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CD-ROM EDITION

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PC GAMER

FLYING CORPS

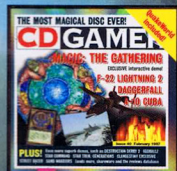
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SIM EVER?**

FIRST REVIEWS!

Diablo, KKND
SkyNet's Revenge,
and, of course,
Flying Corps

GENERATIONS

First look at
MicroProse's new
Star Trek game



ON THE CD

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F-22 LIGHTNING 2
DESTRUCTION DERBY 2
A-10 CUBA
CLANDESTINY
DAGONFALL

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The World's Finest PC Games Magazine



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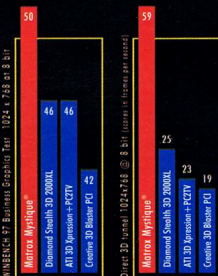
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Chocks away!

EARLIER THIS MORNING I discovered four mushrooms growing out of the carpet at the foot of my bed. They were about four centimetres tall, beige, bell-shaped and had presumably sprouted during the night. Twenty-four years of memories could only potentially class these foreign bodies as either pasta curls or mushrooms and, given their location, I reasoned that somehow, someone had mislaid their cooking ingredients. Following my attempt to dispose of said pasta, there are now three and a half mushrooms in my bedroom, half a mushroom on the way to the sea and one sickened me.

Perhaps the reason I did not detect the (now) obvious dampness earlier was that I've been playing *Red Alert* into the night rather too much recently. Mark, Steve, Nathan, Jon Smith and I have been engaged in highly competitive battles most evenings. So far, the honours are fairly even (although I must confess to being on a bit of a run recently, thanks to my thieves) but the two months of playtesting have thankfully affirmed the 95% I awarded Westwood's masterpiece a few months ago. We have, however, drawn up a localised Geneva convention banning the construction of the absurdly powerful commando, Tanya. Life is infinitely better without her. Find, therefore, the perfect (and self-servingly commissioned) guide to all the tactics you'll need to win at *Red Alert*. Compiled by Internet *Red Alert* guru, Roger Wong, it is something we know you'll appreciate.

Also appearing is the first insider look at MicroProse's *Star Trek: Generations*. Perhaps it would have been an idea to release it before the excellent (if disappointingly devoid of special effects) *Star Trek: First Contact*, but that's games for you. *Generations* looks to have huge potential and it's certainly a game about which we receive many excited letters.

As is *Flying Corps*, which has finally emerged from Rod Hyde's development complex and is soaring high over the slightly crinkly WWI battlefields. Steve rates it as one of the best flight sims ever and considering the genre has advanced nowhere since DID's awesome *EF2000*, this comes as a welcome relief. As *TFX3* and *Falcon 4.0* appear on the horizon, it will be interesting to see if biplanes can ever really compete with the thrill of flying tomorrow's jets. I suspect not.

Accompanying *Flying Corps* into the 90% zone is the surprise hit *Heroes Of Might And Magic*. The first game was excellent and the second genuinely builds on its strengths to create the best conventional strategy game since

Civilization II. Perhaps we're cursed by New World Computing, but we somehow overlooked the first and knew nothing of this sequel's finished state until a wrapped box arrived last week.

Diablo, however, is this issue's big disappointment. We've been expecting good things from *Warcraft II*'s sister team, but it appears as if they are yet another developer who have concentrated too much on the multi-player aspects of a game at the expense of the essential single-player mode. A shame.

A warm hand of deadline panic is extended to Trevor Witt this month. Trevor has been compiling the CD for the past six months and now joins us as full-time CD Editor. He inherits a tiny, cluttered desk, a broken PC and an obsolete CD interface. We'll be working hard together to completely overhaul it as soon as possible.

All that remains is for me to thank Steve and the rest of the team for completing the issue while I'm lying around supping G&Ts on a beach in India for a couple of weeks. More on that next month, I suspect...

James Flynn
Editor





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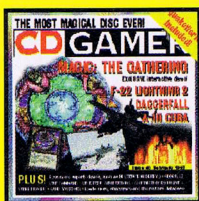
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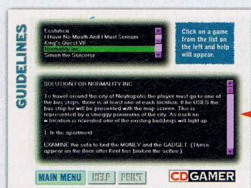
CD GAMER

CD GAMER the Windows way

Over the next four pages you'll find details of all the great playable demos and add-ons that are included on this month's CD GAMER. Floppy disk users are also in for a treat, with a double helping of the excellent platformer *Crazy Drake*.



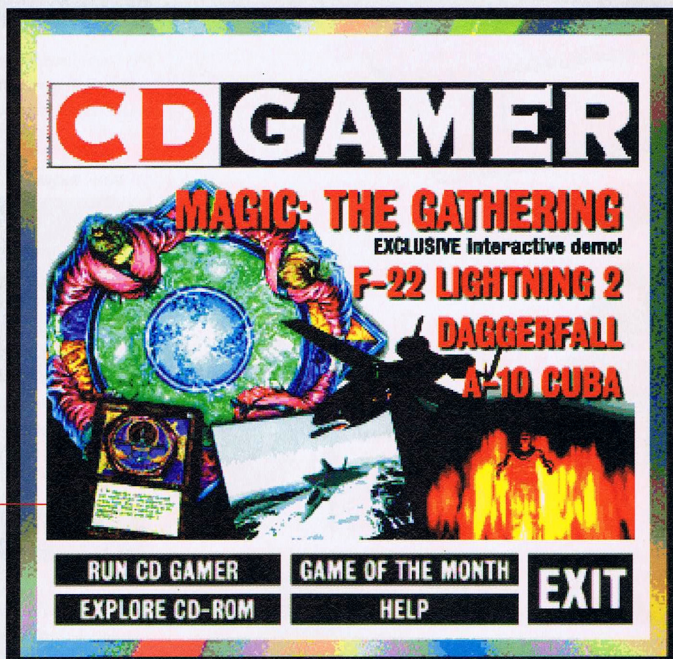
Here's the main menu, from which you can install and play any of the demos and shareware games, and also access the reviews and tips libraries.



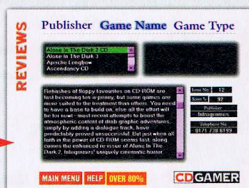
The tips and solutions section contains masses of information to help you out of tricky spots. We'll be adding more stuff each month.

CD GAMER via DOS

CD GAMER from DOS looks a little rudimentary, but, hey, it's what's inside that counts – right, readers? From here you'll be able to access all the patches and WADS along with any DOS-only demos, though not Windows-only demos nor the reviews and tips.



Once you've got CD GAMER running (full instructions are on the back of the case), this screen gives access to the main demos, the rest of the CD or, heaven forbid, an exit back to Windows.



The reviews library has details of every game we've reviewed in PC GAMER, nearly, including scores and some text. We promise to update it completely soon.

Magic: The Gathering

MicroProse

Pentium 75, 8Mb RAM (16Mb RAM preferred), Windows 95, 800x600 16-bit colour display, DirectX
Exclusive to PC GAMER readers, try out the duel section from the new *Magic: The Gathering* game from MicroProse, using one of the dozen or so decks available in the finished product. The demo is installed from the CD GAMER Windows menu and the set-up program will first launch a Winzip self-extracting archive, so please take care to enter a full path and destination directory for the program files, such as C:\MAGIC. When the product has finished copying to your hard disk it will launch the demo automatically. Press ALT and F4 together to exit.



F-22 Lightning 2

Nova Logic

Pentium 90, 8Mb RAM, MS-DOS, VESA compatible graphics card/driver

Our playable demo of the superb *F-22 Lightning 2* flight simulation from Nova Logic includes one of



the many training missions that gives you the freedom to put this awesome, state-of-the-art fighter through its paces. But before you can take to the skies you must negotiate your way through a tricky installation procedure, so follow these steps to success:

- 1) Launch the CD GAMER DOS menu and select F22 from the demo list.
- 2) Now select the UNZIP option and enter a temporary directory for the game to be installed to.
- 3) Exit the menu program and change to the directory you just selected on your hard disk and type the word INSTALL.
- 4) An installation program will now copy the relevant files to another new directory, which will be the final resting place for the demo.
- 5) Once complete the SETUP program will automatically be launched so that you can configure your hardware options and you can then, finally, start the game.

Daggerfall

Virgin Interactive Entertainment

486DX2/66 (Pentium 90 preferred), 8Mb RAM (16Mb preferred), MS-DOS

The *Elder Scrolls: Daggerfall*, to give it its full title, has been around for some time, but there has been a serious lack of a demo to bring the game to the attention of a wider audience. That is, of course, until now. Our interactive demo gives you a brief introduction to the character generation and gameplay that has made the game so popular with the die-hard role-playing enthusiast. Look out for *Daggerfall* on the CD GAMER DOS menu.

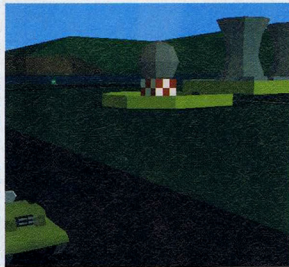


A-10 Cuba

Activision

486DX2/66 (Pentium 100 preferred), 8Mb RAM (16Mb preferred), Windows 95, DirectX

An interactive mission from Activision's *A-10 Cuba* awaits you on CD GAMER this month. The game features high-quality rendered SVGA graphics, so it is strictly for those of you who have access to high specification PCs and although it will run on an 8Mb system, we strongly recommend 16Mb as a playable minimum. Default directional control is handled by the mouse, and power is controlled by the + and - keys. Other controls are listed in the accompanying help file.



Destruction Derby 2

Psygnosis

Pentium 75, 8Mb RAM, MS-DOS

The playable demo version of *Destruction Derby 2* features one whole circuit from the full game and a field of 20 cars to test your driving and over-taking skills on. The game is unzipped from the CD GAMER DOS menu.



Fallen Haven

Interactive Magic

Pentium 75, 8Mb RAM (16Mb preferred), Win95, DirectX

We have a playable section from Interactive Magic's new, turn-based, futuristic strategy game for you to enjoy. The gameplay and control system is fairly complex, so take a moment to read the accompanying README.TXT file, found in the GAMES\FHAVEN directory on the CD, for more information.



Star Command

GT Interactive

486DX (Pentium 75 preferred), 16Mb RAM, MS-DOS

More space-based strategy awaits you in GT's *Star Command*, and our superb playable demo delivers a real challenge and hours of entertainment. Install the playable demonstration version from the CD GAMER DOS menu, but only use the default destination directory, C:\STARCOM, or else the game may not function correctly.



Street Racer

Ubi Soft

486DX2 (Pentium 90 preferred), 8Mb RAM, MS-DOS, VESA compatible graphics card/driver

The playable *Street Racer* demo features one whole circuit and various graphics modes so you can easily configure the game to match the speed of your system. The best control method is a joystick, but if you wish to use the keyboard, here are the default keys:

- D - Accelerate
- Q - Jump
- Caps Lock - Left
- A - Right
- X - Fire

Clandestiny

Electronic Arts

Pentium 75, 8Mb RAM, Windows 95, DirectX

The *Clandestiny* demo features the excellent intro and a small section of the full game to interact with. Using the mouse you will notice that the animated cursor will change as you move it around the screen and over objects, so if it changes into an eye, you can then look or activate the object that lies below it. The CD GAMER Windows menu will launch the set-up program and you will be prompted to install DirectX 2 if it does not already exist on your system.



Before You Start

We strongly recommend that you free up as much expanded memory as possible. You can do this by editing the config.sys file yourself.

Type EDITCONFIG.SYS <ENTER> from the C:\ prompt, and a screen will appear. Look for the line which has the words emm386.exe in it. Replace the text which appears after emm386.exe with the word RAM. The line should now look something like this: device = c:\dos\emm386.exe RAM

Alternatively, one easy route to more memory is to use the memmaker program. This should be undergone carefully, especially if you use a boot menu or a joint DOS-Win/Win 95 set-up.

Please note that we have come across compatibility problems with PCs using CD-ROM cache programs other than MSCDEX, which is supplied with MS-DOS. The most up-to-date version is included on CD GAMER.

The DOS Menu

Put the CD into your CD-ROM drive and select it by entering MS-DOS, and typing D:<ENTER> or whichever letter you use for the CD.

Start the menu by typing go<ENTER>. If you are running Win 95, we recommend that you start your PC in Command Prompt Only mode and follow these same steps. If you run the DOS menu from a DOS box, it is not recommended that you run it in a window or ALT-TAB away from it.

The Windows 3.1 Menu

To start the Windows 3.1 menu select Run from the File menu. Enter the letter of your CD-ROM drive then run the file PCG.EXE. A new program icon will appear on your desktop. Double click the PC GAMER icon to launch the menu. This menu includes only the Windows 3.1 games. You need to use the DOS menu to get at all the DOS games.

The Windows 95 Menu

Insert the CD-ROM and a menu will appear, giving you the options of running the menu, exploring the CD-ROM, or returning to Windows. Select the Run menu to see this month's games. This menu includes both the Win95 and Windows 3.1 games. You need to use the DOS menu to get at the DOS games.

Got A Problem?

If your CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault plus a self-addressed envelope. Return postage will be paid.

PC GAMER CD Returns

Diskpress

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Gloucestershire GL54 2HQ

A CD should only need replacing if the CD itself cannot be read. If, instead, you are experiencing problems with an individual demo or application, phone our technical support line. This is open between 9.30 am and 6 pm from Monday to Friday.

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Fax 01225 732279

e-mail: support@futurenet.co.uk

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Ace Ventura

7th Level

Pentium 75, 8Mb RAM, Windows

Join forces with the world's only pet detective, Ace Ventura, in this interactive demo. The game is a standard point-and-click adventure, with some ingenious puzzles and excellent cartoon graphics.



Crazy Drake

One Reality

486DX, 8Mb RAM, MS-DOS

The platform game is back with a vengeance in the form of Crazy Drake, a slick, parallax scrolling affair with some superbly animated cartoon graphics, which runs well on even the lowliest of the low 486 PC. Installation is handled by the CD GAMER DOS menu.

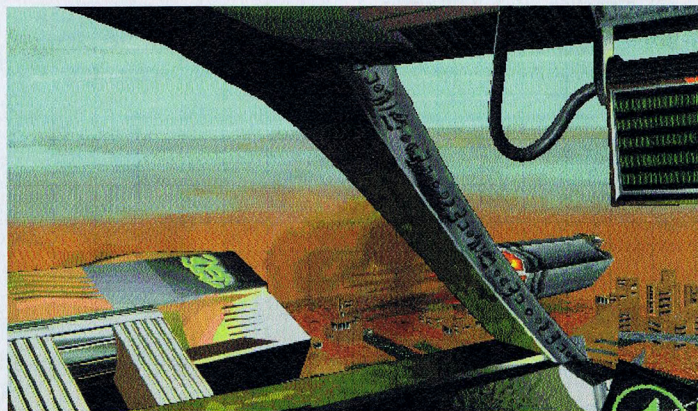


Sand Warriors

Gremlin

486DX2, 8Mb RAM, MS-DOS

A multimedia trailer for this epic title from Gremlin that includes video footage and a breakdown of the various crafts and forces that await you in the full game. The demo is loaded from the DOS menu and it will try to auto-detect your sound card as it starts, so if this is unsuccessful, try adding the SET BLASTER variable to your AUTOEXEC.BAT file.



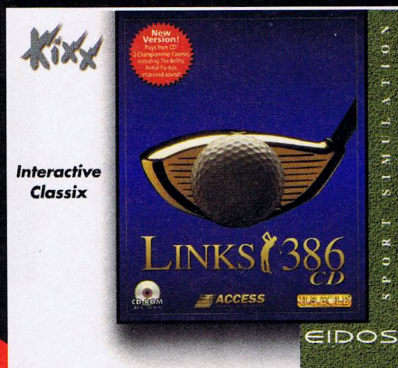
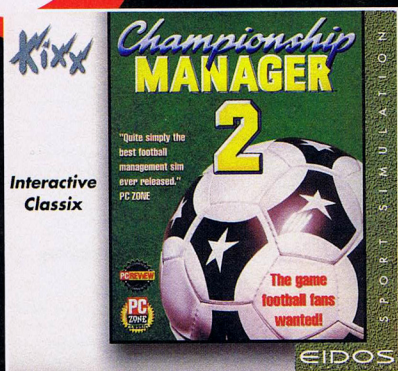
DirectX 2 Warning!

Some of the playable demos on this month's CD require the installation of DirectX drivers onto your Windows 95 system. These drivers have been designed by Microsoft to increase the speed of games and multimedia applications running under the Windows 95 environment by allowing direct access to the relevant hardware devices inside your PC. However, early versions of DirectX were not compatible with certain graphics cards and caused the default driver for Windows to be overwritten and, in some cases, severe corruption to the display itself, only allowing access to the poor 16 colour screen mode. These problems are quite rare, but because they do exist, PC GAMER has taken the following steps to limit the possibility of this occurring with one of our readers. First, we have placed a copy of DirectX version 3, a far superior product, on the CD GAMER Windows menu itself, which we would strongly recommend using, and, second, we will list some possible solutions here for those of you who still experience difficulties.

