMPOSITION

STANDARD CARD £118.00
MEMORY UPGRADE (TO 1MB) £32.00
SCSI CD INTERFACE £44.00
MIDI ADAPTOR BOX £33.00

SOUNDVISION SOUND GOLD 16

SOUNDBLASTER, SB PRO, ADLIB, MSWSS 2.0 COMPATIBLE
16 BIT STEREO PLAYBACK 5KHZ TO 48KHZ
16 BIT STEREO RECORD
MIDI INTERFACE - MPU-401
3 CD ROM INTERFACES - PANASONIC SONY & MITSUMI
4 WATT PER CHANNEL
POCKET TOOLS SOFTWARE
OPL3, 20 VOICE SYNTHESIZER
ADPCM & ESPCM COMPRESSION
ON BOARD DIGITAL MIXING
OPL4 AVAILABLE UPGRADE

INTERNAL £84.00

UPGRADE Options
AUTHORISED DEALER

MULTIMEDIA ACCESSORIES	
DISK CADDY	£4.00
KODAK PHOTO CD SOFTWARE	£14.00
SOUNDBLASTER DEVELOPERS KIT	£47.00
MIDI ADAPTOR KIT	£21.00
JOYSTICK SPLITTER CABLE	£9.00
MICROPHONE	£9.00
HEADPHONES	£8.00
CD LIBRARY CASE	£5.00
JOYSTICKS	
GRAVIS ANALOGUE PRO	£31.00
GRAVIS ANALOGUE	£26.00
CH FLIGHTSTICK	£30.00
CH MACH 2	£22.00
G-FORCE YOKE	£35.00
LOGIPAD EXTRA	£18.00
QUICKSHOT WARRIOR 5	£12.00
XT/AT GAME CARD	£12.00

THE •MAGIC MEDIA• PROMISE
WE WILL BEAT ANY ADVERTISED PRICE!!
SUBJECT TO STOCK

Labtec®

SPEAKERS

CS-150 WITH POWER BOOST	£17.00
CS-550 WITH 4W POWER BOOST	£21.00
CS-800 WITH 3 BAND EQUALIZER	£48.00
CS-1000 UNDER MONITOR UNIT	£58.00
ZIFI VERSION 2	£29.00
ZIFI PROFESSIONAL	£48.00
PINE AMPLIFIED WITH BASS	£11.00
SCREENBEAT INC MONITOR BRACKETS	£19.00

CD ROM DRIVES

PANASONIC CR-562B

THE BEST SELLING CD-ROM DRIVE
320MS ACCESS TIME
300KB PER SECOND TRANSFER RATE
MULTISESSION AND TWINSPEED
MPC II COMPLIANT
DIRECT CONNECTION TO SOUNDBLASTER RANGE
INCLUDES DRIVER SOFTWARE AND CABLES

INTERNAL £142.00
EXTERNAL £189.00
INTERFACE KIT £19.00

TOSHIBA 3401B/S

THIS DRIVE COMPLIES TO EVERY STANDARD
200MS ACCESS TIME
330KB PER SECOND TRANSFER RATE
MULTISESSION AND TWINSPEED

INTERNAL £278.00
EXTERNAL £370.00
ISA SCSI CARD £47.00
MCA SCSI CARD £94.00

TOSHIBA 4101 ALSO AVAILABLE - CALL FOR PRICES

CD-ROM TEN PACK

PC KARAOKE
TIME MAN OF THE YEAR
PC ANIMATION FESTIVAL
KINGS QUEST V
WORLD ATLAS
WORLD FACTBOOK
STELLAR 7
DOOM
BEST MEDIA CLIPS
CD ROM OF CD ROMS

PACK PRICE £49.00
OR £42.00 WITH ANY CD-DRIVE

MITSUMI FX-001D £151.00

THE ORIGINAL DRIVE JUST GOT BETTER
250MS ACCESS TIME
300KB PER SECOND TRANSFER RATE
MULTISESSION AND TWINSPEED
INCLUDES 16-BIT INTERFACE CARD
MOTORISED TRAY

SONY CDU331A £134.00

TRAY LOADING
TWIN SPEED & MULTISESSION
DIRECT CONNECTION TO SOUNDBLASTER16 MCD AND ORCHID SOUND/GAME WAVE
INCLUDES DRIVER SOFTWARE & CABLES

PIONEER DRM-602X £498.00

NEW TWINSPEED DRIVE
6 DISC JUKEBOX STYLE AUTOCHANGER

PIONEER QUAD DRM-604X £948.00

QUADSPEED TOWER DRIVE
6 DISC JUKEBOX STYLE AUTOCHANGER
DISC CHANGE TIME OF LESS THAN 5 SECS
610KB PER SECOND TRANSFER

THERES MORE TO SCREEN SAVERS THAN IMAGES FLOATING INERTLY ACROSS YOUR SCREEN

DOUBLE DOOZY £12.99
20 PSYCHOTIC ANIMATED SCREENS
25 TASTEFUL WALLPAPERS
50 KOOKY ICONS

DINOMANIA £12.99
6 ANIMATED JURASSIC SCREENS
10 FABULOUS WALLPAPERS
25 INCREDIBLE DINO ICONS

MEDIA VISION

MEDIAVISION PORTABLE PC AUDIOPORT £132.00
BRING THE POWER OF SOUND TO YOUR PORTABLE PC - USE ON ANY STANDARD PARALLEL PORT - COMPACT , TO FIT IN YOUR SHIRT POCKET - DIGITAL AUDIO PLAYBACK AND RECORD - BUILT IN SPEAKER - MICROPHONE INPUT AND AUDIO OUTPUT WITH VOLUME CONTROL - ADLIB AND SOUNDBLASTER COMPATIBLE

MEDIAVISION PRO SONIC 16 BASIC £78.00
16-BIT QUALITY AT THE PRICE OF A 8-BIT CARD - STEREO DIGITAL AUDIO RECORDING AND PLAYBACK -ON-BOARD FM SYNTHESISER - GAME AND MIDI PORT - FULLY SOUNDBLASTER PRO COMPATIBLE - PANASONIC CD-ROM INTERFACE

MEDIAVISION PRO AUDIOSPECTRUM 16 £98.00
THE WORLDS BEST SELLING 16-BIT SOUND CARD -TRUE 16-BIT 44.1KHZ STEREO CAPABILITY - GAME AND MIDI PORT - FULLY AD-LIB AND SOUNDBLASTER COMPATIBLE - MPC AND WINDOWS 3.1 SUPPORT

MEDIAVISION PRO AUDIOSTUDIO 16 £134.00
BASED ON THE AUDIOSPECTRUM 16 CARD - BUILT IN SCSI CD-ROM INTERFACE - SELECTABLE INPUT GAIN FOR VERSATILE RECORDING - EXECUVOICE VOICE RECOGNITION SOFTWARE - COMPUTER MOUNTED MICROPHONE FOR VOICE CONTROL

ORCHID

ORCHID SOUND PRODUCER	**£42.00**
ORCHID SOUND PRODUCER PRO	**£78.00**
ORCHID GAMEWAVE 32	**£124.00**
ORCHID SOUNDWAVE 32	**£154.00**
ORCHID CDS-3110 CD-ROM DRIVE	**£162.00**
ORCHID SCSI CHIP UPGRADE	**£22.00**
ORCHID VIDIOLA CAPTURE CARD	**£284.00**

CREATIVE

SOUNDBLASTER V.2	**£43.00**
SOUNDBLASTER PRO BASIC	**£58.00**
SOUNDBLASTER PRO VALUE	**£62.00**
SOUNDBLASTER 16 VALUE	**£79.00**
SOUNDBLASTER 16 MULTI CD	**£118.00**

SOUNDBLASTER 16 MULTI CD ADSP	**£139.00**
SOUNDBLASTER 16 SCSI-2	**£139.00**
SOUNDBLASTER 16 SCSI-2 ADSP	**£162.00**
SOUNDBLASTER 16AWE2	**£208.00**
VIDEO BLASTER SE	**£214.00**
VIDEO SPIGOT	**£212.00**
WAVE BLASTER	**£138.00**
CD16 UPGRADE KITS	**£424.00**

OMNI CD	**£248.00**
MIDI BLASTER	**£158.00**
ADSP CHIP UPGRADE	**£46.00**

FREE SPEAKERS WITH ALL SOUNDCARDS

TECHNICAL SALES
081 343 9933
(25 LINES)

TECHNICAL SUPPORT
081 446 3966

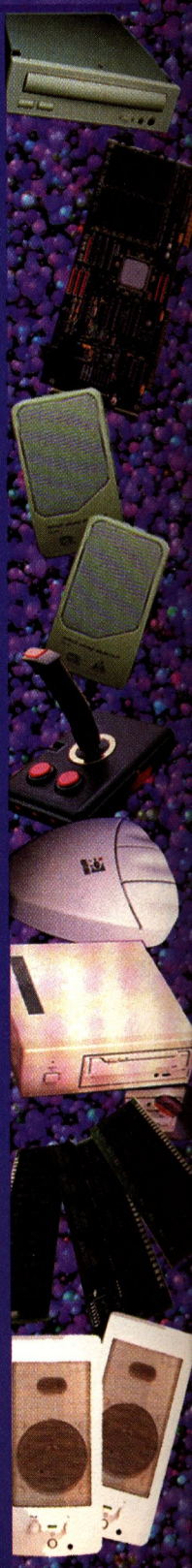
CUSTOMER SERVICE
081 446 2508

FAX LINE
081 446 4313

MAGIC MEDIA®

THE Multimedia SPECIALISTS

081 343 9933



NEC CD-ROM RANGE

FROM DOUBLE TO QUAD SPEED, THE NEW NEC RANGE IS FAST SETTING THE STANDARDS.

MULTISPIN 3Xp £298.00
PORTABLE VERSION OF 3XE
250MS ACCESS TIME
450K PER SECOND TRANSFER
FULL FUNCTION CONTROL

MULTISPIN 2XI £149.00
INTERNAL MODEL
320MS ACCESS TIME
MULTISESSION AND TWINSPEED
AUTO LENS CLEANING

TRIPLE 3Xi £290.00
INTERNAL MODEL
TRIPLE SPEED
195MS ACCESS TIME
MPC I AND II COMPLIANT

TRIPLE 3Xe £358.00
EXTERNAL MODEL
TRIPLE SPEED
195MS ACCESS TIME
MPC I AND II COMPLIANT

MULTISPIN 4X PRO £629.00
AMAZING EXTERNAL QUAD SPEED DRIVE
180MS ACCESS TIME
600KB PER SECOND TRANSFER
256K CACHE MEMORY
AUTO LENS CLEANING

OPEN 6 DAYS A WEEK
Mon-Fri 8am - 7pm
Saturday 10am - 2pm
PERSONAL CALLERS WELCOME
Student Discounts Available
If you're an education authority, government establishment or quoted PLC
Just Fax or send your order

MAGIC MEDIA®

THE Multimedia SPECIALISTS

081 343 9933

SWITCH

MasterCard

VISA

DELTA

386/486 MEMORY KITS

MEMORY MATCHED KITS SUPPLIED WITH FITTING INSTRUCTIONS & ANT-STATIC WRIST STRAP

ACER 1120SX,1200
AMSTRAD 1386,2386,3386, 7386,7486
COMPAQ PROLINEA
COMPUADD 386,486
DAN TECHNOLOGY 386,486
DELL 300,310,316SX,320
DEC PC333,433
ELONEX 386,486,SX/16/M/V/B
EVEREX 386,486
GATEWAY 386,4SX-33, 4DX-33/66/V/P
GOLDSTAR 312,322,486
IBM AMBRA
ICL 50,55
MITAC DESKTOP 386,486
MJN 386,486
OLIVETTI PCS386,M300,M380, M400-10/40/60,M480-10/20
OLYMPIC 386,486
PACKARD BELL 316,386, 416,486
REEVES 386,486
TANDON SL386,PAC,386N, 386SX,486
VIGLEN GENIE SX20,3LS, II25/33
VIGLEN 4SX25,4DX33,4DX50, 4DX2-50/66
WYSE 386/16S,PW386/8/20/25

2MB KIT £66.00
4MB KIT £130.00

8MB & 16MB KITS PLEASE CALL

286 MEMORY KITS

MEMORY MATCHED KITS SUPPLIED WITH FITTING INSTRUCTIONS & ANT-STATIC WRIST STRAP

ACER 100LX,113
AMSTRAD 1286,2286,3286, 5286
COMMODORE PC40,PC50
DELL 200,210,220
ELONEX 286M,286C
EVEREX 286
ICL 30,40,50
OLIVETTI PCS286,M250,M290
PACKARD BELL LEGEND 200
TANDON SL286,PAC,286N
TIKO 286
VIGLEN GENIE II,ELITE

2MB KIT £84.00
4MB KIT £162.00

8MB & 16MB KITS PLEASE CALL

LASER PRINTER MEMORY

APPLE LASERWRITER II/NTX
1MB £84.00
4MB £164.00
BROTHER HL4/HL4V
1MB £78.00
2MB £116.00
4MB £180.00
BROTHER HL8/E/V/HL10
1MB £85.00
2MB £126.00
CANON LBP4/4+/LITE/SX
1MB £85.00
2MB £124.00
CANON LBP8II/RT
1MB £78.00
2MB £112.00
4MB £157.00
EPSON (FULL RANGE PLEASE CALL)
HP LASERJET II/IID
2MB £90.00
4MB £161.00
HP LASERJET III/IIID/IIIP
2MB £89.00
4MB £155.00
HP LASERJET III/SI/IV
1MB £66.00
2MB £97.00
4MB £141.00
IBM 4019/E
2MB £89.00
3.5MB £133.00
IBM 4029/E
2MB £79.00
4MB £164.00
IBM 4039/4079
4MB £214.00
8MB £396.00
KYOCERA F800
1MB £89.00
2MB £136.00
KYOCERA F1000
1MB £121.00
KYOCERA F1200S/2200/3000 /3300/5000
1MB £89.00
2MB £121.00
MANNESMAN TALLY MT905/904
2MB £125.00
4MB £194.00
OKI LASER 400E/400EX/410EX
1MB £116.00
OKI LASER 400
1MB £67.00
2MB £87.00
OKI LASER 800/820/840
2MB £114.00
OKI LASER 830/840
2MB £126.00
PANASONIC 4420/4450
1MB £56.00
2MB £86.00
PANASONIC 4430
1MB £98.00
SHARP JX-9500/PS
1MB £67.00
2MB £148.00
4MB £226.00
STAR LP4/LP8
1MB £104.00
2MB £131.00

SIMMS

1M X 9 £34.00
4M X 9 £123.00

SIPPS

1M X 9 £44.00
4M X 9 £158.00

DRAMS

256 X 1 £2.50
256 X 4 £4.60
1M X 1 £4.80
1M X 4 £16.20

PCMCIA

SUITABLE FOR AMSTRAD NC100/HP 95LX/POQUES PC/SHARP/MITAC

128K CARD £26.00
256K CARD £55.00
512K CARD £86.00
1MB CARD £126.00
2MB CARD £189.00

MEMORY EXPANSION BOARDS

KINGSTON ATA BOARDS. FOR PC'S WITH NON-UPGRADABLE MOTHER BOARDS. ALL BOARDS CAN BE POPULATED UPTO 16MB.

WITH 2MB INSTALLED £130.00
WITH 4MB INSTALLED £190.00
WITH 8MB INSTALLED £320.00

PORTABLE MEMORY

AMSTRAD ANB 386SX
4MB £199.00
COMMODORE LT286/386
EVEREX TEMPO
SANYO NB17/18
2MB £88.00
4MB £174.00
PANASONIC CF170/270/370
1MB £79.00
LIBREX V386SX
4MB £224.00
IBM P75/56SX/56LS/ 56SLC/57SX
2MB £97.00
4MB £153.00
8MB £289.00
IBM THINKPAD 350/700/710/720/750
2MB £134.00
8MB £389.00

Kingston TECHNOLOGY CORPORATION

IBM MEMORY

PS/1 286/386/PRO
2MB £87.00
4MB £159.00
PS/2 25-286/30-286
2MB £125.00
4MB £241.00
PS/2 35/40/56/57
2MB £93.00
4MB £162.00
8MB £318.00
PS/2 50/50Z/55/60/65/70
2MB £79.00
4MB £146.00
8MB £318.00
PS/2 80/90/95
2MB £93.00
4MB £162.00
8MB £318.00
VALUEPOINT 6381/6382/6384
4MB £155.00
8MB £294.00

ADAPTOR BOARDS FOR PS/2 SYSTEMS WITH NON-UPGRADABLE MOTHERBOARDS

PS/2 50/50Z/60/70/80
16MB BOARD WITH 2MB POPULATED £232.00
16MB BOARD WITH 4MB POPULATED £292.00
16MB BOARD WITH 8MB POPULATED £422.00

DELL MEMORY

325/D/P/333/D/P
4MB £139.00
8MB £278.00
16MB £467.00
486D/P/420/425/433/450/ 466/S/M/L/TE/SE
2MB £84.00
4MB £139.00
8MB £264.00
16MB £498.00
320N/212N
2MB £134.00
NL20/NL25
2MB £108.00
320SLI
512K £84.00
1MB £146.00

TOSHIBA MEMORY

T1000/E/XE/LE
T1200XE
T1600/T5100
T1800/T1850/C
T2000SX/E/T2200SX/E
2MB £89.00
4MB £163.00
8MB £294.00
T3100/E/SX
2MB £95.00
4MB £165.00
T3200SX/C
2MB £94.00
4MB £173.00
8MB £344.00
T3200
3MB £166.00
T4400/T6400/DX/C
2MB £84.00
4MB £178.00
8MB £324.00
T4500/T4600/T3400CT T4700CT/T1950CT
8MB £389.00
T5200/C/T8500
2MB £89.00
8MB £369.00
12MB £454.00

ZENITH MEMORY

Z386/20/25/33/33E
1MB £46.00
2MB £67.00
4MB £136.00
SUPERSPORT 286/286E
1MB £64.00
2MB £97.00
MASTERSPORT 386SX/SL
2MB £94.00
4MB £189.00
TURBOSPORT 286/E/386/E
1MB £128.00
2MB £179.00
Z-NOTE 320/325
1MB £108.00
2MB £394.00

COMPAQ MEMORY

286N/386N/386S20/325I/3/ 33/425IS
2MB £79.00
4MB £139.00
8MB £244.00
38616/20/25/E/S
1MB MODULE £94.00
4MB MODULE £198.00
1MB BOARD £114.00
4MB BOARD £248.00
SYSTEMPRO 486/ DESKPRO 486
2MB MODULE £89.00
4MB MODULE £167.00
8MB MODULE £286.00
64MB BOARD WITH 2MB £182.00
64MB BOARD WITH 4MB £288.00
64MB BOARD WITH 8MB £434.00
PROLINEA 4/25S/4/33/4/50/4/66
2MB £79.00
4MB £139.00
8MB £244.00
CONCERTO 4/25/4/33
8MB £428.00
16MB £1164.00
CONTURA 3/20/3/25/3/25C
2MB £77.00
4MB £154.00
8MB £286.00
SLT 286
1MB £94.00
4MB £224.00
SLT 386S/20
1MB £74.00
2MB £118.00
4MB £172.00
LTE 386S/20/LITE
1MB £77.00
2MB £89.00
4MB £184.00
8MB £336.00

MATHS CO-PROCESSORS

INCREASE THE SPEED OF YOUR MATHS INTENSIVE APPLICATIONS.

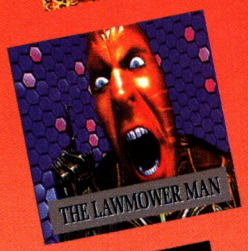
80287-XL (12MHZ) £36.00
80387-16SX (16MHZ) £39.00
80387-20SX (20MHZ) £42.00
80387-25SX (25MHZ) £42.00
80387-33SX (33MHZ) £48.00
80387-16DX (16MHZ) £48.00
80387-20DX (20MHZ) £51.00
80387-25DX (25MHZ) £52.00
80387-33DX (33MHZ) £52.00
80387-40DX (40MHZ) £54.00

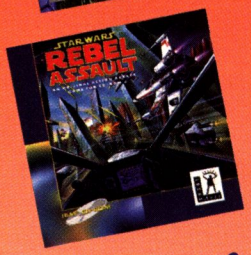
CALL IF YOUR UPGRADE IS NOT LISTED

WE ALSO SUPPLY MEMORY FOR:
AMSTRAD • APPLE • AST • AT & T • COMMODORE • DEC • GOLDSTAR • KAMCO • MIN • MULTIPLEX • NCR • NEC • H/P • OPUS • PANASONIC • TANDY • TI • UNISYS • VALE • WYSE • VIRGIN

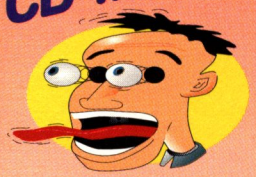
CALL TO CONFIRM PRICING DUE TO THE EXCHANGE RATE FLUCTUATION AND WORLD-WIDE SHORTAGES

CD-ROM TITLES





CD-MANIA



OVER 5000!

TITLES IN STOCK

NEW TITLES ARRIVING DAILY

PLEASE CALL IF THE TITLE YOU REQUIRE IS NOT LISTED

ENTERTAINMENT

7TH GUEST	£35
B17 SILENT SERVICE	£29
BENEATH THE STEEL SKY	£29
BATTLECHESS MPC	£22
BLUE FORCE	£29
CARMEN SANDIEGO	£28
CHESSMASTER 3000	£22
CHESSMANIAC	£29
CONSPIRACY	£31
DAY OF TENTACLE	**£28**
DRACULA UNLEASHED	**£25**
DUNE	£29
EYE OF BEHOLDER	£29
GABRIEL KNIGHT	£29
GOBLINS 3	**£34**
GOLDEN SEVEN	£34
INDIANA JONES IV	£28
INCA II	**£29**
IRON HELIX	**£28**
JUTLAND	£33
JURASSIC PARK	**£24**
JOURNEYMAN PROJECT	**£31**
KINGS QUEST VI	£25
LANDS OF LORE	£31
LAWNMOWER MAN	£29
LAURA BOW II	£29
LOOM	£22
MADDOG McREE	**£27**
MECHWARRIOR	**£29**
MICROCOSM	**£33**
NAVAL STRIKE FIGHTER	**£30**
QUANTUM GATE	**£31**
REBEL ASSAULT	**£31**
RETURN TO ZORK	**£27**
SECRET WEAPONS	£24
SHADOW OF THE COMET	£28
SHERLOCK I	£18
SHERLOCK II	£31
SHERLOCK III	£36
SPACE ADVENTURE	£30
SPACE QUEST IV	£22
STARTREK 25TH	£28
STELLAR 7	£22
STRIKE COMMANDER	**£26**
TORNADO	**£31**
T.F.X.	**£29**
WACKY FUNSTERS	£18
WILLY BEAMISH	£25

REFERENCE

ANIMALS IN MOTION	£15
ART GALLERY (MICROSOFT)	£33
CIA FACTBOOK	£20
COLOSSAL COOKBOOK	£14
COMPOSER QUEST	£19
DESERT STORM	£28
FAMILY DOCTOR	£19
GREATEST BOOKS	£27
MOVIE MADNESS	£28
VIDEO GUIDE 1993	£19

MUSIC

COMPOSER QUEST	£14
JAZZ MULTIMEDIA TOUR	**£41**
MS BEETHOVEN	£35
MS MOZART	£35
MS STRAVINSKY	£35
MS INSTRUMENTS	£36
EA MOZART	£24
SOUND WAVE	£12
SOUND EXPLORER	£19

EDUCATION

AMARDA STORIES	£34
ANIMALS MPC	£29
ARTHUR TEACHES	£29
CREEPY CRAWLIES	£38
CREATIVE KIDS RANGE	**£21**
DINOSAUR ADV.	£28
ELECTRICITY	£35
J.F.K. ASSINATION	**£32**
MAMMALS	£79
MAVIS BEACON	£24
OCEAN LIFE	£22
PUTT PUTT	£29
SPELLBOUND	£34

ENCYCLOPEDIAS

AMERICAN HERIT.	£48
ANIMAL ENCY	£39
COMPTONS INTERACTIVE	**£99**
DICTIONARIES	£14
DINOSAURS ENCY	£42
GUINESS RECORDS	£34
HUTCHINSONS	**£68**
MS ENCARTA 1994	**£74**
MS BOOKSHELF	**£49**
MULTIMEDIA ENCY	£219
McMILLAN DICT	£28
SOUND ENCY	£12

LANGUAGES

BERLITZ FRENCH	**£86**
BERLITZ GERMAN	**£86**
BERLITZ ITALIAN	**£86**
BERLITZ SPANISH	**£86**
GAMES IN FRENCH	£20
GAMES IN GERMAN	£20
GAMES IN ENGLISH	£20

GEOGRAPHY

GLOBAL EXPLORER	£72
GREAT CITIES II	£30
GREAT CITIES III	£38
LONDON	£29
MAJESTIC PLACES	£24
WORLD ATLAS V.4	£23
WORLD FACTBOOK	£14
WORLD TRAVELLER	£14
WORLD VIEW	£24
WORLD VISTA	£39

SCIENCE

AMAZING UNIVERSE	£39
CREEPY CRAWLIES	£38
LIVING WORLD	£79
OCEAN LIFE I	£22
OCEAN LIFE II	£22
DEEP VOYAGE	£22
DINOSAURS	£42
FOREVER GROWING	**£28**
FAMILY DOCTOR	£19
HAM RADIO	£14
SPACE HISTORY	£24
SPACE ADVENTURE	£29
TROPICAL FORESTS	£22
VIEW FROM EARTH	£39
VITAL SIGNS	£44

ART & DTP

ART GALLERY (MICROSOFT)	£33
BUSINESS BACKGROUNDS	£22
CLIPART GOLIATH	£10
CLIPART WHAREHOUSE	**£10**
FONT FUN	£24
FONTMASTER	£22
GIFS GALORE	£17
JETS AND PROPS	£24
LIBRARY CLIPART	£29
MANY TYPEFONTS	£10
PUBLISH iT!	£68
RENAISSANCE I or II	£33
WILD PLACES	£24
WOMEN OF VENUS	**£19**

SHAREWARE

ANIMATION FESTIVAL 1994	**£19**
BIBLES & RELIGIONS	£10
BRAIN DRAIN	£10
CICA WINDOWS	£10
CLIP ART	£10
COLOSSAL COOK	£10
DEATHSTAR ARCADE	£10
FUTURA	£13
GAMES COLLECTION 1993	**£13**
GAME PACK II	£18
GIF IT	£10
GOLD COLLECTION 1993	**£13**
HAM RADIO	£10
JUST GAMES	£12
MEGA CD	£12
PIXEL PERFECT	£12
PREMIER SHARE	£10
SELECTWARE	£10
SOUND LIBRARY	£14
SOUND SENSATIONS	£10
SHAREWARE EXTRA	£49
SHAREWARE OVER	£10
SUPER CD	£10
TECHNO TOOLS	£10
VGA SPECTRUM	£19
WINDOWS COLLECTION 1993	**£13**
WALKTHROUGHS/FLY-BY'S	£24

WHY MAGIC MEDIA ?

•BUY WITH CONFIDENCE•
RELIABLE LEADING BRAND PRODUCTS TO GUARANTEE QUALITY AND LONG TERM SUPPORT

•EXPERIENCED STAFF•
FOR FRIENDLY ADVICE ON ALL YOUR MULTIMEDIA REQUIREMENTS

•FREE TECHNICAL SUPPORT•
FULLY TRAINED TECHNICAL DEPARTMENT TO ASSIST YOU WITH YOUR QUERIES

•FAST RELIABLE SERVICE•
GOODS DELIVERED DOOR-TO-DOOR
OVER 96% OF ORDERS DISPATCHED THE SAME DAY

Delivery Charges:

UK Mainland next day	£5.00 + V.A.T
UK Mainland (3 to 5 days)	£3.50 + V.A.T
Europe 5 day service	£7.00 + V.A.T

FREE DELIVERY
ON ORDERS OVER £150.00 + V.A.T.
(U.K. Mainland Only 3 to 5 day service)

Order Direct To: Magic Media, *Brent House, 24-26 Friern Park, North Finchley, London N12 9DA*

DESCRIPTION	QTY	PRICE
		£
		£
		£

Add P&P + VAT at 17.5% £

TOTAL £

I enclose a cheque for £ made payable to Magic Media or Please debit my Mastercard/Visa/Switch/Delta

Number Expires

Name Company

Address

Postcode

Telephone No Fax No

MAGIC MEDIA®

THE *Multimedia* **SPECIALISTS**

081 343 9933

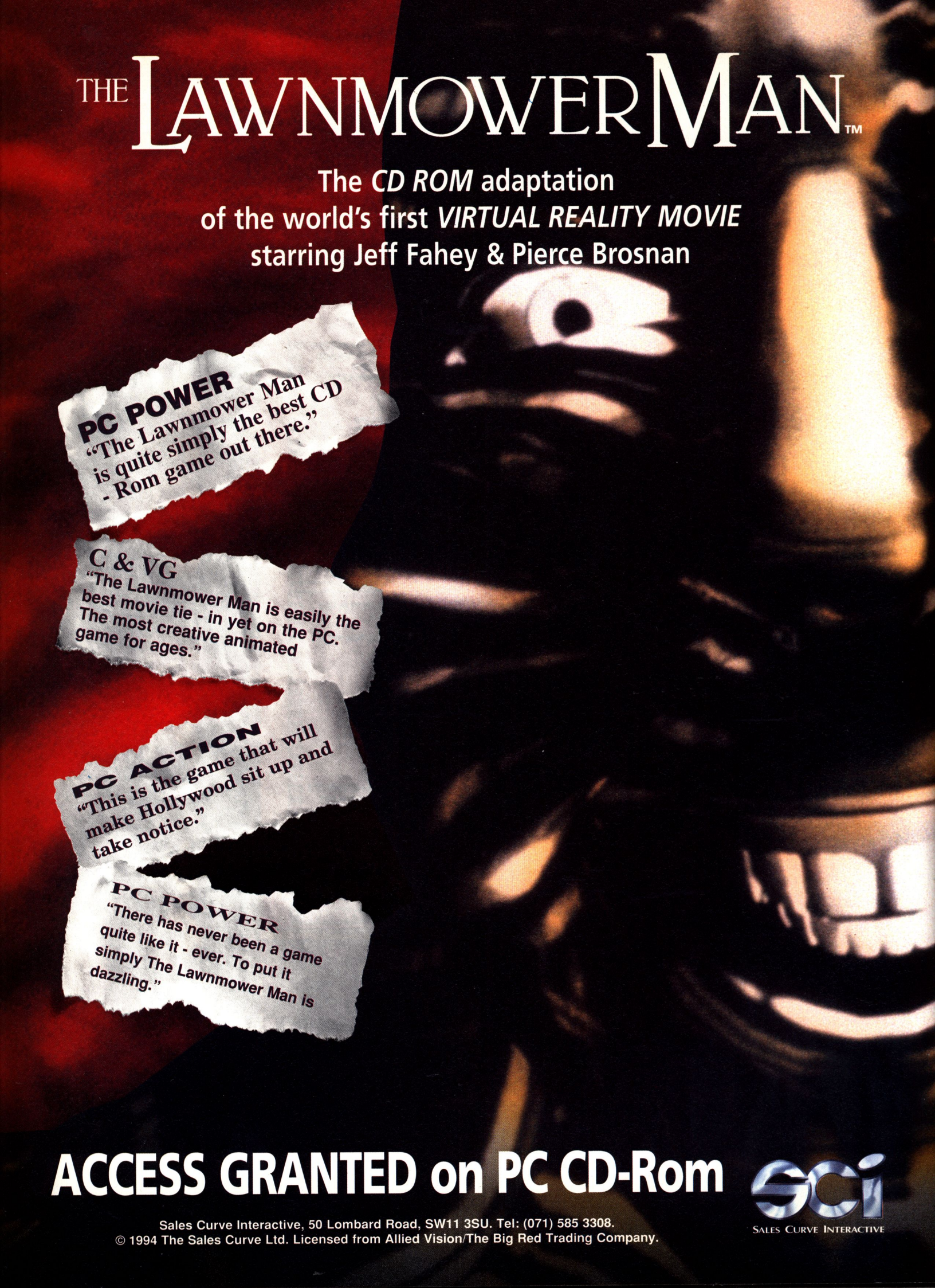
BS 5750 APPLIED FOR
THE SUPPLY OF COMPUTER & PRINTER MEMORY & PROCESSOR & MULTIMEDIA UPGRADE

Prices & products are subject to change & availability. All trademarks & trade names are the property of their respective manufacturers & owners.