The most common problem is a display driver problem, and there are a couple of ways to solve this. You should first enter Windows 95 under safe mode, which is accessed by pressing the F8 key when the computer starts up and displays the message starting Windows 95, and then selecting the relevant option from the menu that appears. Once Windows has loaded, you should right-click on an empty area of desktop and select properties from the menu that appears. When the display properties window is onscreen, select the settings tab, and then click on the change display type button. You will then have the option to choose the relevant adaptor type to suit your particular graphics hardware. If this does not work, it is a good idea to allow Windows 95 to start as normal and then run the added new hardware program within the control panel to re-detect the graphics card you have. It is likely that you may have to remove the currently selected driver from the Device Manager under the System properties Window before this program will find any new devices.

Please note: In very severe cases of a DirectX conflict, these suggestions may not solve the problem and, regrettably, the only solution may be a complete reinstallation of the Windows 95 operating system. Please bear this in mind before attempting to install a DirectX game or the DirectX drivers.

IMPORTANT: The DirectX set-up program will occasionally fail to run correctly when it is launched from within the CD GAMER Windows menu, so if you encounter any error messages, try changing to the UTILSDIRECTX directory on the disc and manually run the DXSETUP.EXE program. This process will install version 3 of DirectX and should preferably be installed on systems currently using DirectX 2, which can be installed by running the file DXFULL.EXE located in the UTILSDIRECTX2 directory on CD GAMER. If you do not install DirectX 2 prior to version 3, you may experience difficulties with games that were programmed for the earlier version.



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Marble Drop

Maxis

Pentium 75, 8Mb RAM, Windows 95, DirectX

Marble Drop is a new, mentally challenging game from Maxis, and our demo allows you access to a particularly tough puzzle to solve. Read the accompanying help file carefully for detailed playing instructions.

Oddballz

Mindscape

486DX2 (Pentium 75 preferred), 8Mb RAM, Windows

Most of you will have seen the previous releases, desktop Catz and Dogz. Now prepare yourself for the ultimate computer pet, *Oddballz*. Works on both Windows 3.11 and 95, and needs to be loaded up from the CD GAMER Windows menu.

Eat My Dust

Sierra On-Line

Pentium 90, 16Mb RAM, Windows 95, DirectX

We have one whole circuit, the Alien Asteroid, from the final version of Sierra's forthcoming, cartoon-style, driving game *Eat My Dust*. When the set-up program appears, simply choose your required installation directory and hit the EXTRACT button to begin the process. Once complete, the program does not automatically create a start menu icon, so you will have to run the game manually from its directory using Windows Explorer.

Tomb Raider

(3DFX & Rendition Demos)

Core Design

Pentium 75, 8Mb RAM, MS-DOS, Enhanced 3D or Verite Rendition compatible graphics card

We have brought you the demo of *Tomb Raider* before, but for



those among you who are lucky enough to own a 3DFX or Rendition compatible card, you can now experience the game in superb, high-resolution detail. Upgrades will soon be available to take the full game up to this unbelievable graphics level, and we will endeavour to include these within our patches list when they are ready.

QuakeWorld

Id Software

Pentium 90, 16Mb RAM, Windows 95, registered copy of *Quake*, MODEM and Internet connection

Enjoy a good *Quake* deathmatch? Well, now you can challenge people from all over the world to a thrilling, multi-player blood-fest with this new add-on from Id Software. We have included both the client and server programs to save you downloading them, and because we do not have space here for adequate instructions, we suggest that you check out the accompanying readme files and the Id Software homepage (<http://www.idsoftware.com>) thoroughly before attempting to use them. Because the files are compressed in a zip format that contain Windows 95 long file name structures, you must

decompress them using a suitable application, such as the shareware version of Winzip available in our Getting Started section of the CD GAMER Windows menu.

Wireplay

British Telecommunications Plc.

P90, 16Mb RAM, MS-DOS, MODEM and Internet connection

We recently distributed the complete Wireplay software along with a copy of the Wireplay version of the excellent flight simulation *EF2000*. For those of you who missed this excellent offer and who wish to join in on this on-line gaming phenomenon, we have included the Wireplay installation software again on this month's DOS menu. This software is strictly for new users who wish to join up with Wireplay, so when the files have been copied to your hard disk, change to the relevant directory and type WP15H4 to complete the installation process.

Universal Hint System

UHS Software

486DX, 8Mb RAM, Windows or MS-DOS

The Universal Hint System is an excellent way to get assistance and cheats for difficult games. There are three file readers supplied on this month's disc, one each for Windows 3.1, Windows 95 and MS-DOS users, so simply select the one that is relevant to your operating system. When you have finished installing and the chosen file reader has loaded, simply point its file requester window to the SHWARE\UHSFILES directory on the CD where we have included over 150 of the UHS files.

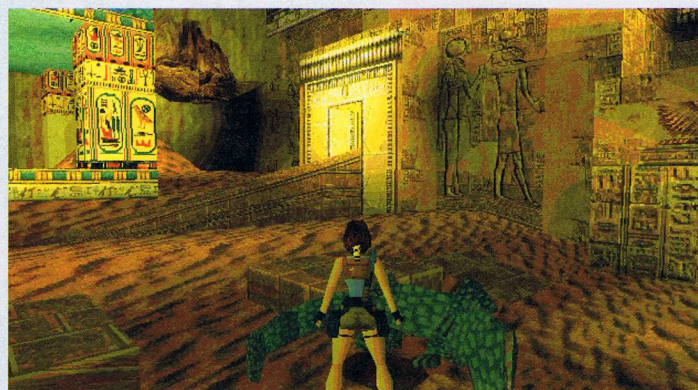
Levels

Quake Levels

- 1) Create a new directory called MAPS within the QUAKE\IDI directory.
- 2) Load the PC GAMER DOS menu and unzip the level files to this directory.
- 3) Start *Quake* and select the console. Type in MAP followed by the name of the new level, for example: MAP KEEP (to load a new file called KEEP.BSP).

Duke Nukem 3D Levels

Use the DOS menu to unzip the required levels to the directory on your hard disk where the full retail version of *Duke Nukem 3D* is installed, and then run the SETUP program in this directory and select the relevant level from the add user level option.



On the floppies

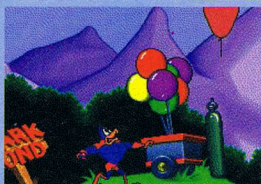
Crazy Drake

One Reality

486DX, 8Mb RAM, MS-DOS

A real treat for our floppy disk readers this month, *Crazy Drake* is an excellent cartoon-style platform game that features very smooth parallax scrolling and amusing character

animation. The program itself is so big, we have had to squeeze the game onto two floppies, and you can install it by inserting either disk into the drive and changing to the A: prompt under DOS and typing GO followed by RETURN. The



installation program will prompt you to swap the disks when it requires more information, and you will require around 8Mb of space on your hard disk to complete the process.



Got A Problem?

If, after following the above steps, you're still having trouble, or if the game simply won't install at all, it's just possible that you have a defective disk. If you're convinced that a disk is dodgy, return it to the address below and a new, working version should be returned to you within 28 days.

PC GAMER February Disk, T1B PLC, T1B House, 11 Edward Street, Bradford, BD4 7BH.

GREETINGS FROM THE WORLD OF MERIDIAN 59



THE FIRST INTERNET-BASED 3D MUD

Word has got out that Meridian 59 is the place to visit. Top PC journalists seem to think so. As the first of its kind on the Internet, Meridian 59 is setting the standard. Not surprisingly, there have been thousands of visitors to this destination. And at only £19.99 getting there is cheaper than ever.

Meridian 59
marks the
beginning of
a new Era
in on-line
entertainment



Escape
London
England.

Meridian 59
can become
an addiction
Steve Owen



.NET
London
England

I give it
90%

Steve Jackson



The Daily Telegraph
London
England



Hi,
this is an
on-line gamers
paradise
Steve Farnagher



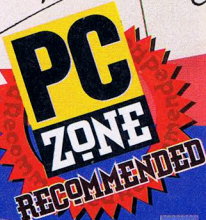
PC Gamer
Bath
England

The flexibility
and interaction
with other
people puts this
way ahead of
the games
currently available.

Martin Klimes



INTERNET
London
England



Meridian 59

FOR A FREE 5-DAY TRIAL OF MERIDIAN 59, VISIT OUR WEBSITE AT:

<http://meridian.3do.com/trial/> Available at: PC World, Virgin, Electronics Boutique, Game and HMV.



SCOOP! Your first look at...

ULTIMA IX



Sumptuous, SGI-rendered, dream sequences known as Sendings will punctuate the game. Excitingly they won't just be pretty intermissions but proper Freudian disturbances filled with meaning. Twisted and misrepresented but important.



The fully moveable scenery (à la *Syndicate Wars*) will result in unprecedented ease of control, while the rendering quality (above) looks incredibly good.

You have rested long enough o' bearded one. Prepare. It is time for another sequel.

By MARK DONALD

THE LEGENDARY *ULTIMA* RPG SERIES, which harks back to the very dawn of home computing, is awakening from its long slumber in preparation for more sword and sorcery antics. It's crashingly sobering to think that if you, as a fluffy faced 15-year-old, played the *Ultima* series from the beginning, then you are over 30 now. RPGers are probably more loyal creatures than most, but whereas other competitors have fallen by the wayside, *Ultima* has endured thanks to Origin's commitment to make every game a great leap forward both technologically and conceptually.

The plot continues the trials of the Avatar as he seeks the strength and knowledge to vanquish arch-evil fiend, the Guardian, from the fantasy world of Britannia. This is the final chapter in *Ultima's* trilogy of trilogies and so Richard Garriot, the creator, wants to bring the current series to an epic climax. *IX* will be the denouement of the entire saga, featuring the final conflict between the Avatar and the Guardian and bringing to a close the Age of the Avatars. Moreover, characters, artifacts and story elements that go back to the very genesis will all be touched upon.

So, just to ensure that this truly is the epic conclusion of all that has gone before, Garriot's goal is to create a Super *Ultima* by combining the strongest features from previous episodes and surpassing them all. Thus *IX* should have a story line with greater impact than *IV* and *V*, more fiendish plot twists than *VI*, interaction in excess of *VII* and still put the visual beauty of *VIII* in the shade.

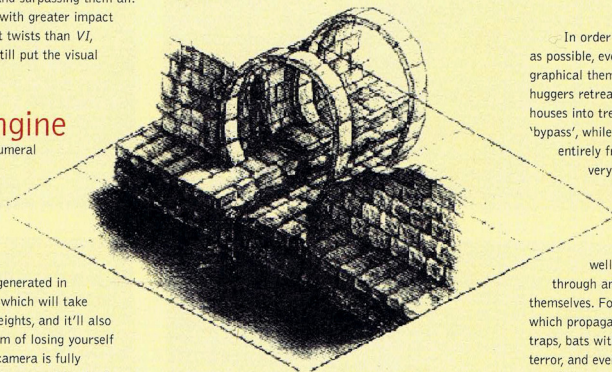
New game engine

As is by now traditional, a new numeral means a new game engine. Whereas *Ultima VIII* used sprites and pre-rendered graphics, the brave new world of *Ultima IX*, though visually similar and retaining the isometric perspective, is entirely generated in true 3D. Everything is polygonal, which will take the level of interactivity to new heights, and it'll also solve the perennial *Ultima* problem of losing yourself behind walls as the third-person camera is fully 'rotatable' and 'zoomable'. There is even wild talk of switching into a first-person view from time to time, though a final decision hasn't been taken yet and work on it won't begin until the spring.



The entirely polygonal world will be a revolution for RPGs as well as *Ultima*. It has the potential to create the most realistic environment seen in such a game to date.

"Whereas *Ultima VIII* used sprites and pre-rendered graphics, the brave new world of *Ultima IX* is entirely generated in true 3D."



The plot, characters, events and locations have nearly all been finalised. So nearly there, then.

In order to create as varied and immersive a world as possible, every city in Britannia will have its own graphical theme. Cove, for example, is a Sylvanian tree huggers retreat populated by eco warriors who build houses into trees and have no word for the term 'bypass', while Asylum is a den of pirates and made entirely from cannibalised ship parts. It all sounds very impressive and the designers reckon they'll keep this level of imagination throughout the entire 256x256 screen world plus dungeons.

Of course, every RPG needs a well-stocked bestiary to hack and slash through and again the designers have excelled themselves. For example, there are carnivorous plants which propagate seeds that bloom into huge Venus man traps, bats with a mutant sonar attack that provokes terror, and even innocuous dungeon fixtures that can morph into monsters, swallow the contents of your inventory and nick your weapons.

Brain-taxing adventure

Fortunately, Origin are moving away from the frenzied mouse-clicking combat that characterised the quasi-arcade *Ultima VIII*. The traditional D&D principles of character stats, inventories, skill advancement and sub-plots promise to make *Ultima IX* a brain-taxing adventure more along the lines of *Daggerfall* than *Diablo*.

If the end result matches the breadth of vision and ambition we've seen so far, then it should breathe new life into the RPG genre and ensure the continuation of the *Ultima* legend well into the future. And the omens are good. It's by far the most expensive *Ultima* ever and Origin intend to take the time to make it perfect, so the current August release date is tenuous at best.

WHY *ULTIMA IX* SHOULD SLAY 'EM

- It'll be the first RPG to be entirely rendered in true 3D.
- It combines devious mental challenges with ever popular hack and slay.
- Each location has its own fantasy aesthetic themes.
- The *Ultima* engine is again being developed from scratch.
- Richard Garriot's building a big medieval castle to live in.

Developer
UK Publisher

Origin
Electronic Arts

How complete
Release date

60%
August

SCOOP! Your first look at...

DARK REIGN





If there's still life in your fingers after finishing *Red Alert*, you may well be up for this. By STEVE FARAGHER

AHEM." BEN FROM ACTIVISION, WHO has brought *Dark Reign* from London for us to look at, is clearing his throat rather noisily, trying to be heard above the hubbub.

"Of course it is quite like *Command & Conquer*, and consequently *Warcraft II*, but it's going to be a lot better than either of those." Suddenly the noise in the office drops to nothing. You could hear a mouse burping in the ensuing silence as the combined grey matter of PC GAMER struggles with the concept of something that's better than *Command & Conquer* or *Warcraft II*.

But you're probably hopelessly confused by now. Let's rewind this conversation to the bit where we find out what *Dark Reign* is all about. "It's about being a Togran," says Ben unhelpfully. "Er, you're a peaceful bunch of people living a quiet existence on the Togran homeworlds. Then one day this peace is shattered when the war between the Imperium and the Freedom Guard – which has raged across the galaxy – spills over to your home. It's destroyed and you manage to escape in a scout ship. Then you come across a message from your leader, erm, Togra, attached to a probe that can open a temporal rift, in time y'see, that'll let you go back to the moment just before your home world was destroyed and, well, save it." He paused for breath, and checked that no-one was napping. "But, before you're allowed to use the probe, you have to complete a series of trials by winning a bunch of recorded battles between the Imperium and the Freedom Guard. That way you get to learn their tactics and everything, before taking them on yourself in the climactic battle. Clever, eh?"

And we were forced to admit that, as excuses for

wargames that are based on completing a series of levels go, it was pretty smart.

Familiar sight

Dark Reign is a very familiar looking game to anyone who's seen *Command & Conquer*. You have resources which you use to build factories and command posts and a host of other buildings. These, in turn, produce units that you control and send out, in real-time, to do battle with your enemy. And, like *Warcraft II*, there's a fog of war, which means that you can uncover areas of the map

"There's true line-of-sight, so that units can hide behind terrain features such as hills and be more difficult to attack."

and see what's there, but can only see enemy units when they're in visual range of one of yours.

But remember, Ben claims that this game will surpass *Command & Conquer* and *Warcraft II*. How, as Fred Dinage might say?

"Well, for a start there's true line-of-sight, so that units can hide behind terrain features such as hills and be more difficult to attack." We all nod appreciatively.

"Then," Ben continues, "there's indirect fire. Units can fire at areas, rather than having to target specific enemy units, so you can lay down suppressing fire over a hill, for

example. Add in the fact that some units can 'morph', changing their shape and abilities, and you begin to see how this game will be a distinct improvement.

Eight-way play

"The Australians who designed the game engine behind all this are also rather proud of their orders system. You can set up waypoints for units, so that they will patrol, and you can give them instructions to move somewhere, and then fire, and then move somewhere else, without you having to monitor them. A single unit can be given

six different orders to follow. Add in eight-way multi-player games with the facilities for players to set themselves up as allies and be able to share resources, plus the fact that the maps are much bigger than anything you've seen before, and the fact that there're unlimited units, and that terrain is very important with units travelling slower uphill, for instance, and you can see why we're all rather excited about what it'll be like."