All prices exclude VAT

10% restocking fee for returned non-defective goods

©FTC Graphics Ltd 1994


THE LAWNMOWER MAN™
The CD ROM adaptation
of the world's first VIRTUAL REALITY MOVIE
starring Jeff Fahey & Pierce Brosnan
PC POWER
"The Lawnmower Man is quite simply the best CD - Rom game out there."
C & VG
"The Lawnmower Man is easily the best movie tie - in yet on the PC. The most creative animated game for ages."
PC ACTION
"This is the game that will make Hollywood sit up and take notice."
PC POWER
"There has never been a game quite like it - ever. To put it simply The Lawnmower Man is dazzling."
ACCESS GRANTED on PC CD-Rom
SCi
SALES CURVE INTERACTIVE
Sales Curve Interactive, 50 Lombard Road, SW11 3SU. Tel: (071) 585 3308.
© 1994 The Sales Curve Ltd. Licensed from Allied Vision/The Big Red Trading Company.

PC ZONE

CD-ROM reviews

These days there are more games than ever before being produced either initially or only for CD-ROM,m and barely a major disk-based release goes by without a CD conversion following. The next 18 pages are devoted to the best the new medium has to offer, and as you'll see, the best is very good indeed.

THE GAMES in this section are subject to the same marking system as the disk-based games we review. You'll find a guide to our marks on page 41.

Games that score between 80 and 89 per cent receive our Recommended award. Games that fall into this category are likely to appeal to you as long as you're into that particular genre.

Games scoring over 90 per cent are Classics. They redefine the state-of-the-art in computer games and most game players will thoroughly enjoy them regardless of their genre.

Naturally, the In Perspective and Tech Specs boxes work in the same way, but there are some other factors that you'll need to take into account when purchasing CD-ROM games.

Drive Speed: Not all CD-ROM drives perform equally well, but generally they can be divided into types according to the sustained access speed. Older games will work quite happily on any drive, but most newer games will need a double-speed drive to function well, and as the year goes on some games will appear which demand triple-speed drives. In order to avoid disappointment, you should check that your drive speed is sufficient for the game you are about to buy.

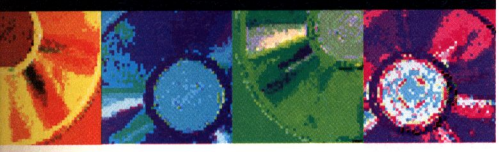
Windows: Because *Windows* is an integral part of multimedia systems, many multimedia games are designed to run in this environment. Although most modern PCs are supplied with *Windows*, not all PCs are capable of running *Windows* very efficiently. You may find that some games run very slowly when running under Windows unless you have a *Windows* graphics accelerator. You can also speed up *Windows* graphics operation by adding more memory, which you should allocate as Extended rather than Expanded memory and setting up a large permanent virtual memory space on your hard drive. Also, you should never attempt to run other *Windows* applications concurrently with games as this will severely degrade their performance. Finally running *Windows* in enhanced mode will help to get your multimedia games up to speed.

MPC levels: True multimedia games may need to be run on a machine meeting a certain MPC level. Most multimedia games demand MPC level 2. As a rough guide, this is what's needed to meet MPC level 2: Double-speed CD drive. 80386 33Mhz PC, 16-bit sound card, SVGA card and monitor, *Windows 3.1*.☞

WHAT'S IN OUR DISK CADDIES?

Some games get played, reviewed and then lost. Others hang around a lot longer. This is what's currently monopolising our CD drive. Not necessarily the best games around, but the ones we keep coming back to.

- Redshift
- Dark Seed
- Battle Isle 2
- Rebel Assult
- Buzz Aldrin's Race into Space



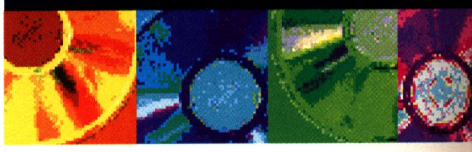
And verily it be an RPG, so thus was it entrusted to the one they call Chris of the clan of Anderson. For he doth know his hobgoblins from his orcs and has travelled much in the realm of Tolkein.

SSI need no introduction to anyone who has been playing computer role-playing games since they first appeared on the PC. They were right in there from the beginning; jostling for top spot in the RPG world along with the early Ultima releases by producing a seemingly endless stream of titles. For the uninitiated, SSI's main claim to fame is that they have the sole right to produce official computer versions of the original *Advanced Dungeon And Dragons* board games. You know the one: all the players sit around a table pretending to be elves and wizards and other Tolkien-type bods, and roll a dice to see who biffs their opponents the hardest. I've never actually played the original board game myself, and maybe that accounts for why I've never been particularly enamoured with the early SSI role-playing games. The graphics have always been, shall we say, a mite simplistic, and the plot for each one, unfolded with the help of trillions of lines of text rolling down the screen. The same could be said for the early Ultima games, but of course, Ultima has come a long, long, way since then. *Ravenloft* appears to be SSI's attempt to catch up with the big boys. Out go the lacklustre, uninspiring visuals and flick screen scrolling. In come hi-res, highly-detailed graphics and full multi-directional movement. This is good news not only for fans of previous SSI games, who will find significant improvements in the presentation, but also for casual RPGers, who will generally find the whole thing a lot more accessible. So, much tweaking and polishing has been done on the presentation front, but before we move on to the actual gameplay, you might want to know a little bit about that most vital element in any RPG: the plot!

Now you see it, now you don't

The story begins when two companions of Lord Dhelt (the Lord of Elturel) return to his castle to find he has been attacked by an unknown assassin. Lord Dhelt tells the party an amulet – the holy symbol of Helm – has been stolen and must be recovered at all costs. 'Go and get the t-leaf who pinched it', he orders (er, in a computer fantasy-game sort of way), and sends you off into the woods, never to return without the holy symbol of wotsit. 'Wither did the varlet wander?', the party wonder. 'Wander he north, or wander he south?'. As it turns out, it doesn't really matter where he wandered, because at the start of the game you can actually see the thieving cad in the distance. When you catch up with him, a massive scrap occurs, in which your two characters hack away at the villain like mad (while you click away frantically with your mouse like mad) until the thieving rotter cops it. Then you just nick all his stuff (including the holy amulet) and thus your destiny is fulfilled. But not quite. The party becomes engulfed in a mysterious foggy-type mist and is promptly whisked off *Wizard Of Oz*-style to God-knows-where. When the mist clears, you wake up in the land of Barovia (the setting for the game) and discover that all the things you nicked from the thief have disappeared, including the holy amulet you were sent off to get in the first place. A number of burning questions need to be answered: where's the

Ravenloft: Strah



(From Left) Rule number one of Mystic Quests: never bring your dad along! Sorry mate, I didn't know it was your pint. Hah! You missed butterwings! The fifth AGM of the 'Rights for Dead People' campaign.

amulet? Who pinched it? Where the bloody hell are we? etc. So begins your adventure in Barovia.

Here comes that game again

The first words to pop in to my head when I first saw this game were *Ultima Underworld*. This is mostly because you move around the same way in a similar 3D, multi-directional, scrolling environment. The main difference between *Ravenloft* and *Underworld* is, although they both offer you a first-perspective viewpoint of the playing area, in *Ravenloft* you control up to four characters, as supposed to one in *Underworld*. It has to be said that, while the scrolling in *Ravenloft* is nowhere near as smooth and realistic as that in *Underworld*, it's still infinitely preferable to the standard flick-screen scrolling used in most RPGs. In addition, there are numerous ways to move yourself around in the game. A mouse click on one of the directional arrows at the bottom of the screen will move you in the direction the arrow is pointing. You can also move by placing the cursor on the screen and holding down the left mouse button. Wherever you move the mouse, your party will follow. Free movement is selected by pressing the space bar. When you select this option, you simply move the mouse where you want to go and you're off, without having to click any buttons at all. This mode is a bit like the movement interface in the Midwinter games inasmuch as it's definitely an acquired taste. If you can get used to it, this is probably the best mode to use. Finally, step mode moves you 'one square at a time' and brings you right back to those dreaded flick-screen graphics, which kind of defeats the whole point of having a 3D multi-directional environment in the first place. It's obvious that SSI have gone out of their way to try and cater for all tastes as far as the movement options are concerned, and not without success. You're bound to find some way of getting around that you'll feel completely comfortable with. As for the game itself....

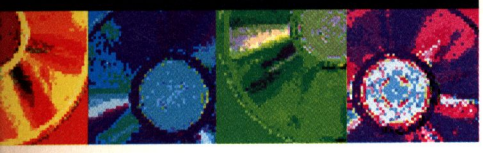
> 'You'll need to learn how to fight pretty quickly or you won't be going anywhere.'

The journey to Barovia

You start the game with two characters. You can either create these yourself on the character generation screen, or you can load up a quick start party and get straight into the game. The latter approach is useful for helping you get used to the interface and controls, or if you just want to have a quick look around without having to create your own characters first. Your first priority in the game is to make your way to the village of Barovia. On your way you'll meet worg wolves, goblins and bandits, so you'll need to learn how to fight pretty quickly or you won't be going anywhere. If you've got a mage or cleric in your party, you can pray for or memorise spells which can be readied before you get into a combat situation. The fights are a total bore if you don't have any magic users in your party. You just hack and slash away at the opposition until they're all dead. Magic users can cast 'attack' spells, which may not be very powerful to start with (they have to gain experience to learn more powerful spells), but are still far more exciting than just mindlessly waving a sword or dagger about and waiting for your enemies to die. On your way to the village you'll come across a merchant who is being held prisoner by a bunch of goblins with an attitude problem. If you manage to dispose of all the goblins and set him free, he will ☞

d's Possession

Ravenloft



(Above) If you go down to the woods today.... (Right) Swings and misses? Gropes and misses more like!

agree to join your party. This makes it easier to get to the village in one piece (three bods are better than two!), so it's worth fighting the seemingly endless stream of goblins you'll have to kill to get him. By the time you get to Barovia you should have honed your battle skills to a reasonable degree and become familiar with the spellcasting system, which is just as well. It is not a friendly place.

Ghost town

The village is big. There are lots of buildings in it and there's a huge mansion to explore. No better time, then, to familiarise yourself with the automap. The automap has two views. The external view shows the entire play area you've explored thus far. The inside view pops up when you're inside a building and shows the inside of any buildings you've explored in the immediate vicinity. You can also write on this map to mark locations of significance or to remind yourself where you came up against a puzzle you couldn't solve. Most of the buildings in the village are empty. Most of the stores have been closed down and there are people running around in the street, but you can't talk to any of them because they all seem to have gone completely mad. It's obvious that something evil and nasty has happened in the village. The only people in the vicinity who don't ignore you are the bandits who attack you constantly. These guys are particularly dangerous. Their weapons are poisoned and if they successfully attack one of your characters and you don't have a 'cure-poison' spell handy, it's curtains for the character in question. The best approach if you get cornered by this lot is to grit your teeth, muster up all the courage you possibly can, and bravely run away. There are two characters to meet in Barovia who send you off on sub-quests to liven up the plot. There's the ghost of a jeweller who will not rest until the rotters who killed him and his family have got their come-uppance. He sends you off to the cemetery to do bloody murder on an evil spirit. Inside the mansion you will meet the burgomaster who gives you an invitation to meet Strahd himself (the Lord of Barovia).

Portal problems

As soon as you accept the burgomaster's invitation, a carriage comes to take you off to Strahd's home, Castle Ravenloft. All the castle doors are guarded by mean-looking dudes except one, which takes you straight to Strahd. Strahd is a well shifty-looking character, who tries his best to appear friendly and polite but, frankly, doesn't fool anyone.

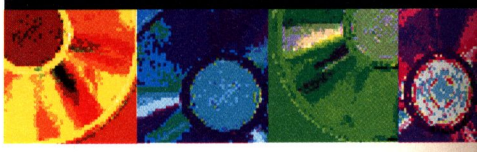
He explains that the entire land is surrounded by a deadly mist and that the only way out is through a portal in the caverns on the outskirts of Barovia. This is where your quest really begins. The game hints constantly (with very little subtlety) that Strahd may not be all he seems, but seeing as the only way out of Barovia is through this portal, you have no choice but to try and find it and hope you can get through it. You will meet many characters in and around Barovia who will want to join your party but only one of them will be able to identify the portal. You may think this is giving part of the game away but, to be honest, I can't see the point in going through tons of puzzles and killing zillions of baddies just to find you can't go through the portal because you can't see the bloody thing and don't know why.

'...as a standard RPG, Ravenloft more than holds its own with most of the competition.'

Anyway, the problems you will face along the way to the portal (if you can ever find it) are more than tricky enough, so you'll have plenty of opportunities to put your puzzle-solving skills to the test.

Overall

Taken as a standard RPG, *Ravenloft* more than holds its own with most of the competition. The graphics aren't stunning, but are still pretty good, the interface is intuitive and hassle free; the spell system is easy to get to grips with (when you find a spell scroll you simply pop it into your spell book and your magic users can learn it), and the plot's intriguing enough to grab your attention and give you a sense of purpose. It doesn't have the atmosphere or complexity of *Ultima Underworld*, or the masterful storytelling of the Ultima series, but it's good enough to keep the majority of RPG fans happy for a while, and is certainly the best SSI release to date. There's digitised speech for all non-player characters throughout (I thought they all sounded a bit OTT and melodramatic – you may not) and lots of animated link-up sequences to set the scene from one part of the game to another. If you've played the previous SSI games, you'll love this. If not, there's still a great game here for you to discover, but don't expect another Ultima experience. ZZ



78

SCORE

SSI have finally got 'real' and produced a playable and accessible RPG.

Minimum Memory: 4Mb

Minimum Processor: 386 33MHz

Hard Disk Space Required: 21Mb disk, 13Mb CD

Graphics Modes Supported: VGA

Soundcards Supported: Aria, Soundscape, GW32/SW32, Soundman Wave, SoundBlaster and compatibles, Wave Blaster, Sound Canvas (music only)

Controls Supported: Keyboard, mouse

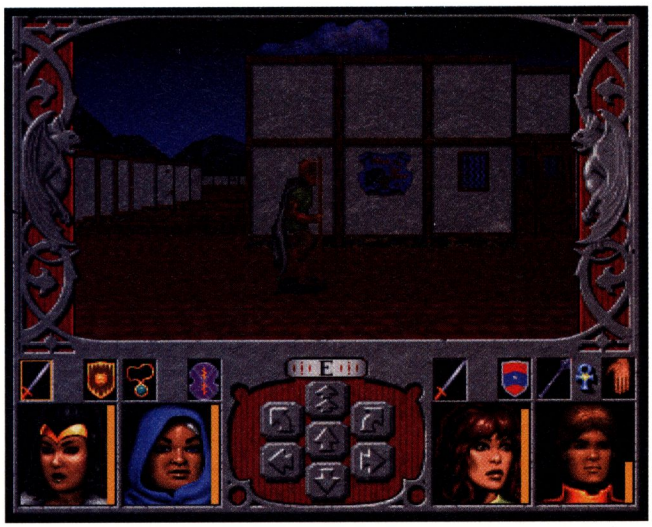
Comments: The CD version requires a continuous read CD-ROM drive with a 300 KB data transfer rate and 320 ms access time.

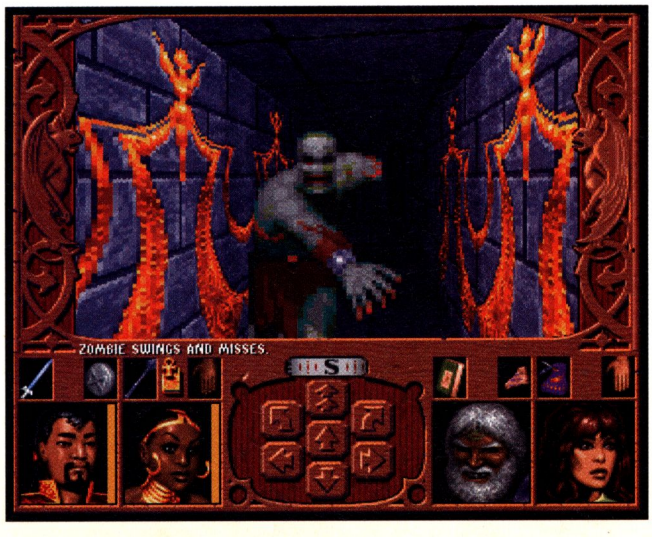
Price: £45.99 **Release Date:** Out now
Publisher: US Gold **Tel:** 021 625 3388

PROUDLY PRESENTING:

THE DISK VERSION

Yes, there's a disk version too, did you think there wouldn't be? We haven't come quite that far yet that we can do away with good old floppies (although we'll be pretty damn close by the end of the year). The big difference between the disk and CD versions is that the disk version doesn't have speech for all the characters (but it does have some for the intro). The speech on the CD copy adds a little more atmosphere but the delivery is definitely an acquired taste. In fact, I suspect die-hard SSI fans who are used to reading quadrillions of lines of text will probably feel more at home with the disk version. Basically, if you have a CD drive, get the CD version (at least that way you'll have a choice), if you haven't, don't worry, you're not missing very much.





(From top to bottom) The misguided clients of Dr Davey's dietary plan subtlety state their intention to bring a court action against him. Plate I from the I-Spy book of potential mugging victims. Armless fun!

IN PERSPECTIVE

Ultima Underworld still has no equals in the first-person perspective RPG arena. *Ravenloft* is up there rubbing shoulders with the big boys and *Ishar 2* is where it deserves to be: nowhere.

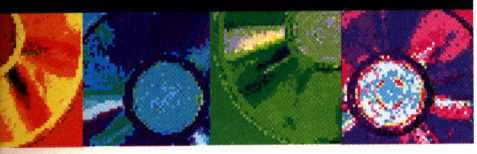
Ultima Underworld

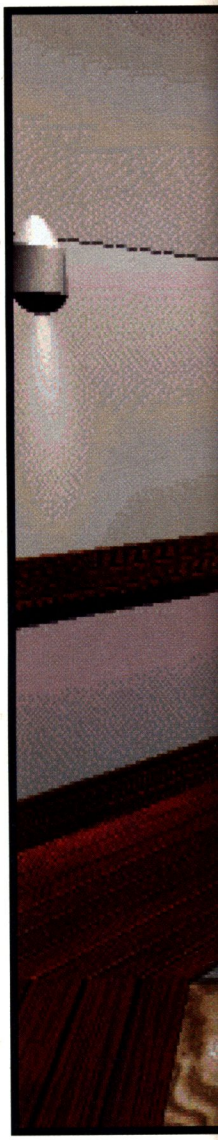
Beneath a Steel Sky

Lands Of Lore

Ravenloft

Ishar 2





Myst

Another classic Apple Mac adventure arrives on the PC. Chriss Anderson exploits *Myst* via the scenic route.

MYST is yet another CD game that has had rave reviews for the Apple Mac version and, consequently, been given a new lease of life on the PC. As CD adventures go, it's closer in style to what you would expect from a normal adventure game than most of the others. There's no hanging about watching endless video clips only to click the mouse a few times at the end of them. In *Myst*, interaction is the name of the game. Jolly good! So what about the rest of it? Well, it all begins when you stumble across a tatty old book.

The background

According to the intro, you have just found a book entitled *Myst*. As you flick through the pages, you read about a distant island world. Just as you lay your hand on the last page, your own world dissolves into blackness and you find yourself in the island world described in the book. With nothing else to do, off you go to explore the island. Er, that's about it for the plot really.

The game

You see the world of *Myst* from a first-person perspective viewpoint. Before you get all excited and start imagining super-smooth, *7th Guest* type, multi-directional scrolling, I think there's something we should get straight from the start. *Myst* uses the static flick screen scrolling more common in RPGs than the freedom of movement you would expect from your average adventure game. If you want to move somewhere, you click the mouse where you want to go and, just like magic, you are instantly transported to a completely new screen. You don't really feel as though you've moved at all. It's just like blinking and opening your eyes to discover you are somewhere totally different.

As you can imagine, this doesn't do much for the game in the way of realism. As for the game itself, you spend your whole time wandering around the island solving lots of puzzles and unravelling the plot (with the help of all the clues left lying about everywhere). There are numerous switches to be activated and lots of loose pages with helpful info to be read. You have to work out pretty quickly what all the clues mean and start making progress or you'll just get hopelessly stuck and, as a result, bored to tears. The main reason you'll get bored is because there isn't anyone to talk to. Zipping about trying to work out how what you do in one place affects what happens in another is all very well, but it would really help the flow of the game if you could converse and interact with other characters. You sometimes feel like giving the game a good kicking just to liven it up.

Books, books and more books

It says something about the game that the most interesting location in it is probably the library. Hidden maps and switches are all over the place. There are also several books to read – if you have the patience. When you click on one of the books in the bookcase it opens up for you to read. You will find several accounts of the island's history in these and much clue-gathering can be done here. There is also a secret passage to be discovered which leads you to the tower. One of the objects in the library can be manipulated to affect the position of the tower. You then find yourself running back and forth, trying different things out and checking out what effect they've had on the tower. This is typical of the trial and error puzzle solving in *Myst*. It's not particularly irritating, it's just downright, bloody boring.

The one thing I read about in the library that got me marginally excited was the existence of 'monkey' people and an ancient old man. I never found them, but that's only because I couldn't be bothered to play it for more than a few hours to find out where they were and how to get there. There are other things which threaten to capture your attention too.

There's a smart-looking black leather chair that looks as though it doubles up as a time machine and a passage that leads to a rather decrepit-looking space ship. I'm sure I got the clues to make both of these work but they wouldn't. It's probably something simple I would have worked out if I'd persevered, but in the end I just lost all interest and gave up.

Much ado about nothing

Much has been made of this game in its Apple Mac incarnation. Reviewers from Mac magazines went positively potty over it: 'The most fascinating new game I've seen.' raved one mag, 'Adventurers are in for a visual and aural treat.' piped up another. Well, I don't know what games these guys have been playing, but they can't have been much cop if they're foaming at the mouth about this one. Sure, it looks good. It looks great, even. And it has a reasonably good plot and clever puzzles. There's just no sensation of movement and the whole thing feels a bit bland and one dimensional. Looking back at the criticisms that were hurled at *7th Guest* when it first appeared (ie limited gameplay), it seems ironic that most of the games which have attempted to emulate it have turned out to be worse. *Myst* will probably keep your attention for about an hour or so, but once the novelty of the pretty graphics and atmospheric sound effects has worn off, you won't find much else in it to have you coming back for more. PZ

Minimum Memory: 4Mb

Minimum Processor: 386DX 33MHz

Hard Disk Space Required: 3Mb

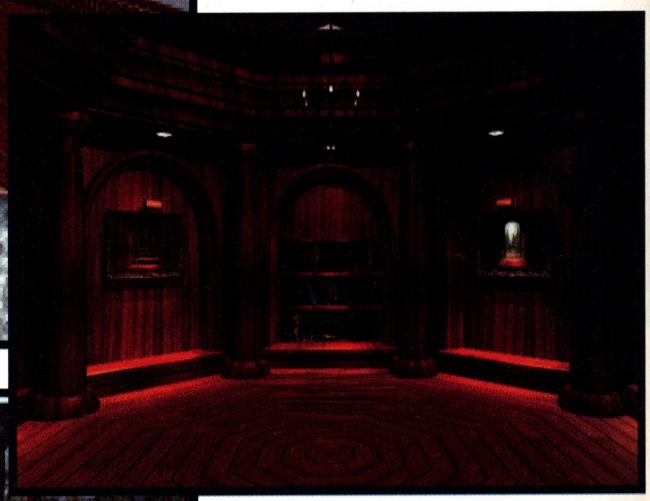
Graphics Modes Supported: SVGA 256 colours

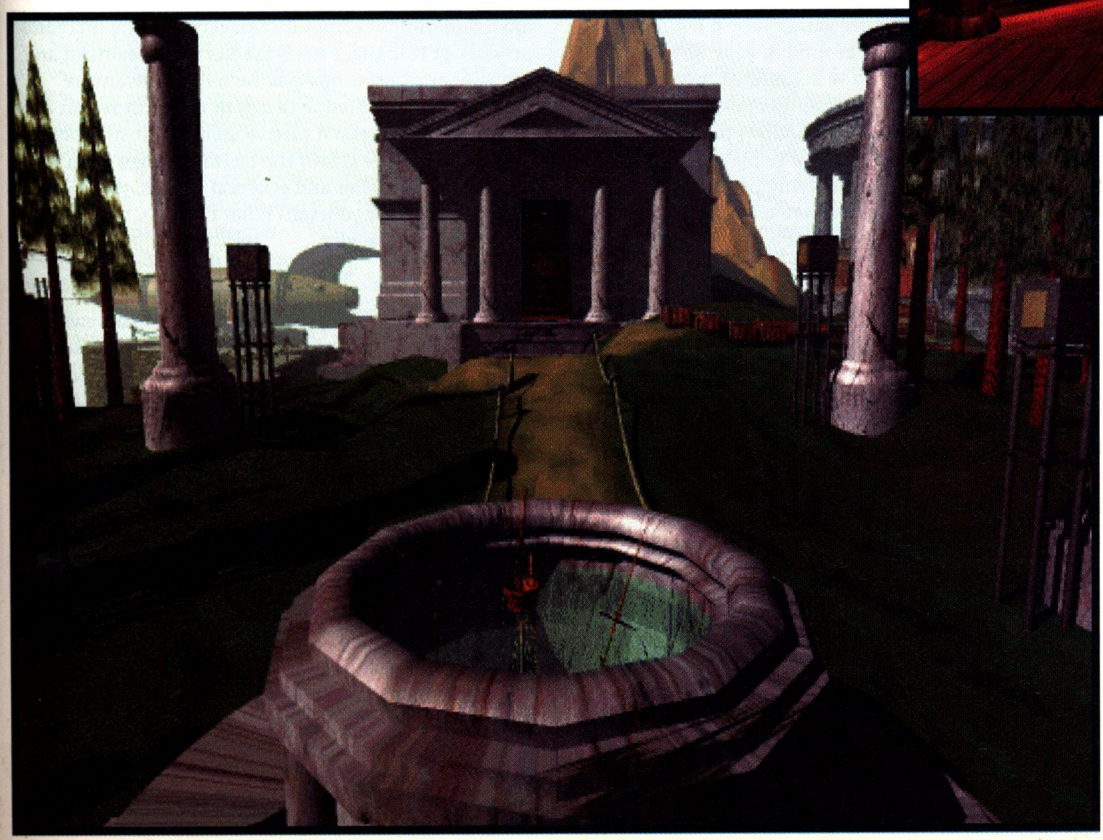
Soundcards Supported: Any MPC compliant sound card. (Sound Blaster, Ad-Lib, Roland, etc.)

Controls Supported: Mouse

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

Publisher: Electronic Arts **Tel:** 0753 549442





(Top left) I know there's a dentist lurking about in here somewhere. (Top) The forest. Looks big, doesn't it? It's not, actually. (Above) The library is full of hidden switches. And books. (Left) Beautiful scenery. Don't move or you'll miss it.

IN PERSPECTIVE

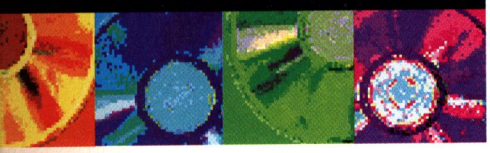
Labyrinth and *Myst* are both very one-dimensional and don't have the sophistication and freedom of movement of the other two.

7th Guest

Labyrinth Of Time

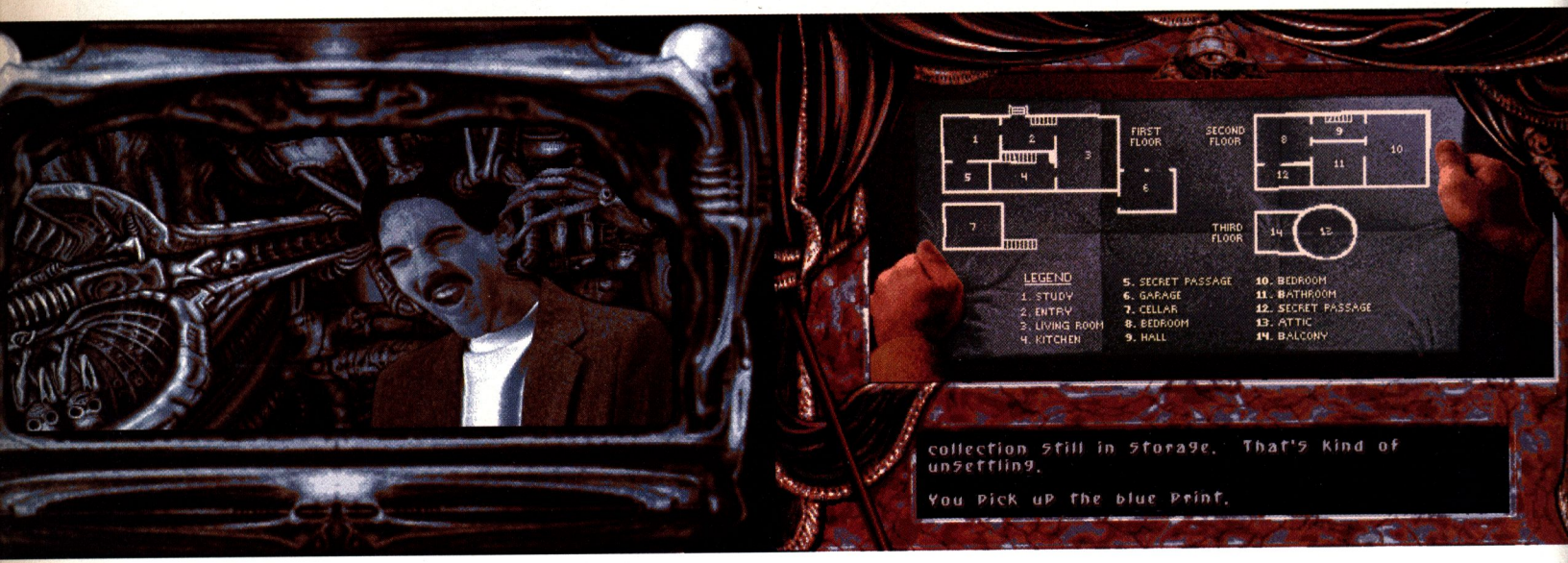
Lost In Time

Myst



Darkseed

PC ZONE CLASSIC



Chris Anderson still sleeps with the light on. We hoped that *Darkseed* would resurrect his very worst nightmares.

Necrophilia

H.R. Giger is a world renowned fantasy artist whose biomechanical style: a synthesis of human flesh and machine, has made him prominent on the international art scene. His *Necronomicon* art book caught the eye of film director Ridley Scott who was searching for the right look for a creature in one of his movies. That movie was *Alien*, and Giger's designs for the film earned him an Academy Award. All the designs and creatures for the Dark World part of *Darkseed* are taken from Giger's paintings. *Darkseed 2* is now in development and will feature original designs from Giger created specifically for the game. The sequel will be released early next year.

HAVE you ever noticed how good adventure games have a habit of sticking around in your head long after you've completed them? The really fascinating ones have the power to stir your emotions to the point where you can almost forget you're playing a computer game and, for a brief but satisfying period, you become totally engrossed in, and fascinated by another world. I haven't played *Darkseed* for about a year now, but I still remember it vividly. I still remember playing it for weeks on end with the lights dimmed and the sound turned right up and becoming totally lost in its dark, but beautiful worlds. I still remember gasping in disbelief at its incredible artwork. I still remember brushing everything else in my life aside just so I could get back to it and continue to live the fantasy to its conclusion. I feel a little strange sitting here in front of a computer screen, reminiscing about an adventure game I played a year ago as though it was a dangerous but satisfying affair – but that's exactly how *Darkseed* affected me.

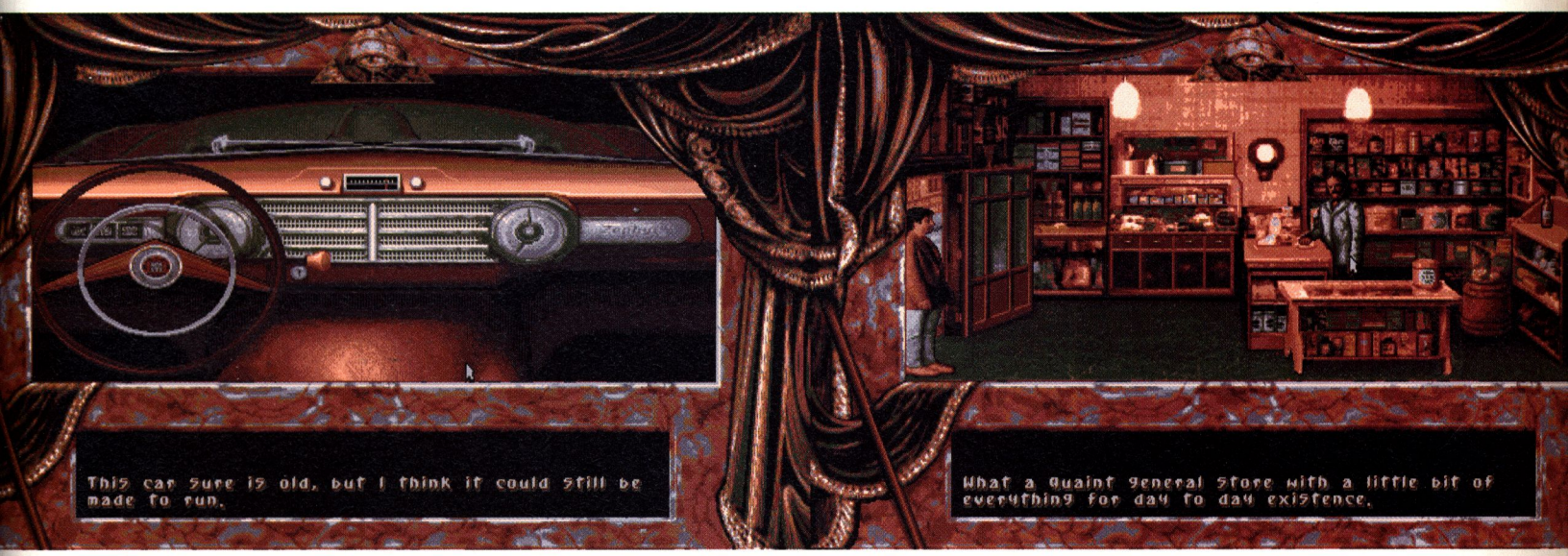
'I can't explain the feeling you get from exploring its sinister and ethereal depths'

Hello darkness my old friend

At the time of its release, *Darkseed* was unique in the world of adventure games for a number of reasons. Digitised characters, backgrounds and speech were only just beginning to appear in bits and pieces, in a few select games. *Darkseed* had the lot, but it wasn't just the digitised images that made it so visually stunning. The game designers used an impressive amalgamation of computer imagery and the incredible artwork of H.R. Giger to create the most beautiful and atmospheric backdrops ever seen in an adventure game. Even compared with any of the most recent and expensive games you'd care to mention, it still looks awesome. I can't explain the feeling you get from exploring its sinister and ethereal depths, you'll just have to play it for yourself. What I can do, though, is tell you about the plot.

Tense, nervous headache?

You take the part of Mike Dawson (one of the game's designers staking his claim to fame). Mike is chairman of an advertising agency but fancies himself as a bit of a writer. As we all know, writers need total peace and seclusion, so, naturally, he decides to buy himself a large Victorian-style house in California where he can hide himself away and create his masterpiece. At first, the house seems perfect. Dead big and dead quiet: a writer's dream. Then come the dreams. Dreams where Mike feels his head is being ripped apart by horrific, sadistic and, generally nasty, alien types. Mike starts to feel a bit under the weather (as you would) what with all this head-ripping stuff and consequently gets a stormer of a headache. That's where you come in. The first thing you've got to do is get rid of Mike's headaches so that you can concentrate on getting to the bottom of what's going on in his spooky, old house.



(Left to right) Prepare yourself for a truly mind-bending experience. This handy blueprint shows you the location of all the rooms in the house. What a car! Shame all the bits are missing. The local store where you can bury lots of things you don't need (very handy!).

Picking up the pieces

The game takes place in two distinctly different worlds. The Normal World (or real world, as it were) in which you explore Mike's house and neighbourhood, and the Dark World, in which you explore a decadent, ominous environment and meet all those guys who pop up in your worst nightmares. There are many puzzles to be solved in the normal world before you can discover the gateway to the Dark World. Much of the early part of the game is spent investigating Mike's house and talking to the locals in search of clues. When you finally manage to find the entrance to the Dark World, you spend your time zipping from one world to the other. Actions you perform in one world affect different objects and events in the other one. You will not win the game unless you can suss how all the puzzles are connected and piece them together. Even then, you'll probably have to go back to an early point in the game and start from there. This is because the time factor is very important in this game. Many things need to be done at the right time before they have any effect and some things have to be done in the right location. This makes *Darkseed* very difficult to master. Don't expect to pick this game up and complete it in a couple of days.

Perseverance pays

The time factor is confusing at times and sometimes people don't show up in the right place when they're supposed to but, ultimately, this makes the game more challenging and not annoying, as is sometimes the case with games that employ this tactic. The general rule is to persevere, but not to the point where you're driving yourself crazy with frustration. I got infuriatingly stuck several times in this game. You can get to points where you refuse to believe there can be any possible way to progress but, if you just leave it for a few hours and come back with a fresh mind, you'll usually spot something you didn't see before and find a way through. Whether or not you'll have the patience to stick at it despite getting stuck all the time depends, I suppose, on how much you like the game. *Countdown* is the only other adventure game I've played that had me flummoxed time after time but I got so deeply into the plot I refused to give up until I cracked it. At the end of the day, it's all a matter of taste, horses for courses and all that stuff.

Walkie-talkie nightmares

The enhancement for the CD version of *Darkseed* is full speech for the characters. This increases the atmosphere of the game throughout, although it is slightly annoying to see the original text running across the bottom of the screen in unison with the speech. This is a put-off initially, but after a while, you forget it's there, and if it comes down to a choice between the two versions, I'd opt for the talkie one. At the very least it will save you 11 megs of hard drive space. If you don't already own *Darkseed* and you have a CD-ROM drive, buy it now and lose yourself in a world you thought only existed in your worst nightmares.

SCORE

If you have a taste for the macabre, you'll never forget the *Darkseed* affair.

Minimum Memory: 640K

Minimum Processor: 286 16MHz

Hard Disk Space Required: 290K plus nominal amount for saves

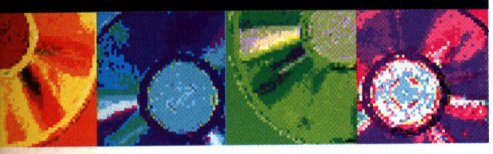
Graphics Modes Supported: VGA

Soundcards Supported: Ad-Lib, Sound Blaster

Controls: Keyboard, Mouse

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

Publisher: Cyberdreams **Tel:** 071 328 3267



Shadowcaster

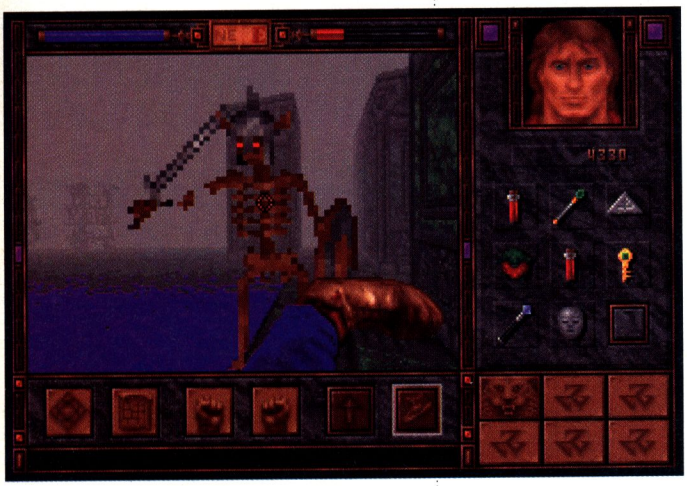
Chris Anderson finds that shape-shifting, even in a new and improved form, isn't all it's cracked up to be.

SHADOWCASTER is the latest RPG to emerge from the Origin stable and tells the unlikely tale of a modern dude who is transported back to medieval times to defend his homeland. Apparently, the said dude used to be a medieval shape-shifting bod, but a bloody great war started and he was magically (of course) transported to America in 1994. Then came evil rotter Malkor who killed off all his shape-shifting mates and the 'dude' was promptly magically transported straight back to sort it all out.

You are that dude. It's up to you to sort this Malkor bloke out and kill all his evil minions. Apart from all that rubbish, *Shadowcaster* is a sort of multi-purpose *Doom*/*Ultima* type RPG which attempts to be all things to all people with varying degrees of success.

The good bits

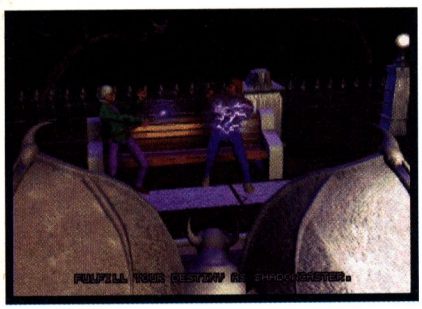
The graphics are excellent. All the locations in the game are beautifully texture-mapped and a joy to wander around in. The scrolling is smooth on 486DX and you can reduce the size of the screen to speed things up if you have a slower PC. The only other notably good feature is the ability to morph (change shape) into another form. You can turn yourself into different creatures (cat, pixie, dragon etc.) if you want to see the game from a new perspective and gain new abilities (or even if you just want to look cool and smart). The morphing feature is a neat idea and adds a new dimension to the RPG concept.



The bad bits

There is no character interaction or plot development. One of the great things about *Ultima Underworld* is the way the plot is developed by speaking to different characters throughout the game. In *Shadowcaster* you don't speak to anybody, you just beat them up. In fact, apart from picking up a couple of wands and keys, all you do for the entire game is go around beating millions of things up. This is okay for a while (about half an hour – maybe longer if you're in a 'beating-up' mood) but after that it becomes tedious and annoying. Without any shred of a storyline or any 'sub-quests' to keep your attention, the game is way too linear despite the exceptional graphics.

'In Shadowcaster you don't speak to anybody, you just beat them up.'

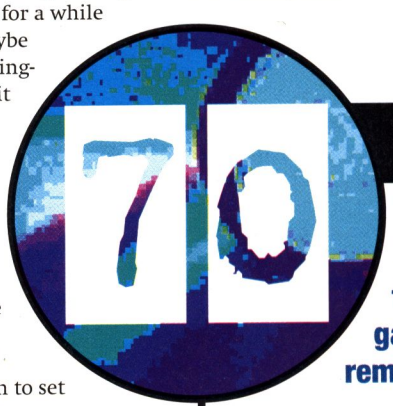


(Top) Blimey! It's not my fault he hasn't had a bite to eat for two centuries. (Above) The all-new, all-singing, all-dancing, all-introducing, er, intro.

The New Bits

The CD version of *Shadowcaster* is considerably more enhanced than your average disk conversion, and Electronic Arts have even taken £5.00 off the price! There's an excellent, all-new animated introduction to set the scene, complete with digitised speech for old shape-changer and his grandad.

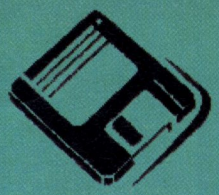
There are new animated link-in scenes between levels. The music's better and there are two completely new levels to explore. This would all be very exciting and enticing if it wasn't for the unfortunate fact that the gameplay hasn't changed. If all you really want to do is hack and slash your way through pretty scenery then you might want to take a look at *Shadowcaster*. On the other hand, if you want something that presents a reasonable challenge (or even spins a decent yarn), forget it, there are much better examples of the genre around. Z



Considerable enhancements for CD but the gameplay remains the same.

Minimum Memory: 4Mb
Minimum Processor: 386 33MHz
Hard Disk Space Required: 4.5Mb
Graphics Modes Supported: VGA
Soundcards Supported: Interface, General Midi and 100% compatibles
Controls Supported: Mouse
Price: £39.99 **Release Date:** Out now
Publisher: Electronic Arts **Tel:** 0753 549442

WAITED A LONG TIME? CHARGED ON YOUR CREDIT CARD AND STILL NO SOFTWARE?
THESE PROBLEMS DO NOT HAPPEN AT RUBYSOFT.
WE HAVE NEVER IN THREE YEARS DEBITED A CREDIT CARD AND NOT SUPPLIED THE GOODS.



RUBYSOFT (UK) LTD

☎ 071 381 8998 071 610 1703

PC CHARTBUSTERS ALL 3.5" DISK

A TRAIN	16.99
A320	33.99
A320 AIRBUS APPROACH TRAINER *	33.99
ACES OVER EUROPE	32.99
ACES OF PACIFIC + ADD ON WW2 1946	32.99
AIR COMBAT CLASSICS GREAT COMP	33.99
ALIEN BREED	23.99
ALONE IN THE DARK	19.99
ALONE IN THE DARK & JACK	32.99
ALONE IN THE DARK 2	32.99
AMBERMOON *	29.99
ARMOURED FIST *	TBA
AWARD WINNERS 2	27.99
B17 & DOGFIGHT - ITS A GIFT!	35.99
BATTLE ISLE 2 *21/4*	24.99
BEAUTY AND THE BEAST	23.99
BENEATH A STEEL SKY	29.99
BETRAYAL AT KRONDOR	32.99
BLADE OF DESTINY	32.99
BLOODNET *	32.99
BLUE FORCE	29.99
BODY BLOWS	23.99
BRUTAL SPORTS FOOTBALL	23.99
CAMPAIGN 2	29.99
CHAMPIONSHIP MANAGER 93	23.99
CHAMPIONSHIP MANAGER 94 DATA DISK	8.99
CHAMPIONSHIP MAN PLUS 94 DATA WINDOWS	23.99
CANNON FODDER GREAT GAME BIT HIT ON AMIGA!*	28.99
CARRIERS AT WAR 2	32.99
CIVILISATION	29.99
CIVILISATION WINDOWS VER	32.99
COHORT 2 *	27.99
COMBAT CLASSICS 2 COMP	27.99
COMMANCHE MAX OVER KILL	33.99
COMMANCHE MISSION DISK	19.99
CONSPIRACY *	26.99
CRUSADERS DARK SAVANT	33.99
CYBERRACE	32.99
CYBERWORLDS	27.99
DAEMONSGATE *	24.99
DARKMERE *	27.99
DARK LEGIONS *	TBA
DAY OF THE TENTACLE	31.99
DELTA V * IT'S A STATE OF MIND!	29.99
DETROIT *12/4*	29.99
DOOM (NOT SHAREWARE VER, BETTER, LARGER!)*	TBA
DREAM TEAM COMP	23.99
DUNE 2	28.99
DUNGEON HACK	29.99
ELDER SCROLLS THE ARENA	33.99
ERIC THE UNREADY	27.99
EURO CHAMPIONS *	23.99
EXCELLENT GAMES COMP	29.99
EVASIVE ACTION	27.99
F1	23.99
F14 FLEET DEFENDER	32.99
F1117A NIGHTHAWK	29.99
FALCON 3 & F15-3 - IT'S A GIFT!	35.99
FANTASY EMPIRE	28.99
FATAL STROKES *	27.99
FATTYBEAR	27.99
FIELDS OF GLORY	32.99
FIRE & ICE *	25.99
FLASHBACK	29.99
FLIGHT SIM TOOL KIT (DOMARK)	35.99
FLIGHT SIM 5	36.99
FLIGHT SIM 5 PLUS MSDOS - 6.2	56.99
FLIGHT SIM 5 "SAN FRANCISCO" SCENERY	34.99
FLIGHT SIM 5 "WASHINGTON"	34.99
FLIGHT SIM 5 "NEW YORK" SCENERY	19.99
FLIGHT SIM 5 "PARIS" SCENERY	19.99
FRONTIER ELITE 2	29.99
FURY OF THE FURRIES	27.99
GABRIEL KNIGHT (SINS OF THE FATHERS)	29.99
GARDENERS WORLD 3D DESIGNER	17.99
GENESIA	27.99
GLOBAL DOMINATION	29.99
GNOME ALONE *	23.99
GOAL	23.99
GOBLIINS 3	29.99
GRAN PRIX FORMULA ONE	32.99
GRAND PRIX UNLIMITED (ACCOLADE)	15.99
GREAT NAVAL BATTLES	29.99
GUNSHIP 2000	29.99
GUNSHIP 2000 MISSION DISK	18.99
HANNA BARBERA ANIMATION	35.99
HAND OF FATE KYRANDIA 2	28.99
HARRIER & TASKFORCE 1942 - IT'S A GIFT!	35.99
HEIRS TO THE THRONE	32.99
HIRED GUNS	32.99
HISTORY LINE 1914-1918	29.99
IN EXTREMIS	29.99
INCA 2	35.99
INCREDIBLE MACHINE EVEN MORE! NOT ADD ON	29.99
INDIANA JONES FAT OF ATLANTIS ADV	29.45
INDIANA JONES LAST CRUSADE ADV	14.99
INDY CAR RACING	32.99
INNOCENT - NEW PRICE!!	18.99
JURRASIC PARK	27.99
KINGS QUEST 6	32.99
KINGMAKER	29.99
KINGS TABLE + RAGNAROK	24.99
LANDS OF LORE	28.99
LEGEND OF MYRA	23.99
LEISURE SUIT LARRY 5	29.99
LEISURE SUIT LARRY 6	29.99
LEMMINGS SPECIAL DOUBLE PACK	29.99
LEMMINGS 2	29.99
LINK PRO 386 2-SVGA	33.99
LINKS DATA DISKS (CHECK COURSE)	PHONE
LITIL DEVIL	29.99
LOST TREASURES OF INFOCOM ALL TEXT	22.99
LOTUS ULTIMATE CHALLENGE	27.99
MANCHESTER UNIT PREM *2/4*	27.99
MASTER OF ORION *	32.99
MICROMACHINES *	24.99
MONKEY ISLAND 1	14.99
MONKEY ISLAND 2	28.99
MORTAL KOMBAT	23.99
NFL FOOTBALL MICROPROSE	29.99
NOMAD	24.99
OSCAR *	23.99
OUTPOST *	TBA
PATRICIAN	27.99
PERFECT GEN TRILOGY VOLS 1 2 & 3	32.99
PINBALL DREAMS	29.99
PINBALL WINDOWS	27.99
PINBALL FANTASIES	29.99
POLICE QUEST 3	29.99
POLICE QUEST 4 OPEN SEASON	29.99
PREMIER MANAGER	23.99
PREMIER MANAGER 2	27.99
PRINCE OF PERSIA 2	29.99
PRIVATEER	35.99
PRIVATEER RIGHTEOUS FIRE	17.99
PRIVATEER SPEECH DISK	17.50
QUATERPOLE (HORSERACING SIM)	24.99
QUEST FOR GLORY IV SHADOW OF DARKNESS	29.99
RAGNAROK	29.99
RAIL ROAD TYCOON DELUXE	29.99
RED CRYSTAL	32.99
RETURN TO ZORK	33.99
REUNION *	32.99
RINGWORLD	29.99
RISE OF THE ROBOTS *	TBA
RYDER CUP	23.99
SABRE TEAM *	27.99
SAM AND MAX	31.99
SCRABBLE (NEW VERSION)	25.99
SEA WOLF	32.99
SEAL TEAM	32.99
SENSIBLE SOCCER GREAT FOOTY GAME!!	26.99
SETTLERS *	29.99
SEVEN CITIES OF GOLD	29.99
SHADOW OF THE COMET	32.99
SIM CITY/LEMMINGS	23.99
SIM CITY 2000 (CD ROM VER NOT OUT TILL WINTER) 94	29.99
SIM LIFE	29.99
SIM LIFE WINDOWS	29.99
SIMON THE SORCERER	29.99
SINK OR SWIM	23.99
SPACE HULK	32.99
SPACE QUEST 5	32.99
STAR TREK 25th ANNI	27.99
STAR TREK JUDGEMENT RITES COLLECTORS PACK/VIDEO	32.99
STARLORD	32.99
STREETFIGHTER 2	23.99
STRIKE COMMANDER 386	35.99
STRIKE COMMANDER (SPEECH PACK)	17.50
STRIKE COMMANDER TATICAL OPERTIONS	17.99
STRIKE FLEET	11.99
STRIKE SQUAD	29.99
SUB WARS 2050	32.99
SYNDICATE SOUNDBLASTER BOARDS ONLY!!	32.99
SYNDICATE DATA DISK	17.99
TFX	32.99
TERMINATOR RAMPAGE	27.99
TETRIS/7 COLOURS	18.99
THE BLUES AND GREYS	29.99
THEME PARK *ORDER THIS ONE BEFORE THE RUSH!!*	TBA
TORNADO + OPERATION DESERT STORM	32. 99
TORNADO OPERATION DESERT STORM	18.99
UFO ENEMY UNKNOWN	32.99
ULTIMA UNDERWORLD II	29.99
ULTIMA 8	35.99
ULTIMA 8 SAP	17.99
UNNATURAL SELECTION	24.99
UNNECESSARY ROUGHNESS	29.99
V FOR VICTORY 3	32.99
V FOR VICTORY 4	29.99
WINTER OLYMPICS	29.99
WIZARD *	29.99
WIZKID	24.99
X WING	33.99
X WING IMPERIAL PURSUIT DATA DISK	17.99
X WING DATA "B WING"	17.99
ZOOL	27.99

REMEMBER UNLIKE MOST OTHERS OUR PRICES INCLUDE V.A.T

CD ROM

ATP USA	69.99
7th GUEST	35.99
7th GUEST PLUS DUNE	38.99
AKIRA *	28.99
ALONE IN THE DARK & JACK	21.99
ART GALLERY NATIONAL (MICROSOFT)	49.99
B17/SILENT SERVICE	34.99
BATTLECHESS	34.99
BATTLE ISLE 2	37.99
BEAUTY AND THE BEST	36.99
BEETHOVENS 5TH (MICROSOFT)	49.99
BEETHOVENS 9TH (MICROSOFT)	49.99
BLUE FORCE	34.99
BLOODNET	36.99
CARMEN USA DELUXE VER OF ORIG	43.99
CHESSMASTER MPC PRO	37.99
CINEMANIA WIN 1992	40.99
COMANCHE MAX OVER KILL	37.99
CONSPIRACY	35.99
CRITICAL PATH WIN	37.99
DAGGER AMON RA	34.99
DARK SUN	35.99
DAY OF THE TENTICLE	35.99
DISCOVERIES OF THE DEEP	31.99
DINOSAURS (MICROSOFT)	49.99
DUNE	37.99
ELITE 2 (FRONTIER)	31.99
ENCARTA (1994)	85.99
ERIC THE UNREADY	31.99
F117A/F15 2	33.99
F15 3	34.99
FLIGHT SIM TOOL KIT (DOMARK)	37.99
GABRIEL KNIGHT	34.99
GATEWAY 2 HOMEWORLD	31.99
GOBLINS 3	37.99
INCA 2	40.99
IRON HELIX WIN	31.99
HUMANS 1&2	31.99
JFK	37.99
JURASSIC PARK	31.99
JOURNEYMAN	31.99
KINGS QUEST 5	34.99
LANDS OF LORE	34.99
LOST IN TIME	34.99
LOVERS GUIDE	31.99
MAD DOG MCCREE	36.99
MEGARACE	31.99
MICROCOSM	39.99
MICROSOFT GOLF	37.99
MUSICAL INST (MICROSOFT)	49.99
MYST WINDOWS	37.99
NFL FOOTBALL	31.99
NOMAD	26.99
OCEANS BELOW	31.99
PROTOSTAR	31.99
RINGWORLD	31.99
REBEL ASSAULT	39.99
RETURN TO ZORK	37.99
SAM AND MAX*	37.99
SECRET OF MONKEY ISLAND	35.99
SHADOWCASTER	34.99
SHERLOCK HOLMES 1	32.99
SHERLOCK HOLMES 3	37.99
SIM CITY 2000*	TBA
STAR TREK 25TH ANNIVERSARY IMPORT FEW ONLY!!	69.99
STRAVINSKYS RITES OF SPRING (MICROSOFT)	49.99
STRIKE COMMANDER	37.99
SUPER VGA HARRIER	37.99
TFX	37.99
THE ANIMALS (SAN DIEGO ZOO)	37.99
TONY LA RUSSA 2*	35.99
TORNADO WITH DESERT	35.99
ULTIMA UNDERWORLD 1 & 2	37.99
ULTIMA 7 COMPLETE	39.99
ULTIMA 8	44.99
WALKTHROUGHS AND FLYBYS OVER 500Mb ANIMATION & PRESENTATIONS IMPORT FEW ONLY	32.99
WHALES AND DOLPHINS	37.99
WILD PLACES	33.99
WING COMMANDER DELUXE	37.99
WINTER OLYMPICS	33.99
WOLFPACK	26.99
WORLD ATLAS 4 WIN	37.99
WORLD ATLAS 4 MPC	42.99

JOYSTICKS/PERIPHERALS

G FORCE YOKE NICE ONE! RRP 64.99	49.99
GRAVIS ANALOGUE BLACK	32.99
GRAVIS IBM PAD PC200	21.99
MACH 1 PLUS C&H	21.95
MACH 2 C&H	24.99
MACH 3 C&H	31.99
MERLIN ANALOGUE	14.99
SUPER WARRIOR 5 QS201	15.99
QUICKSHOT KIT QS187E+ CARD	30.99
FX2000 ANALOGUE SUNCOM	20.99
SPEEDKING ANALOGUE	16.99
SPEEDKING DIGITAL	12.99
PC PACK + JOYSTICK CARD	22.50
DEXTRA POINT MOUSE 3 BUTTONS WINS	13.99
MOUSE QS 159	31.99
PRO SONIC 16 BIT SOUNDBOARD.CD INT	117.99
SOUNDBLASTER V2 8 BIT MONO	60.44
SOUNDBLASTER PRO 8 BIT STEREO VALUE EDI	79.99
SOUNDBLASTER PRO 16 BIT VALUE EDI	96.99
SOUNDBLASTER PRO 16 MULTI CD	134.99
SOUNDBLASTER PRO 16 MULTI CD +ASP	167.99
HEAD CLEANER 3½	3.99
ZYDEK STEREO SPEAKERS 8 WATT RMS	32.99
TECHNOPLUS SPEAKERS (POWER S. 1 OR 2)	14.99
PC J/STICK SPLITTER FOR USE ON LATEST SB/PRO	12.99
MIDI LEAD 2 METER	3.99

PLEASE NOTE : ALL JOYSTICKS £1.50 SOUNDCARDS & SPEAKERS £3.00 P&H

SERIOUS

AUTOROUTE EXPRESS DOS	74.99
AUTOROUTE EXPRESS WINDOWS	102.99
AUTOROUTE EXPRESS AMERICA	74.99
AUTOROUTE EXPRESS EUROPEAN	74.99
AUTOSKETCH DOS	99.99
AUTOSKETCH WINDOWS	149.99
BORLAND PARADOX WINDOWS	129.99
CALENDAR CREATOR WINDOWS	31.99
LOTUS 123 WINDOWS	299.99
LOTUS 123 V3.4	427.99
MICROSOFT PUBLISHER V2 GREAT PRODUCT!	99.99
MICROSOFT DOS 6.2	57.99
MICROSOFT DOS 6.2 PLUS FLIGHT SIM 5	56.99
MICROSOFT WINDOWS V3.1 UPGRADE	49.99
MICROSOFT WORKS WINDOWS V3	129.99
QUATTRO PRO WIN/DOS -RRP £352.44! LATEST VER.	48.69
SAGE STERLING +2 BOOKKEEPER	123.99
SAGE STERLING +2 ACCOUNTANT	365.99
WORDPERFECT 6 WINDOWS	287.99
WORDPERFECT 6 DOS	287.99
WORDSTAR 7	302.99
SAGE STERLING +2 ACCOUNTANT PLUS	377.99
SAGE STERLING +2 FINANCIAL CONTROLLER	470.99

ALL PRICES INCLUDE V.A.T.

*** PLEASE NOTE: SOME TITLES MAY NOT BE RELEASED AT PRESS DATE BUT WILL BE DESPATCHED WITHIN 24 HOURS OF RELEASE SUBJECT TO AVAILABILITY. PLEASE PHONE TO CHECK. PLEASE TELEPHONE FOR ANY TITLES NOT SHOWN AS WE CANNOT SHOW ALL TITLES AVAILABLE, ALL TITLES CAN BE PUT ON BACK ORDER. REMEMBER WE HAVE NEVER DEBITED A CREDIT CARD YET FOR GOODS NOT SENT!!**

ALL PRICES INCLUDE VAT

*** NEXT DAY GUARANTEED DELIVERY AVAILABLE ONLY £5.00 + 1st CLASS POSTAGE AT COST.**

PANASONIC 562B MULTIMEDIA PACK DEALS

PACK 1

562B CDROM DRIVE, SOUNDBLASTER PRO 8 BIT STEREO CARD AND SET OF TECHNOPLUS SPEAKERS
RRP £363.99
OUR PRICE £279.99
SAVE £84.99

PACK 2

562B CDROM DRIVE, SOUNDBLASTER PRO 16 BIT VALUE CARD AND SET OF TECHNOPLUS SPEAKERS
RRP £387.99
OUR PRICE £296.99
SAVE £90.99

PACK 3

THIS IS THE PACK WE WOULD RECOMMEND
562B CDROM DRIVE, MULTI CD PRO 16 CARD AND SET OF TECHNOPLUS SPEAKERS
RRP £446.18
OUR PRICE £334.99
SAVE £111.19

PACK 4

PANOSONIC 562B CDROM DRIVE TWIN SPEED, PHOTO CD, AUTOMATIC BUILT-IN LENS CLEANING MECHANISM. ALL CABLES
RRP £249.99
OUR PRICE ONLY £169.99

POSTAGE AND PACKING ON 562B AND PACKS £5.00

STOP PRESS · STOP PRESS ·

X-WING & COMMANCHE MAXIMUM OVERKILL
RETAIL PRICE £97.98
OUR PRICE FOR BOTH £34.99
INDIVIDUALLY BOXED.
FIRST COME FIRST SERVED.