And we have to confess that what he says appears to be true. *Dark Reign* looks set to combine the ease of interface that makes C&C stand out so far, with more options and more detailed wargaming. We were almost excited ourselves by the end of it.

HOW WILL DARK REIGN CRUSH ITS OPPONENTS?

- True line-of-sight makes life more interesting for wannabe commanders.
- A superb range of over 30 different units gives great flexibility in tactics.
- The facility to give complicated orders lets you concentrate on the task in hand.
- Terrain plays a larger part in battles, helping you win if you take advantage of it.
- Eight-way multi-play – with alliances – has us all drooling over our keyboards.
- It's got the benefit of hindsight.

Developer
UK Publisher

Australis Microprogramming
Activision

Release Date
How complete

Easter 1997
75%



"Aargh! Look! It seems to be some sort of swimming gun and it's coming straight for us."

THIS MONTH

Oh, the laughs we've had creating the love child that is this month's Eyewitness. First, we had the pleasure of playing *Quake* to death once again in order to fully report on the phenomena that is QuakeWorld. Subsequently, we relaxed with Telstar's consoleque *Wreckin' Crew*, the latest news on Epic's *Unreal*, *Myst* sequel *Riven*, a tantalising titbit of what will soon be *X-Wing vs TIE Fighter* and we've knocked a few balls about. Now we leave for the pub.

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Quaking wit

A billion *Quake* players' prayers are answered, as multi-player gaming suddenly becomes so much easier.

By EDWARD JAMES

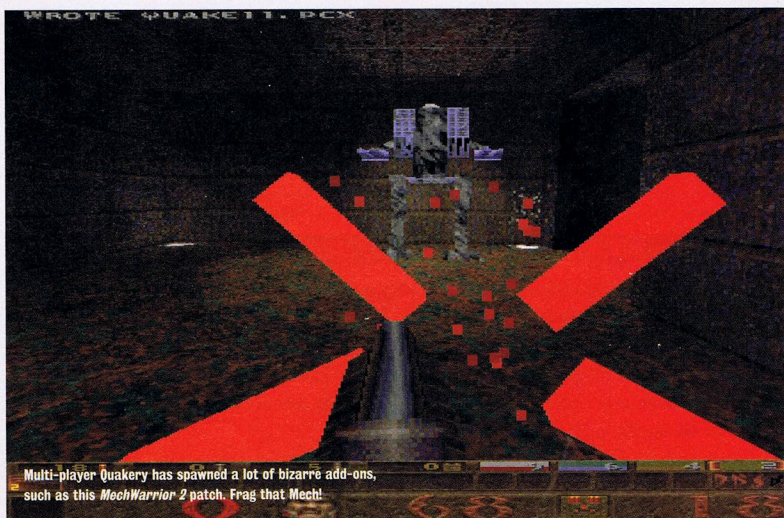
INTERNET GAMING TOOK A new twist recently, and the prayers of thousands of hardened *Quake* heads were answered, when the long-awaited **QuakeWorld** finally appeared for download from the Net. For those of you who have been lying in a ditch for the past few months, permit us to explain. *QuakeWorld* is a *Quake* add-on for Windows 95 that greatly enhances the game's Internet play capabilities, making deathmatching across the Net one whole load easier and faster than it has been up until now. Although the Internet code was in place at the time of *Quake*'s original release, making a Net deathmatch reasonably straightforward, anyone who has tried it will have soon discovered that unless you were very lucky (and by that we mean you had a

fast modem hooked up to a fast Internet provider, and then managed to find a server that was running at a reasonable pace) the best sort of game you could hope for was one with a lag time of under a couple of seconds (i.e. when you fired your gun, it actually fired on screen within a couple of seconds of your doing it).

The trouble with *Quake*, from an Internet standpoint, was that the Internet code wasn't optimised for the average player. Rather, the Id guys, and John Carmack in particular, based the Net code on their own network, which meant that you'd be okay if you had a network connection yourself, but for playing over anything less you'd end up sacrificing an awful lot in terms of playability. Id quickly realised their mistake, went back to work on the Internet code and at the same time brought in some of the more popular features of deathmatches, such as changeable skins and Capture The Flag (a more noble variant of teamplay where you have to grab the opposing team's flag and return it to your own base), adopted a popular server-finding program called Qspy to act as a Windows 95 front end, and finally in mid-

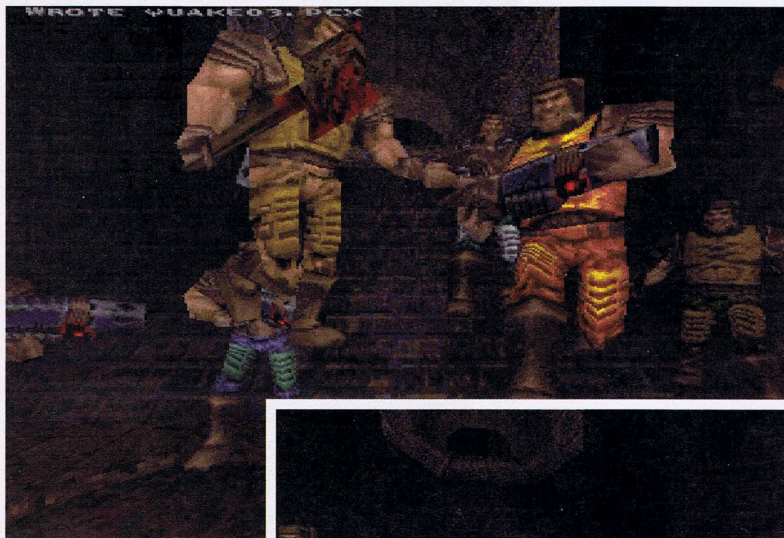
December launched *QuakeWorld* as an unsupported product. It's free, but if you run into problems, don't go crying to Id.

If you've played Internet *Quake* before, then you'll find *QuakeWorld* improves the game no end. Its optimised code reduces latency (the inevitable delays you encounter when attempting anything over the Internet), and even then if things are still too slow for you, you'll find a handy command called PUSHLATENCY, which acts as a *Quake* equivalent of *Mystic Meg*, taking into account your lag time and compensating for it by predicting where all the other players *should* be. It's by no means perfect (sudden unexpected movements on the part of other players mean that they'll appear to teleport from one place to another as your PC puts them back on the right track), but it's a clever way of getting round an otherwise unavoidable problem. And rather than having to spend ages hunting for a decent server, with *QuakeWorld* you simply connect to a Master server, which stores your user number and calculates player ratings for those all-important league tables of *Quake*Meisters, and then link to your chosen server from there.



Multi-player Quakery has spawned a lot of bizarre add-ons, such as this *MochWarrior 2* patch. Frag that Mecht!

h pleasure



Unfortunately, QuakeWorld's popularity has almost proved its undoing. Just after it was released, Id's Master server was registering four logins every second, and within a few hours it died under the strain and has so far not been resuscitated. New Master servers quickly sprang up, the best being operated by Clan RevCo, but even at the time of writing there are still teething troubles as bugs are ironed out.

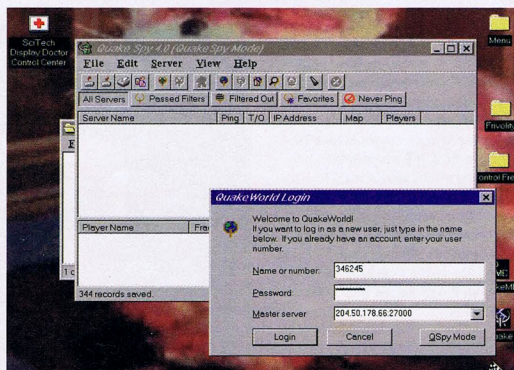
Thankfully the demand for a non-American Master has been answered, with the setting up of a UK server, but because you need to register separately with every Master and keep track of a string of user numbers, we'll be happy when Id finally get their act together and bring their own server back to life.

These initial difficulties aside, when you finally get everything sorted out and delve into the QuakeWorld, you find that it's definitely been worth waiting for. The combat is faster and smoother with less likelihood of getting shot to pieces as you struggle to keep control over an unhealthy lag time, and it's a lot prettier thanks to player skins being supported as standard. No, it's still not as good as playing over a dedicated network, but if all you have to hand is a modem, then it's certainly the next best thing.

● We've included QuakeWorld on this month's PC GAMER.



Seconds after this picture was taken, everyone who featured in it was unexpectedly blown to bits in a rocket attack. Serves them right for standing still.



Logging into the QuakeWorld is as easy as logging into your Internet account, but the results can be a lot more gruesome. Which is fine by us.



Women

In a dramatic reconstruction of that brassiere-burning episode all those years ago, women are now taking over the computer games market – well, girls at any rate. Mattel's flagship game, *Barbie Fashion Designer* outlasted G&C: *Red Alert* in November of last year, shifting 200,000 copies throughout the US. Here at PC GAMER we welcome such



moves to integrate the lovely ladies. We've still got a Staff Writer vacancy here on the magazine, which is, of course, open to members of both sexes. Ashley, in particular, would like some female company, and the rest of us wouldn't complain.

Prizes

Fancy taking on the PC GAMER team at *Red Alert*? If you do, we're arranging a night of Wireplay gaming fun for Tuesday 18th February. You send in your name and phone number to us asap, we'll select some winners and then we'll all log on and be one happy, warring family playing *Red Alert*, *Duke Nukem*, *EF2000*, *Warcraft II* and others. If you win, there are prizes, although you obviously don't stand a chance against our gaming might.

Wreakin' havoc

If you are impressionable and in possession of a motor vehicle, stop reading now. By EDWARD JAMES

WHAT'S THE BEST THING about cars? The thrill of being stuck behind a caravan on an endless stretch of winding country road? The adrenaline rush of squirting WD-40 over the points as the engine refuses to start on a damp morning? The sheer seat-of-your-pants excitement of inching forward through the rush hour traffic as the lights ahead of you spend 83 seconds out of every 90 turned to red? Is it heck as like. The best thing about cars, as we all know, is driving like a maniac with no regard for your own safety or for that of other road users.

It's a bit of a shame, then, that it's so frowned upon by society as a whole, and in a worst case scenario you could even end up getting in trouble with the police. So unless you're sure of your ability to outrun the rozzers on your local housing estate without finishing off inverted, bloodied and wrapped around a lamppost, the next best option is one of those fancy computer driving games. Preferably not a sensible one where you

have to know about things like gear ratios and wing settings, but one where... well, where you get to drive like a maniac with no regard for your own safety or for that of other road users, we suppose.

And funnily enough, Telstar's *Wreckin' Crew* is just one of those games. Or, to put it in the words of Mr Telstar himself, "*Wreckin' Crew* is an arcade-style 3D hot rod racing game that sets out to put the FUN back into the genre." That's fun with a capital F, U and N, we might add.

Damn it, from what we've seen it's attempting to be *Mario Kart* with knobs on, and if there was one thing that Nintendo's classic racer never needed, it was a few extra knobs. *Wreckin' Crew*'s knobs come in the form of a selection of cars such as a '57 Chevy and a knackered old Ford pickup, a whole load of great-looking tracks, as well as a few stunt tracks thrown in and some secret bonus levels stashed away where you can't quite see them. And, of course, there's the multi-player option, in a



SVGA, split-screen option, and tons and tons of speed. Game forgoes realism for fun.



choice of split-screen, link-up or network flavours and with a thoroughly nasty eight-player demolition derby.

It's looking quite lovely, with what Telstar describe as a "special hi-res graphics engine that gives all the clarity of SVGA but without the inherent slow down". We haven't a clue what it's supposed to mean either, but the delicious backdrops and tasty interactive

scenery (hit a stack of roadside tyres and they bounce all over the track) helped us forget about such oxymoronic statements. It's a top bit of racing as well and we'd advise it as an alternative to late-night joyriding around your local shopping centre.

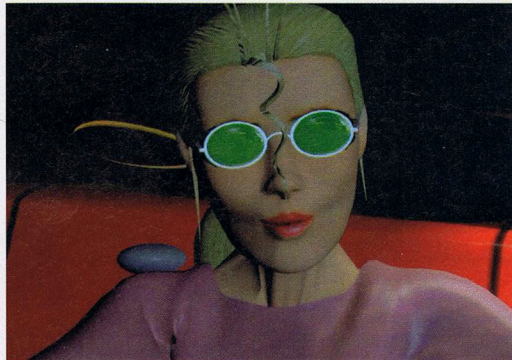
● Telstar's *Wreckin' Crew* is out on 20th March and will cost £35.



Just take a look at that huge map in the top left. Confusing or what?



A range of vehicles with a range of weapons. It's a dirty business this.



Might Make Xmas

That's one phrase that MMX, it turns out, didn't stand for. Initially hoped to arrive at the end of 1996, the official launch party took place just as we were going to press mid-January. We've already had mountains of press releases announcing the arrival of MMX PCs (the new Intel Pentium chip with multimedia acceleration built-in), and have set the bearded Simon Williams to work on getting some in for review in next issue's Systems. We're not entirely sure what he'll come up with, but he could choose to look at Mitsubishi's attractive new Apricot MS660 range. It's not like they've just gone and stuck an MMX chip in either. It's been used as an excuse to revamp the range,

which now comes with 32Mb of RAM and a 3.5Gb hard drive as standard. In two lovely flavours, it proves, if proof is needed, that 3D cards can work alongside MMX. The 200MHz model has the lovely 3Dfx chip (as seen on the Righteous 3D - 95% in PCG 38), whereas the 166MHz model boasts the ATI Rage 2 (87% in the same issue).

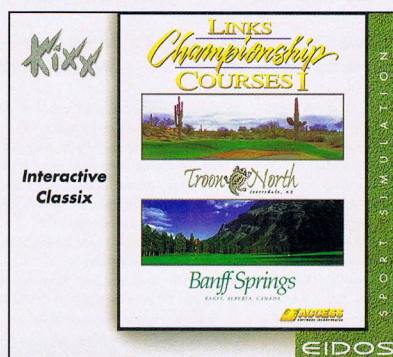
Or he could go for Hewlett Packard's new Pavilion - 200MHz also with the 3Dfx chip and 16-speed CD-ROM, or the Fujitsu Indiana, even though it only comes with 16Mb of RAM. Tsk.

● Mitsubishi - 0121 717 7171;
HP - 0990 474747; Fujitsu - 01344 475555

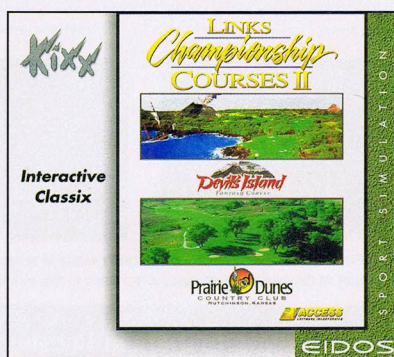
Wonderful specs, but don't expect much change from £2,500.



MINIMUM OUTLAY



Interactive Classix



MAXIMUM GAMEPLAY



Championship Manager 2™: Developed by Oliver Collyer and Domark Software Ltd. Software artwork, packaging and instructions © Domark Software Ltd.
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Unreal theory

Unreal's slipped to August but GT's news drip-feed keeps us hanging on.

By MARK DONALD

HERE AT PC GAMER WE'RE settling down for the long haul over *Unreal*, with its current release date sounding more like a hopeful guess than a realistic commitment. Up until now, though, *Unreal* has been trading on its good looks with all the 'Quake Killer' hype being based on eye-fuls of the latest, luscious screenshots generated by its breathtaking 3D engine. Just a quick glance around the page will once again

provoke drooling at the thought of scrumptiously drawn locations, phenomenal lighting effects, water reflecting onto ceilings, swinging lights throwing shadows on walls, and shadows preceding monsters round corners. So most of the questions still to be answered are about how it plays. Can it live up to the expectations?

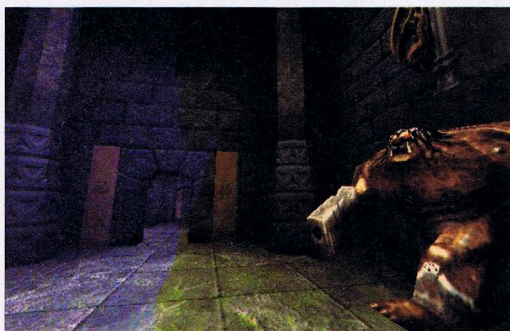
The news that Epic have recruited Steve Poldige to take care of the AI goes some way to assuring us that it can.

Steve was talent spotted by GT after the appearance of his Reaper Bot patch for *Quake*. Written in QuakeC, the Reaper Bot has been widely acclaimed as the smartest *Quake* bot to date. For the uninitiated, *Quake* bots are spawn of a patch which enables you to run multi-player games as a single player – pitting yourself against computer-controlled deathmatch opponents. We'll be running the patch on next month's cover CD, so you can judge for yourself, but at the moment the Reaper bot is a fairly convincing human sim. Sinisterly, the bots learn levels as they play them, pick the best weapon to fight you with, circle and strafe, understand teleports and the meaning of lava, react to nearby noises, hunt opponents, and will break for health

and ammo in the middle of combat. You can even fight death bots versus humans multi-player games to decide the future of organic life.

The use of decent AI could make all the difference to the next-gen 3D first-person games that aspire to beat *Quake*. Just imagine how much better *Quake* would have been if monsters retreated when wounded or searched for alternative routes to attack you through. Id had intended to use Poldige for the next *Quake* expansion, but now Epic have poached him it lends far more credibility to their claims that the creature AI will make them savvy enough to attack with full force when you're weakened or wait for back up when you're rock.

Other developments on the



Welcome to another extravaganza of utterly gratuitous but nevertheless drop-dead-gorgeous *Unreal* screenshots. Nothing if not tasteful.



Unreal's extraordinary level editor can apparently create 3D complexes in a matter of minutes. In the right hands. Currently it is planned to ship with the game.

PC GAMER Recommended

Games we love that are in the shops now.



Tomb Raider

Eidos £40 (PCG 38, 93%)

We're still only got about four-fifths of the way through this startling 3D adventure, but we keep beaver away. Perhaps some of the reason that we're still at it is the 3Dfx patch, which makes Lara and her surroundings absolutely stunning.



C&C: Red Alert

Virgin £45 (PCG 37, 95%)

Even this month's startlingly good *Krush Kill 'n' Destroy* is just about unable to knock this game from its perch of strategy-ness. We just can't wait to see a game with the best bits of *Red Alert* and *KKND*. C&C 2 perhaps?



Heroes Of Might And Magic 2

3DO £40 (PCG 40, 91%)

Surprise appearance by this boxed masterpiece with manual, *Heroes 2* is just the kind of thing you'll be looking for if the likes of *Red Alert* just move a little too quickly and ham fistfully for your genius strategic military mind.



Grand Prix 2

MicroProse £45 (PCG 27, 95%)

It says something when a game remains in our Recommended section for so long. Pretenders have been and gone, but nothing has matched the excitement and playability of a game that so closely simulates real Grand Prix.



Broken Sword

Virgin £40 (PCG 35, 90%)

Toonstruck has occupied this slot for a while, but now we've finished it, we've turned our attention back to the equally impressive *Broken Sword*. The nearest we've seen to a LucasArts adventure that isn't actually by LucasArts.



Quake

GT £45 (PCG 37, 95%)

Although *Red Alert* has mostly taken over the multi-player mantle, the appearance of both *QuakeWorld* and the *MechWarrior 2* patch has revitalised interest. Stomp, stomp, ratter-tat-tat. Marvellous stuff.



We've been staring at this beastie for quite some time now, wondering what he does. What's his motivation? Does he ever get lonely? Or is he just a mindless animal?

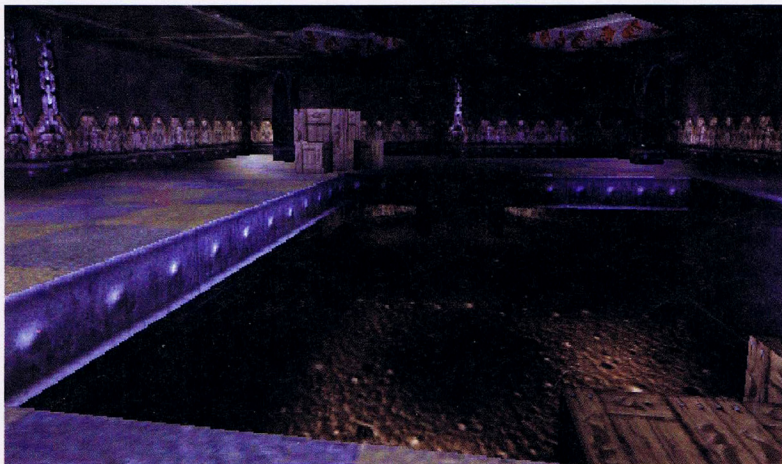
gameplay front include the news that the *Unreal* environment will be continuous. Although levels will exist, you will travel between them smoothly, à la *Hexen*, whether you're playing by yourself or on a large network game server. Network players will, of course, be able to scale down the available playing area so they won't get too lonely when there's only two of them,

and it'll avoid the niggling problems of playing with people whose only mission in life is to jump to the next level as quickly as possible. Finally, rumours are also circulating about the nature of the armoury, including a quad-barrelled shotgun and a shuriken weapon that fires circular saws Odd-job style.

● *Unreal* is now due out in August.



If *Unreal* takes too much longer, we'll put all the pictures in a special book and you can flick the pages really fast.



Free local calls

Every month we have to listen to the incessant crowing of Gary Whitta about the multi-player larks everyone in America is having over the Internet, thanks to their dirt cheap telephone calls. Meanwhile, gaming here is marred by the nagging thought that every minute on-line is racking up a bill like a mini-cab meter gone berserk. However, a deathmatch golden age may yet dawn, as BT are now considering introducing free (US-style) local calls in the UK. It'll mean paying a flat-rate fee for local calls, say 10% on top of the current rental charges, but that shouldn't hurt too much. For more pertinent multi-playing top dog info, make sure that you catch our huge guide to multi-player gaming next issue.

Internet hackers

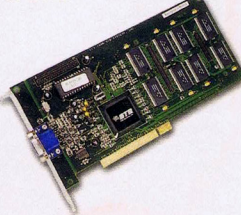
A story has been leaked to PC GAMER suggesting that Internet hackers successfully stole the source code to



Quake. The group, calling themselves FEH, breached security at games site Crack Dot Com by replacing the title page, giving any visitor access to the source code stored there, including Id's top earner. Apparently the page was accessible for 12 hours before anyone noticed what was going on. The FBI are confident of tracking down the perpetrators, thought to be kids out for a laugh since they left an easy trail to follow. We wish the FBI all the best, which they will need when they raid the kids' homes – an easy task since they identified themselves on the page.

Wrong price

It turns out that STB's sales line gave us the wrong price for their Velocity 3D card we reviewed in the Christmas issue. In actual fact, the 4Mb card costs £159, while the 8Mb card goes for £234. Even at these prices, though, the STB is seriously outperformed by the other cards we tested.



Ooh... mysterious

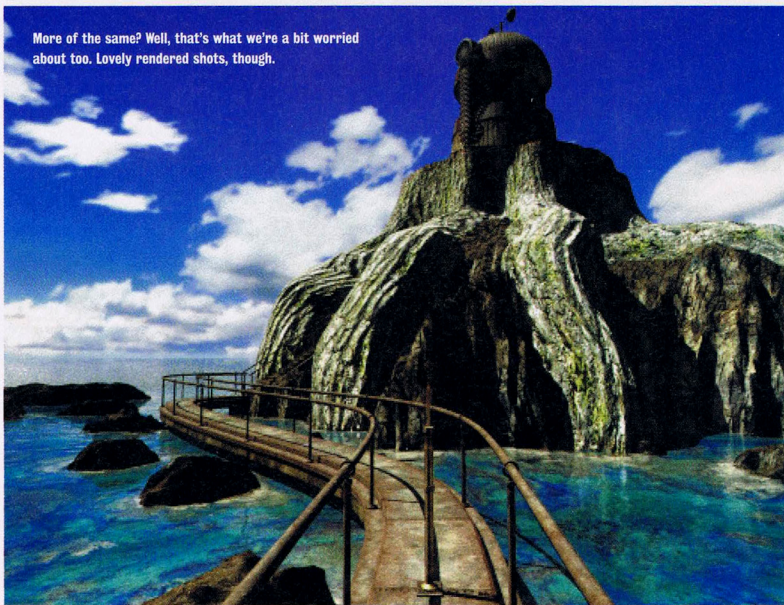
Broderbund sneakily reveal a few details about the follow-up to the enormous success that was *Myst*. And there's more.

By STEVE OWEN

YOU DON'T HEAR MUCH about Broderbund. We've done no big features, they've never appeared anywhere in the Your Most Wanted list and they've definitely not featured in the charts of late. Now I'm not about to claim that all this could change in the future, but at the very least it's slightly more likely to, as Broderbund have got some pretty exciting titles edging for releases throughout 1997.

Likely to be top of the pile is the sequel to *Myst*, which we can definitely tell you is called, not *Myst 2* (expect that to be on the box somewhere), but *Riven*. Yes, *Riven*. Hmm. Appearing in the summer, *Riven* is likely to be *Myst*, only more so. Rand Miller, president of Cyan (the developers) claims that 10 times the budget and 500 times the computing power won't create simply a sequel, but "the most immersive

More of the same? Well, that's what we're a bit worried about too. Lovely rendered shots, though.



Where are they now?

Life goes on, or rather it doesn't, thank God. *Unreal*'s slipped again. Let's see how the others have got on over Christmas.

Deathtrap Dungeon (Eidos)	March
Dungeon Keeper (Bullfrog)	April
Ecstastica 2 (Psygnosis)	February
Guts 'n' Garters (Ocean)	February
Hexen 2 (Raven)	April
Imperium Galactica (GT)	February
Into The Shadows (Scavenger)	March
Jedi Knights (LucasArts)	April
LBA 2 (EA)	December
Magic: The Gathering (MicroProse)	March
MDK (Interplay)	Feb
Prey (3D Realms)	May
Rebellion (LucasArts)	June
Starcraft (Blizzard)	June
Star Trek: Generations (MicroProse)	April
Sub Culture (Criterion)	April
TFX: F-22 (DID)	April
Unreal (Epic)	August
X-COM: Apocalypse (MicroProse)	March
X-Wing vs TIE Fighter (LucasArts)	April

experience possible on a computer".

Rand's journo-friendly words continue with, "We want to create an experience that is a worthy successor to *Myst* and a [game] we previously could only have dreamed of creating."

Before *Myst*, though, is *Last Express*, a similarly pre-rendered adventure designed by Jordan Mechner, the brain behind the once great *Prince Of Persia*. He's brought with him the technology that made the Prince's animation so impressive.

Warlords III, from Australia's SSG, could finally bridge the *Heroes/Red Alert* gap by providing both a turn-based and

real-time strategy option. Eight players (with seven controlled by the computer if you wish) battle to defend their citadels, while conquering surrounding towns and establishing a homeland. Diplomacy, violence and magic all play an equal part. The similarly named *WarBreeds* is Broderbund's entry into the Eurovision C&C contest, providing a slightly altered but typical *Command & Conquer* scenario and game type. Finally, before the year is out *Journeymen Project 3* will appear, or which we know nothing other than the adventure will continue. We'll be taking a closer look at all of these titles nearer the time.

(223)

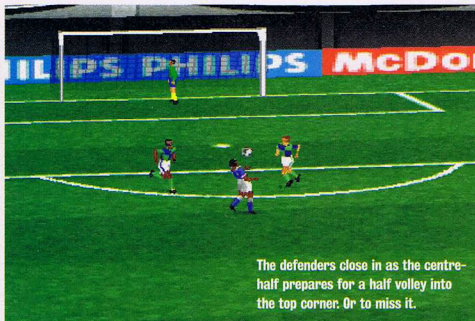


A spooky underground cavern, not too dissimilar, you might think, to the Library. Hmm. *Myst* is, however, one of the biggest-selling games of all time, and certainly intriguing.

They think it's all over

There's yet more footie games on their way, you know.

By STEVE OWEN



There's every chance that next month will see the arrival of Philips' official licence of the UEFA Champions League. The conversion of the European wide competition that features the previous league champions of each nation is being handled by bright sparks Krisalis, whose previous football successes include *Manchester United Europe* and the Mega Drive hit *European Club Soccer*.

You won't be surprised to learn that motion capturing is involved thanks to two Sheffield Wednesday players' motions. And although we refuse to be anything other than sceptical since being disappointed by *FIFA 97* and *Euro 96*, Philips feel quite sure that UEFA Champions League will be 'different'. But despite pointing out our fear, we were continually bombarded with tales of how good it will look and how great it will sound. The nearest we got to some playability clues was:

"Boy, will it play!" from Tony

Kavanagh, Krisalis' director.

As you would expect from a footy game, premiere competition is tough. Maxis are going to publish the latest version of *Kick Off '97*, which comes with the suffix '97'. We'll tell you more about that next month after we've had a chance to play an early version pressed into our palms at the end of this issue.

● **UEFA Champions League** from Philips is due out in February, while *Kick Off 97* from Maxis is to be seen in March.

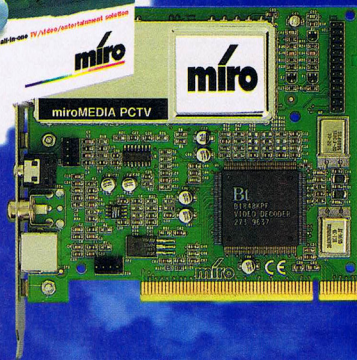


"On the head, son!" Football comes home twice over this spring.



A convenient moment of product placement, as the currently nameless, faceless demo star traps the ball perfectly in readiness for a tight, fast turn.

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February 1997 PC GAMER 25

More cars, more C&C

4x4 driving antics and Warcraft II-style strategy coming soon from Eidos.

By EDWARD JAMES

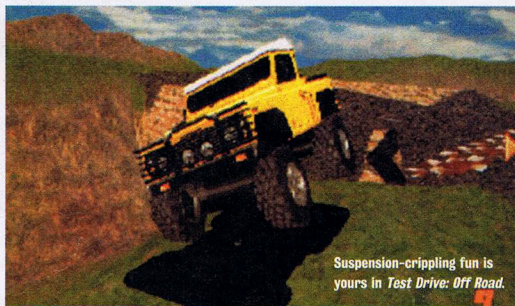
WHAT'S THE BEST THING about cars? Oh, hold on, we've done that one already. Burn.

Anyway, we'd definitely think at least twice about trying out the sort of antics available in Eidos' *Test Drive: Off Road* in our own cars. At least, until we'd taken them into the garage to have every single part replaced by the equivalent bit from one of those big monster trucks. It's another of those crazy 4x4 games in which you get to drive a stupidly big vehicle (take your pick from a Hummer, a Land Rover Defender 90, a Jeep Wrangler and a Chevrolet K-1500 Z71) around a stupidly uneven track. And by that we mean full of enormous crevices, hills that look more like cliff faces and bumps on the track that would probably show up on Ordnance Survey maps. For fun, apparently.

Test Drive is the stuff of the average rally driver's nightmares. The

weather is varied, and since Eidos are going for the realism angle here (lots of types of land to have a nasty accident on — dirt, rocks, sand and snow) you can expect to spend a lot of time sliding backwards down horribly precipitous inclines, wheels spinning madly all the while and dust clouds billowing. There's more to it than ridiculous stunt driving, of course. Just to make it extra-dangerous, *Test Drive: Off Road* appeals to your base competitive instincts and urges you to do it against other drivers, thus increasing the likelihood of flipping your 4x4 on an ill-advised jump. You can perform such feats either on a split screen or on a network with up to four players.

Hell. Forget about the danger — it's a top-whole portion of 4x4 anarchy. You're not tied to slavishly following the track around — if you want to head 'off-road' and have a poke around, just like Microsoft's *Monster Truck Madness*,



Suspension-crippling fun is yours in *Test Drive: Off Road*.



You don't need a reason to go into battle — just declare Cavewar for the hell of it.



then you can. But you'll lose the race. And the 3D is pretty impressive, with enormous cars and solid-looking terrain to damage them against.

And if that's just too exciting for you, then sit back, relax and unwind with the subterranean strategic joy of *Cavewars*. Rather than bore you with some half-baked history of the war, it's a nicely honest slice of strategy that openly states that the eight underground races featured in the game wage their incredibly brutal war over nothing. Zilch.



They just love a good pagga. They each have their own special abilities and distinct characteristics (read: unique methods of inflicting death upon the enemy), and you get to control them. It's very *Warcraft II*, with a mix of battling and population management, and the occasional 3D bit. Plus, there's no need to worry about boring old diplomacy — just fight for the hell of it.

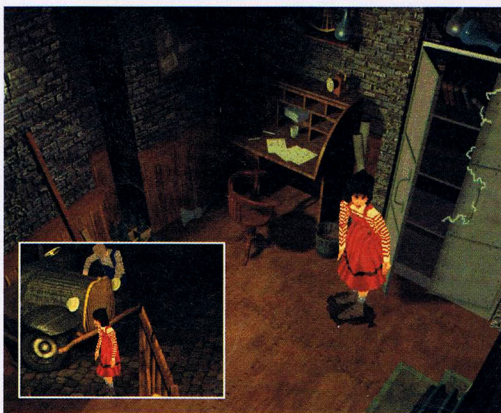
● Both *Cavewars* and *Test Drive: Off Road* should be out soon from Eidos.