RUBYSOFT (UK) LTD (Dept PCP05)
96 Lillie Road, London
SW6 7SR, England
Tel: 071 381 8998 or 071 610 1703
Fax: 071 610 1703

Please visit our shop. Please note that some shop prices will differ. Budget & Educational software also available.

CREDIT CARDS DEBITED ONLY ON DAY OF DESPATCH
Tel: 071 381 8998 or 071 610 1703
Fax: 071 610 1703

Please charge my Access/Visa No:..... **Valid from:.....Expiry Date:.....**

ORDER FORM

Please supply me with the following for Computer.....

Titles	Price
P&P	
Total	

Date .....

Name .....

Address.....

.....

.....

.....Postcode .....

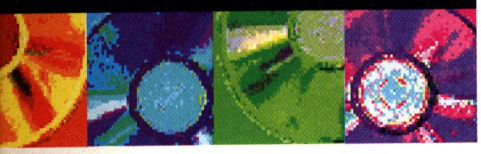
Tel.....

Business Hours
10am - 5pm
Monday to Saturday
After hours + Sundays
Ansaphone order hotline:
071 381 8998

Please make cheques & PO payable to Rubysoft (UK) Ltd
Credit card orders cashed only on despatch.
(Please note we do not make any charge for credit card orders) Please add £1.00 P&P per item. All joysticks £1.50 P&P each, £3.75 per item for all Europe, and all other countries £4.75 per item. BFPO please add £1.50 per item. All prices subject to change or manufacturers price reviews without notice. E & OE. Please not mail order companies may take up to 28 days to deliver goods from receipt of orders.
However, most are despatched within 2 days
Please allow for cheque clearance

EXPORT ORDERS WELCOME

PCZ June

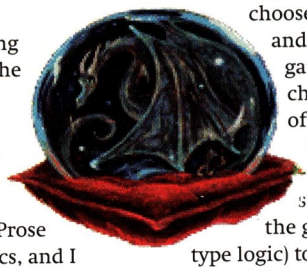


Dragonsphere

Once upon a time there was a wicked, craggy old reviewer named Andy Clerkson. He was always huffing and puffing and blowing down Dungeons and Dragons games, until one day...

AT THE risk of sounding flighty; if computer graphics are the artistic media of the late 20th Century, MicroProse is Monet. Not because it is French (which it certainly isn't) and starts with the letter 'M', but because, over the last year, it has been painting its broad games canvas with Impressionist flair. It all started with the graphically gorgeous *Phantom Of The Opera*: a fun but money-wastingly simple game which MicroProse marketed as an 'atmospheric' beginners' adventure, relying more heavily on 'look' and 'feel' than on gameplay. At first sight, *Dragonsphere* for CD-ROM has moved beyond even this with its sumptuous packaging, including disc and manual in a hard-backed, children's bedtime book. The graphics surpass even Phantom's high standards – all pastel colours, rich in texture – and the animation is luxuriously smooth.

MicroProse calls its new generation of puzzle-solving romps AGAs (Animated Graphic Adventures), which the company informs us have been compared to interactive movies, TV shows and books, although they like to avoid this type of comparison. Good thing too. All game producers should currently avoid this, as the real interactive movie (non-linear, full motion video of real actors) is an awfully long way off. MicroProse does, however, call its animation style Cinemagraphics, and I can't complain at that. *Dragonsphere* portrays some of the smoothest sprite movement I've ever seen on a PC game. All sprites are scaled, which looks impressive when your sprite walks across the great expanse of desert going from 'jolly big fella' to 'indistinguishable blot on the horizon'. All non-interactive sequences are beautifully fluid, feature-length and cartoon-like (try jumping down the well to see what I mean).



Give the Orcs a chance

Despite the D&D type title, *Dragonsphere* is not all about slaying Orcs and casting runes. More akin to a child's novella, *Dragonsphere* places you in a magical kingdom filled with fairy (spelt FAERIE; in that quaint 'Olde English' way) kings, mystical sprites, giant toads, *Prince Of Persia-esque* turbaned Shamen and, naturally, dragons. There's a bit of attacking and carving up to be done but this is purely your 12 certificate rating game: no bad language, no unnecessary violence and only a pinch of being patronising to women. Combined with the lush graphics and gorgeous pastel colours, this does make it feel a bit 'girly' – see I can patronise women too. No, that's not really what I mean: it's almost, oh I don't know, too 'nice'. You play the mighty – although newly-elected and not yet proven – Callash, King of Gran Callahach. Callash is a thoughtful soul; unswervingly diplomatic, kind to his citizens, potty about his beautiful wife and deferential to his overbearing mum. An all-round nice guy. Everything is going swimmingly in the kingdom until one day Callash wakes up with a big problem. Sinister Sanwe, a dimension-surfing sorcerer, all-powerful and all evil intent, has been imprisoned in his run-down castle ever since Callash's dad and his best wizard mate put a spell on him 20 years ago. This spell is linked to a 'Dragonsphere' (believe it or not, a sphere with a lil' old dragon in it). If the sphere breaks, Sanwe is free – and it's started to develop a big crack. Sadly, Sanwe hasn't mellowed at all over all these years and has sworn vengeance on Callash. Your task is to get on over to his place and slice him up before he gets a chance to break out. That's the basic plot. Starting off in your own bed you have to get up, have a wash and get going on the quest for Sanwe, which leads you to all sorts of strange and quirky lands gathering stuff you will need to confront him.

'Dragonsphere portrays some of the smoothest sprite movement I've ever seen on a PC game.'

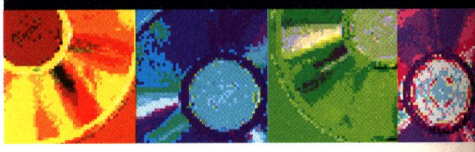
On the face of it

As with most interfaces these days, this is made-for-mouse territory – although you can use the keyboard it's not advisable if you want to keep a healthy head of hair. The bottom of the screen supplies all necessary verbs – push, pull, talk, give etc. Choose one and then choose a noun on screen to do it to. It's all very intuitive and simple to get around. For that matter, so is the actual gameplay. There are two modes of play: novice and challenging, but there doesn't seem to be a great deal of difference between the two. The problems aren't too strenuous, ranging from the type of stuff you get in those soft-backed puzzle books you find at train stations ('if there are four brothers and two sisters, and the girls wear green skirts, which boy wears a red dress?' type logic) to guess-work and probability games. The secret to most of the puzzles is in the conversations you have with others, so be sure to pay attention to everything they say.

And say they do. To accompany the state-of-the-art animations, the CD-ROM only version of *Dragonsphere* has extensive digitised speech. Your voice as the King is understandably Brian Blessed-like; other voices range from a child's high pitched squeak for the annoying little prancing fairies to the Darth Vader dulcet tones of the Soptus Ecliptus race. This can become hilarious when the characters wish to speak in a totally different language, but it's essential atmosphere-inducing fare. The digitised speech combines with innovative music to encapsulate the mood of each part of the kingdom along with solid, if uninspired, sound effects.

After all that glowing praise for sound and visuals, you must be thinking 'what's the damage?'. Well, all the speech and super scrolling makes for much fiddling about with your Config and Autoexec files unless you have a terabyte of RAM or just don't do anything else but play games. You need 575,000 bytes of free conventional memory to get up and running with the whole shebang intact (decent graphics, sound and speech). This can be a tall order, especially as the manual also suggests you have a memory cache installed to speed things up while playing, and EMS is essential. Still, *Dragonsphere* is worth the tweaking and there is no point buying the game on CD unless you are going to bring the delights of the programmer's voice-over talents to your home.

Dragonsphere



(Top) Ah-ha, Lewis Carrol at the post-chrysalis stage. (Above) One day all this could be yours... (Top-left) Last minute advice from your mom! (Middle left) The Dragonsphere itself. (Bottom left) Hob-nobbing with the locals.

SCORE

A beautiful adventure game that won't tax your brain too heavily

Minimum Memory: 2Mb

Minimum Processor: 386SX 25MHz

Hard Disk Space Required: 1.7Mb

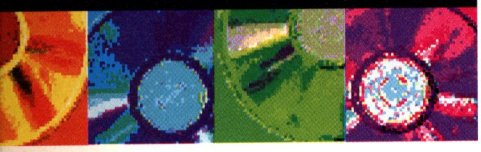
Graphics Modes Supported: VGA, (SVGA)

Soundcards Supported: Sound Blaster, Sound Blaster Pro, AdLib, AdLib Gold, COVOX Sound Master, Pro Audio Spectrum, Roland MT-32, Roland LAPC-1/CM-32L

Controls: Mouse (recommended), Keyboard

Price: £39.99 **Release Date:** Out now

Publisher: MicroProse **Tel:** 0454 326532



Spaceship Warlock

Chris Anderson boldly goes where many other CD adventures have gone before and discovers there *is* humour in outer space.

HAVING seen the recent crop of CD 'interactive movie' style adventure games, which promise everything and deliver nothing, it's refreshing to see a new addition to the genre that doesn't take itself too seriously. *Spaceship Warlock* doesn't offer you much in the way of a plot, other than being set 'sometime in the future' and challenging you to free the galaxy from an evil bunch of aliens called the Kroll. Where this game really stands apart from the rest is in having a sense of humour. Admittedly, some of the humour is unintentional (the unimaginatively named title song, 'Spaceship Warlock', is sung completely out of tune and sounds like the Human League on acid), but most of the time it's a bit of a hoot.

The introduction to the game has an overlaid commentary, spoken with decidedly Pythonesque mannerisms and the characters in the game speak to you with extremely silly accents and look like they've jumped straight out of a comic book. Incidentally, one of the games creators, Mike Saenz, started his career working for Marvel Comics; illustrating stories for magazines like *Creepy, Eerie* and *Vampirella*. The characters in *Spaceship Warlock* aren't nearly as visually striking as those visionary individuals in the classic Marvel comics, but they do look wonderfully wacky and completely daft, and to some extent take the stigma out of CD, aka 'interactive movie' adventuring.

'Where this game really stands apart from the rest is in having a sense of humour.'

Alone in the dark (alleyway)

The game begins with you stuck in a dark alleyway on the planet Stambul, penniless, alone and without any clue as to what you're supposed to do. Looking around the walls of the city streets you find posters everywhere offering a reward for the capture of a guy called Hok Tuey. Wandering around for a while and popping in and out of the bars seems to be a guaranteed way of finding him. Having found him, all you have to do to get your hands on that reward money is give him a right biffing and turn him in. No problem. Taking old Hok out just couldn't be easier: simply click the mouse cursor on his eyes a few times until he falls over and then, lo and behold, a flying police car shows up to congratulate you and hand over the cash. Brilliant. So, now you've got the cash, what the hell are you supposed to do with it? Well, there seems to be only two choices at this point. You can either go to the local bar, watch a Martian belly dancer, get totally pissed and get kicked out, or you can buy a ticket for a luxury cruise around the galaxy. The first option seemed a little bit too close to home for me so I decided to grab a cab and head for the nearest spaceport before I missed my trip. When you get to the spaceport, a serious-looking robot dude asks you for your ticket and then invites you to board the shuttle which takes you to the luxury liner, the Belshazaar. This is where your adventure begins. Up to this point all you've really had to do is clonk Hok Tuey and figure out how to get a ticket to the spaceport. The action steps up a gear from this point on (not much, just a bit) as you begin to discover your real purpose in the game.

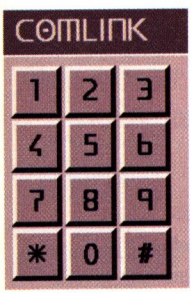
Arcade action in CD adventure shock

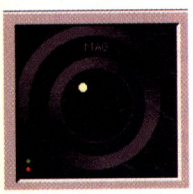
The first people you meet on the Belshazaar are Captain Starbird and his daughter, luscious, pouting Stella (what a cutie). They don't really tell you much other than space pirates are a bit of a nuisance and they wouldn't half like to give the lot of them a piece of their minds. Er, thanks, you've been a great help guys. Apart from that, Starbird just sits there looking serious and Stella just sits there looking pretty. You can't explore the ship to take a look around at this point. In typical interactive movie fashion you are whisked from one part of the story to the next. After your conversation (of sorts) with Stella and the captain, the liner comes under attack from the infamous Spaceship Warlock, led by Captain Hammer and his crew of nasties. Hammer takes over the ship and orders everyone to shut right up or suffer the consequences. You quickly develop a relationship with the captain and he asks you to join his crew. It turns out that Captain Hammer is really a good guy in disguise (a very good disguise, it must be said) and all he wants from life is to give the evil Krolls a good kicking and bring the Terran Empire back into power. There's a certain amount of free exploration as the captain orders you about from one part of the ship to another, in order for you to perform various tasks. In most places you can turn around 360 degrees to get a good look at your surroundings and there are minor arcade sections at different stages of the game. These range from taking out Raskull (one of the captains baddies) in the same way you did with Hok Tuey, to a rather hilarious 'blow up the robot' scene, in which a robot moves from side to side across the screen and you have to shoot at the right time in order to blow his head off. Later in the game, you get to take control of the ship's guns and do big bad battle with the evil Kroll themselves. This sounds more fun than it is: all you have to do is press the fire button at the right time to take down the enemy ship's shields and then do the same again to take the ship out.

And in the end

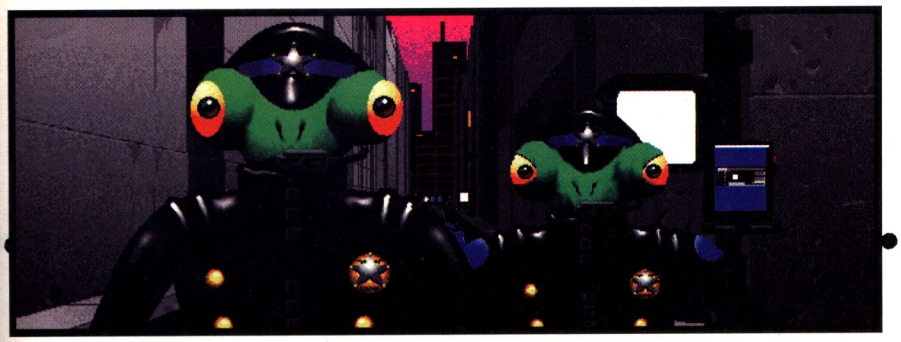
Ultimately, *Spaceship Warlock* is still just another CD adventure, which looks absolutely amazing but doesn't offer you much in the way of gameplay. Its saving graces are its excellent comic-book style characters, its sense of humour, and the fact that it doesn't have the self-important attitude of certain other CD adventure titles I could mention. There are better CD games than this to spend £45 on, but if you're feeling flushed (or you can find it on the cheap), it's worth taking a look at for its novelty value, if nothing else. PZ

(Centre) The Comlink adverts entice you to buy your ticket for the luxury liner.

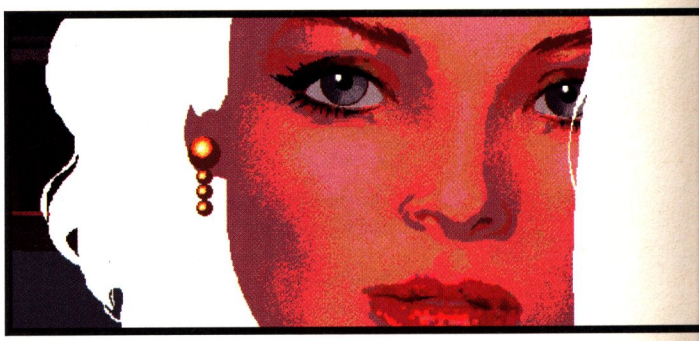


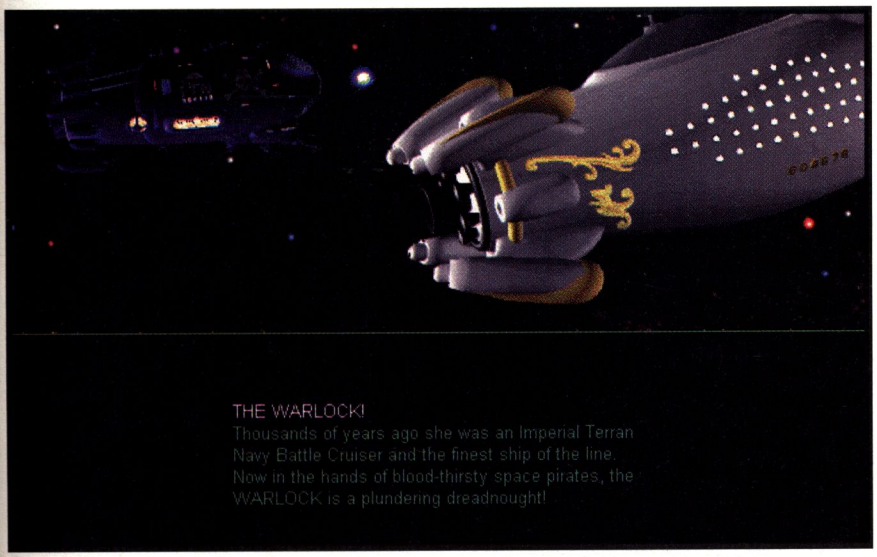


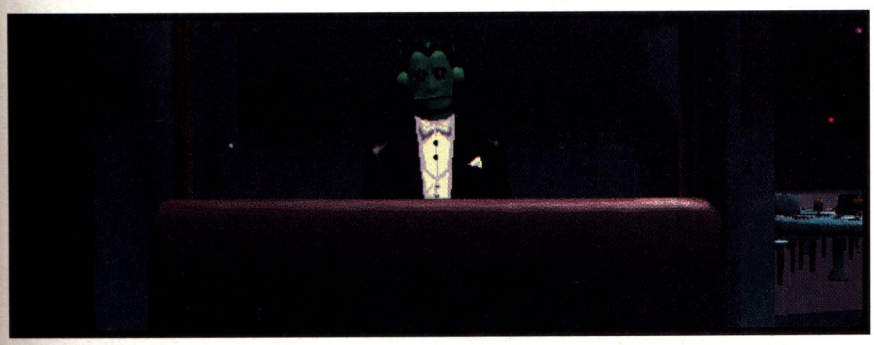
Spaceship Warlock

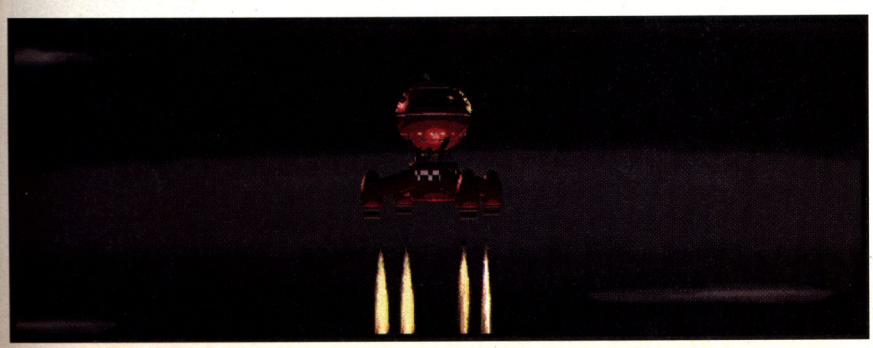


(Below) So tell me, Stella, where have you been all my life? Ouch! There's no need for that.









(Top) Honestly, the police dept. will employ just about anybody these days.
(Second from top) Captain Hammer and his nasties gently persuade the passengers to keep their gobs shut.
(Middle) The Spaceship Warlock homes in on the Belshazaar.
(Second from bottom) Frankenstein welcomes you to the Belshazaar.
(Bottom) The space shuttle whisks you off to your destination.

70 SCORE

Very slick, very polished. The gameplay's a bit limited but it's fun all the same.

Minimum Memory: 4Mb
Minimum Processor: 386/16MHz
Hard Disk Space Required: Nominal amount for saves
Graphics Modes Supported: VGA
Soundcards Supported: Sound Blaster and compatibles
Controls Supported: Mouse
Price: £44.99 **Release Date:** Out now
Publisher: Reactor/Ubisoft **Tel:** 081 343 9055

IN PERSPECTIVE

Starship Warlock's **good humour factor makes it the best game of a mediocre bunch.**

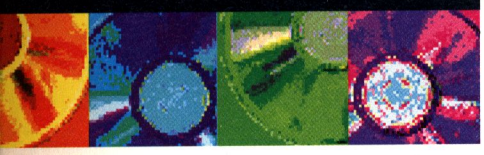
Starship Warlock

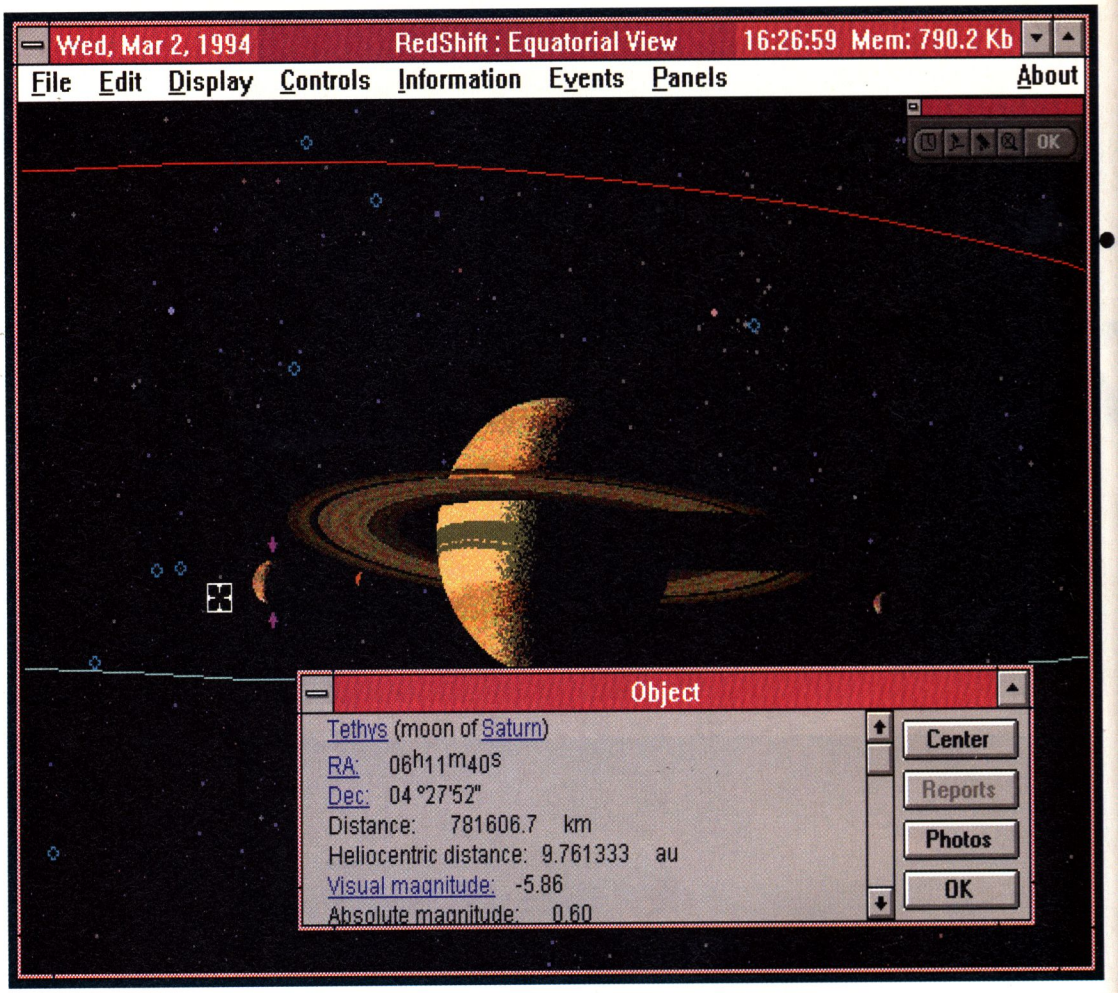
Iron Helix

Critical Path

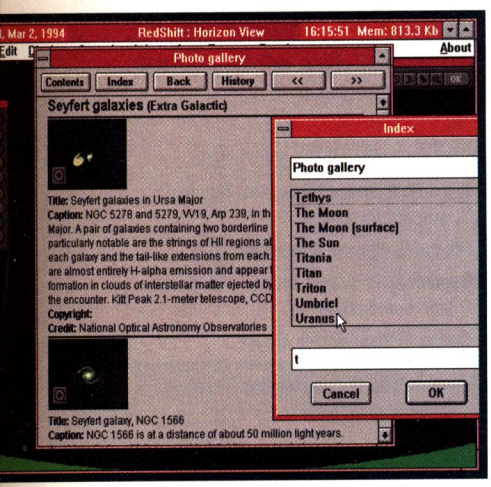
Quantum Gate

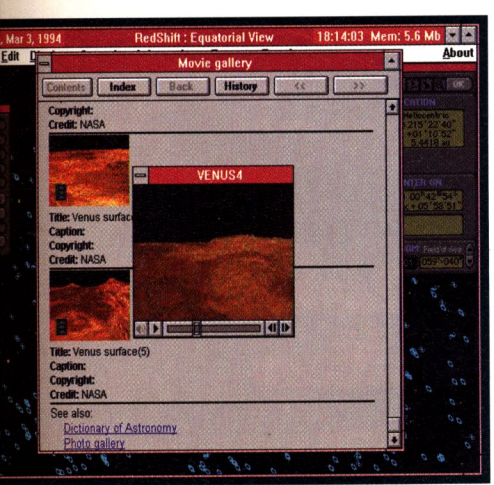
RedShift

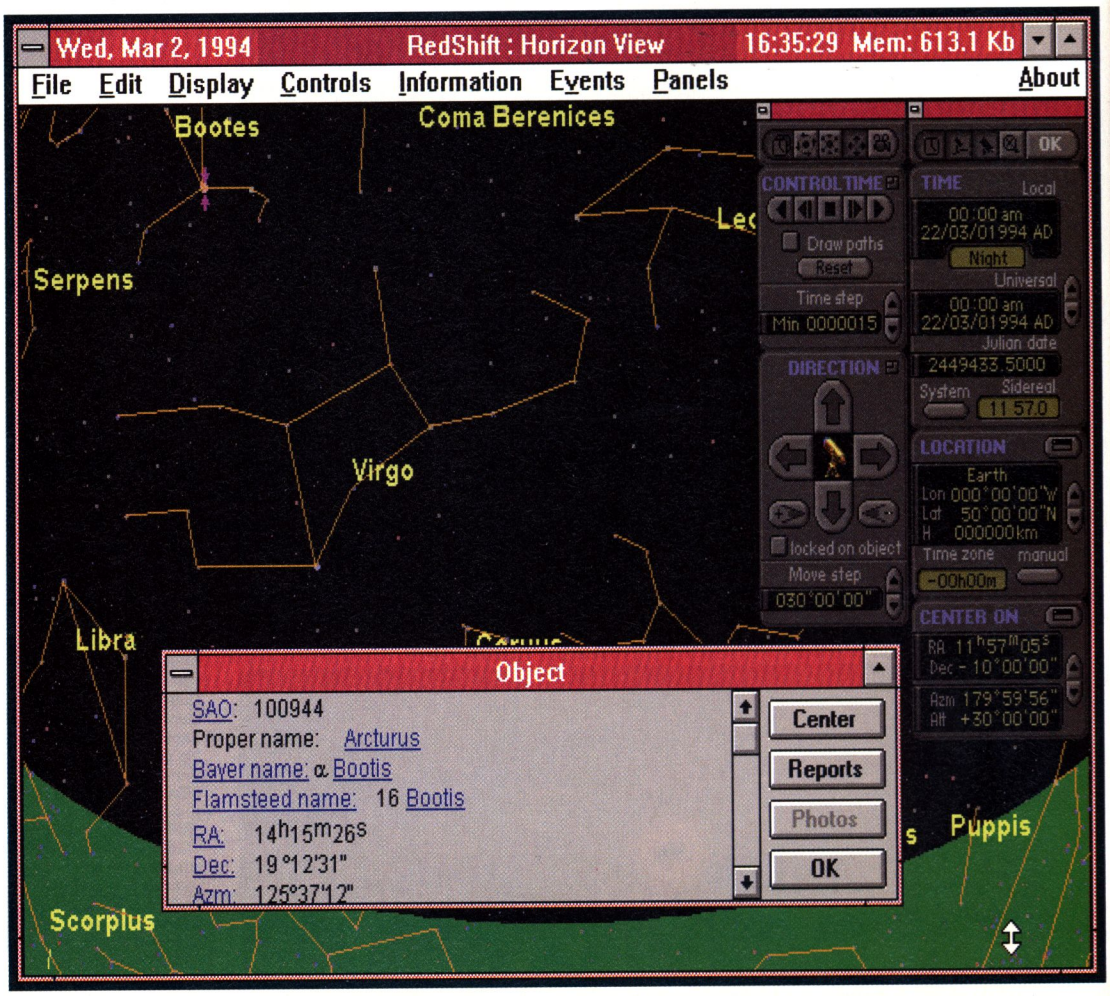


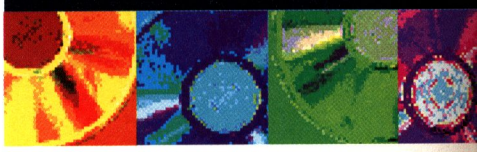


(Right) Saturn: her rings, her moons and her hellocentric distance.
(Below left) An entire coffee-table books' worth of photographs.
(Below right) The vastness of space opens up before you.









RedShift

PC ZONE CLASSIC

Ever wanted to stand on the surface of Pluto and look at the stars? Mark Burgess did and the magnificent *RedShift* helped him do just that.

REDSHIFT may well prove to be the definitive piece of astronomical software. There are a few programs that approach some of its features, but none that have such superb graphics or such an extensive array of tools for exploring the universe.

The program has over 250,000 stars, 40,000 deep-space objects, over 5,000 asteroids and the nine planetary systems. It includes the *Penguin Dictionary Of Astronomy* on line, stunning photographs of stellar objects and vividly realistic 3D renderings of the planets. The last have been created by wrapping enhanced relief maps around a sphere (Mercury, Venus, the Earth and Mars) or by artists working from photographs.

The sky's the limit

RedShift not only does everything you could ever want from an astronomy program; it does things you never even thought of. The default location is the Greenwich observatory, but you can be anywhere in the solar system. That means you stand on Io and watch Jupiter sail majestically past. You can see what the sun looks like from Mercury or what Uranus looks like from Ariel.

Of course, you can stay on earth; even if your location is not in the massive gazetteer, entering longitude and latitude is easy. Or you can opt for a 'heliocentric' view, which puts you anywhere in space within 100 astronomical units of the sun.

As well as your position, you can control the rate at which time passes, choosing the ideal speed for watching the objects' apparent motion. You can also choose the starting date and time from a 16,000-year spread. When viewing a planet, the moons can be magnified to give you a clearer, if exaggerated, view.

The display of stellar objects is available from wherever you are and at whatever point in time you choose. Stars are shown as dots; coloured according to spectral class, and deep-sky objects as symbols. Clicking on an object will call up a window with just about every piece of information you could want. A filter panel lets you switch the display of various objects (constellation lines, grids, the horizon, asteroids, comets etc.). Stars can be filtered further by magnitude, spectral type and luminosity. Luminosity runs from I (very bright supergiants) to VII (white dwarfs).