Get lost

The best thing about the Dick van Dyke flying car classic *Chitty Chitty Bang Bang*, we recall, was the Child Catcher, who drove around the streets ensnaring the little urchins with the cry of "Children! Loll-i-pops!" and then packing them off to work in a dark cavern. Which has little to do with *The City Of Lost Children*, but it's a nice memory nonetheless. Based on the film of the same name and boasting a plot adapted from the original script, *The City Of Lost Children* has been developed with the full involvement of the film's award-winning team, and looks like being a fantastic piece of cinematic adventuring. You take the

role of a 10-year-old orphan girl named Miette, who lives in a bizarre world that's part *Oliver Twist* and part *Jules Verne*. Devilish deeds are going on, and it's up to you to get to the bottom of things. If it's not quite your tasse de thé, as the French developers might say, bear in mind the fabulous-looking 3D environment, full of rendered backgrounds, motion-captured characters and real-time shadows and light. Think *Alone In The Dark*, only a lot more so and with a 10-year-old girl, and you'll be on the right track.

● *City Of The Lost Children* is due out from Psygnosis soon. Loll-i-pops.





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THE LATEST ON...

X-WING VS
TIE FIGHTER

LucasArts' long, long, long awaited Star Wars space combat multi-player game is so close we could touch it. Next month we will.

WHILE ACKNOWLEDGING the operating system's failings, we've done everything we can to convince you to upgrade to Windows 95. At last it looks like our mission will be completed without our intervention. It's official. *X-Wing vs TIE Fighter*, guaranteed to be the first major game of 1997, will only run under Windows 95.

The reasons are obvious: DirectX support means that it will



The cockpit display is new but remains clear and simple.

run faster and better if you have a 3D accelerator card (we've got Power VR and 3Dfx PCs rigged up in anticipation), while DirectPlay support means that you can link to friends (or, for that matter, anyone in the world) using a modem, null modem, Internet connection or IPX network.

Although LucasArts have consistently assured us that *XWvTF* will not forsake single players – each mission can be played solo, and there are even some extra missions just for Nigel Nomates – you shouldn't

underestimate the power of the multi-player side. When you involve the Internet, just imagine joining up to seven other players from around the world in a strategy room. Discuss tactics with them, settle on a plan of attack or defence before proceeding to your individual ships. You're on your own in space, but you can still communicate with the others on your side. Of course, those eight people can split themselves between either side. With over 50 missions in the



Huge Rebellion craft fill the voids. And they're textured too. Cool.

game, textures pulled directly from Lucasfilm's archives and possibly the fastest 3D graphics engine we've seen, there can already be no doubt that *X-Wing vs TIE Fighter* will be as big a single-player and multi-player game as *Doom* or *Quake* ever were.

To celebrate the imminent arrival of *XWvTF* (thoroughly expected for next issue), we'll not only have a huge and definitive review, but a mammoth guide that, after reading, will convince you that you simply have to be playing on-line games this year.



The laser beams have been made more chunky for the new game.

PC WORLD
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Charts

THE OFFICIAL PC GAMER TOP TWENTY

In conjunction with PC WORLD, the UK's leading PC retailer

Well, it's been another wild, switchback ride of a month at the top of our chart. The fortunes of the leading contenders waxing and waning faster than Italian governments before miraculously all shuffling back into their customary positions just before we went to press. We're only sorry this month's chart doesn't reflect all the excitement.

① Up ② Down ● Non-mover ★ New entry ➤ Re-entry

Top 20 CD-ROM

1	●	Command & Conquer: Red Alert	Virgin
2	●	FIFA 97	Electronic Arts
3	●	Flight Simulator for Windows 95	Microsoft
4	●	Network Q Rally Championship	Europress
5	①	Championship Manager 96/97	Eidos
6	②	Grand Prix 2	MicroProse
7	③	Screamers 2	Virgin
8	★	Insanity Pack	Europress
9	➤	Theme Park	EA Classic
10	④	Monopoly	Hasbro
11	⑤	Duke Nukem 3D	Eidos
12	●	Worms United	Ocean
13	⑥	Command & Conquer	Virgin
14	➤	Trivial Pursuit	Hasbro
15	➤	PGA 486	EA Classic
16	★	Destruction Derby	Argentum
17	⑦	Quake	GT
18	★	Privateer The Darkening	Electronic Arts
19	★	Monkey Island 1 & 2	White Label
20	⑧	Microsoft Golf v3	Microsoft

Currently, PC World's trend spotters reckon that thoughts of *Jedi Knight*, *Dungeon Keeper*, *Sega Rally* and *Hexen 2* are keeping everyone awake at night.

Your most wanted

This month you're on fire with desire for much the same games as last month. Loyalty is an admirable virtue. But as we stare wistfully out the window dreaming of a better world for our children, where *X-Wing vs TIE Fighter* is freely available in all the shops, we can smile inwardly to ourselves knowing that happier future could be just around the corner.

Meanwhile **Frank Kwebeman** of Holland is this month's Most Wanted winner, and his heart's desire is a copy of the next instalment of the *Command & Conquer* series: *Tiberium Sun*. One day Kwebeman, one day. Everyone else should send their list of games to:
My Most Wanted, PC GAMER, 30 Monmouth Street, Bath, BA1 2BW.

1	●	X-Wing vs TIE Fighter	6	➤	LBA2
2	●	Jedi Knight	7	⑨	X-COM: Apocalypse
3	●	Diablo	8	⑩	Starcraft
4	➤	MDK	9	⑪	Unreal
5	⑫	Dungeon Keeper	10	➤	Flying Corps



Don't worry folks! We now have the final version of *Flying Corps*. Out soon.



X-Wing vs TIE Fighter: will we get it next issue? How exciting!

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Shifting goa

Two months ago we reviewed 3D graphic accelerators, and since then we've been more than impressed by what you can and soon will do. Power VR games look phenomenal, and 3Dfx announce a new chip. By STEVE OWEN

SPECIAL REPORT

OF THE SIX 3D CARDS WE reviewed in the Christmas edition of PCG, the one that impressed us the most was VideoLogic's Apocalypse 3D using the Power VR chip. Sure, we didn't give it the highest score, but that was simply because it required such a huge PC to run decently. Two months on and everything has changed. We've been sent beta versions of some superb Power VR games, which we've tried out on our

Ultimate PC from the same issue – a P200 with 32Mb of RAM. Give it six months and there's every chance that such a set-up will be more affordable than its current £2,200 price point.

Bundled with the Apocalypse 3D card is *Ultimate Race*, a *Screamer/Daytona*-type racing game, but one that looks as if it should be in an arcade.

Running at 800x600 and 16.7 million colours, looking as if it's managing about

30 frames a second, you can't help but be impressed by the fog effects, the textures and real-time lighting. As you drive around the course (sadly, just the one), you watch the sun set, complete with lens flare, fading lights, and sharp headlights on both you and your opponents' cars.

We've also been given a Japanese version of Capcom's *Resident Evil*. If you can forgive the atrocious acting and scripting (hopefully these will be improved for the UK launch later in the spring), it's easy to be impressed by what is in essence a next generation version of the *Alone In The Dark* series. It's likely to kick up a gory storm, though. At 9pm last night, my heart leapt to my mouth as a zombie started chewing my foot. It's okay, though. I kicked off his head.

Power VR categorises its games with three levels of certification. Accelerated games are effectively written using Direct3D and work with all 3D cards. Enhanced games dictate 30fps at SVGA and at least four advanced features of D3D (or Power VR's own

equivalent SGL). Enhanced games are unlikely to work on the 2D/3D cards. Finally, Extreme games must support 800x600 resolutions and eight advanced features of SGL. Both *Ultimate Race* and *Resident Evil* are Extreme games.

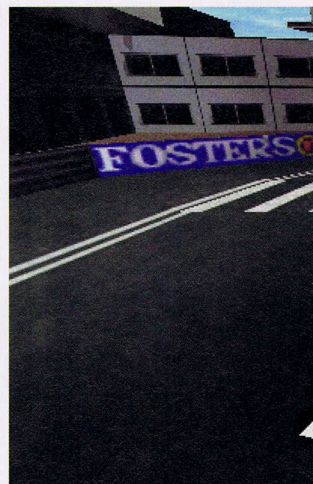
Developer support is looking good. Although Psygnosis are simply producing standard Direct3D versions of the PlayStation hit *F1* and *Wipeout 2097* (making them Accelerated Power VR games), it looks likely that the Power VR and 3Dfx chips will improve both look

"Hey loser, fancy another thrashing on Tuesday night?"

With Wireplay, you can challenge other gamers across the UK, multiplayer or head-to-head. There are 18 games so far, including Duke Nukem, EF2000 and Euro 96, plus our own news service packed with the latest results, prize competitions, tournaments, leagues and all the industry news and gossip.



Wireplay
The games network from BT



Ultimate Race comes bundled with the fantastically powerful Apocalypse 3D card. The sun sets, the light fades, the headlights come on. You'll need a P166 to see this, though.

Iposts



and speed. Certainly by the summer, if RAM prices stay low and MMX drives the price of normal Pentiums down, a Power VR equipped P166, say, could be a cheap way for the PC to finally beat the PlayStation into the ground.

3Dfx's wonderful Voodoo chip, seen two month's ago in the Orchid Righteous 3D, may not be as powerful as the Power VR, but 3Dfx have just announced the next in line. Based around the Voodoo, but using twice as many Pixel FX graphics controllers and four times as

many Texel FX texture processors, the Obsidian XS100 should average about three times the performance of the PC's best 3D accelerators.

Don't start saving just yet, though. The XS100 is likely to cost about \$5,000 and is more likely to be of interest to the military simulation market than the home gamer. But if it takes off as the heart of arcade machines, as 3Dfx hope, it could be just a couple of years before the price drops to a point synonymous with home entertainment.

239



Capcom's forthcoming *Resident Evil* will appear first for Power VR cards. We saw the Japanese version, which made following the story a little difficult.



"Yeah,
but this time
IT'S ME
who'll be
doing the
thrashing
Blogger."



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SETTING THE STANDARDS

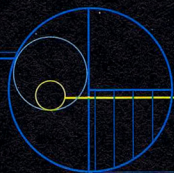


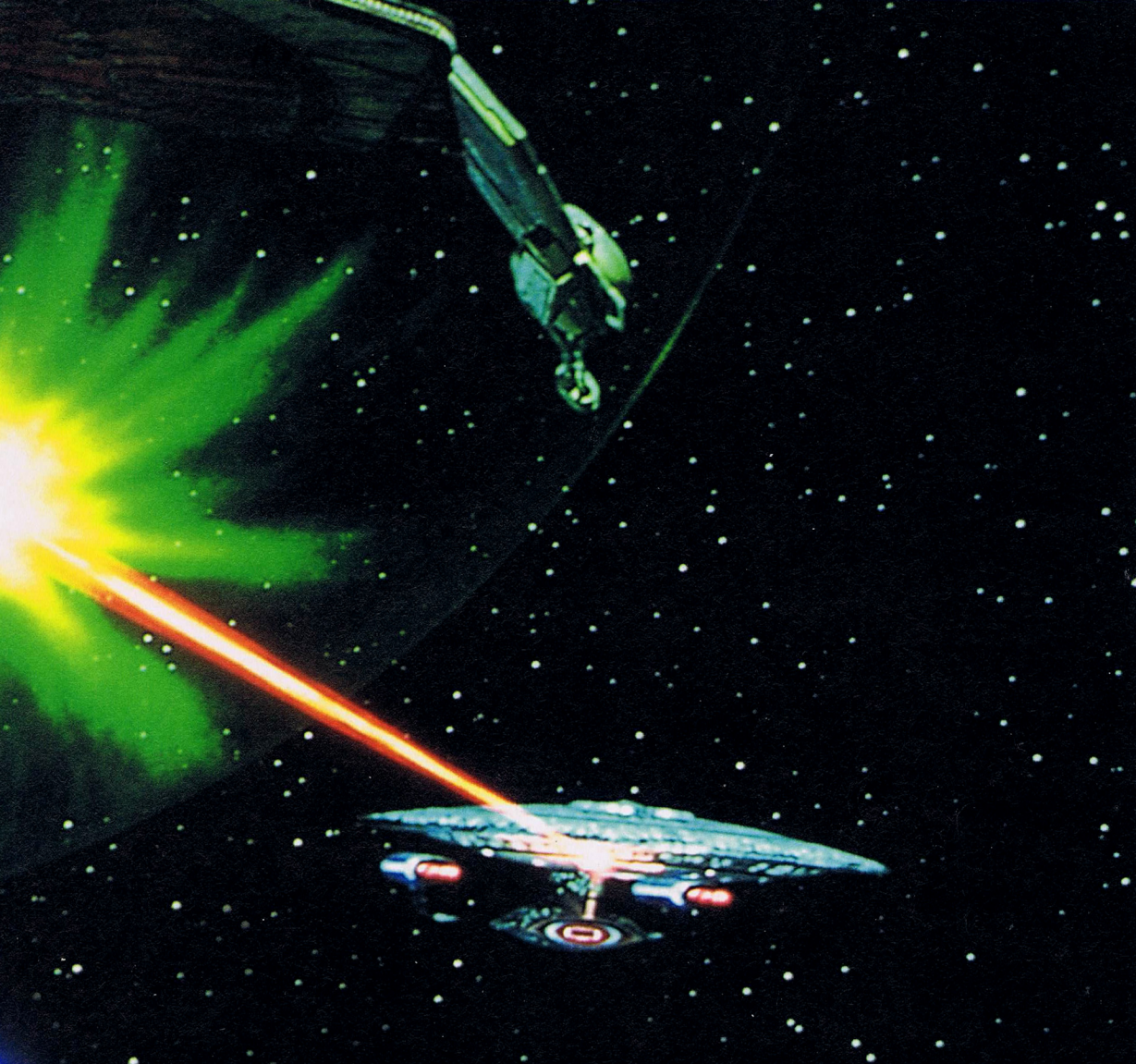
	G-NOME	MERCENARIES	EARTHSEIGE 2
GRAPHIC RESOLUTION	SUPERIOR	OK	OK
PATROL ON FOOT	✓	✗	✗
ENTER BUILDINGS & GUARD TOWERS	✓	✗	✗
CHANGE HAWC'S DURING A MISSION	✓	✗	✗
EJECT ENEMY PLAYERS FROM THEIR HAWC	✓	✗	✗
CROSS-TALK WITH YOUR WINGMAN	✓	✗	✗
MISSILE-CAM	✓	✗	✗
USER GUIDED MISSILE	✓	✗	✗
REAL-TIME DAMAGE DISPLAY	✓	✗	✗
VEHICLES DISPLAY MULTIPLE LEVELS OF DAMAGE, RIGHT DOWN TO THE LAST BODY PART	✓	✗	✗
MULTI-PLAYER READY	✓	✓	✗
PANNING STEREO SOUND	✓	✗	✗

G-NOME



THE GENERATION





IONS GAME

As cinema audiences shrink back in terror from the Borg-infested *Star Trek: First Contact*, Spectrum Holobyte are continuing work on their PC adaptation of the last-Trek-but-one, *Star Trek: Generations*. PC GAMER speaks to *Generations*' producer, Simon Finch, who has been rubbing Lycra-clad shoulders with the film's cast.

By JONATHAN DAVIES

STAR TREK: GENERATIONS NEVER adequately answered the question of who's the best out of Kirk and Picard.

Fortunately, however, the entire cast of the film, including William Shatner as Kirk and Patrick Stewart as Picard, have been gathered together at Spectrum Holobyte's San Francisco headquarters to record the voice-overs for the nearly complete game of the film, providing an ideal opportunity for the two captains to be sized up. Who, then, would win a straight fight between the pair of them?

"Well, I'd have to say Patrick Stewart," reveals Simon Finch, *Generations*' producer. "He's slightly taller than William Shatner."

Excellent. That's settled, then.

Working with the Star Trek cast has had other benefits, too, not least of which has been the opportunity to get the game's script polished up by those who know Star Trek best.

"Patrick Stewart was great. He'd go,

all the key characters from the film to contribute voice-overs, including the six main bridge crew from the Enterprise D, along with the voice of the ship's computer (Majel Barrett), William Shatner, Soran (Malcolm McDowell) and Guinan (Whoopi Goldberg), and Simon reckons the result will be the most authentically Star Trekky Star Trek game yet. All the time you're playing, characters will pop up to offer advice, ranging from vague clues to Geordie telling you exactly where to go and what to do. "It's a good job I like Star Trek," says Simon, "or I'd have gone mad."

While perhaps not the finest of the eight Star Trek films, with its tiresomely protracted Kirk/Picard fight in the desert and Malcolm McDowell's nonsensical evil masterplan, Star Trek: Generations does at least have a really good bit where the Enterprise crashes into a planet. And the game's plot follows the film's pretty closely, beginning at the mysteriously



Simon Finch is most famous for his wallpaper.

Soran wants somehow to join up with. Spectrum Holobyte have fleshed out the story considerably, however, with many new locations to visit and characters to deal with, so the game should take rather longer to play than the film does to watch.

The game's divided into three, sort of, 'chunks'.