Deep-sky objects (those beyond our galaxy) are well represented, although the default is those with a magnitude of 0 to 6.2 (that is, those visible to the naked eye). You can go all the way down to magnitude 25, but these are about as far away as you can get.

From the far to the near: the one thing about astronomy is that you have reference books, clippings and atlases scattered about the place. In *RedShift* everything is to hand. *The Penguin Dictionary Of Astronomy* is a click away and cross-linked to all other text. When reading the object information window, just click on any underlined word and its definition appears. So are detailed and easily navigable maps of the Earth, Moon and Mars. When it comes to ephemera, *RedShift* can find the conjunction of two or more planets for any period between 4712 BC and 11,000 AD. For the same span of time it will display any eclipse of the sun or moon giving you the date, time and circumstances. It will tell you whether the eclipse is partial, full, central or non-central. It will give the start and finish co-ordinates and the co-ordinates where the eclipse will be (or was) at its greatest. Then you just click on the 'Apply' icon and witness a simulation of the event itself.

The program will report on any object's visibility: how high it is above the horizon, its magnitude and the angle between it and the moon. If the object is a planet, there will be its visible diameter, its illumination and the elongation angle. All these reports, like all the starmaps, can be printed out with two clicks of the mouse.

'Redshift not only does everything you could ever want; it does things you never even though of.'

Movie stars

There is a library of 700 photographs and a dozen video sequences. The photographs cover the whole range of astronomy and the videos include film taken from the lunar rover of the Eagle (first space craft to land on the moon) taking off and footage of Venus.

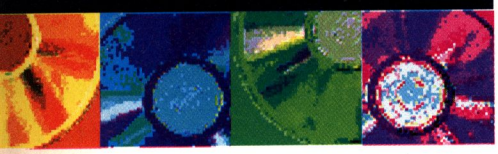
You can make your own films: the movie recorder will allow you to capture any particularly stunning sequences you set up. The films can be played back using any *Quicktime* application. This is where the only negative comments I have about this program come in. *Quicktime* is actually very slow and most astronomers prefer *Autodesk Animator* and its ***.fli files**. I know that *Quicktime* is becoming the standard, but using it means that *RedShift* has hefty memory requirements. You might find yourself setting up a large Windows swap file to help out. I used one of 5MB.

It must be said that *RedShift* is a program that anyone even remotely interested in astronomy will want. The mouse controls are simple and there are a few 'guided tours' for the nervous. Most functions can be carried out from the keyboard as well. The manual is only 55 pages long, yet covers everything with perfect clarity. *RedShift* has all the beauty of a well-illustrated book on the subject and soars above its printed rivals in the opportunity for experiment. Z

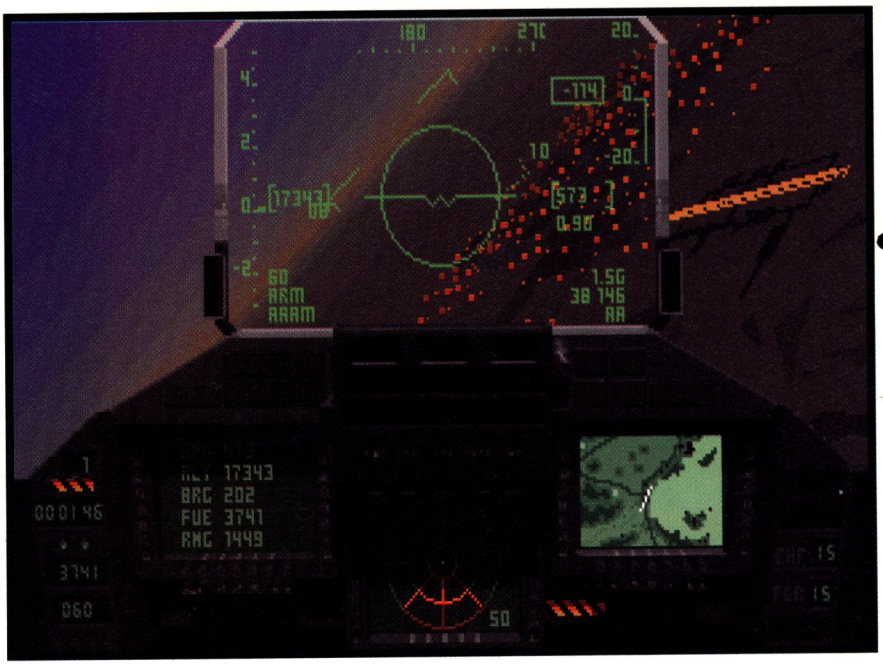
A stunning program which will be difficult to beat.

Minimum Memory: 4Mb
Minimum Processor: 386DX 25MHz
Hard Disk Space Required: 2Mb
Graphics Modes Supported: SVGA with 512K video RAM
Soundcards Supported: No sound
Controls Supported: Keyboard, Mouse
Comments: Needs Windows 3.1, MSCDEX v 2.0 or later

Price: £79.00 **Release Date:** Out now
Published: Maris Multimedia Ltd
Telephone: 071 488 1566



TFX



(Left) While you can see that TFX's graphics are superb, what we can't show you here is how fast they are.
(Far left) Naturally, there are several alternative viewpoints, both within the cockpit and externally.

PC ZONE RECOMMENDED

Now that the excitement has died down over the wonders of *TFX*, Steve Pritchard decides it's safe to have a peek at the CD-ROM incarnation.

'I'm not sure who, or what, this Lizard chappy is, but I shot him down along with most of his family and they still kept coming.'

IN CASE you've been asleep for the last few months, *TFX* is one of the new generations of flight sims sporting high-quality graphics and sound. You are cast in the role of a UN pilot trying to carve out a living using either an F22, an F117A or a Eurofighter. In a rare fit of uncharacteristic decisiveness, the UN are authorising a never-ending stream of offensive missions against air and ground targets, and guess who's their top pilot?

Sex, drugs and starvation

The available theatres are Columbia, Yugoslavia, Somalia and Libya. You can build your own missions with the UN Commander option or you can go through basic training and enrol on a tour of duty. There is also an arcade option allowing you the 'I need to kill something now' approach.

Once you've built a mission or received your briefing, you have to arm your plane. This puts you into one of the most cumbersome arming screens ever designed; it really needs to be experienced before it can be properly loathed, and loathe it I do.

In a manner similar to *Tornado*, moving through the varying start-up screens prior to becoming airborne is a real pain. There are long loading delays from the CD-ROM, and I was using a Panasonic CR-563 double-speed drive.

OK. Buck beegie beegie beegie...

Once airborne, all is well: the cockpit is nice and clear and the external-world graphics are nicely defined. Animation seems crisp, although on the military flight model things do become a little jerky. The CD music kicks in immediately and any thoughts you had of a seriously heavy dogfight evaporate as, although it's good, you can't actually turn the music off other than by de-configuring your sound card. This tends to lend a somewhat arcade flavour to events. But worst of all, when you do kill the music, you also lose the sound of the engines. You get a fire-up noise and then they whistle away to nothing – very disconcerting.

The digitised radio messages are atmospheric, but they are nowhere near enough considering the game is a CD conversion. The most common message occurs when you're about to get a missile lock and goes a bit like this: 'Tracking... looks like the Lizard,' (in a voice similar to the robot in *Buck Rogers*). I'm not sure who, or what, this Lizard chappy is, but I shot him down along with most of his family and they still keep coming.

The flight models are good and are different for the three aircraft. The realistic G-effects need to be experienced; they really make you not want to pull Gs and had me hurling in my lunch box.

The damage effects are well implemented, all sorts of bits can fall off your vehicle, causing many many lights to flash, sirens to wail and the world to spin madly. However, you do appear to stay airborne for a long time.

All in all, the game is a good flight sim with great graphics. However, I believe the quality of the product has been let down by some of the more cosmetic bits strapped on the outside. Z

SCORE

Great game with totally superfluous bells and whistles.

Minimum Memory: 4Mb RAM
Minimum Processor: 386 33MHz
Hard Disk Space Required: 6Mb
Graphics Modes Supported: VGA
Soundcards Supported: Ad-Lib, LAPCI, SoundBlaster, SCCI,
Controls Supported: Keyboard, Mouse
Comments: DOS 5.0 or above required
Price: £44.99 **Release Date:** March
Publisher: Ocean **Tel:** 061 832 6633

sinclair DIRECT

PC TITLES

Advantage Tennis	£23.95
Alone in the Dark 2	£28.95
Betrayal at Krondor	£32.95
†Canon Fodder	£24.95
Chess Master 4000	£26.95
Companions of Xanth	£26.95
Dark Sun Shattered Lands	£31.95
Day of the Tentacle	£29.95
†Doom	Call
Dracula, Bram Stoker's	£29.95
Dungeon Hack	£28.95
Elite II	£28.95
Eternam	£19.95
†Evasive Action	£26.95
Even More Incredible Machine	£28.95
Fantasy Empires	£27.95
Flight Sim 5	£33.95
Flight Sim 5 + Dos 6.2	£59.95
†Flight Sim (Washington)	£28.95
Flight Sim Tool Kit	£34.95
Fury of the Furries	£25.95
Gabriel Knight	£27.95
Goal	£21.95
Goblins 3	£27.95
Hand of Fate	£27.95
Indy Car Racing	£31.95
†In Extremis	£27.95
Kasparov's Gambit	£31.95
Kingmaker	£28.95
Leisure Suit Larry VI	£31.95
Masters of Orion	£31.95
Mortal Kombat	£21.95
NFL Coaches Club Football	£28.95
Police Quest (Open Season)	£28.95
Power Monger	£11.95
Premier Manager 2	£24.95
Prince of Persia	£ 9.95
Quest for Glory IV	£31.95
Return to Zork	£34.95
Sam & Max	£31.95
Sensible Soccer 92/93	£18.95
Sim City 2000	£28.95
Sim City & Leamings	£20.95
Sim City/Populous	£22.95
Star Trek Judgement Rites	£31.95
Star Lord	£32.95
Subwars 2050	£32.95
Syndicate	£30.95
Syndicate (American Revcle)	£15.95
Terminator Rampage	£27.95
Terminator T2	£21.95
Tetris & 7 Colour	£18.95
TFX	£29.95
Troddlers	£22.95
†Ultima 8	£37.95
†Unnecessary Roughness	£27.95
Wing Commander	£11.95
X Wing	£32.95
X Wing Mission Disk	£15.95
Zool	£18.95

CD ROM

†10 Year Anthology	£33.95
†Beneath a Steel Sky	£37.95
Conspiracy	£34.95
Cyber Race	£36.95
Dark Sun Shattered Lands	£31.95
Dracula Unleashed	£35.95
Dungeon Hack	£28.95
Gabriel Knight	£32.95
Goblins 3	£36.95
Golden 7	£38.95
Iron Helix	£28.95
Journey Man Project	£28.95
Lawnmower Man	£34.95
Lovers Guide	£29.95
Mad Dog McRee	£31.95
Microcosm	£39.95
Microsoft Encarta	£99.95
Police Quest (Open Season)	£32.95
Quest For Glory IV	£32.95
Rebel Assault (Star Wars)	£34.95
Return to Zork	£37.95
†Sam and Max	Call
TFX	£36.95
Who Shot Johny Rock	£36.95

SPECIAL OFFERS

7th Guest (CD ROM)	£44.95
Alone In The Dark	£19.95
Alone In The Dark + Jack (CD ROM)	£19.95
Chess Master 3000	£19.95
Chuck Yeager's Air Combat	£10.95
Civilisation	£21.95
F15 Strike Eagle 3	£16.95
Formula 1 Grand Prix	£19.95
Harrier Jump Jet	£16.95
Jimmy White Snooker	£17.95
Lands of Lore	£20.95
Pinball Fantasies	£20.95
Pool	£18.95
Shadow of the Comet	£24.95
Strip Poker (CD Rom)	£19.95

PERIPHERALS

Sound Blaster Pro	£119.95
Sound Blaster V.2	£69.95
Sound Blaster Speakers	£22.95
CH Flight Stick Joystick	£34.95
CH Flight Stick Pro Joystick	£59.95
Freewheel Steering Wheel	£29.95
Gravis Joystick (Black)	£32.95
Gravis Pro Joystick	£39.95
Mach 3 Joystick	£28.95
Warrior 5 Joystick	£13.95
Logic 3 Game Card (8 to 20 MHz or 25 to 60 MHz)	£15.95

MAIL ORDER WITH INTEGRITY!

With our money-back-guarantee, same day despatch, optional next day delivery plus our Helplines – manned by computer literate staff – you can rely on Sinclair Direct to provide the latest titles – brand new and shrink-wrapped – at an average 1/3rd below High Street prices.

MONEY-BACK GUARANTEE. If for whatever reason, you are not happy with a title simply return it in an 'as new' condition for a full refund (excluding P&P charges)*

NEXT-DAY-DELIVERY GUARANTEE (£3 surcharge). For stock items call before 3pm for next day delivery – Guaranteed – or £10 off your next order **

SAME-DAY-DESPATCH GUARANTEE – For stock items, call before 3pm and we will despatch the item same day – or £5 off your next order (No surcharge).

MANY MORE ITEMS IN STOCK

PHONE FOR DETAILS

OFFER BACK ON!

FREE MOUSE MAT OR MOUSE HOUSE WITH EVERY ORDER

LIMITED TIME ONLY

CALL BEFORE 3PM FOR SAME DAY DESPATCH, FOR OUR HELPLINES OR FOR OUR FREE BROCHURE

071 263 3529

Send orders by mail to: Sinclair Direct, P.O. Box 3601, London N19 3HW, or Fax on: 071 272 5553.

Name _____

Address _____

_____

Daytime Tel No. _____

Make payments to: **SINCLAIR DIRECT LTD.**

We accept Access ☐ VISA ☐

Card No

Card Expiry Date _____

Signature _____

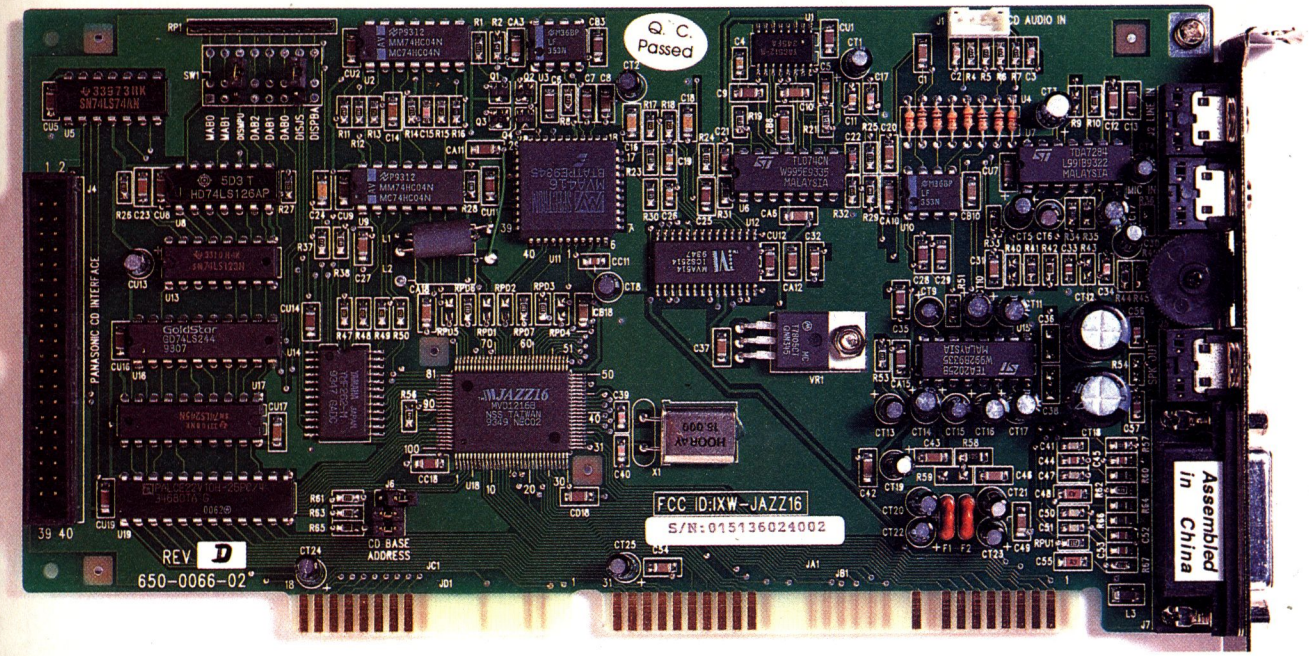
Item		£
Item		£
Item		£
(If you require DC Format please state with title)	P&P Total	£
	TOTAL	£

Please tick if you do not want to be on our mailing list. ☐

Post and Packing per item UK First Class £1.80 per item, 2nd Class £1.50 per item, EEC Post £3.00 per item, Non EEC Post £6.00 per item.

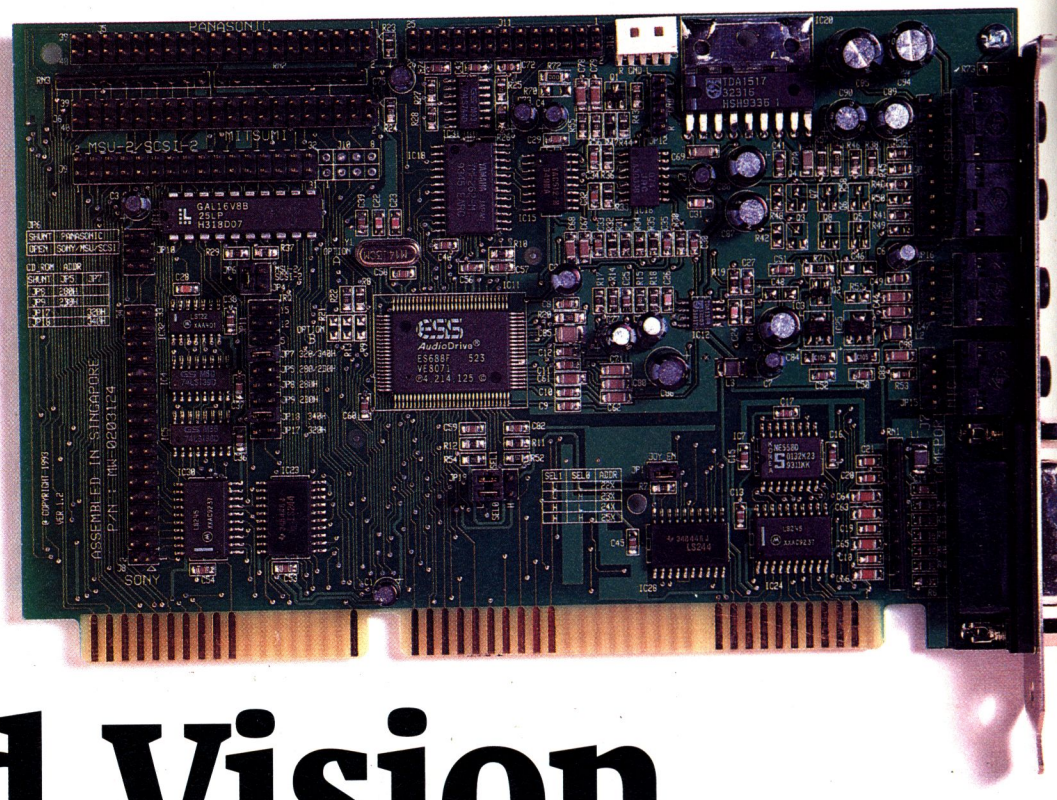
There is no additional charge for VAT. Items marked † were not released at time of going to press. *We reserve the right not to issue refunds in certain cases. Money-back-guarantee is open to over 18's only. ** Applicable even to items costing under £10. Friday deliveries can only be guaranteed for Monday. We must be notified within 10 days - but you have 6 months to claim.

Registered office: 15-16 Margaret St. London W1N 7LE. E & OE.



Pro Sonic 16

Vs



Sound Vision 16 Gold

Without a sound card you're only getting half the game. Mark Burgess checks out two new low-cost 16-bit contenders.

SOUND is what adds the final bit of atmosphere to a game. The scream of jet engines, the whoosh of missiles, the sound of a handbrake turn at Le Mans. In some cases it is an essential clue to the presence of baddies, like the grating of steel doors in *Doom*. And there are always the jaunty tunes that game developers think are so essential and game players think are so irritating.

Choosing a sound card is one of the most difficult decisions PC games players will have to make. If you're not careful, you may very well end up spending upwards of £200 on a sound card which isn't being fully supported. Deciding exactly what type of sound card is appropriate to your needs is also difficult. Those 'in the know' bandy about words like Wavetable and FM synthesis, but this can be confusing if you aren't technically inclined.

Both the cards reviewed here are inexpensive 16-bit cards. While 8-bit sound cards used to be the logical choice for the budget-minded user, you really need a more powerful 16-bit card if you're to get the most out of recent games. Also, they both use FM synthesis to generate non-sampled sounds. This is an old method which has now been superseded by Wavetable synthesis, but you will need a much larger budget if your sights are set on a wavetable card. One advantage of FM synthesis is that it allows both of the cards to emulate the industry standard SoundBlaster and SoundBlaster Pro cards, so you can be sure that nearly every game will support these cards.

'... the whoosh of missiles, the sound of a handbrake turn at Le Mans.'

MIDI mates

In common with most sound cards, both these models have an analogue joystick port which doubles as a MIDI port. If you already have a game port, you will have to disable the port on the sound card to prevent clashes. The MIDI port lets you connect a keyboard or other MIDI device but, because the connector isn't standard, you will need an adaptor of some sort before you can connect most MIDI devices. These are easy to come by as most sound cards, since the original SoundBlaster, have used this type of connection.

Both cards also come with a CD-ROM interface as standard. If, in the future, you decide to add a CD-ROM drive, you can connect it directly to your sound card, thus saving on expansion slot and re-routing the CD audio output through the sound card. The only concession you will have to make is what type of CD drive you buy. Sound Vision 16 scores by having interfaces for Panasonic, Sony and Mitsumi drives, with an optional upgrade to SCSI Level 1 or 2 protocols. The Pro Sonic comes with either a Panasonic interface or a SCSI one, depending on which version you opt for.

Surgery not required

Installation of both cards was quick and painless, which, I,m sure you'll agree, is always a very pleasant way to start. Then it was just a matter of finding a spare 16-bit expansion slot (away from the video card) and pushing the card home. Neither needed any surgery to the control panel in order to get them to fit. Once you've fitted the cards, nearly all of the configuration is achieved with the supplied software, thus minimising any fiddling about with the card itself. The software installation was also a breeze: Sound Vision from *Windows*, Pro Sonic installs from DOS.

Should you decide that FM synthesis isn't classy enough for you, the Sound Vision also has an upgrade interface, which enables you to plug in a wave-table synthesis daughterboard, such as Dream Wave, Wave Blaster and Wave Power. Onto minor matters: the sockets on the Pro Sonic are labelled. If you forget which socket is the line in on the Sound Vision card, you will need to refer to the manual or open up the computer and read the card itself.

When it comes to software, the Pro Sonic comes with the Pocket Tools suite. This includes a recorder, a sound-file compressor and a wave-file editor. The Sound Vision card comes with a much larger selection of Windows applications, although some of them – like the talking clock – may prove to be of novelty value only. The supplied software with both cards will fulfill most needs and there are plenty of shareware and commercial packages which will lead you into Ultravox territory, should you want to stray that way.

	Pro Sonic 16	Sound Vision 16 Gold
Compatibility		
MPC2	●	
MPU-401	●	
SoundBlaster	●	●
SoundBlaster Pro	●	●
Ad-Lib	●	●
Windows Sound System	●	●
Synthesiser		
Type	Yamaha YMF262 FM Technology	Yamaha YMF262 FM Technology
Voices	20, full stereo	20, full stereo
Connections		
Mic in	●	●
Line in	●	●
Line out	●	●
Speaker	●	●
MIDI	●	●
Output	4 watts	4 watts
Summary		
Ease of installation	★★★★★	★★★★★
Clarity of manual	★★★	★★★★
Usefulness of software	★★★	★★★★
Overall	★★★★	★★★★

Release Info:

Pro Sonic 16
Upgrade Options
0252 316 060
RRP: £89.00

Sound Vision 16 Gold
Upgrade Options
0252 316 060
RRP: £84.00

3) It cannot run on a 386 because the processor is just too slow.

4) A 386DX is a full 32-bit chip whereas the 386SX is 24-bit. At the end of the day this means that the DX can address more memory and is available at higher speeds. The fact that a DX is 32-bit only really matters if you use an operating system other than DOS and one that demands a 32-bit chip.

5) PC Zone is supposed to come out on the first Thursday of the month. It usually does.

6) The level of problems is the same across the whole Ultima *series. Although they form a coherent story, each episode can be played on its own. I'm not even sure that you can still get the earlier* Ultima *episodes on PC, unless on CD-ROM. I don't know what you regard as a tough adventure. Try and ask people who have played* Ultima *and see what they think.*

7) Are you sure you have set up the soundcard correctly and do you have enough memory to play the sound effects? It sounds like the second – that you have run out of memory space. **MB.**

Sound Advice

FIRSTLY, I think your mag is great and definitely the best on the market. Now I've finished sucking up to you, here are my questions:

1) I have just bought a 486DX 33MHZ and I'm looking for a CD-ROM drive and soundcard. What is the slowest speed which can run games at a decent level and is it worthwhile buying a second one or will it be a bit foolish because of technical problems?

2) Is the Sound Blaster the cheapest 16-bit soundcard and is it compatible with a CD-ROM drive?

Daragh Lowe, Limerick, Eire

The slowest useful speed is 150 kb/s but games tend to require a double speed drive (transfer at 300 kb/s). In fact some software houses are writing programs that demand a double speed drive and are looking at triple speed drives. So, your best bet is to buy a double speed drive at least and expect it to be superseded in a couple of years. CD drive manufacturers obviously intend to continue increasing the speed until the technology gives out. I can't see any reason to buy two CD-ROM drives; you can't read from both at the same time, nor can you write to them. There's no point – you'd be better off getting a second hard drive.

There are good 16-bit Sound Blaster compatible cards available that will support a CD-ROM drive. Take a look at those from Silica, Upgrade Options and Orchid (for instance). **MB.**

Over Slowed

I AM writing regarding a problem with my computer set-up and I hope you can remedy it.

I have an Acer 386DX 40MHZ with 4MB RAM and a 125MB hard disk and until recently this could run all my applications and up-to-date games with no problems at all (even *Indycar!*).

After two changes to my system as detailed below, my computer runs programs a lot slower in actual speed and also disk access time, so much so that it now performs like a 386SX 16MHZ.

a) I upgraded from MS DOS 5.0 to DR DOS 6.0 and doubled my disk space using the SSTOR data compression utility.

b) I installed an Orchid Sound Producer card.

I enclose my system details and I hope you can help me as it is ruining my life (*Championship Manager '93* is absolute murder!).

Gary Johnson, Banchory, Scotland

The problem has to be the data compression; most of these utilities don't work well with games, and some games refuse to work with them at all. Make an uncompressed portion on your drive and transfer the games directories to it.

Neither DR DOS or the soundcard installation should cause problems. **MB.**

Chips With Everything

A FEW months ago I bought a Viglen 486SX Dossier Notebook. The main use I make of this is for writing reports, so a 25MHZ SX seemed fine. Increasingly, however, I am finding that the packages I am using (such as Intellidraw graphics) are just too sluggish.

I would therefore like to upgrade to a higher speed processor. Viglen says that the Dossier is only designed to fit processors with a clock speed of 25MHZ so the only option they offer is a 486DX/25. Whilst this would help with some packages it would only be of limited use.

I thought about getting a doubler chip – I had heard that in some situations the processor can be removed and replaced by the doubler chip rather than the chip being added alongside the original. Looking inside my computer I can see that the chip is clipped in and so is easy to remove. The computer also has flash RAM.

The main problem with this option is that the Dossier uses a low power processor and I haven't seen any low power doublers. Can I just use an ordinary one?

I am really quite confused about what options (if any) I have.

Incidentally, in your *Wordprocessor* section I noticed an Andy White complaining about not being able to use a joystick with his portable. I got round the problem with a nifty piece of equipment from a company called Genovation – a parallel game port. Basically, it's a device which has a parallel port plug one end and a game/joystick socket on the other. It isn't ideal as you need a software patch with each game but about 20 patches are supplied and they cover most games. Update disks can be obtained at £3 to £4 from the US. I use mine with *Flight Sim 5* and there is no problem. The software patch basically re-directs the software's addressing to the parallel port.

Anyhow, hope you can help with my problem.

Andrew Harry, Teddington, Middx

There is a chip – the Intel DX2/2550SX – that turns a 486SX 25MHz into a 486DX 50MHz. Unfortunately, it won't support your low power processor. You can fit a 486DX 25MHz in place of your present processor but that's as far as you can go. There are 486DX2 50MHz chips that will fit, but they are very difficult to get hold of. Anyway, at that speed you will run into heat problems – and you don't have room for a fan. Sorry about that.

If you want to attach soundcards to your portable, there are a number of add-ons that attach to the PCMCIA socket and end in a proper AT expansion card slot. **MB.**

CD-I Or Not CD-I

A COUPLE of months ago I bought a SONY CDU31A CD-ROM drive at the Computer Shopper Show. I am more than pleased with the drive and am still wowing at some of the graphics in games like *Rebel Assault*. After reading the manual I discovered that my drive was also XA compatible and that I could play CD-I games with the correct software emulation. I have a few questions about this:

1) Where can I get this software from and how much will it cost?

2) Will it play CD-I games properly; I've heard rumours that the sound will be missing?

3) How will the graphics look? I understand they won't be as good as the actual CD-I, but will they be totally crap?

4) Will my double speed drive, and 486DX2 50MHZ be able to handle it at a reasonable pace?

On a different note, is it going to be worth buying a MPEG card like Reel Magic just yet or shall I wait for more standards to come out?

Ben Harraway, Cove, Hants

The XA standard is a digitised video standard. I don't know of any software that would let your drive emulate a CD-I. Reel Magic will play CD-I movies, but that's about it. Reel Magic has attracted a good amount of support which isn't to say that it won't be superseded, only that it looks safe for a while. **MB.**

Trident Missive

About six months ago my dad bought a Trident (TVGA) 1Mb graphics card for my 286. Christmas Day came and on my desk lay a spanking new 486SX 33MHz. Straight away the covers were off the units and we were transferring essentials from computer to computer (e.g. sound-card, memory, etc...). This is where I came to a dilemma. Inside the 486 was a Cirrus Logic 1Mb card. The monitor was an SVGA so I told my dad to leave the Cirrus card in as it worked perfectly. He insisted that the Trident was better so he put that in instead. The computer is running brill but I was wondering if I was missing out on better resolutions by having the Trident instead of the Cirrus. Please help.

Nick Watson, Rotherham, S Yorkshire

P.S. Warn Macca that I'm going to cream him at *Star Control II* at the Computer Shopper Show, so he'd better have the money counted out.

P.P.S. Sheffield Wednesday for the Cup!!! (I hope)

Just send the Cirrus card to me. I don't want to disagree with your father but I reckon that the Cirrus card would be faster than the Trident. If you haven't noticed any problems, then fine. **MB.**

P.S. The Shopper show will be over by the time you read this: don't spend all the money at once.