At the heart of *Generations* is the Stellar Cartography room, where you decide what to do next based around a map of the surrounding star systems. You can use the ship's scanners to examine planets, stars and ships in your search for Soran, who will be trying either to launch one of his torpedos or to gather together the ingredients necessary to build one. And you can also simulate the destruction of stars and planets, to see the effect it will have on the path of the Nexus and perhaps try to predict Soran's next move. Meanwhile, Picard and Data will chat away in the background, hopefully providing some clues.

Once you've decided on the best course of action, you'll embark upon one of the game's other two sections: an away mission, which has you wandering around in first-person 3D, or a space battle, in which you shoot spaceships

"You can tackle the missions pretty much any way you want, including simply treating them like *Doom* and shooting everyone with your phaser"

'Picard would never say it like this. He'd say this instead.' And then he'd make up a much more Picard-like line. And William Shatner patiently read every line in about three different ways, to make sure we'd have the one we needed."

Spectrum Holobyte have managed to get

attacked Amargosa observatory and then having you warping off around the galaxy in pursuit of Soran (McDowell), trying to prevent him from blowing up planets and stars to clear a path for the 'Nexus', a ribbon of energy which moves through the galaxy and which



Here're Picard and Data in the Stellar Cartography room. You may join them. Oh yes.





modelled in 3D in a similar fashion to Spectrum Holobyte's last Star Trek game, *A Final Unity*.

The 16 away missions, first of all, cast you as a character from the crew – there's at least one mission per crew member, including one near the end for Kirk – and beam you over to a base, a planet surface or an enemy ship where you'll probably have to use that character's particular qualities to achieve the mission objective. As Troi, for example, you're sent on a spy mission to a Romulan base, disguised as a Romulan. (That bit's not in the film.) And as Worf you're sent in to the base of the

breakaway Klingon faction to sort them out. You can also, as Riker, explore the Amargosa observatory that's in the film – Spectrum Holobyte actually obtained the blueprints for the observatory from Paramount, who'd designed the whole base even though they only built part of it for the film, and modelled the entire structure accurately.

"You can tackle the missions pretty much any way you want," says Simon, "including simply treating them like *Doom* and shooting everyone with your phaser. But that won't tend to get you very far. To succeed you'll have to think like a Starfleet officer and use a more

HOW IT WORKS

Spectrum Holobyte have tackled the turning of *Generations* into a game in three different ways, so you'll be launching photo torpedos from the phaser-ravaged Enterprise one minute, and sneaking around the corridors of a Romulan base the next, pausing only to study a map of the stars. Here's how it all fits together.

1. Stellar Cartography



This section forms the 'hub' of the game, and is where you plan your pursuit of Soran, deciding whether to

embark on another space battle or head off on an away mission. It's based on that room in the film where, standing on the platform in the middle, you could look around you and see a 3D portrayal of the surrounding star systems. By clicking on a planet, star or ship you can get more information on it, and can also run simulations, as in the film, of the destruction of planets and stars, to try to work out what Soran's up to. Having fiddled around sufficiently, you then head out on a mission or into battle.

2. 3D Away Missions

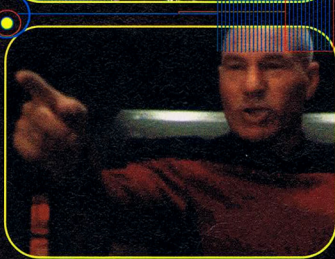


These cast you as one of the members of the Enterprise's crew, the exact choice depending on the mission,

and throw you into a *Dark Forces*-style 3D exploration game. You're equipped with: a communicator badge, for contacting the Enterprise; a phaser, for shooting baddies; a tricorder, for scanning the area for lifesigns and stuff; and a map that's either filled in to begin with if you're in Starfleet territory or is built up as you explore if you're on enemy ground. The view you'll see varies from intricately and accurately portrayed interiors of spaceships and bases to open terrain, and you'll find you have to examine computers and things and carry out the same tasks – adjusting flux inhibitors, rerouting power matrix conduits and so on – that Star Trek characters do.

3. Space Battles

The tactical side of *Generations* puts you into the enormous leather boots of Lieutenant Worf, defending the Enterprise against attacks from the Romulans, the Klingons, the Chodaks and 'others' (MicroProse aren't saying who). As 3D-modelled ships zoom about in space, you'll need to juggle power between the Enterprise's various systems as bits become damaged, as well as, of course, taking pot-shots at the baddies.



(Left) The various rooms of the Enterprise are accurately modelled. (Top) As is the Romulan base. (Above) Picard spots the Goodyear blimp, in space.

KNOW YOUR CREW

Star Trek: Generations places a strong emphasis on the individual characteristics of the Enterprise's crew, something you'll have to take into account when you're 'be'-ing them on away missions. A complete understanding of them all is therefore vital.

Captain Jean-Luc Picard

Role: The captain
Race: Human
Catchphrase: "Engage!" and "Make it so!"
Distinguishing features: English accent, no hair
Special abilities: Clever

Commander William Riker

Role: The first officer
Race: Human
Catchphrase: "Couldn't we just shoot them?"
Distinguishing features: Good-looking, muscular

Special abilities: Being unnecessarily aggressive

Lt Commander Data

Role: The helmsman
Race: Android
Catchphrase: "Shields at 54%, Captain."
Distinguishing features: A robot
Special abilities: Strong

Lt Worf

Role: Weapons officer and head of security
Race: Klingon
Catchphrase: "I must defend my honour!"
Distinguishing features: Pasty-like forehead
Special abilities: Quite strong, brave

Counsellor Dianna Troi

Role: Ship's counsellor
Race: Half-Betazoid
Catchphrase: "I'm sensing... anger..."

and, yes... a terrible loneliness..."

Distinguishing features: Pretty
Special abilities: Empathic

Geordie La Forge

Role: Chief of engineering
Race: Human
Catchphrase: "I'm picking up residual tachyon traces."
Distinguishing features: Blind
Special abilities: Can pick up residual tachyon traces via special visor

Dr Beverley Crusher

Role: Doctor
Race: Human
Catchphrase: None
Distinguishing features: Ginger hair
Special abilities: None

The Ship's Computer

Role: The ship's computer
Race: A computer
Catchphrase: "Hull integrity breached on deck 12."

Distinguishing features: A computer
Special abilities: Good at sums

Guinan

Role: Barmaid
Race: No-one's quite sure
Catchphrase: Just smiles knowingly
Distinguishing features: Old, closely resembles Whoopi Goldberg
Special abilities: 'Knows' things

Soran

Role: Evil scientist
Race: Human(ish)
Catchphrase: "A-ha-ha-ha-ha."
Distinguishing features: English accent
Special abilities: Evil, good at science

Captain James T Kirk

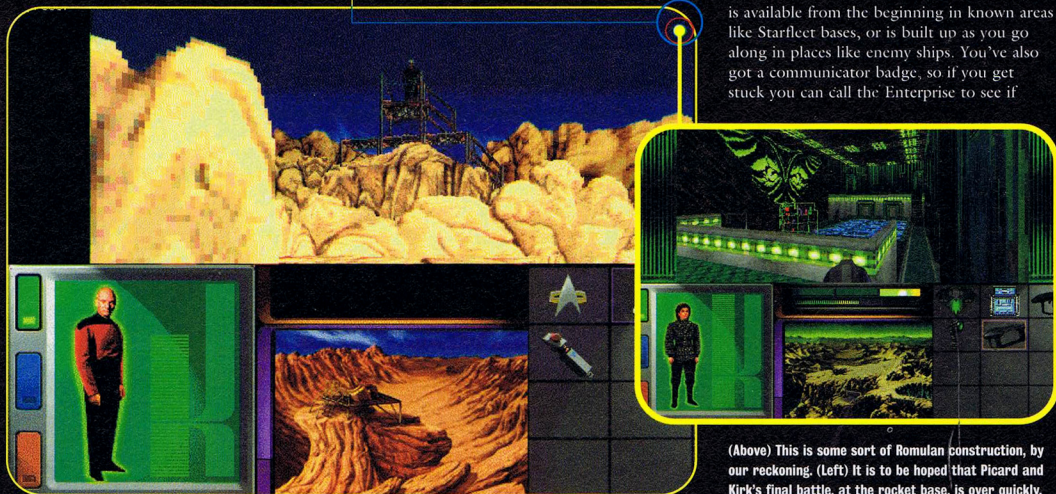
Role: Lingerer
Race: Human
Catchphrase: "Beam me up, Scotty."
Distinguishing features: Fine head of hair, washboard-like stomach
Special abilities: Fighting and singing

careful approach. The missions are really about exploring, and solving puzzles. They involve all the sorts of things *Star Trek* characters normally do: rerouting conduit pathways... Oh, and reversing the polarity. There's lots of reversing the polarity."

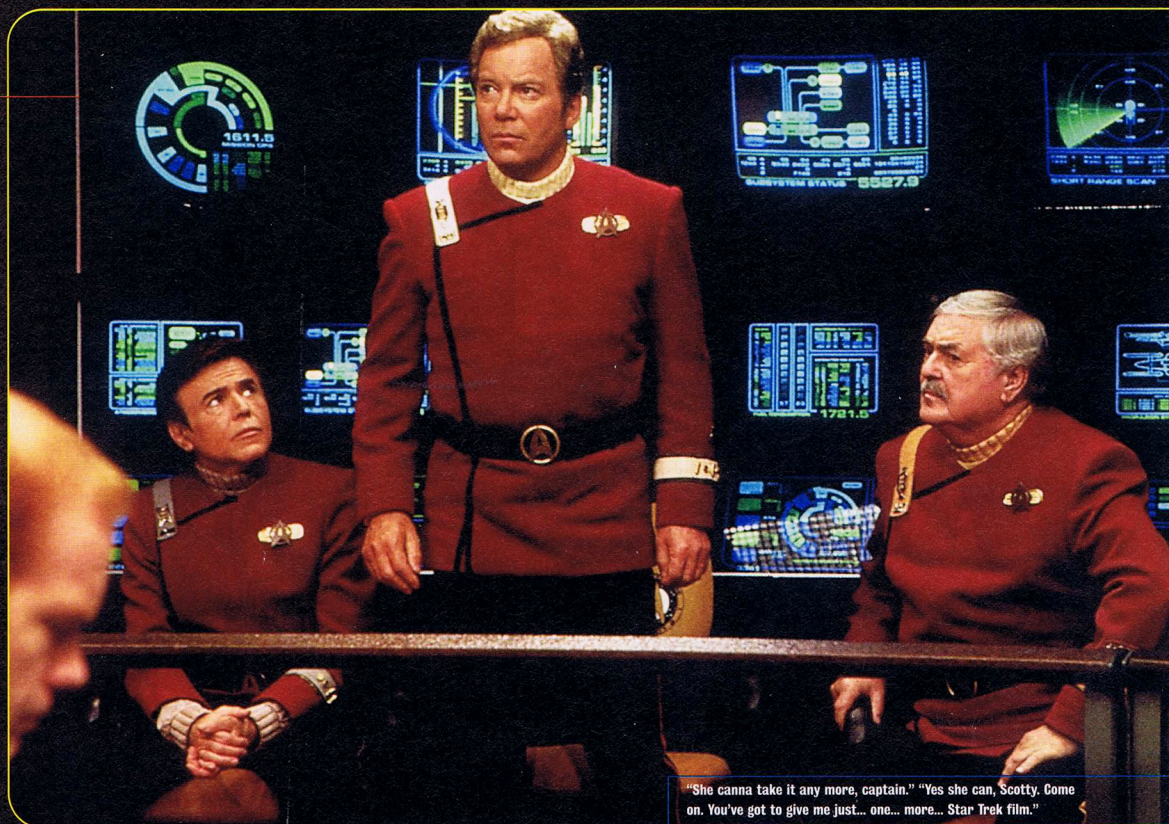
If you examine control panels and things, more detailed versions of them will appear in the corner of the screen for polarity-reversing purposes. And as well as a phaser you're also provided with a tricorder, which can be used to monitor your health and scan for life signs and so on. Plus, there's a structural map which

"We've tried to capture the feel of the combat from *The Wrath Of Khan*, the second *Star Trek* film, because we reckon that has the best space battles."

is available from the beginning in known areas like Starfleet bases, or is built up as you go along in places like enemy ships. You've also got a communicator badge, so if you get stuck you can call the Enterprise to see if



(Above) This is some sort of Romulan construction, by our reckoning. (Left) It is to be hoped that Picard and Kirk's final battle, at the rocket base, is over quickly.



"She canna take it any more, captain." "Yes she can, Scotty. Come on. You've got to give me just... one... more... Star Trek film."



The *Enterprise* has been attacked. The *Enterprise* responded to the distress call, but found no other ships in the area. Sensors have detected four large ships through heavy interference from the damaged station. These may be survivors, or perhaps more attackers. As still present, Captain Picard has ordered Commander Riker to lead the *Enterprise* to the survivors and discover who is responsible for this attack.

they've got any suggestions.

The alternative to an away mission is one of the space battles. These take place in 640 by 480 3D graphics, and in 16-bit colour, and have you fighting accurately modelled Romulan Warbirds and Klingon Birds of Prey. The multiple screens that *A Final Unity's* combat sections used have been combined into one, so you don't get all the confusing jumping between weapons, control, engineering and all that as you try to manage your ship's systems to reroute power to damaged areas.

"We've tried to capture the feel of the combat from *The Wrath of Khan*, the second *Star Trek* film, because we reckon that has the best space battles," Simon explains. "So the ships are relatively slow and unmanoeuvrable,

and you've really got to concentrate on seeking out the enemy ships' weak spots."

Finally, all this is tied together with some excellent video clips, although Simon is eager to stress that they're kept strictly in the sidelines, and no clip is longer than a couple of minutes. The clips crop up at significant moments to illustrate, for example, a star being blown up and the *Enterprise* escaping in the nick of time. Some sections have been digitised directly from the film, although the large team found they had to create rather more of the video from scratch than they were originally anticipating.

"We kept finding that the bit of the film we needed had someone's head in the way or something," Simon recalls, "so we'd have to do the whole sequence ourselves." But he

seems very pleased with the results. "The video quality we've come up with is so good, in 640 by 480 16-bit colour, and the 3D graphics are so convincing, that when we sent some of our clips to Paramount for their approval they thought we'd digitised them straight from the film."

Michael Dorn was finishing off Worf's lines in the background as I spoke with Simon, and the game is described as 'almost ready'. So we're aiming to bring you a review of the completed *Generations* in our April issue, to coincide with the game's projected release date that month. You may, however, want to bear in mind that it's being published here in the UK by MicroProse, makers of *Grand Prix 2* and *Magic: The Gathering*.

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Diary

For every head, there's a tail. For every truth, a falsehood. And just because Raffaele Cecco had it so easy with his level design last issue doesn't mean the same is true for Guy Simmons.



"Working only at night while the rest of the code was sleeping, we fashioned the new editor, giving it sturdy foundations to make it strong, and providing its own level format to make it independent."

Creation Episode 11 - The Editor Strikes Out

IT WAS A DARK TIME FOR the *Creation* team. After Mark Stacey left for college we were left with a level editor that none of us dared touch. We were only able to examine small sections of the code at a time without our brains trying to crawl from our ears. Truly it was a monstrosity, a two-dimensional slice from a five-dimensional Lovecraftian beast of a program. It had strange powers, it changed and mutated according to its own devilish desires, it lived, it breathed, it ate hard drives for breakfast. Something had to be done - this was no way to design levels, and Alex Cullum (our level designer) had started to develop a permanent dribble from the left side of his mouth.

Someone mentioned the word rewrite, much whaleing (pun) and gnashing of teeth followed, but it was a possibility. Our main problem, however, was getting rid of the old one. Removing it completely might kill the game, as it had, after all,

formed a strange symbiotic relationship with the rest of the code. The chances were it wouldn't let us remove it. The only option was to build in a new editor; one that was geared towards designing levels for the game we were actually trying to write, as opposed to one that wasn't. We wanted all the game features accessible at the touch of key, making it marvellous, wonderful and so on.

And so it began. Working only at night while the rest of the code was sleeping, we fashioned the new editor, giving it sturdy foundations to make it strong, and providing its own level format to make it independent.

Eventually it was usable, and smiles were seen far and wide. Consequently, the old editor's powers were severely diminished, although it has never been removed from the code and on some days it can still be seen lurking around and causing the occasional crash.

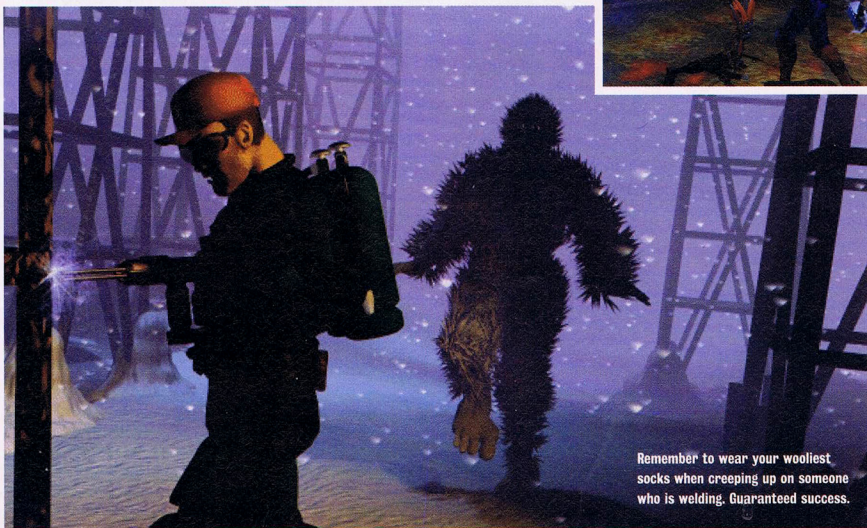
Anyway, that's it for this instalment; sorry it's such a short one



(blimey!). Chances are this will be my last diary for a while as I want to give the rest of the team a chance to air their views and let you all know what they've been up to of late. We've also briefly taken Tony Dawson off screenshot duty to allow Darren Thomas (our rendered cut-scene man) to display some of his wares. Did I mention we had a new programmer, Jeremy Longley? Can't remember if I did or not, anyway we have and he's bloody useful.

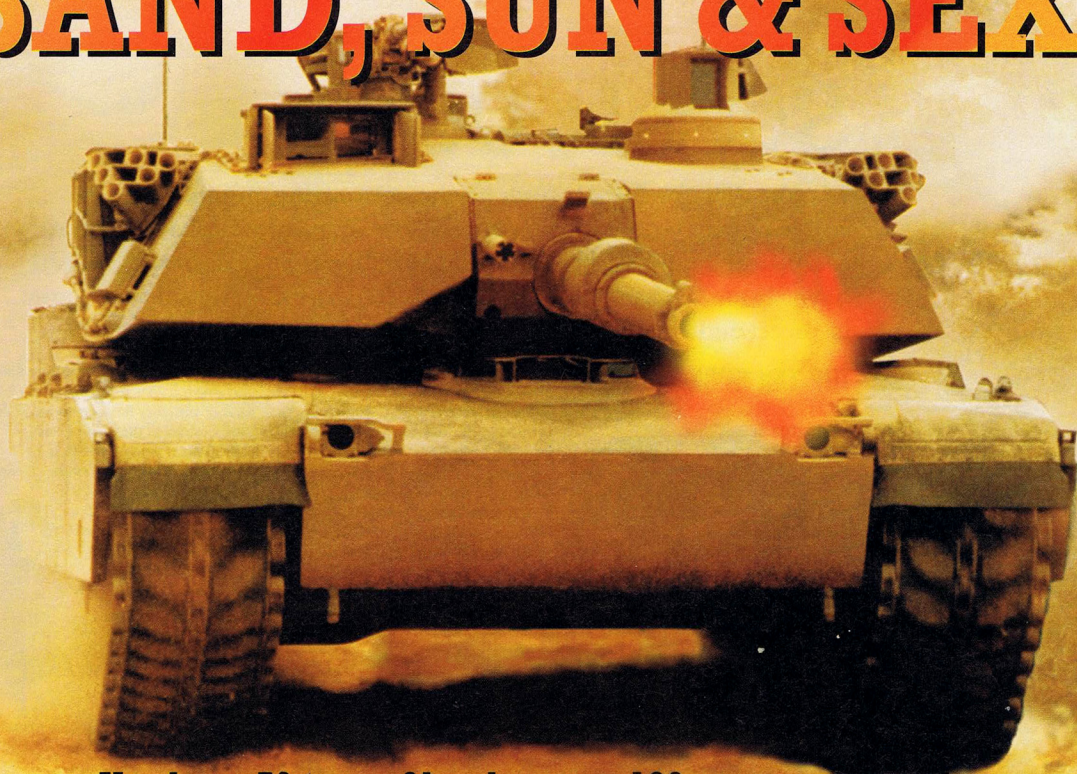
Fare thee well, landlubbers.

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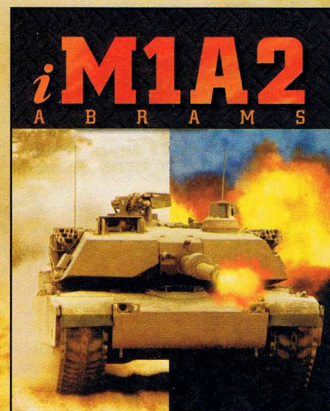
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Sort It Out

It's another fond look back at the computing moments that conveniently lend themselves to some form of collection, where each paragraph can begin with a number that counts up. Who'd have thought that in a world as diverse as PC games, every game is succeeded by a very similar one?

TOP TEN SPOKEN LINES

1 Monster Truck Madness

As if driving 12-foot-high vans with wheels as disproportionate as Prince Charles' cars isn't unsubtle enough, if pushing camper vans into the path of your competitors isn't rude enough, and if hearing "Hey, I'm still in here!" as you drive over pitched tents isn't funny enough, just wait until Armie Armstrong bellows out "Bigfoot is doing it in the air!" as you leap tall buildings with a single bound.



2 C&C: Red Alert

Of course, just about any unit has something to say when you've issued your commands, but only one particular soldier really knows how to say it properly. Hard as nails and as hard hitting as a hammer, *Command & Conquer's* Commando replacement, affectionately known as Tanya, really sums up her purpose as she brightly exclaims "Ch-Ching!" before wiping out an army and base by herself.



3 Lemmings

Perhaps this example seems a little weak in this day and age, when your PC can't do anything without employing some out-of-work actor to deliver a dreadfully written line, but at the time it was almost enough to bring a tear of joy to your eye. It was the Babe of computer games in its day. Even approaching Level 100, your die-hard Lemmings had no qualms about approaching certain death with a cheeky, chirpy and optimistic "Let's go".



4 Warcraft II

Fighting-Fantasy-style games don't readily lend themselves to cartoonish charm, so thank God Blizzard's *Warcraft II* hit the spot so effectively. Knowing that it contained a classic line

somewhere, it was tricky only to decide which one deserved a position in this top ten. Eventually, after re-enacting a typical battle using a joystick, Matrox Mystique graphics card and one of those electric stun guns, we recalled the phrase used by the two-headed ogres. In a fit of schizophrenia, one head claims "I'm ready" while the other insists "I'm not ready". Both are done with Bernard Breslaw voices.



5 Wolfenstein 3D

Although not recognised as such a great game as *Doom*, there's no doubt that *Wolfenstein 3D* is responsible for nearly as many lost student study-hours as *Doom* claimed on the world's work force. What *Wolfenstein 3D* boasted that was sadly missing in *Doom* was human soldiers, saying things that you could understand. Understand, yes, but, um, not remember too well. We think the bigger soldiers used to scream, "Die Engländer Schweinhund!"



6 Ripper

Gametek's science fiction film-noir-influenced interactive movie had its moments, but whoever was responsible for hiring the long list of fairly important stars should also have employed the scriptwriter. Laden with corny pseudo sci-fi events and supposedly gruesome murders, the game's 18 certificate was earned thanks to the inclusion of 'adult' language. Now realism is what we all yearn, but when the main character feels to compelled to shout "F**K! F**K!" over and over again whenever the slightest thing goes wrong, you have to suggest he drink less coffee.



7 Tomb Raider

Where would a month of Sort It Out be without mention and picture of Lara, heroine of the stonkingly good

Tomb Raider, and possible future film star? She has lines to say at various parts of the story line: cut scenes with Pierre, asides to the camera, and, of course, the training scenario in her sickeningly nice country house. Plenty is said, but all of it is just a little too bossy. Until, of course, you have your first swim with her. Oh, the frustration when, as you climb from the pool, Lara says nonchalantly "I'd better get out of these wet clothes" only to cut back to the main screen. Bah!



8 Links LS

Among the obvious likes of "I think you hit a tree, Jim", "That's in the sand" and "I hate it when I do that!" is the less obvious call of "You're dancin'!". Apparently it refers to the fact that the last shot you hit landed in a very nice location indeed, and not an insult about your walk after you were virtually crippled in that golf cart incident.



9 NBA Full Court Press

And now we get into the realms of what can only be described as the "Say what?" section. Hark at the lines used in Microsoft's average basketball game. Runners-up include "Ooh mamma!" and "He nails that baby" (but surprisingly isn't arrested for it). What walks away with the craziest and utterly baffling prize, though, is the commentator's phrase, "Nobody Voodoo like you do." Well, I've had a lot of practice.

10 Space Hulk 2

Another game blessed with a mountain of top sayings is the shockingly good and, well, shocking *Space Hulk 2*. Top of the list, and certainly the most convoluted on this page, is one that pollutes the communicator airwaves between the besuited commandos. As one of them likes to say, "Send the abomination back to the hell that spawned it, Brother Mattheus."



TOP TEN CRICKET GAMES

1 Um...

TOP TEN SCORES OF 1996

- 1 Civilization 2 - 96%
- 2 C&C Red Alert - 95%
- 3 Quake - 95%
- 4 Grand Prix 2 - 95%
- 5 Links LS - 94%



- 6 Tomb Raider - 93%
- 7 Syndicate Wars - 92%
- 8 Fragile Allegiance - 91%
- 9 NHL 97 - 91%
- 10 Magic: The Gathering - 91%





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A Different World

Gary Whitta reveals the results of the PC GAMER US annual awards, and tells us which games our friends across the pond are most looking forward to playing in 1997.

"I think the results of this year's PC GAMER US awards prove that the stereotypically differing tastes of UK and US gamers are beginning to converge."



SO, A NEW YEAR. AS IS the seasonal tradition here at the American edition of PC GAMER, we always ring in a new year by giving our annual gaming awards for the 12 months just gone. This year's judging session was tougher than most, but after the predictable week-long session of arguments, name-calling and bloodletting amongst the PC GAMER US team, here's what we came up with:

GAME OF THE YEAR: Civilization II
 BEST ACTION GAME: Tomb Raider
 BEST ADVENTURE: Gabriel Knight: The Beast Within
 BEST ARCADE GAME: Fire Fight
 BEST SIMULATION: AH-64D Longbow
 BEST RPG: Daggerfall
 BEST WARGAME: Close Combat
 BEST MULTI-PLAYER GAME: Quake
 BEST REAL-TIME STRATEGY GAME: C&C: Red Alert
 BEST TURN-BASED STRATEGY GAME: Heroes Of Might And Magic II
 BEST SPORTS GAME: NHL 97
 BEST EXPANSION PACK: Flashpoint: Korea (AH-64D Longbow)

You are, of course, completely free to disagree with our choices – and if there are any in particular that make your blood boil, you're welcome to let me know (gwhitta@pcgamer.com). But I think this year's selections prove that the stereotypically differing tastes of UK and US gamers are beginning to converge. Who'd disagree with *Quake* and *Red Alert*, for example?

Giving away the PC GAMER awards always offers us an opportunity to reflect on the year gone by, and to look forward to the future – and 1997 looks set to be a more exciting PC gaming year than most here in the States, now that the multi-player and on-line gaming bandwagon has set



Civ II was voted the best game of 1996 by the PC GAMER US team. We'd tend to agree with them.

off in earnest. It's no co-incidence that some of the most eagerly awaited games of 1997, like *X-Wing vs TIE Fighter*, *StarCraft*, *Rebellion*, *Ultima Online*, *Jedi Knight* and *Command & Conquer 2* are all being built with multi-player and on-line functionality in mind. The battle between the big on-line gaming services continues to rage and get still more complicated, with new services and gaming networks arriving every week, all competing for our gaming dollars. At the moment the technology is still rather primitive, leading to slow access and update times on many servers, but the millions of R&D dollars currently being pumped into bandwidth technology, specifically to create 'express lanes' on the phone network for game-only data, should ensure increased speed and more Internet gaming goodness throughout the new year.

For the here and now, however, everyone on the PC GAMER team is hooked on *Diablo*, and can frequently



be found on Blizzard's brilliant new battle.net service. If you're on there in the near future, keep an eye out for us, particularly a Level 8 warrior who goes by the name of Teatime (that's me, that is). After a quick show of hands around the office, by far the most eagerly awaited game of 1997 is Blizzard's next offering, *StarCraft*, which will also be playable over battle.net and currently looks the most



realistic threat of knocking *Red Alert* off its real-time strategy perch. It's always impossible to predict specifics in this industry, and in such an era of change even trying to get a handle on the broad direction the market is going, but one thing is for sure – 1997 will be a more interesting year than any of those that have gone before it... **220**

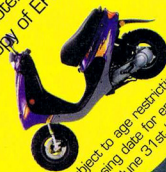
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INTERACTIVE

ACCOLADE

So you want to Part Four: Selling it to a publisher Create a Computer Game

Some say that you've got to speculate to accumulate. Others believe that points mean prizes. We say Sell! Sell! Sell!

"It's essential that the publishers don't visit your development studios, offices or bedroom, because they'll either assert that you are a threadbare cowboy outfit or a flabby over-funded, inefficient venture capital plug hole."

SO, WE'RE UP TO EPISODE four. By now you'll have the concept, the team and the name of your game. It's time to bring in the money men. No, we don't mean the venture capitalists, but rather the publisher, who's going to look after as much of the boring manufacturing-and-distributing action as you can persuade them to handle. So charge up the battery on your mobile, put your business cards where you can reach them and call the bank. Tell them you'll be spending several hundred pounds over the next few days.

Did you say spending?

Yes, spending. You see, the problem you now face is that you've got to convey all that enthusiasm you've mustered to somebody who thinks in terms of two things: numbers on a spreadsheet and where the next free lunch is coming from. These people have never heard of you. And if they have, then either your last game was a hit, in which case they'll be buying YOU lunch and you should stop reading now, or you've released a flop, in which case call the bank and tell them you'll be spending several *thousand* pounds over the next few days.

Timing is crucial

You can never start selling to a publisher too early. Getting all the terms and conditions agreed, contracts checked over, and distribution and store sales sorted is going to take ages. And during all that, old enemy time will be chipping away at your graphics

engine, getting closer to cannibalising your game concept and notching up interest in unpaid debts awaiting the flood of royalties that will eventually come your way. Hopefully.

First contact

Whatever you do, don't just pop it into a jiffy bag with a hand-written note asking the softco to take a look at your game. They'll either love it and rip off your idea, love it and try to rip you off on the deal, or simply return it unopened.

Get on the phone to a few softcos that are doing well, and a couple that are ailing and desperate for something, anything, that will sell more than a hundred copies worldwide. Find out who works in acquisitions or A&R and speak to them personally. Explain that you have something very special to show. Tell them all that they are the first person to be offered the game and that you can only demo it in your Paris office next week. Of course you realise that this is short notice and are hence willing to sort out a first-class flight, hotel and (ahem) escort for their visit. That'll get their attention.

The big day

Of course you haven't got that much cash to throw about, so on the big day, send the airport car to pick up the budding publisher. Explain about the rabies outbreak, lorry strike, baguette poisoning scare (or whatever) and suggest that you can, instead, demo the product in a conveniently nearby London hotel.



Why did I do all that?

Three reasons. One: You had to get their attention somehow. Two: You need to show whatever you have so far on your own terms. And three: It's essential that they don't visit your development studios, offices or bedroom, because they'll either assert that you are a threadbare cowboy outfit or a flabby over-funded, inefficient venture capital plug hole.

And now you're on your own

It's now down to your persuasive abilities, backhanders and perhaps even the game. We'll just close with some choice dialogue that might crop up if things go well and what it really means.

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And a few snappy retorts...

"I'll have to run it past my legal people." Means "I have no idea what you are talking about."

"I have overheard to consider." Means "Will work for food."

"That's great." When accompanied by a nodding head means "That's not nearly enough."

"That's great." When accompanied by a shaking head means "You cannot possibly be serious."

"That's great." When accompanied by no head movement means "I am not paying attention."



Strife: great game, but you'll struggle to sell anything today that uses the *Doom* engine. Far better to *evolve* your graphics as you go along to take advantage of new technology.

● Next month: We uncover the secrets of good packaging, and, of course, demonstrate how not to do it.

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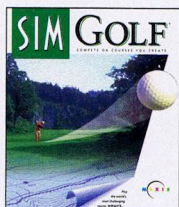
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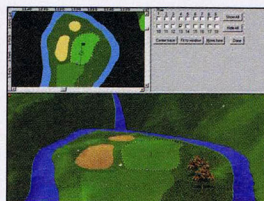
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Cables

If you've got anything interesting to say about PC games or, indeed, PC GAMER, write to James Flynn, Cables, PC GAMER, 30 Monmouth Street, Bath, BA1 2BW.

The same Sandy

I just had a thought... if people like Alex Proudfoot would use their heads for *playing* games rather than complaining about them, the world would be a quieter and altogether more peaceful place. If he'd looked, he would probably have noticed that Sandy Peterson (i.e. designer of *Quake*) is the same Sandy Peterson who wrote Call Of Cthulu in the first place. I think he has a right to rip-off his own ideas, don't you? Just thought I'd mention it in passing.