P.P.S. Hard luck

NB We reserve the right to edit, alter and completely mess up your letters until they bear no relation to the original. Unfortunately we are unable to enter into individual correspondence. Usual bottom-covering disclaimers apply.

TROUBLESHOOTER

FEATURING THE HACKMASTERS™ AND THE TRUEPLAYERS™

'The HackMasters™ are back, the HackMasters™ are back.' Thus goes the cry roused from country-wide purveyors of the HackMaster art. After a well-earned two month sabbatical, the HackMasters™ have returned to their cheaty, hacky, reverse-engineering ways, while the TruePlayers™ with their note pads, complete spoils, and other wispy paraphenalia can but look on in scorn. Troubleshooter holds the hands of both parties and mediates in a friendly, slightly drug-induced sort of way.

Phone: 071 917 7689

Ask for TruePlayer™ Tips from 2.00pm to 6.00pm on Wednesdays only.

No other magazine can offer this kind of free service. Complete solutions, maps, cheats, hacks and all sorts of gamesplaying tips for all the latest games will be on offer – from a real person, not an answerphone. Just ring and hear us sing.

The HackMasters™

WE'RE BACK, and as the cliché will have you believe, we're better than ever. It's certainly true to a certain extent. More debuggery, sector editing and hacking can be found on our pages this month. Superb 32-BIT hacks for *Arena: The Elder Scrolls* and *In Extremis* (32-BIT protected mode hacking is a tough old business) as well as the usual debug flotsam and jetsam covering *Sim City 2000* and *Oscar*. Enjoy.

Backup

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
```

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

HEXADECIMAL

Your PC counts in hexdecimal (base 16). We count in decimal (base 10). However, in the Hackmaster's experience you only need to learn a few elite hex numbers.

What you need

There are three things every HackMaster™ groupie must have (well, at least one of them).

❶ DEBUG Free with DOS is a program called *Debug*. And a very useful program it is too, since it allows you to edit files of all descriptions and subtly change the data within them. It is the program we use most in the Hackmaster Zone™, and since it is probably one of the most user-unfriendly programs on this planet, a brief introduction/explanation is necessary. Here's a step-by-step guide to a *Debug* hack:

To run it, simply 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 unless it's TruePlayer Tips day.

```
1 ›NCHEAT.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 actually loads the file you've just specified into the memory and also into the hands of the hacker.

```
3 ›E 98A2 v ‹return›
```

This is the Edit function. Type it as it appears above, i.e. with a space between the 'E' and the address (98A2) and the 'V'. The 'V' stands for a value you will enter yourself, ranging between 00H and FFH (0 to 255 decimal).

```
4 ›E 5CB6 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 (90, 90 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 red):

```
›E 5CB6 ‹RETURN›
21FB:5CB6 FE.90 ‹space› 0E.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 has been changed on your hard disk until you type this command. So if you've made a mistake earlier just quit *Debug* and start the process again.

```
6 ›Q ‹return›
```

This quits you back to DOS.

❷ 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 are 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 have to deduct 100 hex from the address. So 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*.

❸ UNP This is a highly useful shareware utility by Ben Castrichum. You'll find *UNP* 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.

STRONGHOLD (US Gold)

Those still tussling with Sim Troll ought, might, should try this ultimate built-in cheat thing. Run the game by typing:

`STRONG DEBUG`

to activate the following keys in play:

- `ALT+B` Change enemy building by one
- `ALT+F` Change enemy building by ten
- `ALT+C` Change on screen character to enemy
- `ALT+K` Destroy a random enemy stronghold
- `ALT+P` Promote a character one level
- `ALT+L` Increase character level
- `ALT+Z` Destroy enemy unit
- `ALT+Y` Destroy enemy slowly

BODY BLOWS (Team 17)

Thank Jason Lawlor for this. Just press and hold down `EW` for about 20 seconds on the options screen for loads of cheaty effects.

MORTAL KOMBAT (Virgin)

Press F10 to go into configuration screen. Type 'DIP' in caps to access the secret (i.e. not that secret for the HackMasters™) dip-switch screen. Adapt the following settings for your own use:

- 0 fatalites on/off
- 1 blood on/off
- 2 game music on/off
- 3 comic-book add on/off
- 4 fatalities on/off
- 5 freeplay on/off
- 6 announcer voice on/off
- 7 unknown
- 8 voice on/off

PINBALL FANTASIES (21st Century)

Examine the tables and type any of the following codes:

`JOHAN, TECH, TSP, DANIEL, GABRIEL, CHEAT, EARTHQUAKE, EXTRA BALLS, SNAIL, FAIR PLAY, ROBBAN, STEIN, GREET`

ARENA: THE ELDER SCROLLS (US Gold)

Firstly, back up the file A.EXE as A.BAK. This is an essential step. Do not attempt to hack without backing up. Either copy UNP.EXE from the cover disk into your DOS directory (making sure your PATH is set to point there) or shove it in the ARENA folder. When you're ready, type:

`UNP A.EXE`

The file will decompress from 169641 to 313360. Now, using your disk editor (PC Tools, xtg etc.) do the following:

For Mega Health:

FIND:	4F 3D 01 00 73 03 B8 01 00 89
CHANGE TO:	4F 3D 01 00 73 00 B8 FF 40 89

These hacks will allow you – on starting a new game and defining a character – to begin with 20,000+ health points. Once you've gained this maximum stats appeal, play the game as normal and save your game immediately. Quit out to DOS and type:

`COPY A.BAK A.EXE`

This will restore the game code to normal. The hack will no longer work but you'll have enough health and skill ratings in your savegame to ensure you'll live to a ripe old 'RPG' age.

SIM CITY 2000 (Maxis)

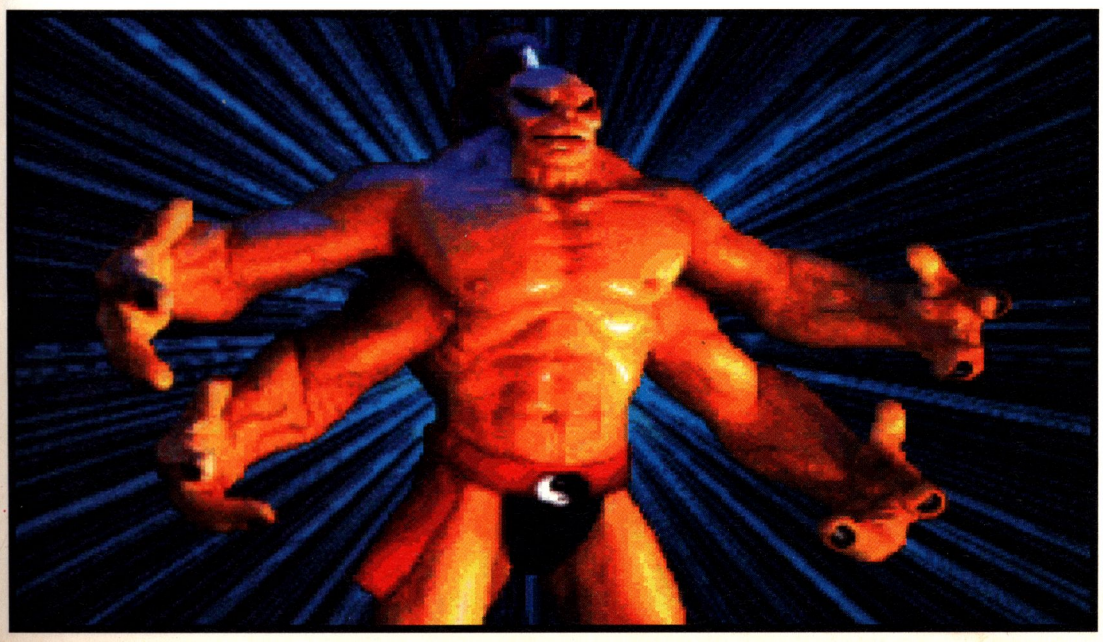
Make your city, load a demo one, or just start with the blankest of maps. Whichever way, save it, quit out, and back-up. Say, for demonstration purposes, your city's called 'HACKER' then back up the file HACKER.SC2. In DOS, debug with:

```
›NHACKER.SC2
›L
›E 0127 7F
›E 012C 7F
›W
›Q
```

And voilà! Two billion dollars in credit. Alternatively, you can try the old 'It worked in *Sim City* and by gosh it works in *2000* too' cheat in 14 easy steps (according to Aditya Sheel from Malaysia, M. Everett, and C. Backhouse from Norwich).

1. Choose 'start new city'.
2. Choose hard level, city name and year.
3. Pause.
4. Go to the budget window.
5. Click on the bond book and choose repay bond – yes, repay bond at 3%.
6. Choose issue bond – yes, issue bond at 4%.
7. Click 'done' and go back to the game.
8. Now simply type '`fund`' till the money reaches $60,000.
9. Go back to the budget window.
10. Click on the bond book and choose repay bond.
11. After repaying bond, click issue bond.
12. It will ask you if you want to issue the bond.
13. Yes, by golly, yes.
14. Watch your money grow into zillions.

(Above) You get to fight a 'Listerine-free' dragon in Stronghold, you do. (Below) Mortal Combat: You get to fight four armed, sumo-type wrestler thingys.



THE BOTTOM LINE

If you get into trouble or are a bit scared then ring us on TruePlayer Tips day (Wednesday 2pm-6pm) for free tips support.

These hacks are copyright of Felden Productions 1993. 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% then we wouldn't be printing them. Make sure you follow the instructions and nothing can happen.

The HackMasters™

(Left) Arena: The Deadly Scrolls: a well-scary, blocky-buster RPG. (Right) Sunday driver's bliss: try to work out how to turn the bloody windscreen wipers off in RAC Rally II.

IN EXTREMIS
(US Gold)

The method for this is the same as *Arena*. Enter the EXTREMIS directory and back up the file EXTREMIS.EXE as EXTREMIS.BAK. Then type:

```
UNP EXTREMIS.EXE
```

The file will expand from 69979 bytes to 148591 bytes. Now, using your disk editor, do the following:

HACK ONE

FIND:	FF FF FF FF FF FF F4 01 00 00
AT:	1D8E2
CHANGE TO:	01 00 01 00 01 00 FF 30 04 00

This hack will give you two pocket injectors, a bomb, 15,000 rounds of ammo and the best laser gun.

HACK TWO

FIND:	E8 03 FF FF (FF FF FF FF)
AT:	ID8EC
CHANGE TO:	FF 10 FF FF (63 00 63 00)

This hack will endow you with 5000+ health points, a full battery and a full oxygen tank. The digits in brackets will appear on another line in the disk editor. This means some disk editors (Xtree Gold especially) won't find the entire string. If this happens just search for the first four digits (E8 03 FF FF) and change the four bytes following to implement the whole hack. Also, the mass hit-points hack will corrupt the bottom of the playing screen – don't worry, it's normal. Once you've changed those pesky little bytes, start a new game from scratch and find the 'odds' somewhat stacked in your favour. Oh, the TruePlayers™ explored this game a little before they became bored and came up with a single measly level code: ATTILAHUN.

OSCAR
(Flair)

Here's a quickie infinite-lives hackette for this marginally above average platformer. Back up the file OSCARVGA.PCN then debug:

```
>NOSCARVGA.PCN
>L
>E 9BD3 90 90 90 90 90
>E EE88 90 90 90 90 90
>E EF77 90 90 90 90 90
>W
>Q
```

Alternatively, using your disk editor:

FIND:	2E FF 0E 74 81
AT:	9AD3, ED88, EE77
CHANGE TO:	90 90 90 90 90

ALONE IN THE DARK II
(Infogrames)

The HackMasters™ were a bit slow with this one due, unfortunately, to a loss of the game disks, the hacks, and our notes. Luckily, Mr C. W. .M. Lee of Walthamstow rescued us from this mire of disorganised fudge with his 'programming cheat' (I believe 'hack' is the word you were searching for Mr Lee) for the great (and nearly banned) *Alone In The Dark II*.

Play the game as per usual and save your game in slot one. Quit out, back up the file SAVE0.ITD, and then debug:

```
>NSAVE0.ITD
>L
>E 69C4      CA 4A   Loads of health
>E 69B4      CA 4A   Thompson
>E 69C6      CA 4A   Revolver
>E 6D1E      CA 4A   Riot Gun
>E 6A60      CA 4A   Pistol
>E 6A62      CA 4A   Pistol
>W
>Q
```

LOMBARD RAC RALLY II
(EuroPress)

John G. Hobson has a cheat for *Lombard RAC Rally II*. Yawn, yawn. 'When driving a stage,' he begins, 'keep going right or left until you find yourself driving through the undergrowth at the side of the road. Keep accelerating and keep a watchful eye on the pointer on the map. You will go absolutely flying through at sonic speed and you should finish minutes above the rest of the field. You do not sustain too much car damage either.' Lovely.

PREHISTORIK II
(Titus)

What a multi-national, inter-continental, trans-global initiative the HackMasters™ are. Not only do we receive, on a regular basis, letters and hacks from Ireland, Wales, and the Western European member states, but also envelopes from Libya, Malaysia, Bulgaria and – this month – Beirut. Said correspondance is from Gehad A. Haidar who seems to live at Beirut International Airport in the Lebanon. He's a hacker. He's hacked *Betrayal At Krondor* (a little behind on that one though) but also he's delved into *Prehistorik II*: a rather average platformer which came out a while back. Try it out.

Back up the file PRE2.EXE as PRE2.BAK and then make another copy of the file as PRE2.TMP. Debug:

```
>NPRE2.TMP
>L
>E 02B4 63      99 lives
>W
>Q
```

Then just copy PRE2.TMP back to PRE2.EXE and Robert will be your dad's brother.

The TruePlayers™

SPOILED!

The Journeyman Project

Still battling with the space-time continuum? Then let someone whose name we have lost (pls. write in), egg timer in one hand, Dr Who annual in the other, be your travel guide.

PART 1: Introduction

Start in the bedroom of your apartment, go to the desk and pick up the travel card. Take the lift to the 1st floor then head for the foyer. Use the apartment information system in the foyer as this will give you a clue for later in the game. Click on the transporter and, when inside, follow the prompt and enter your travel card in the slot. Choose the Temporal Security Annex as your destination. Do NOT go anywhere else or you will die.

At the Temporal Security Annex, you'll have to enter the code from the manual then you can go to the Command Centre. Sit at the computer: it will tell you to use the upper left monitor. Do this and access the three bits of video information.

1. Background – the history of the Pegasus project and designer Dr Sinclair.

2. Theory – tells of time travel and how Pegasus works.

3. Procedure – what to do when a temporal rip occurs.

An alarm will sound, telling you that a temporal rip has been detected and you should go to the Ready Room. When there, go into the Bio-suit generator (the shower unit-ish thing) and you'll be fitted with your Bio-suit. Go to the cabinet next to the generator, click on the blue glass and pick up the Journeyman Key, then click on the drawer below it and collect the two Bio-chips – one is a mapping chip and the other is the Pegasus chip (needed to get back from a time zone). When you're kitted out, go to the Pegasus machine. When inside the machine, the computer tells you to select a time zone from the left monitor. Do this and activate the Pegasus machine – you will then be transported to...

PART 2: 1996 BC

Simple objective here, just find the Historical Log disk.

When you arrive in this time, you must move fast, so turn north and follow the path until you reach a dead end. In the side of the cliff at the dead end, you will see the Journeyman Project symbol. Click on this to reveal a safe, use the Journeyman Key on this and it will open to reveal the Historical Log disk. Take the disk and use the Pegasus Bio-chip to return back home.

When you get back, go to the Command Centre and click on the right-hand drive unit of the computer console, then insert the Historical Log disk into the drive. You are faced with a monitor with the choice of four dates. Each date corresponds to a rip and under each date is an unaltered and an altered piece of video (the unaltered comes from the Historical Log, the altered is what will happen if the rip is not prevented from happening). By comparing the altered and unaltered clips (see the table below) you can get an idea of your objectives.

Once all the clips have been viewed, you should reach the conclusion that someone is trying to stop the Earth from joining the group of peaceful nations. Your task is to stop each rip from being successful, so allowing the Earth to join the Cyrollans.

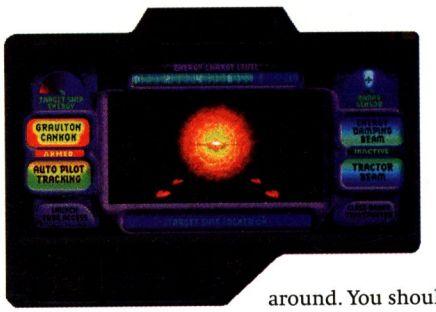
PLACE	UNALTERED CLIP	ALTERED CLIP
2308 CALDORA, N. AMERICA	This tells of an alien visit (the Cyrollans) and their offer to Earth to join a group of peaceful nations. They give Earth 10 years to decide, a Cyrollan delegate will then be sent to Earth.	Aliens delay their offer as the Earth is not ready.
2185 MORIMOTO COLONY, MARS	Alien space craft spotted over Mars.	Alien craft destroyed by Mars Shuttle, Mars Colony destroyed.
2310 WORLD SCIENCE CENTRE, SYDNEY	Dr. Castilo addresses conference on alien contact, crowd pro-alien contact.	Dr. Castilo dies on stage at the conference, crowd anti-alien contact.
2112 NORAD VI, SE PACIFIC RIM	World peace treaty to be signed	Nuclear missile launched from US at Gorbistand, missile destroyed before impact.

PART 3: Mars Colony

In this time you must stop the robot from destroying the alien space craft and the Mars colony.

Use the Pegasus to go to the Mars Colony. When you arrive, go to the maintenance transport (each time zone is small so you can't get lost, but it's still an idea to use the mapping Bio-chip). Activate the transport and board it, then pick up the maintenance key and the wire cutters. Start the transport. When it stops get off, walk through the door and move ahead to the air-mask station. Pick up the air mask. Make your way to the Shield Generator and when you're confronted by the robot, do what it says and move out of its way, otherwise it will kill you. In the Shield Generator Room click on 'return to last position' found on the panel in front of you. Lower the panel and use the maintenance key on the door to the Shield Generator. Run diagnostics, then analyse the object, then attempt a circuit link to detonator. Save the game at this point.

Now follows a trial-and-error game. Once you have completed this game, remove the explosive and go to the airlock. Enter the airlock, use your oxygen mask, and pressurise and spin the airlock. There now follows a maze. Take the following directions at each intersection – L, R, R, L, L, go to the end then R, L, L, R, R, 1st R, L, R, enter the bucket lift. Go to the airlock, remove your oxygen mask and pressurise and spin the air lock. Then go to Shuttle Dock 3 and enter the dock (impressive part of the game coming up). Once you're in space, there's a crap arcade shoot 'em up. You must stop the other shuttle from destroying the alien craft. Do NOT use the Gravitron Cannon, but use the Energy Damping Beam on the shuttle until its energy is at 10% then use the tractor beam on it. Beam over to the shuttle craft, open the door and you'll see the robot who threatened you on Mars. When it collapses, click on its head and remove all the Bio-chips – you should get a trace and an optical memory Bio-chip. When recalled, review the optical memory chip, it will tell you about the objective for the ARES robot. Now jump to the World Science Centre.



PART 4: World Science Centre

The object this time is to stop the assassination attempt on Dr Castilo. When you arrive you will be shot by a robot. When asked, remove the poison dart – you must now find and make the antidote for the poison. The robot will change into a man and leave the room.

First activate the compound analyser and place the dart in it, then activate the molecular synthesiser. There then follows a game where you must make the antidote for the dart. When this is completed, take the dart from the molecular synthesiser. You should then look around the room as there are a number of clues to be found.

View Dr Sinclair's log, there you will find three entries:

1. Smart alloys – this gives hints as to how the robots change their form.

2. Morphing – this gives an important clue that certain inert gasses can stop the morphing process, which will be useful for later on.

3. Time bending – tells of early-time travelling experiments.

Next to the log is an item where you can view an experiment involving bio-implants in rats, and information about the future use of implants on humans. Also in the room is a holographic prototype of the ARES robot.

Leave the room. When outside, use the track Bio-chip which shows if anything that has been involved in time travel has been around. You should see some red footprints which you should follow to the auditorium electrical access room. Enter the room and you will see a man pointing gun. To your left is a fire-control access box – use the wire cutters on the box. When it opens, enable and test it. By this time, the man will have morphed into a robot, but remember the log entry concerning certain gasses stopping the morphing process. The fire control will release gas over the robot and this will stop it. When it collapses, click on its head and remove the Bio-chips – you should get a shield, a retinal and the optical memory chip. When the robot self-destructs, pick up the stun gun. You will now be recalled. When you arrive back, view the optical chip.

The Journeyman Project – classic blueprint for CD games (way too high minimum specs, pretty graphics, questionable gameplay).

PART 5: Norad

The objective in this time is to stop the robot launching the nuclear missile at Gorbistand.

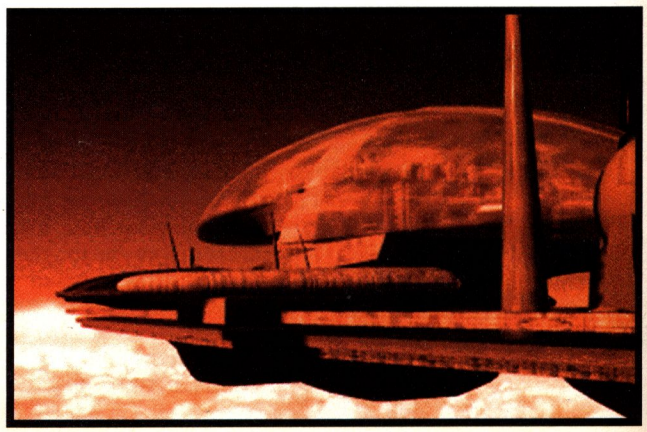
When you arrive you will be threatened by a robot, there will also be an alarm sounding and you will be warned of the presence of sleeping gas. The robot has connected a sleeping gas canister to the ventilation system of the plant. Have a look around the room, but do not remove the gas canister or you'll be captured. If you look at the Norad VI environmental control screen, you will see various diagrams of the Norad complex and some security videos showing members of the complex gassed. Before you leave the room, use the shield Bio-chip, because as soon as you leave the room the robot will shoot you. Also wear your oxygen mask.

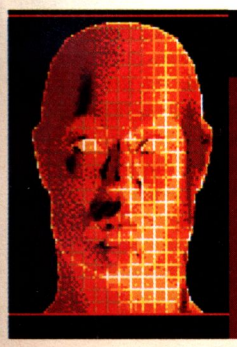
When you leave the room you will be shot, after this go to the end of the corridor and turn left, click on the door and you'll see the robot trying to crack the missile launch codes. Now go to the manual override terminal at alpha station 2 in the alpha section. When you get to the door of the alpha section you will need to use the retinal Bio-chip to unlock the door. Once you've done this, enter the room and click twice on the large map of the world. The robot will now tell you that he has cracked the launch code. The next bit of the game involves overriding all of the launch sites and as long as you're good at geography this is easy.

When you've overridden all of the launch sites, leave the room and go to the room that contains the computer which controls the loading arm. When you get there, sit at the computer – the robot will now appear and try to smash through the glass and get you. As soon as he starts to do this, click on the right-hand screen and select 'programmed operation' and then activate the loading arm. When the robot smashes through, he will be held by the loading arm. Click on the robot's head and remove the optical memory chip. You will then be recalled.

PART 6: The end

When you view the optical chip, Dr Sinclair will rant and rave about trying to stop the aliens. The important part of the message is the part where he says he will assassinate the Cyrollan delegate himself from a building with a good view of the capital. Remember the clue at the beginning of the game about your apartment block? Use the transporter and go to your apartment block. When you get there, use the lift and go up to the roof, then put the card access boom in the slot which is by the door to the roof. When it blows a hole in the door you will be confronted by Dr Sinclair holding a gun. Quickly use the stun gun on him and the game will be finished.

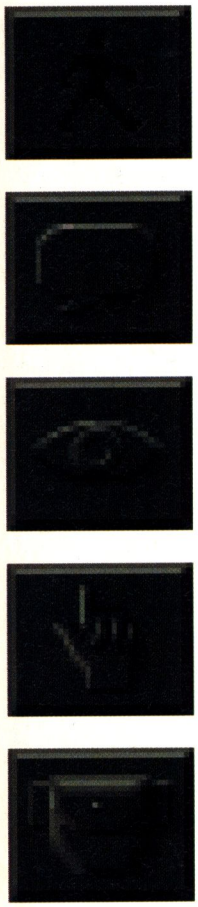




GENERAL TIPS

1. Save regularly, but be careful of the bug when doing so.
2. Speed is the main thing: perform the tasks as quickly as possible.
3. This solution is the Ghandi solution. If you use violence such as using the electrical power cable to electrocute the robot sent to assassinate Dr Castilo, or if you try to crush the robot at the Norad station in the pressure balance door, you will get a reduced score.

Police Quest IV



Where would prime-time TV be without cops, eh? And where would you Trueplayers™ be without our splendid solution to this establishment?

COPS ON the box. Cop books. Cop films. Amusing cop outfits for fancy dress parties. The cops are everywhere (except when you need one). They're even in the latest in a long line (well, four) of establishment adventures from Sierra – *Police Quest IV*. Not a particularly tricky adventure, you'll agree, but stacked with a couple of 'honkers' and 'blarters' which would keep the most rodent-like of note pad addicts up for a few good hours. Allow Sergeant Alan Gregmore from Sunderland to brief you on the weird and wonderful ways of 'the bill'.

The murder scene

The first section is fairly simple. Talk to everybody present at the crime scene and use the notebook on both men. Open the trunk with the keys and take the crime kit. Examine the body of the policeman and the cigarette. Use the notebook and then the chalk from the crime kit on both. Use the notebook on the grafitti and the contents of the skip. Then chat to Chester and leave her to do the rest of the work.

MONDAY Talk with Hal Bottoms and give him the report. Grab the 3.14 form from your desk, fill it in and give it to Hal. Use your computer and type 612 Gunner. Select 'gangs' and glean some info on 'Rude Boys Get Bail'. Leave the station and avoid the reporter by clicking the hand icon on her. Go straight to the morgue and pick up the two envelopes on the desk behind the facetious clerk. Enter the other room, chat with Sam and use the notebook on him. Now go to the Hickman house and swap the personal effects marked BH with the woman for a kevlar vest. Ask her questions, but tactfully leave the 'drug' inquiry until last. When she skips out, take the opportunity to chat to the little girl. Open the closet and check the coat pockets until you find the pills. Click them on the girl and then leave the house.

Head to So Central and go up the alley to find a grafitti-soaked wall. Examine the wall and take notes on the wall and bullets. Use the crime kit's putty knife to extract the bullet slugs and collect them in the bag. Go through the door and show your badge to the man on the corner. Talk to him and note down everything he says.

Knock on the cafe's door and then stroll down the street. Give some spare change to the drunk, talk to him and use the notebook. Enter the shop. Talk to the assistant, buy an apple from the counter and some glue from the right-hand shelf. Go down the alleyway, past the red fence and show your badge to a little girl. Talk to her and give her the apple. Carry on down the alley and show your shiny badge to Mrs Washington and give her the personal effects. Then head back to the office.

In the basement, give the glue to Chester. Nip up to the fourth floor and give the bullets to the evidence officer. Go down one floor into your office, answer the phone and then head straight for So LA. Go towards the back of the car and use the keys to open the trunk. Take the rifle and shoot the criminals.

TUESDAY After your talk with the lieutenant, talk to Hal and take another form from your desk. Fill it in and go downstairs to talk to Chester. Go to Yo Money's house and use the notebook on the body outline on the lawn. Walk towards the house and search the bushes to find the red shoe. Knock on the front door, show your badge to the bodyguard and give him some lip. Show the shoe to Yo Money's girl and talk about his enemies. Take extensive notes.

Go to the morgue, chat to Sam about Garcia's body, then return to the centre. Complete another form and then activate your computer. Select 'Hate Crimes' and type in 'Walker': the name that Yo Money gave you. Now return to So Central and visit Mrs Washington's house. Talk to LaSondra about the woman she saw. Next, go along to Dennis Walker's house, knock on the door and display that natty badge of yours. Talk to him and then save the game before you touch the radio.

SPOILED!

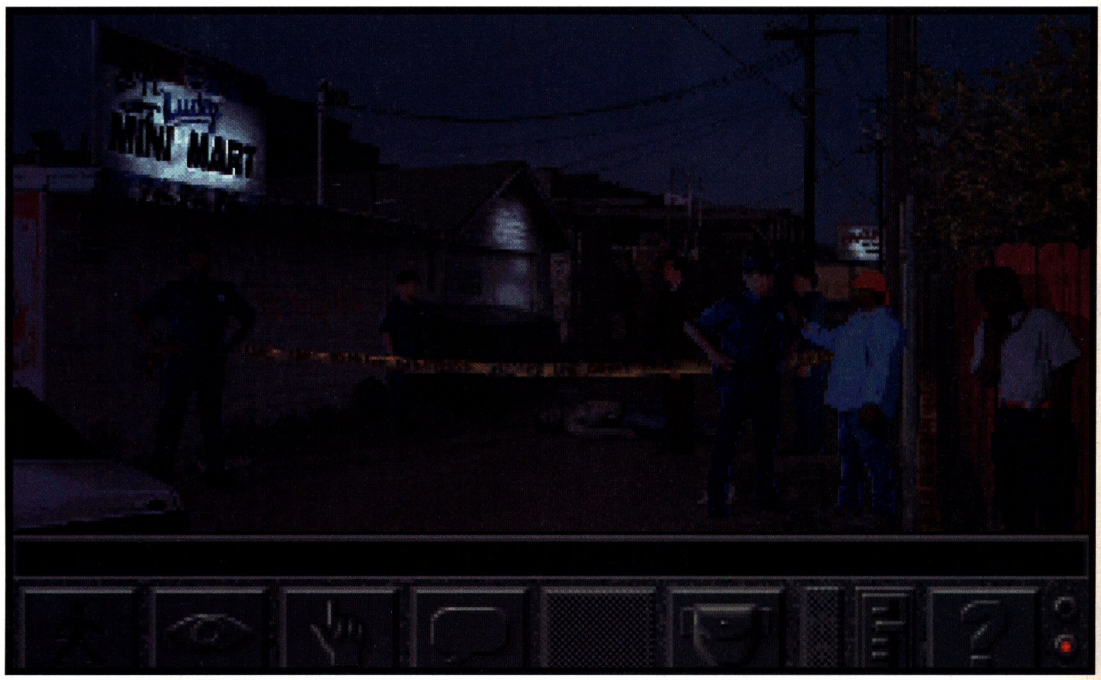
When his girlfriend tries to stab you, take the gun from your inventory and click on her. Use the talk icon and use it twice on her. She'll freeze and drop the knife. Choose the handcuffs and use them. Once arrested, take the girlfriend to the Parker Centre. Talk to Mrs. Garcia. Click on your desk, take your memo, and read it. Go to Hickman's house and talk to his wife. When you leave the house you'll automatically end up at the Short Cut bar. Take some pretzels from the bowl and talk to Chester and Sam.

WEDNESDAY Another day on the beat. At the city hall, walk to the front and answer all the questions. When Walker tries to attack you, unsheath your gun and click on him. When he's kneeling down, take your handcuffs and disable him. Return to the centre, take the eponymous 3.14 form from your desk, fill it in and give it to Hal.

Next, a stop-off at the shooting range. Take a green form from the counter, give it to the officer, and pick up the necessary kit (ammo and ear-muffs). Exit right and walk forward into the firing range. Wear the head gear and shoot the targets. When you get bored, give your muffs back.

Go to the morgue, chat to Sam, and then head to the impound lot. Show your badge at the window to get Wednesday's code. Give the yardman the code and ask him about the patrol car. Examine the car and take the newspaper clipping from the backseat. Give it a good read. Now head to Griffith Park, give the dog the pretzels and then walk over to the bannered tree. Examine the disturbed dirt and put the bone in your special plastic bag. Give Sam a grilling about the bodies in the car and slip him the bone.

Go to 'Hollywood and Vine' and question the man in front of Ragin' Records and the Bitty Kitty Club. Enter the club and show your badge to Electra. Show her the red



shoe and ask her about Barbie. Light her cigarette with the lighter from the bar, leave the club and pick up the mirror on the ground next to your car. Go into Ragin' Records, question the owner and then go back to the Bitty Kitty. Show your badge to Barbie, give her a good grilling then show her the shoe. Head back to the morgue to find a news team interviewing Sherry.

THURSDAY First stop – the morgue. Ask Sam about the bone, John, and Jane Doe. Go to the centre, into the basement and talk to Chester. Go to your office, do the usual 3.14 form routine, then chat to the lieutenant. Afterwards, visit the impound lot, click the badge on the window, and then give the code of the day to the yardman. Examine the license plate and write it down (E2BSY669).

Back in your office, log onto the computer, select DMV and type in the registration number. Visit the Social Services office, show your badge to Nora, question her, go to Luella Parker's office, examine the desk, pick up the case files and audio tape, and then leave. Question Nora again and then examine the case files and note names. Go back to Ragin' Records and give the tape to the owner. Examine the counter and take the drumstick. Exit and nip into the Kitty Club to question Barbie and Luella.

Next, visit the 3rd Eye Theatre. Show your fine and dandy badge to the ticket man, talk to him and then open the doors to the left of the lobby. Enter and question Mitchell Thurman about Luella. Drink some tea and then go into the cinema to the right of the concession stand. After the dream sequence, leave and go to So Central. Enter the burned-out building and take the piece of rope from the boxes. Go to Griffith Park and click on the rope.

FRIDAY You start Friday in the alley. Take the crowbar out of your crime kit and prise open the double doors on the left. Use the flashlight and search around until you find a wooden door. Use the putty knife on the door and open it. Click the glue on the drumstick and then stick both onto the mirror. Use the apparatus as a periscope to see when the coast is clear. Enter the kitchen and open the fridge. To get past the dog in the hallway, give it the bottle of sedatives from Hickman's code, and then open the closet at the end of the hallway. Examine the rug to find a secret trap door. Climb down the ladder and exit at the rear of the storage room. Notice the woman in the theatre lobby and the three soft drinks in the display case. Take the right-hand can and examine it to find a key. Return to the theatre and open the door on the right. Use the torch and get attacked by the psycho. Distract the dog by throwing the ball out of the window. Take the can of hairspray from the medicine cabinet in the bathroom, return to the fridge and take the cigarette lighter from the corpse's mouth. Save your game. Before entering the room at the end of the hallway, click the lighter on the hairspray to make a torch. Go in and use the torch on the murderer. Fin.

(Above top) And here we join the 1994 Mr. Macho Policeman contest in the 'hands on hips and eyeing the locals' round. (Above) Yee-har! A day in the police force is like an episode of Bonanza.

WIN £50

Send, send, send is what we say. £50, £50, £50 is what we pay. Senders of printed complete spoils and the Hack Of The Month win £50. All other hacks and tips disciples receive a free game (please give five choices). Please allow 28 days after publication for receipt of prizes. Make solutions as brief as possible, and any hacks/cheat/cracks clearly explained and preferably in debug format. Send to David McCandless at:

SPOILED!, TROUBLESHOOTER, PC ZONE, 19 BOLSOVER STREET, LONDON W1P 7HJ

WORD processor

SEND YOUR POST TO: WORDPROCESSOR, *PC ZONE*, 19 BOLSOVER ST. LONDON W1P 7HJ

What makes an RPG an RPG? Why bother to register your games? Is *Sensible Soccer* really that sensible? These questions and more are posed, or answered, by the ever vociferous readers of *PC Zone*.

End The Enhancements!

AAARGH! The bastards have done me again. I dutifully lashed out for *Lands Of Lore* and they bring out an enhanced version. So I get *Shadowcaster* and bugger me if they don't do a bloody enhanced CD-ROM for that too. Please use your pages and let the publishing fraternity hear the gnashing of teeth and much wailing, 'cos I'm well narked.

That singing, dancing versions emerge is good, yes: can't fault that. But I'd like it if they would offer some sort of upgrade for (registered) users. I appreciate that a CD version may be subject to the number of sales of the first, usually bug-ridden, release, but I'll be damned if I'll buy the same game twice at full price.

Paul Ackerley, Hulme, Manchester

You're right – there should be some benefit in registering for the customer. We all know that companies use registration information to build marketing databases, but they often forget that users expect other services for the time and effort of filling in and returning a registration card. I suggest that, if you are not getting the service you feel you deserve, you write to the company concerned and express your disappointment at the lack of information and upgrade offers. You could end your letter by telling them that, since you will probably not be purchasing any of their future products, you would like to be removed from any database that currently holds your details. If enough customers take action like this, publishers will soon have a change of heart. **Ed.**

Show Business

HAVING read your recent report on the CES show in Las Vegas, I got to thinking about computer shows in this country. Yes, I know that there are plenty of shows throughout the year but, frankly, they're not up to much. Most of the shows I've been to recently are great if you want to buy a cheap bit of kit, but why isn't there anything like CES where you can go to see new technology and new games?

Ever since the traditional September show at Earl's Court died a death, nothing has come along that really fills the hole as far as games are concerned. What I'm really desperate for is one show at which I can play all the up and coming games and get a few cheap games into the bargain. I'm certainly not going to shell out seven or eight quid just for the privilege of having a couple of dodgy geezers trying to flog me knocked off gear.

So I thought I'd write and get that off my chest. Maybe somebody will sit up and take some notice.

Gordon Bailey, Godalming, Surrey

I'd have to agree with you that the show scene in the UK isn't what it used to be. But I wouldn't be too envious of our American cousins – CES is a trade-only show and it covers a lot more than computer games

I suppose the nearest thing we have is the new LIVE show, which is now in its second year. That, at least, is open to the general public.

If, as you say, your main interest is in playing recent games and bagging yourself some bargains at the same time, I hope that you managed to make it to the Computer Shopper Show at the NEC! **Ed.**

Haunted!

I WAS interested in an article you wrote in *PC Zone*, Issue 11 *(Deep In The Heart Of Texas)* concerning Origin and Richard Garriott, especially about the Haunted House event which he holds. I would like to know who can go and, if possible, who can I talk to about it?

Also, at the moment I am doing a career research project and would like to know what qualifications you look for in a contributor to the magazine and whether you could take someone on for work experience in this area?

Ahmet Dervid, Halesowen, West Midlands

The Haunted House events tend to run every alternate year. They are open (and free!) to anyone. Provided you don't mind queueing for four days that is. The best people to contact about it are probably Origin in Austin, Texas.

There are really very simple requirements for a games writer. Firstly, you should have a sound command of written English and a clear, fresh writing style, and secondly, you should be knowledgeable about computer games, past and present and enjoy playing them. Yes, we do take people on for work experience from time to time, but this is usually arranged through relevant schemes and organisations. **Ed.**

Cheque It out!

READING through Issue 13's letters, I notice M. Burroughs from Scotland *(Privateer)* whingeing on about the price of PC games. I don't know of many priced at £50, but then, (and this is the point of the letter, or one of them), hasn't he heard of mail order? I don't think I've bought any software from a retail outlet for the past four years. You can save as much as £15 on the RRP, just look through the ads in the current issue of *PC Zone*.

A word of warning (the second point of this communication): when ordering, always pay by credit card, borrow someone else's if you don't have your own (with their permission of course), and *don't pay by cheque*, as this short story will confirm.

In the March issue of *PC Zone*, I read with great interest the articles on *Doom*, and decided to order it from one of the companies advertising. Well, two weeks passed by, two weeks of living hell, waiting for the game to arrive, and nothing. Thinking something was amiss, I phoned the company concerned and was transferred to a chap from another company, who informed me that the company I'd ordered from had ceased trading and that his company were honouring the *Doom* orders at the dissolved company's prices. I was told to put a stop on the cheque and re-order. This I did (by credit card) and sure enough, to my delight, *Doom* arrived the next day. Unfortunately, my bank charged me £10 for stopping the cheque, so the *Doom* trilogy, as excellent as it is, cost me £46.95 (inc. post.) A lesson well learnt I think.

K A J Zeidler, Bodmin, Cornwall

Yes, you can get some stunning reductions through mail order, but it's all too often the case that the only thing that gets reduced is the size of your bank balance, so potential mail order customers would do well to heed your advice. **Ed.**

Mine's Bigger Than Your's

YOUR magazine publications often include program disks, but they are always 3.5". I, like many disk users, have 5.25" machines. Do you provide 5.25" cover disks or can I exchange my 3.5" disks?

JA Dickinson, Posbeer, Ipswich

We don't do a 5.25" version of the cover disk for the simple reason that so few PC users utilise this format exclusively. It simply isn't viable to cater for the small minority of machines that only have 5.25" drives. I'd suggest that you hunt around for a 3.5" drive to replace or supplement your existing drive. You should be able to buy one new for as little as £30. **Ed.**

Release The Robots

ACCORDING to your preview in Issue 9, Mirage told you that *Rise Of The Robots* would be coming out in January (not that I'm blaming you, mere mortals like me), and here's me getting my hopes up (and my friend's), then January comes – not out, January goes – not out. February comes – not out, February goes – (boring this, isn't it?) *(Yes. Ed)* – not out. (By the time you read this, it will probably be out, but I like complaining, so I'll do it anyway. *It isn't – Ed*). My friend was hoping to get it for his birthday (which has gone now) and so was I as soon as it hit the shops – if I could afford it. But it's not out yet!

So I phoned Mirage and they said it was going to come out at the end of March. *What?* This is rather annoying. I'm not saying it's just Mirage (I know it's not, they are better than most), but I'm rather peeved – being only 12 years of age – about all this.

So tell publishers that they should think about customers a tiddly bit more, and not completely

about best-selling times (again, I'm not talking just about Mirage, but all other publishers). *Rise Of The Robots* better be worth the wait.

Phew! I've got that off my chest at last and I feel better for it.

Luke Brown, Bishopston, Bristol

There really isn't such a think as a 'best-selling time' (except, perhaps, for Christmas). When products slip it is usually because of development delays. Unfortunately, you have to take all anticipated release dates with a pinch of salt. Release dates published in reviews are a lot more reliable. **Ed.**

Disk Scam

FILLING in your Readers' Survey form has reminded me of something that I have been meaning to write about for some time, namely a new use for your cover disks.

What do your readers do with their old *PC Zones*? After they have read them they think, 'Hmm... should I keep it for a rainy day – or bin it?' If they are like me, they chuck it in the bin. Then the next rainy day comes and they wish they hadn't and say: 'Why, if I still had that *Zone* back copy I could have looked up the clue/cheat for my new game. Damn!'

Well, how about helping those like me? Why not publish the text of your magazine on a cover disk, say once a year.

Okay, so I know what you're going to say 'Great idea, let's put *HackMaster™/TruePlayer™* stuff on disk, add a clever little search engine and sell it to the suckers who have already bought the information, but have had the audacity to throw away the magazine.'

Hey, but do you know, I'd go for it.

Roy Collett, New Southgate, London

Funny you should say that. On the cover of this issue you will find a disk which contains, not only a demo version of the top 3D game Corridor 7, but also exactly the sort of program you are asking for. Our HackMasters™ have been working hard over the last couple of months to create an easy-to-use alternative to the dreaded Debug or PC Tools, and we think you'll find the resulting program to be an excellent hacking utility. Incidentally, the disk also contains a few extras which will appeal to all the fans of the Hackmaster™ pages out there. **Ed.**

Not So Sensible

I AM writing to complain about *Sensible Soccer*. *Yes!* Someone dares to complain about this God given game! I agree with virtually everyone (except the terminally dead) that this is the best football game around and let's face it, it *is*.

I was so impressed by it that I bought the game two weeks *before* I bought a system! The gameplay has lived up to my full expectations and I have no complaints here at all (although, on my 286 I can put 10 past AC Milan in only three minutes, even Graham Taylor couldn't let 10 past in that time... maybe seven...).

I have written to Renegade (and I even posted the registration card!) to tell them of the following and I was deafened by the silence. What annoys me (and please tell me if it is just my copy) is that the background to the otherwise brilliant game, is flawed.

1. The names of the teams and the players are sometimes shown wrong. I am currently playing with a mid-fielder called Scooby Doo and against Feyrnooo.

2. The player positions and the formation on the team layout screen seem inconsequential. If I put Hong Kong Phooey as centre forward, then that's where I expect him to play. I don't want £6.2M worth of dog playing on the left wing.

3. I would also prefer if the players didn't pick themselves. I, The Janitor, am the manager (like a caretaker manager but I would've gotten away with it, if it wasn't for those pesky kids!) pick the team. Sometimes the Star Players pick themselves after being 'rested' – very selfish!

4. The red and yellow card system is updated very badly. I lost Little Miss Muffet from my back four for a whole season (with one red card showing by her name, every week) and she hadn't even fouled anyone, let alone sat on a tuffet. Yellow cards can be collected by some people ad infinitum without an ensuing ban, whilst other players have been banned without collecting any cards at all or, indeed, playing!

5. I am not convinced that the correct field colours are being used for the conditions. I would not have expected a muddy pitch to show immaculately cut grass, or the hard pitch to show no cut lines (unless you're in the San Ciro).

There is one feature for which I would like to give Sensible Software a huge pat on the back. The referees. Let's face it, they are slow, incompetent, are suckers for a good dive, have no command of the rules of the game and are wildly inaccurate and inconsistent... exactly like the real thing.

Is there a fault with my copy of the game or is there a bug-fix available? I will gladly return my disks to Renegade/Sensible if there is, but I can't get them to talk to me.

Yours Sensibly Mad,

Dave Chapman, Heswall, Wirral

P.S. I hope that Sensible can live up to my expectations with their *World Of Soccer*, unlike the feeble efforts of *Premier Manager* and *Championship Manager* (bitch, bitch). A tip for you guys: read the reviews in *PC Zone* and only keep the good features.

P.P.S. If you reserve the right to edit letters, then I reserve the right to get pissed off when you so do.

Superb though it is (especially on the Amiga) Sensible Soccer is not... perfect. There, I said it. The bug you don't mention, which caused some consternation in this office, was when England had to play themselves in a multi-player European Championship! Ah well at least they couldn't lose. **Ed.**

LETTER OF THE MONTH

An RPG Or Not An RPG?

I have a question to ask (not necessarily of you, just in general). What is an RPG?

Before you give me a hermit's guide to computer games, I must point out that I am one of the greasy-haired, yellow finger-nailed, cardigan-wearing saddies mentioned frequently by your reviewers. I know what I think Role Playing Games are, and I don't think there are currently any computer games which conform to my definition. Allow me to explain.

The term 'role playing' is one of the most elastic in the game developer's vocabulary, and can be applied to almost any game in existence. For example, in *Zool* you play the role of an alien ninja from the nth dimension, in *Tornado* you play the role of a pilot in the air force and in *The Secret Of Monkey Island* you play the role of Guybrush Threepwood.

Why then are these games generally not considered to be RPGs? In my opinion it's because of the absence of statistics. It seems that any adventure game with explicit statistics is deemed an RPG. Why? Outside the computer gaming world, an RPG is any game which contains a reasonable amount of Role Playing (as in acting). Any statistics and miniatures involved are merely aids to the role playing process. In most pen and paper games (if played correctly) how well a player's performance relates to his alter ego's character is the most important thing (with rewards and penalties being awarded accordingly).

My ideal computer RPG would go like this:

- Hidden Stats (eg instead of Strength 18, you might have Rock 'ard).
- More freedom (like using anything you can pick up as a weapon to attack any character in the game).
- Character descriptions (temperament, motives etc) that have some bearing on the game.
- Full use of statistics (such as a more intelligent NPC seeing a possible solution to a problem before you do, instead of being mere cannon fodder).
- More open ended and non linear (*Frontier* does fine without a set objective).
- A setting which isn't the same old bloody Orcs and Elves fantasy shite that keeps getting churned out. Come on games designer type people, what about present day or futuristic style settings, I want big guns and bombs not girly swords and axes.

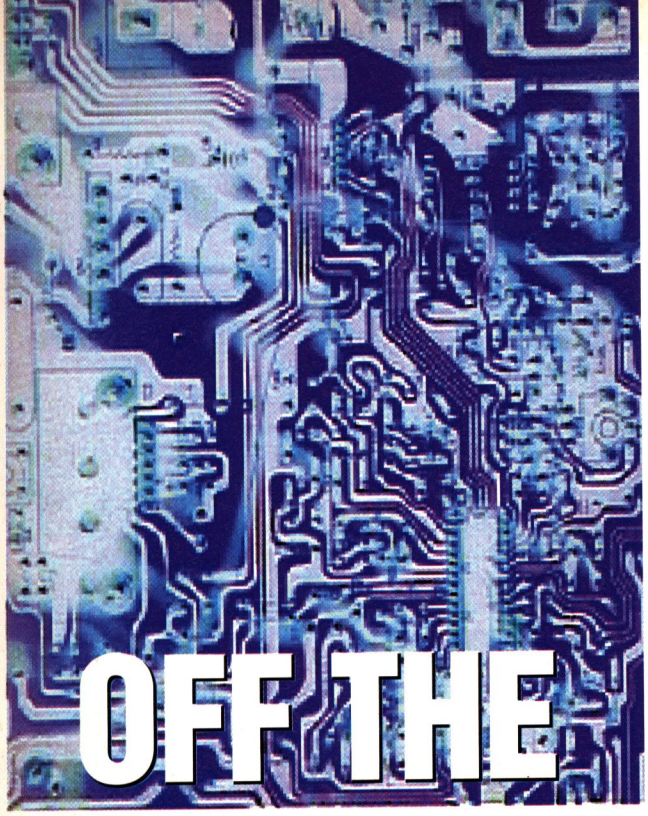
I hope I haven't bored you too much, but I believe my ideal RPG would not be too difficult for the best programmers to implement. If RPG designers just gave a little bit of thought to their releases they might make a classic game and the stacks of money that would go with it. I'm sure I'm not the only one who wishes RPGs weren't such cack.

John Salisbury, Aylestone, Leicester

We could argue forever about game genres, and what exactly constitutes an RPG. Since everyone has different ideas where the dividing lines between genres lie, labels like 'RPG' can only ever be guidelines.

I think that you'll find many game designers are beginning to think very much along the same lines as you are: RPGs are becoming more open-ended and less obviously based on statistics. We will probably see an even greater merging of graphic adventures and role-playing games in the near future. **Ed.**

NB We reserve the right to edit, alter and completely mess up your letters until they bare no relation to the original. Unfortunately we are unable to enter into individual correspondence. Usual bottom-covering disclaimers apply.



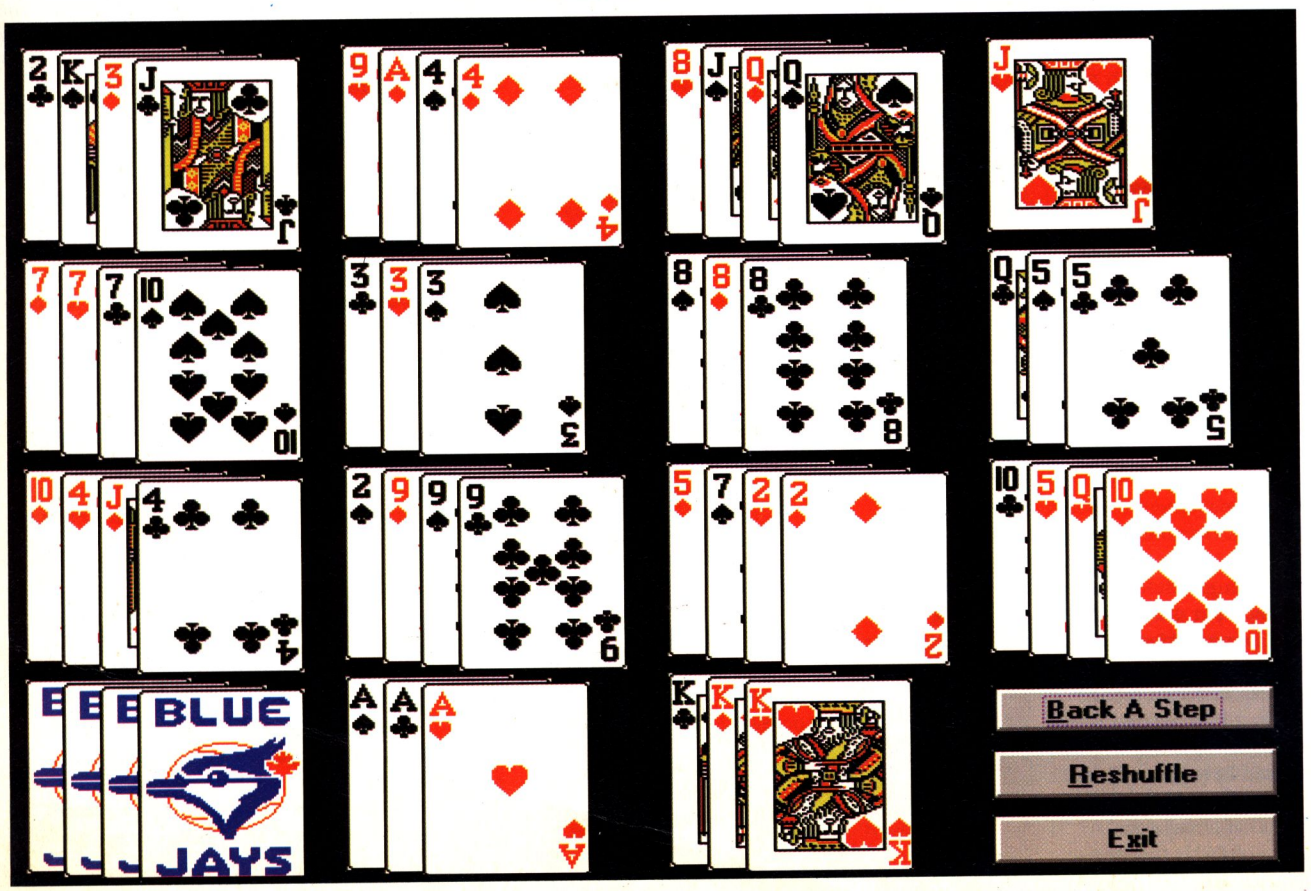
OFF THE BOARDS

A massive round up of the great and the not so great; Mark Burgess has ploughed through them all. So check here before you send off a fiver for that disk.

Pileon

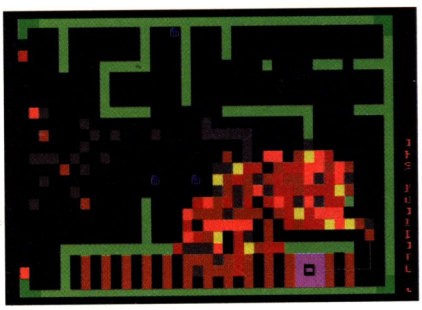
A good patience game for Windows. The pack is dealt out in 13 piles of four. There are two spaces to which you can move cards. You can only place cards on others of the same value and the number of cards in any pile can not exceed four. The aim is to get all the cards divided into 13 sets of four with each set consisting of cards of the same face value i.e. four Aces etc. It's very difficult to achieve and early decisions are crucial. A frustrating, but absorbing game.

Shareware from: Jerry Olejarz
Registration: whatever you want
Needs: 286 or better, 16 MHz or faster, VGA, Windows 3.1
Supports: mouse



(Below) Pileon: an addictive patience game where first moves count.

(Below) Pyromania: the accidental toasting of an arsonist.

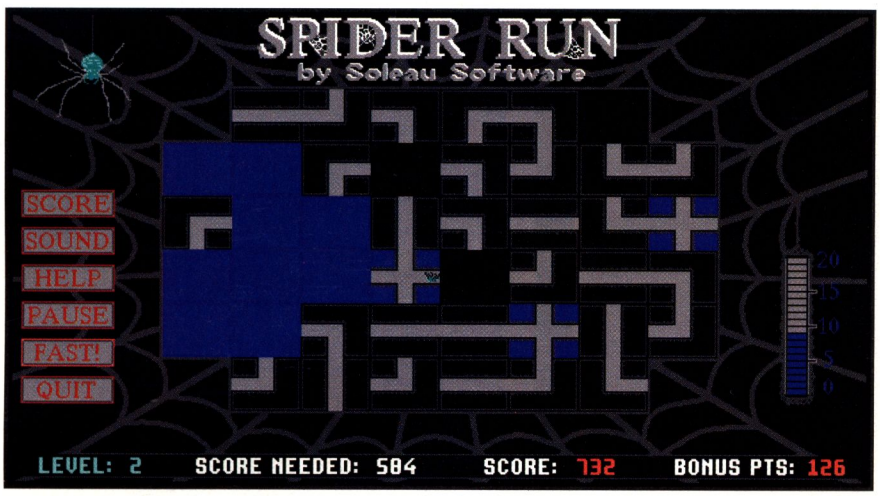


Pyromania

This is a real throwback; a graphically-undistinguished version of *Q-Bert*, but with a twist. You're an arsonist who, playing a fuse wire behind you, picks up cans of petrol and puts them where they'll cause the most damage. When everything has been set up, dowse the place with petrol and run like hell down the stairs.

Now, this is all very naughty, but the game is a reminder of the days of politically incorrect CGA Public Domain games. There was one where you caught the babies as they were thrown from a tower block and bounced them into the ambulance. It didn't encourage people to throw babies out of windows and I don't think this one will encourage people to burn down buildings. The only criticism of *Pyromania* is that it is visually boring.

Shareware from: Michael O' Brien
Registration: not provided
Needs: runs on almost anything, graphics from MDPA to VGA
Supports: joystick



Spider Run: out of threads and out of luck.

Spider Run

SPIDER RUN has supplanted *Doom* as the game of choice in the office. That's how fickle we are. One of the best *Pipemania* clones ever. Guide your spider along the strands. Using the /O switch will give you an 'Olympic' style score for the aesthetic beauty of your layout. The longer you can keep the spider crawling along, the higher the score. The levels get harder with double starting points and end points. If your score is good enough, there is a bonus round. There are only seven levels in the shareware version, but that's enough to get in the high 5,000s. Registration brings 30 levels.
Shareware from: Soleau Software
Registration: $12.00
Needs: 286 or better, 16 MHZ or faster, EGA, mouse

Last of the Free

THIS IS another clone of the arcade classic, *Defender*. A few liberties have been taken with the graphics but the gameplay is similar to the original. Fast and difficult on a 486, the major drawback is being unable to redefine the controls. These are keyboard only – not even cursor keys – which is a bit limiting for a fast arcade game.

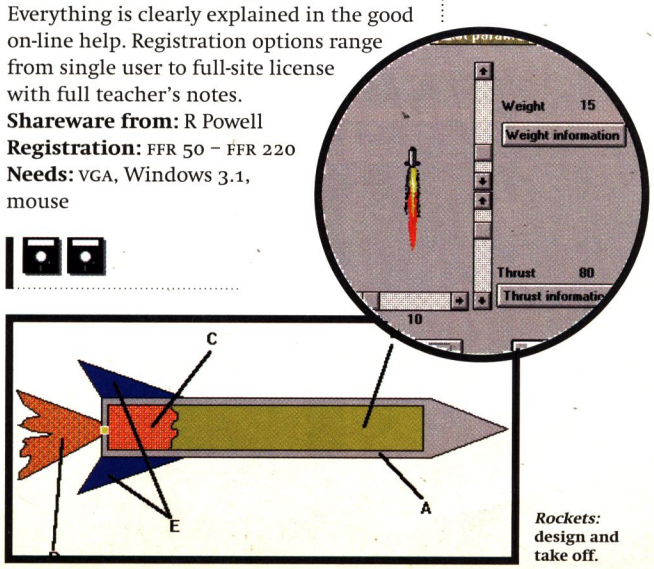
There are 8- and 16-bit sound samples but they need an actual SoundBlaster card to be present because the program looks for the environment variable 'SOUND', giving the location of the directory containing the subdirectory '\DRV', in which the drivers are actually stored. If you have an Orchid, like me, and the drivers are in C:\SW32, the program won't recognise your card.
Shareware from: Adrian Page
Registration: £10.00
Needs: 286 or better, 16 MHZ or faster, VGA
Supports: Ad-Lib, SoundBlaster, joystick

Flowers

THIS IS a version of dominoes, only prettier. The scoring system is a bit strange (and it cheats – it didn't give me my 100 points for finishing), but it's one of those nice, relaxing Windows games you can play while waiting for another application to end. Easy controls to rotate and place your tiles and a good help feature. The program hails from Finland.
Freeware from: Jussi Rosti
Needs: Windows 3.1 or above

Rockets

THIS IS a small Windows program, designed to teach 6 to 16 year olds about rocket propulsion. It clearly demonstrates the influence of weight, thrust and drag. You can design your own rocket by varying these parameters and then launch it in a race against two others. Everything is clearly explained in the good on-line help. Registration options range from single user to full-site license with full teacher's notes.
Shareware from: R Powell
Registration: FFR 50 – FFR 220
Needs: VGA, Windows 3.1, mouse



Rockets: design and take off.

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 $5.00 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. This is a program 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 to expect for your £50.00. Not often found in libraries, they tend to live on the cover of magazines or on bulletin boards.

WHAT DO YOU GET?

The disk should contain a file called READ.ME or README.1ST. Read it by typing TYPE README.1ST [pipe] MORE. There will also be some sort of batch (.BAT) file. 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 like .ARC, .ARJ, .LHA, .PAK, .ZIP or occasionally, .ZOO, but the disk will come with a program that will decompress the files, together with instructions on how to use it.

(Top two) Modern Problems: an electronic Rubik's cube. (Middle) Towers: *Tetris* with a twist. (Bottom) Stardate 2140.2: Battles On A Distant Planet: boring even for war games.

Modern Problems

A SERIES of puzzles designed by Joe Cassavaugh and Malcolm Michael. The early ones are easy enough; all you have to do is simply guide the worm past the bricks. Then you get into Rubik's Cube territory, which involves rotating or swapping coloured tiles. The puzzles are definitely challenging without being impossible. If you get completely stuck, there is a hint/solve feature.

Shareware from: Joe Cassavaugh and Malcolm Michael
Registration: $5.00 TO $10.00
Needs: 286 or better, 12 MHZ or faster, EGA, mouse

Towers

THIS IS based on *Tetris*, only there is less time pressure, so that this is more a test of planning than of reflexes. The aim is to build up a tower, storey by storey, while simultaneously trying for the tightest pattern.

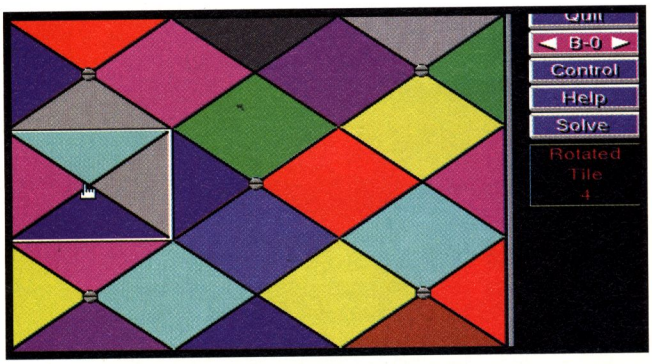
The whole thing is in isometric perspective which makes placing the blocks difficult. The look-ahead window is misleading about the size and shape of the pieces, so you will end up spending a lot of time trying to fit something that should go but won't.

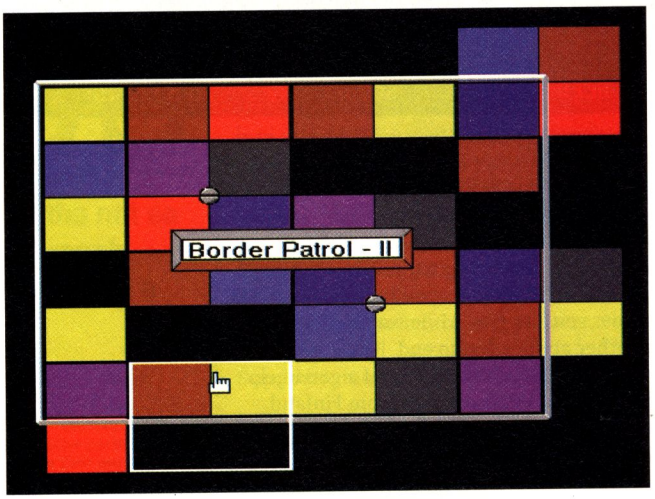
Shareware from: Steve Estvanik
Registration: not stated
Needs: 8086 or better, EGA
Supports: mouse

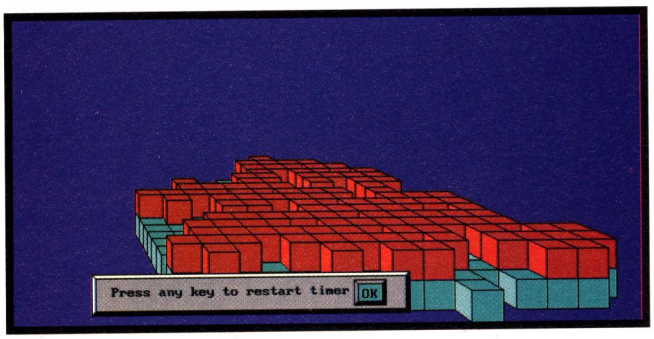
Stardate 2140.2: Battles on a Distant Planet

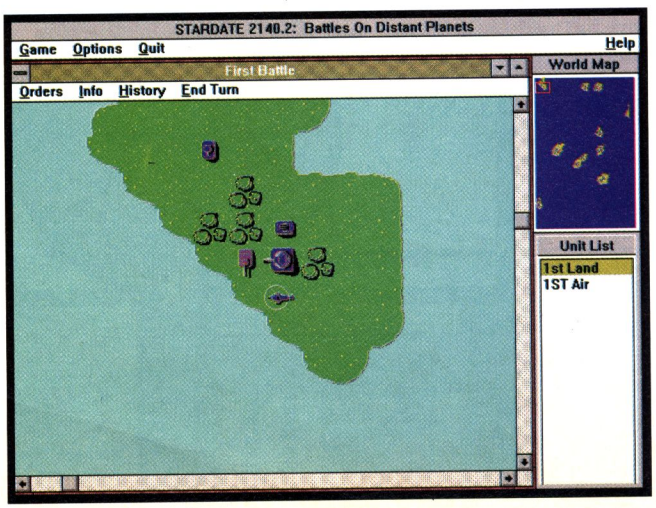
ABOUT the only noteworthy thing with this program is the length of its title, beating *Invasion Of The Mutant Space Bats Of Doom* by a short head. This is a turn-based war/strategy game with two players: any combination of human and computer i.e. one human against computer; one human against another human etc. Regrettably, it is graphically undistinguished and undemanding to play. Nowhere near the classic Windows strategy games such, as *Second Conflict* and *Capture The Flag*. Additional scenarios range from $15.00 to $40.00.

Shareware from: Glacier Edge Technology
Registration: $15.00 to $40.00
Needs: Windows 3.1









Columns

COLUMNS is a nice version of the Game Gear favourite. It's like *Tetris* only with gems that you can rearrange as they descend. Well implemented by Michael Foegelle with good graphics.

Shareware from: Michael Foegelle for Creative Computing Services
Registration: $20.00
Needs: 286 or better and VGA

Scubamen's Quest

YOU GUIDE a frogman through a maze, picking up treasure and unusual sea creatures on the way. He must also avoid being eaten by sharks, killer whales and other hostile creatures. He is armed with a stun gun which fires straight ahead or diagonally.

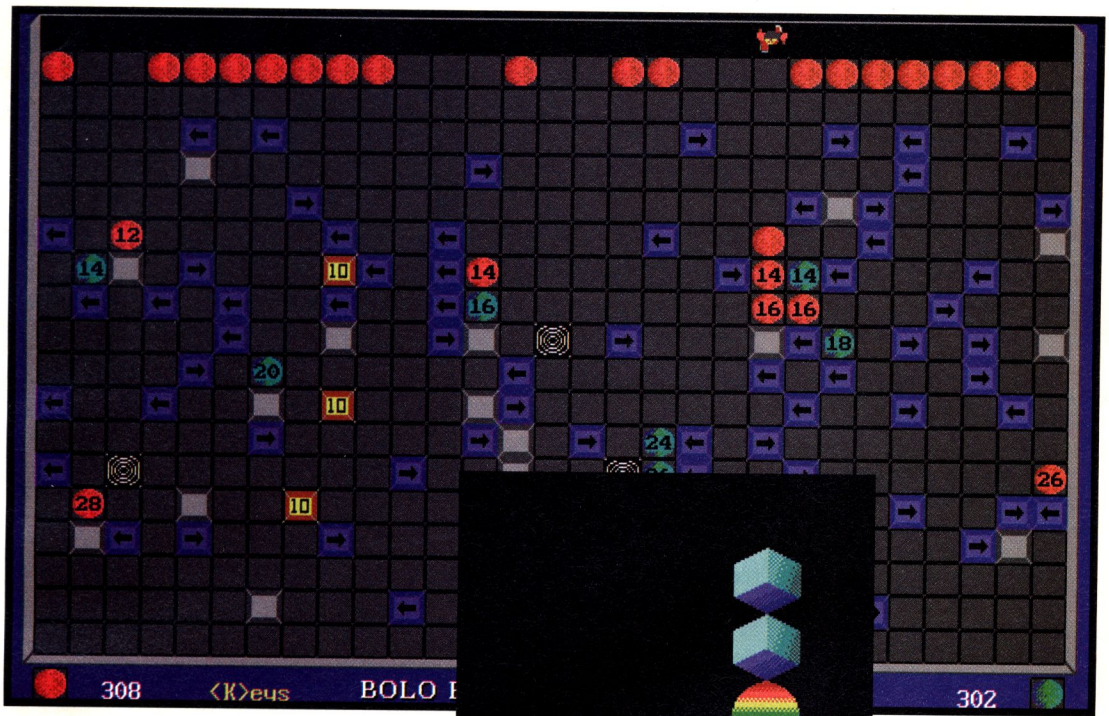
This is a new version of the old game *Alive Sharks* and is by the same man. It's graphically better although the gameplay remains primitive. Whereas in *Alive Sharks* you were able to take quite a few bites before you died, here, most contacts with a vicious fish are fatal. They track you and 'guess' your route to safety. Registration brings all 10 episodes and cheats for 'unlimited health'.

Shareware from: Bill Deedes for Alive Software
Registration: $22.00
Needs: 286 or better and VGA
Supports: Ad-Lib, SoundBlaster and joystick

Floatris

THERE are all sorts of versions of the falling block game *Tetris*. In an effort to come up with a new twist on an old game, programmers have used fractals, 3D and, often, sheer unplayability. This strange version has you playing eight games of *Tetris* simultaneously. An arrow moves from column to column, and as the game speeds up, it becomes extremely difficult to keep up. $29.00 gets the full version of *Floatrix* and *Rotaktrix*. The registration for *Floatrix* alone is $15.00 and brings with it: morphine, helium bombs and SoundBlaster support.

Shareware from: Dataware
Registration: $15.00
Needs: 286 or better and VGA



Bolo Ball

WILLIAM Soleau has a knack of coming up with addictive puzzle games. *Bolo Ball* starts with a row of 29 balls along the top of the screen. The aim is to get them to the bottom, one at a time, playing against the computer. On the way down, there are two types of obstacle: grey blocks that stop the ball and switch ramps which change the direction of the ball. This is where all the strategy comes in. You use the ramps to make sure that your ball gets further down the screen and, as the ramps switch, divert the computer's ball into a blind alley. The blocks dissolve at the end of the game, so set up switches below them with care. In fact, the game is often won or lost right at the very end.

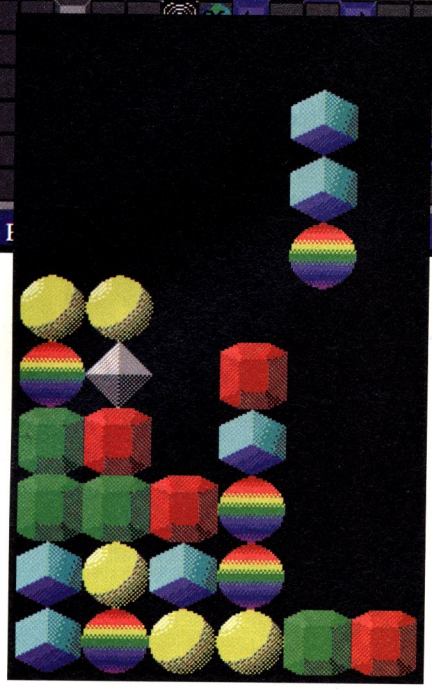
It's all a bit reminiscent of *Rescue Rover*, but requires much more forethought. An addictive game, typical of Soleau's usual high standard.

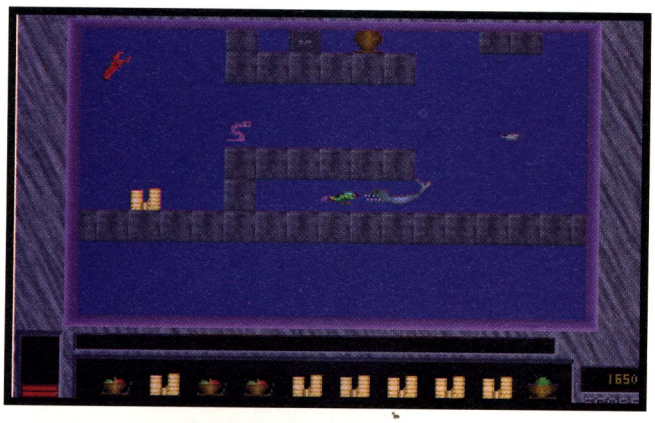
Shareware from: Soleau Software
Registration: $12.00
Needs: 286 or better, 12 MHZ or faster, EGA

Laser Light

LASER LIGHT is another good puzzle game. This time you use mirrors and beam splitters and even gravity fields to direct a laser beam at the target or targets. The early puzzles are easy but the game gets progressively more difficult. The main screen is taken up with the problem to be solved, with the tools arranged in a row along the bottom like *The Incredible Machine*. A fascinating game with excellent graphics; worth a place on your hard drive.

Shareware from: Pixel Painters
Registration: $12.00
Needs: 286 or better, VGA, mouse





(Top) Bolo Ball: another top game from Soleau. (Second top) *Columns*: a pretty version of *Tetris*. (Second bot.) Floatris: eight games at once. (Bottom) *Laser Light*: going fruit zapping.

HOLD UP

There are many shareware games which are still playable, but were written for early machines like the XT. They run far too quickly on anything faster than a 286. Fortunately, there are a few utilities that can help....

Slowdown

THIS IS a memory-resident utility which slows down the faster computers, especially 286 and 386.

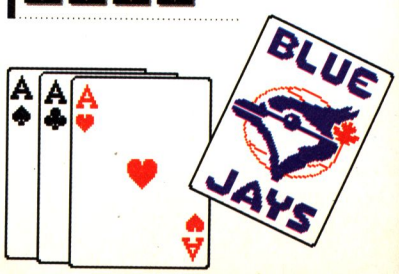
The command is SLOWDOWN n, where 'n' is a number from 1 to 100,000. The higher the number, the slower the machine will run. You need to experiment a bit to find the right figure for your computer. The program is simply unloaded by typing SLOWDOWN 0.

Shareware from: John Ruzicka
Registration: $5.00
Needs: for 286 and above

WHOA!

WHOA! is a memory-resident utility which slows down the computer's execution speed. It runs on any IBM PC, XT, AT, PS/2, or compatible with at least 256K of memory and DOS 2.0 or higher. It is not compatible with the IBM PCjr or with the advanced screen modes of the enhanced graphics adapter (EGA). The program is called by pressing ALT-F10.

Freeware: no author details
Needs: 286 or better and VGA



ZONE ware

All disks are available on 3.5" disk format only

Are you a few parts short of a complete solution? Or still desperate for that *Space Hulk* cover disk? Then be still your beating heart because on these pages you can order all the back issues you desire. And if the cashpoint machine is salivating at the sight of your card, why not pay less for your fun by taking a dabble in the world of shareware. Nine out of ten bank managers recommend it.

WHEN ORDERING

Use the Dennis Direct Order line if paying by credit card **0789 490 215** or fill in the application details on the coupon in BLOCK CAPITALS and send with correct payment to: **DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU.** All prices include VAT and are post paid in the UK. **Overseas orders ONLY** – We can only accept Visa/Mastercard, Eurocheques in £s sterling and sterling cheques drawn on a London Bank. please add £3.50 to the total order, to cover additional postage.

ORDER LINE 0789 490 215

ZONEWARE ORDER FORM

ZONEWARE GAMES

B3866 ☐ **Dragon Shard** @£3.50 BH218 ☐ **Ken's Labyrinth** @£3.505

BH212 ☐ **Monster Bash** @£3.50 B3747 ☐ **Blade Runner Disk** @£3.50

PC ZONE BACK ISSUES @£5.95 each

AW01A	☐ PC Zone 1	AW06A	☐ PC Zone 6	AW11A	☐ PC Zone 11
AW02A	☐ PC Zone 2	AW07A	☐ PC Zone 7	AW12A	☐ PC Zone 12
AW03A	☐ PC Zone 3	AW08A	☐ PC Zone 8	AW13A	☐ PC Zone 13
AW04A	☐ PC Zone 4	AW09A	☐ PC Zone 9	AW14A	☐ PC Zone 14
AW05A	☐ PC Zone 5	AW10A	☐ PC Zone 10		

Total number of items ordered ☐

☐ I enclose a cheque/postal order for £ .....

made payable to ***DENNIS DIRECT*** Ltd (*PC Zone*)

OR: Please charge my ☐ Visa ☐ Mastercard. My credit card number is:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date: ..... Signature: .....

NAME: .....

ADDRESS: .....

.....

POSTCODE: .....

DAYTIME TELEPHONE: .....

☐ Please send me a VAT receipt **CODE:** 22-94-06

The above information may be added to our mailing list. Please tick here if you would prefer not to receive details of special offers. ☐

ZONE ORDER FAXLINE. If you require a VAT/proforma invoice or wish to pay by Access or Visa, you may fax your order to us on **0789 490878.**

APRIL SHAREWARES

Zoneware this month includes a range of shareware games. Each disk will set you back just £3.50.

Order line 0789 490 215

Dragon Shard version 2.1b is a mouse-controlled EGA role-playing adventure game in the *Ultima* style. It's designed to expand in a 'modular' fashion so that when you have completed the quests in this introductory module you can continue your adventures in other modules. It features ten character races, 17 character classes, magic items and spells, interaction with monsters and non-player characters, hundreds of weapons, potions and herbs, shops, and much more. The shareware version restricts adventurers to the fifth level of experience.

● Order ref: B3866

Monster Bash is a VGA resolution platform-jumping arcade game from Apogee in the tradition of their best-selling *Commander Keen* and *Cosmo* games. Johnny Dash must use his catapult to repel undead monsters in his quest to free stolen pet dogs and cats held by the evil Count Chuck. Johnny can climb, crawl, shoot his catapult, fly a broom and much more.

● Order ref: BH212

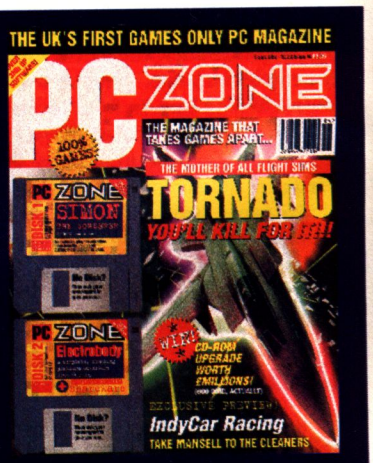
Ken's Labyrith is a 3D 256-colour VGA arcade adventure game. You have been captured by the Zogarians and must escape their labyrinth in order to rescue your dog Sparky and save the known Universe. Supports Gravis Gamepad control, and a musical soundtrack with Ad-Lib or Sound Blaster cards.

● Order ref: BH218

The Blade Runner Disk version 1.1 for film fans includes a *Blade Runner* quiz program with four levels of difficulty; a Wilbur Mercer simulator; random quotes program; 514 x 463 greyscale image of Rachael; 432 x 718 and 784 x 458 2-colour images of the film poster; plus a text file of *Blade Runner* information, including cuts and continuity errors in the film. (Public Domain disk)

● Order ref: B3747(1)

NOTE: Shareware entitles you to try before you buy. Registration costs are usually a fraction of comparable commercial software and they also entitle you to documentation, user support and upgrades.

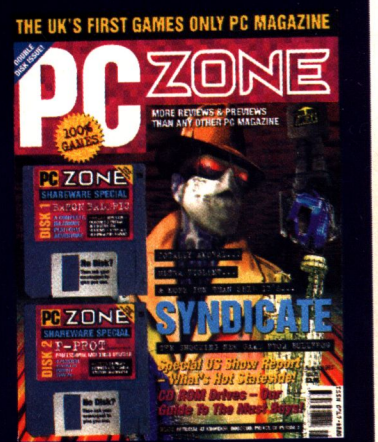


PC ZONE BACK ISSUES

PRICE: £5.95 EACH (£7.95 OUTSIDE UK)

Many are still available. The price covers postage and packaging and a small storage charge. Each back issue carries at least one cover disk chock-full of games.

Tick the box on the coupon or call 0789 490 215.



GET TOOLED UP WHEN YOU SUBSCRIBE TO COMPUTER SHOPPER

Subscribe to Britain's biggest selling computer magazine, saving up to £15 off the cover price, and we will send you this fabulous tool kit worth £14.95 absolutely free! So take advantage of one of these great offers now! To get your free tool kit, all you have to do is subscribe for 24 issues...

CALL THE SUBSCRIPTION HOTLINE 0454 620070 (9am-5pm)

Alternatively, if you choose to pay by direct debit you need only pay for 12 issues today.

Complete the coupon below and post to:
Computer Shopper Subscriptions Department,
UK: FREEPOST WD7, Patchway, Bristol BS12 0BR
OVERSEAS: Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ, United Kingdom.

YES ☐ **I would like to subscribe to Computer Shopper**
Or... ☐ **I am existing subscriber so please extend my current subscription**
Please tick which subscription you require:

24 issues **SAVE £15** ☐ UK £26.95 ☐ Euro £75.95 ☐ World £89.95
12 issues direct debit **SAVE £7** ☐ UK only £12.95

☐ **Please send me my free tool kit worth £14.95**

Mr/Ms Surname _____ Initials _____
Company name _____ Job title _____
Company/home address _____
_____ Postcode _____
Home/business tel: _____

Please indicate your preferred methodof payment:

❶ ☐ I would like to make payment direct from my bank (UK only).
Instructions to your Bank to make payment from your account (please complete parts **(i)** and **(ii)** below)
(i) Your bank details: Bank's name _____
Bank's address _____
_____ Postcode _____

Account number |__|__|__|__|__|__|__|__| Bank sort code |__|__|-|__|__|-|__|__|
Name of account holder(s) _____
(ii) Your instructions to your bank and your signature _____
Originator's identification no.**724680**

- I/We instruct you to pay direct debits from my/our account at the request of Dennis Publishing Ltd
- The amounts are variable and may be debited on various dates.
- I/We understand that Dennis Publishing Ltd may change the amounts and dates only after giving prior notice.
- I/We will inform the bank in writing if I/we wish to cancel this instruction.
- If any direct debit is paid which breaks the terms of these instructions the bank will make a full refund.

Your signature(s) _____ Date _____

NB. Banks may refuse to accept instructions from some types of account. No acknowledgement required.

❷ ☐ I enclose a cheque/postal order for £_____ made payable to: *Dennis Publishing Ltd.*

❸ ☐ Please charge my ☐ Visa ☐ Mastercard
Card number |__|__|__|__|__|__|__|__|__|__|__|__|__|__|__|__| Expiry date |__|__|-|__|__|
Date _____ Signature _____

❹ ☐ Please invoice me for £_____

☐ Please tick here if you do not wish to receive details of special offers or new products. **P406/ PCZ**

COMPUTER SHOPPER

Mr Cursor

HE'S AFRAID OF ROBOCOP*

*(and the moral majority)

I RECEIVED a letter this month, and here's what it said: 'I've been reading *PC Zone* since Issue Three and, on the whole, I've not been disappointed. However, with regards to your particular column, I do have a complaint to make. You hardly ever talk about computers. I know you're trying to be funny, but to be quite honest I'm not at all interested in who you went to school with and I couldn't care less whether or not you or your friends are scared of spiders. You obviously own a PC and you obviously also play games, so why don't you talk about them? The columnists in other PC magazines do...'. And she went on and on and on and on, slagging me off over five pages of A4. And the strange thing is that I sort of agree! But the problem, this month, is that I desperately want to talk about American TV censorship, and in particular *Robocop*, the movie.

So did you see it? The TV 'premiere', about a month ago? I did, and was dismayed to note – within three minutes I might add – that it was what I call the 'New New Happy Happy version'.

Let me explain what I mean by that. Cue tangent. I was in the States a couple of years ago, watching telly in a motel room in this vile Arizona hick-town where everybody wanted to kill me, and the TV announcer on Channel 18 said that after *Star Trek* we were to be treated to "*All New, New Murder She Wrote*." Brilliant, I thought. There had been the original *Murder She Wrote*, the second series called *New Murder She Wrote*, and now there was to be an *All New, New Murder She Wrote*. Meaning there'll also probably be an *All New, New Columbo*, and an *All New, New Baywatch*, and so forth. So that's where the term '*New New*' comes from. It's a way of saying that something isn't quite the original version, and carries the subtle inference that this time round it'll be about as crap as is humanly possible. Now to explain the 'Happy Happy'. What this comes from is the way American TV companies (non cable, obviously) broadcast sanitised versions of any movies containing bad language or rude bits. They're 'Happy Happy' because easily-offended, simple bible-belt folk won't be 'scared' by any 'blasphemous' bits. The blood is there, sure, but the 'guts' have been removed. You'll have seen examples for yourself even if you haven't been to the States... *Beverley Hills Cop*, *48 Hours*, *Trading Places* and so on – they're increasingly common imports.

Actually, before moving on, let me just quickly tell you about the New New Happy Happy version of *The Shining*, which I saw in that aforementioned Arizona motel room.

Shelley Duvall

You know the scene where Jack Nicholson is going totally bonkers on the stairs while Shelley Duvall is waving a baseball bat around? And after screaming the F-word a zillion times he then mentions his son and calls him a son of a bitch? Well, in the New New Happy Happy version, Jack (or rather a mimic, dubbed onto the soundtrack) replaces the F-words with the word 'freaking'. Okay, so no real gut-wrenching surprise there. But guess what else? They even changed 'son of a bitch' to 'son of a GUN'! Good grief. And you know the bit where the old hag gets out of the bath; turns into a 'tasty chick'; and walks, in the nude towards the camera? Well, in the New New Happy Happy version her boobs and pubes are sort of 'fuzzed out' (in the way crime documentaries pixelate the faces of people who don't want to be identified). So picture the scene: nude woman, complete with three unidentified areas, approaches a completely barmy Jack Nicholson who then runs out of the room, screaming "Freaking Bill" or something. But I was talking about the New New Happy Happy British TV premiere of *Robocop*, wasn't I? Righty-ho then.

Okay, so although most of the violence was intact (typical American double standards at play), the New New Happy Happy version of *Robocop* contained some of the most useless dialogue changes I've ever heard in my entire life. Even if you saw it you may have forgotten the real gems – but I haven't, because after a while I started jotting them down on a piece of paper. And because of this I can now take you back to you the scene where the vicious bloke in glasses is in the office of the top OCP bod... and the top OCP bod tells him he has to finish Robocop off for good. Here's the cold blooded killer's reply (with the altered dialogue in bold, because, as we know, altered dialogue is always three decibels louder than the original). Ready? Cue lights. Roll cameras. Action: 'Listen, mother**crusher**, your company built the **freaky** thing... I don't have to take no more of this **baloney**!' Brilliant, eh? Exactly how a hardened killer would talk under extreme pressure. Another excellent moment was right near the end. The killer bloke in glasses, the girl cop and Robocop are floundering about in a giant puddle while the killer bloke's accomplice is up above them all at the controls of a crane. He's just pressed a button and the crane ha dropped a load of metal girders onto Robocop's head. And what does this deranged criminal cry as the girders hit home? 'Ha ha ha... you **blugger**!' Amazing. "Blugger". A lot of time and thought obviously went into that word. Anyway, I suppose I'd better mention computer games before signing off: so here's what the 'moral majority' are currently saying about *Doom* (in their special New New Happy Happy censorship language, of course)....

"It's got us **motherclashing** worried. Anybody who plays the **fleshing** thing is going to be **son-of-a-gunning** warped out of their **freaky** minds before even the end of the first **biffing** level. They'll be roaming the streets, armed with **flenning** machine guns. And if they ever read the **motherclipping** message at the end of the flaky game they'll be corrupted by the word '**bathtowel**' Bring back the Spanish Inquisition! Burn books! String every last sinning **motherblaster** up by his or her **freaky** neck!"

Know what I mean? These people are out of their trees.

OUTPOST™

The Legacy Of Earth Depends Upon Your Survival

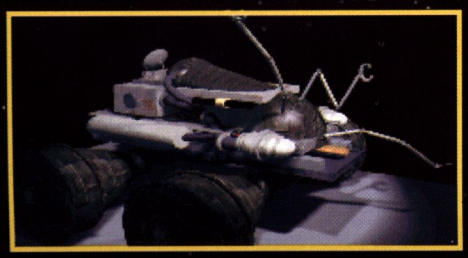
Earth is destroyed by a catastrophic event, and you're responsible for rebuilding civilization on another planet. Where you go and if you survive is up to you and there's a galaxy of possibilities.

Based on NASA research in planetary science, robotics, terraforming, and interstellar spacecraft design, OUPOST places you in control of the most comprehensive strategy simulation ever developed for the PC.

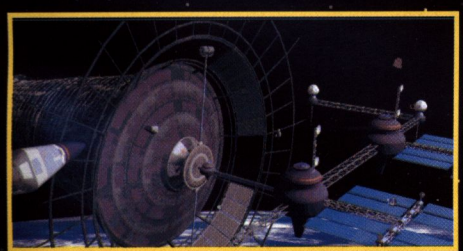
From the colonization starship to the robo-miners and monorail systems you'll use on the planet surface, OUTPOST's photo-realism and 3-D rendered animations are unprecedented.

Develop agriculture, mining and manufacturing to survive, and then invest in research and recreation facilities to make life more comfortable for your colonists - hopefully they'll be around long enough to enjoy it. Because, in the end, the decisions you make will determine the destiny of mankind.

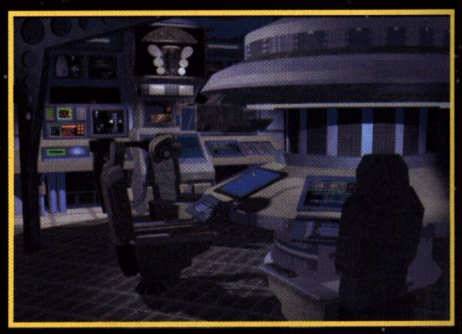
A virtual reality interface lets you build and control the growth of your colony.



You can build and operate a large variety of robots, including Explorer robots, Miner robots, and Bull-dozer robots.



Begin your journey on the mother of all motherships.



The command structure allows you to analyze the overall status of your colony.

State-of-the art 3-D graphics..

Fuel up on Jupiter's hydrogen atmosphere.

OUTPOST is available on PC CDROM
(Floppy version coming soon)

«One of the few games which are truly part of the "new age"»
PC Player

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

a SIERRA® Production

4 Brewery Court • Theale • Reading • Berks • RG7 SAJ • CUSTOMER SUPPORT: (0734) 303171

OFFICIAL
Advanced Dungeons & Dragons 2nd Edition
COMPUTER GAME

AL-QADIM™

THE GENIE'S CURSE

Explore a new game world in the style of the Arabian Nights!

High magic and dark deeds reign as you face the evil Genie Lords in a quest to restore your family honour! A complex, pre-generated character grants you quick entrance into the all-new AD&D® AL-QADIM™ game world. Encounter genies, sinister sorcerers, wise hermits and many more mysterious beings, each with their own secrets and challenges. Use magical items to face the challenge of real-time combat and puzzle solving. And savour a tightly woven story line that's enhanced by grand cinematic musical themes – *all in the exotic new AL-QADIM game world!*

IBM 256-color VGA Displays

IBM
& COMPATIBLES

Available on 3.5" disks and CD-ROM.

Marketed and distributed by U.S. Gold Ltd., 1-4 Cuckoo Wharf, Lichfield Road, Birmingham B6 7SS. Tel: 021 606 1800

U.S. GOLD®

SSI®

ADVANCED DUNGEONS & DRAGONS, AD&D, AL-QADIM, the TSR logo and all TSR characters, character names, and the distinctive likenesses thereof, are trademarks owned by and used under licence from TSR, Inc. ©1994 TSR, Inc. ©1994 Strategic Simulations, Inc. All rights reserved.

HINTS TIPS N HELP CALL THE GOLD PHONE
Service provided by U.S. Gold Ltd., Units 1-4 Cuckoo Wharf, Lichfield Road, Birmingham B6 7SS.
TECHNICAL SUPPORT HOTLINE 021 326 6418

LUCASARTS: 0839 654 123 Loom • Secret of Monkey Island • Monkey Island 2 – Le Chuck's Revenge • X-Wing • Rebel Assault • Day of the Tentacle • Sam & Max • Indiana Jones and the Fate of Atlantis • Indiana Jones and the Last Crusade • Zak McKrakcen • Maniac Mansions **DELPHINE SOFTWARE INTERNATIONAL: 0839 654 284** • Flashback • Another World • Cruise for a Corpse • Operation Stealth **S.S.I: 0839 654 139** Eye of the Beholder • Eye of the Beholder 2 • Heroes of the Lance • Dragons of Flame • Veil of Darkness • **LEGENDS OF VALOUR: 0839 993 366** • **SIR – TECH WIZARDRY HINT LINE: 0839 994 477** **NOVALOGIC:** Comanche Maximum Overkill! **0839 007 725** Please note: The above information was correct at the time of publishing 1st March 1994 Calls are more expensive than ordinary calls and are currently 39p a minute cheap rate and 49p a minute at all other times. **YOU MUST OBTAIN PERMISSION FROM THE PERSON WHO PAYS THE BILL BEFORE CALLING.** Contact U.S. Gold, Tel: 021 625 3388 if you require further technical details..