Alan Broad, Dundee

Considering HP Lovecraft generated the Cthulu Mythos, even Sandy Peterson



might have trouble laying claims to the ideas. We're content with just wondering why Cthulu wasn't Quake's final boss instead of that stupid brown octopus.

Free from you?

My name is Morten and I am 11 years old. I have all the magazines but I miss the magazine from March 96. Can I get the magazine free from you? Thank you for the help!

Morten Andersson, Norway

Dog doodle

The approximate price of a brand new computer game in Finland is around £45-£50. That is a lot of money to spend for a bunch of dog doodle in a nice wrapping. So I cut my losses and pay a bit over £9 every month to sort out the most interesting games from your coverdisc.

Mika Jaakonaho, Helsinki

I need to hook up

I would like to get into on-line gaming, i.e. *Doom*, *Doom II*, etc., but have no idea what is needed and where I need

to hook up to to achieve this. Can you supply me with a few address via WWW, tell me whether I need to access them through the Internet in Windows or in DOS and other things? On-line gaming sounds great, but I'm struggling to get to grips with it.

Bob Hepple, Dover

Somewhat conveniently for you (and quite a few others I suspect) Steve Owen will be writing an on-line gaming feature that will blow away the Internet fog once and for all. Next month. For the March issue.

I started hitting

I first saw a PC when I was 14 years old. An XT running DOS 3.0, it was a solid box with some TV screen on top of it. I was interested, so I started hitting some keys. Accidentally, I pressed the Enter key, the hard disk made some noise and a few words appeared on the screen.

"Bad command or filename"

About a year ago I bought myself a new PC. It was a Pentium 100 and coincidentally also looked like a box with a TV screen on top of it. I play

I got *Red Alert* last week and it has been side-lined in favour of *Meridian 59*.

Doug Croft, York

I hope you're rich.

Is here *NHL 97*.
Nice pages :-))))))

Pavel, Czech Republic

Good. Someone from Poland didn't like them last week.

You may as well print this or I'll keep on writing to you. I'm like that.

Archie Brand

I don't understand this current obsession with sex.

Michael Reed, Chipping Sodbury

Editor's note: that last sentence was taken completely out of context.

CD gets plopped

Niggle one: Every month on the front of PC GAMER there's a CD. I open the CD box and the CD gets plopped into my CD-ROM drive. Some dodgy animation, a daft tune, a click on my mouse button and a partridge in a pear tree later, the menu screen appears before my very eyes. With the 'delights' of Windows 95 I presume it is possible to play good old DOS games straight from the menu... WRONG! A little message box appears that basically tells me this is not the case.

Niggle two: Whatever happened to the little descriptions in the small window in the DOS menu? They were helpful and time saving. It means now (well, a couple

of months ago, really) I have to go romping through the 'blue pages' to find out about a shareware game that I (probably after reading the description) won't want to play. But, on a lighter note, *Fish Out Of Water* is very, very funny.

Martin Jenkins, Dundee



The animation is indeed dodgy and the 'music' is indeed daft, and neither will ever appear on CD GAMER again. Consider them purged. The DOS descriptions are being put back in as of this issue. Trevor Wirt, our new CD-ROM editor, and myself are in the process of scrapping the current CD interface in favour of something faster, more integrated, stylish and generally better. All of this should be in place within a month or two of you reading this.

my games through DOS and the easy way. Still, as I mistype the name of the game, DOS says:

"Bad command or filename"

All these years I kept asking myself this question, why does DOS never say:

"EXCELLENT command or filename?"

Per-Jan van Lipzig, The Netherlands

To congratulate you

I've just read the Christmas issue and I'd like to congratulate you on the job you did. When I first saw the size of the magazine I thought that it would be full of adverts. But it wasn't. And where has Jonathan gone really?

Ric Haig, Stroud

Jonathan has returned to his console gaming roots and is the launch editor of Future's new Nintendo 64 magazine. The first issue will be arriving sometime in March. The Japanese machine already hosts some of the best games ever written and more are arriving as you read this.

Curious state

Because of the constant upward pressure on marks, software companies know that poor products will still get good scores and therefore still sell. Remember Darwin's theory? The software companies will only pull their socks up if there is an imperative to do so. Like Pavlov's dogs, they will salivate if they hear the bell. Like Schroedinger's cat, they would be in a curious state of semi-existence if they were locked in a box with a radioactivity triggered poison device. And like Roy Hattersley's dog, they don't half like a goose...

Vexed, Wolverhampton

I tried to read a book called My Cousin: My Gastroentomologist a couple of months ago. Did you write it?

Happened to pick

I'm one of those readers that buys magazines only occasionally, but happened to pick up a copy of the *Red Alert* issue. I was impressed that you got hold of a copy of the game that early, as most magazines hadn't received a working version and the game wasn't released until 4th Dec.

Danny Lawton, Leeds

I flew out to Westwood to collect the gold masters with the finished levels and a limited (players occasionally became out of synch) network support. I, too, was surprised by how quickly they finished it.

Letters from Loughborough

Now that Jonathan's gone, can we have the letters from Loughborough back in? They were the only good ones and now all you print are

MICROSOFT SIDEWINDER PRO WINNER!

Hurried ports

The new range of 3D accelerator cards offers an exciting new era for PC gaming, but I hope the industry approaches this new technology with caution. These cards give the PC the ability to compete on equal terms with the consoles (as we saw in the *Wipeout 2097* preview), but my concern is that the PC will now suffer endless hurried ports of PlayStation/Saturn titles. Take *Destruction Derby 2* for example – the 'Save Game' function doesn't allow you to use the keyboard to enter the file name and you save in 'blocks' due to it being a PlayStation port. Some of the PC's greatest titles: *Warcraft II*, *TIE-Fighter* and *Civilization II* offer a depth simply not possible in Console Conversion Monstrosities. I look forward to 30fps SVGA graphics, but I urge developers not to cast away the depth and tactics that made PC games so fantastic in the first place.

Nigel Matthias, Gosport

The PC and console markets have never been more similar, both in terms of technology and target audience. While it's reasonable and (when the title is a quality one) highly desirable for programmers to release their game on every platform, they must tailor the individual versions to accommodate the strengths and weaknesses of the target hardware. The huge number of average driving games milling around on the PC today is a direct result of console development, whereas the console is benefiting from several of the PC's finest strategy games. Technology merely offers possibilities. It's up to the designers to exploit 3D to more effect than just another couple of frames in a racing game. Mario 64 (on the Nintendo 64) is the current creative/technological apex and should be leading the way.

endless dull letters about *Quake*.

Steve Brown, Loughborough

Next month there will be an amnesty for letters from Loughborough. If you lot can prove that you are deserving, it may become permanent. By the way, when I lived in Leicester a few years ago two American tourists in a car stopped me and asked if I knew where Loo-ga-ba-roo-ga was. It made me laugh lots.

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Dirty Rotten School



Cheats. They can destroy a game or completely re-vitalise your interest in one. Some people hack for days looking for them, most scour magazines for clues and some avert their eyes in shame. PC GAMER presents both sides of the issue in a feature that is definitely not a tawdry excuse to print lots of cheat codes while maintaining the high moral ground. Oh no. By STEVE FARAGHER

NDRELS



IT HAS BEEN WISELY SAID THAT IN actual fact there are two kinds of people in the world – those who think there are two kinds of people in the world and those who don't. By the same token it has been wisely said (by me, in fact) that gamers are divided into two categories as well – those who think cheating is a good thing and those who think it's a terrible thing. If you're part of the former clan, you're right, but only partially, and if you think you've never cheated at anything, it's a fair bet that you're cheating yourself. When a cheat gets you past a bit of a game that's been really frustrating you, when it breathes new life into a game that's been relegated to the 'I'm bored' shelf of your life, it can be a very good thing indeed, giving value back to something you'd grown tired of. But if you want to know why cheating's a bad thing, just read the following sorry, heart-rending story, and see what you think.

Ethics girl

"I'm completely opposed to cheating. And it's all because of what happened to a friend of mine. He was the biggest fan of Sid Meier's ground-breaking strategy game *Railroad Tycoon* I've ever met. He loved it. He'd play whenever he got the chance. As soon as his girlfriend's back was turned, he'd be off down the garden path to the shed-cum-office where his PC was kept, and for hours and hours he'd build railroads across the world, happily entering into complicated share deals and investing in the latest locomotive technology. And all this made him incredibly happy – he and his trusty old 286 were the best of friends. Inseparable.

"Then came the terrible day. Standing in

WH Smith's computer section, browsing among the books, he came across a guide to playing *Railroad Tycoon* on the PC. Intrigued, he picked it up, thinking that it would be interesting to find out how another player tackled the problems that he enjoyed so much himself. As he flicked through, he noticed a single sentence in bold type. He stopped and read it. It burned its way into his soul, leaving an indelible impression that he would never be able to overcome. It read, simply **Press SHIFT & 4 to get \$500,000.** At first, this knowledge didn't trouble him. 'That's handy,' he thought. And went straight home to try it.

"Back home, he powered up his PC, loaded *Railroad Tycoon*, and immediately tried his cheat. It worked, and he was pleased. He immediately set about playing a full game using his new cheat. He had fun for a while, easily beating the computer opponents with his new-found wealth. All the things he'd been trying to do for so long he did straight away. He played at the most difficult level and took all of the opponents' companies over, the most difficult thing there is to do in *Railroad Tycoon*. In a short afternoon he achieved the dizzy heights of *Railroad Tycoon* mastery. Except that he was cheating. He knew that he was only playing so well because he was cheating, but that didn't bother him. He figured that, now he'd seen the very highest level of the game, he'd stop using the cheat. And so he went off to bed, thinking that he would soon get back to trying to master *Railroad Tycoon* fairly.

"He never enjoyed a game of *Railroad Tycoon* again. That one, single cheat gnawed its way into his soul so much that, every time he played from that day on, he couldn't resist using it. Things would suddenly get tough for him, his opponents would start buying up his shares and

his twitching fingers, almost as if they had a life of their own, would press SHIFT & 4 to save him. Or he'd find himself just a few dollars short of building the station he'd been planning for ages and, frustrated, he'd give in to the hollow feeling in his heart, and those

evil, nervous fingers would find their way to the cheat keys again.

"After a while he started to

lose interest in the game, gave up trying to recapture that elated feeling he'd once had whenever he played it. He became gaunt, hollow-eyed and listless. Nothing gave him pleasure any more. He gave up on himself, his personal hygiene slipped. Soon afterwards his girlfriend – who had always put up with his game-playing because it gave him so much pleasure – left him for somebody with a 386. He took to sitting, alone, on the back step of his house, looking down at his garden shed-cum-office and mumbling to himself, under his breath. Those few of us who still kept in touch would call round to see him when we could, and sometimes you'd just catch what he was saying so softly to himself, as his fingers jerked spasmodically: 'Shift & 4, Shift & 4, Shift & 4, Shift & 4, Shift & 4'."

Soft in the head

Of course, it's not just gamers who are taxed by the question of whether it's okay to cheat or not, the software developers themselves are never too sure whether allowing their carefully constructed game balances to be ripped to shreds with the press of a key is entirely what they want. For the most part, cheats start as debugging devices to enable programmers and playtesters to quickly move through a game, so that they can easily rectify any mistakes (at least, that's the theory, but with games being rushed out so quickly these days to meet deadlines, they often arrive on the shelves still riddled with bugs).

But it is possible for a developer's cheats to be removed when the final changes are made to a game, just before it's published. Most famously, that's exactly what Westwood did with *Command & Conquer* and it's something they've repeated with *Red Alert*. We talked to Ed Del Castillo, the producer of *Command & Conquer*, and asked him why

Great Cheats Of Our Time

No.1

Diego Maradona

When I asked around the office for any great cheats that anybody could think of, I already had Diego written down. Strangely, everyone else shouted his name in unison as the first cheater they could think of. So there's probably little need to remind you of the incident against England in the 1986 World Cup Semi-Final when Diego stuck out his hand and knocked the ball into the back of the net past the bemused Peter Shilton. No, I didn't think so.

If Diego Maradona were to play *Actua Soccer*, he'd probably start the game by typing 'Soccer -011424749', so that he could use the special dream team, Gremlin Showbiz XI.



Westwood didn't put cheats into their games. He told us that there were three reasons:

"First, we believe that while cheats may provide a short-term burst of excitement and energy, they erode many of the fundamentals that provide long lasting entertainment, and greater enjoyment overall.



OH, SPOIL IT FOR ME

If you're not convinced by that argument, or even if you just suffer from that most human of conditions, terminal curiosity, PC GAMER is slightly ashamed to present a selection of the best cheats we know of, all for games that appeared in the Reader's Top 100 in July 1996. So, without further ado and in reverse order...

POPULOUS 2

Try this code for world 999: WOITAB.

TYRIAN

While playing the game, press F2, F3 and F6 simultaneously to become invincible. Or press F2, F6 and F7 simultaneously to skip to the next level. Or even try Backspace and 'I' simultaneously to turn to Super Turbo mode. Nice one.

EARTHWORM JIM

ITS AWONDERFUL
POPUZIZHOTSHOT
ONANDONANDON
SLAUGHTERHOUSE
Extra life
1000 bullets
Maximum continues
Access to first five levels on the File menu

HATMAN Turns Jim into a stick figure
IDDD& IDKFA Each will show a different credit screen

WOLFENSTEIN 3D

First, start *Wolfenstein 3D* with the 'next' parameter (wolf3d -next) for v1.0, or the 'goobers' parameter for v1.1.

Next, begin or restore a game. Then while you're in the game, hold down the Tab, Control, and Enter keys simultaneously for v1.0, or the left Shift, Alt, and Backspace keys for v1.1. You should get a message that debugging keys are now available.

Then to use debugging commands, hold down the Tab key and one of the letters listed below:

E Moves you ahead two levels.
G Turns 'god mode' on and off
I Increases your health, ammo, and score, and gives you the next most powerful weapon.
N Turns 'no clipping' on or off. This lets you walk through walls.
W Warps to any level.

MIGHT AND MAGIC 3

Some teleport passwords? Here you go:
FOUNTAIN HEAD Home
BAYWATCH Seadog
WILDBAR Freeman
SWAMP TOWN Doomed
BLISTERING HEIGHTS Red Hot
THE ARENA The Arena

BATTLE ISLE '93

Here's a couple of secret codes for levels. Try them and see. **DIONE** and **NALAD**.

SPEEDBALL 2

Devious hacking-style cheat, this one. Start a new league or cup game and, when you're on the manager screen, save the game and quit. Load the league.sav or cup.sav file into a hex editor and search for 12 chains of 8 '64' bytes. When you've got them, change them all to 'FF'. When you reload you game all your players will have maximum stats.

REBEL ASSAULT 2

Wanna go straight to the finale? Type in **CARRACK**.

SPACE HULK CD

Cheating on this requires that you edit the batch file that runs the game. It's called hulk.bat. Just open it up and add the word 'CHEAT' to the end of the line that runs the game. Now, whenever you're playing, a quick dab of the 'W' key will win the current mission for you.

TFX

Hold down the right Shift and type 'PLOP' to make yourself indestructible. You're evil, y'know that?

THE CHAOS ENGINE

Here's a very tasty little code for the two-player game. Typing in **RVDB0K07JWM6** will give you and a friend control of the Preacher and the Gentleman in World 4, with 30 (count 'em) lives each.

INDYCAR RACING

During a yellow flag you are unable to overtake, but if you wait until the last corner of then accelerate past the other cars, you will NOT be penalised for it, thus allowing you to gain the lead.

DUNGEON MASTER

You can go up levels by fighting thin air in this game. Tch. Tch.

ELITE

Fancy loads of missiles? Course you do. At a space station, make sure you have no missiles and then by just one. Fly out, lock on to the space station and then deck with it. Sell your missile and launch again. Now just press 'M' and a line will run across the bottom of the screen. You now have 256 missiles.

NHL HOCKEY

Attack with your Left Wing and stay close to the boards on the left side. When you have passed the blue line you make a shot (slap/wrist). The goalie for some reason starts to back up. Sometimes he backs up so far he won't even touch the puck, and sometimes (most of the time) he backs up just enough, so that when the puck hits him, it bounces off into the goal. Yee-hah.

PGA TOUR

One of the finest cheats this, equivalent to

No. 2

Apparently Formula One racing was rife with cheating last decade. Favourite tactics included making components out of lead for the race weigh-in (Formula One cars have to be over a certain weight) and then replacing them with

If Formula One teams of the 1980s were to play *Screamer 2*, they'd probably type in the following codes from the options room (where you select Arcade, Championship, etc).

MRTRK	Gives you all the courses
TACAR	Bonus car team 1
TBCAR	Bonus car team 2
TCCAR	Bonus car team 3
TDCAR	Bonus car team 4



So they did it because they didn't want anything to spoil their game for the players. That's a fairly unique stance, however. Most publishers keep cheats in the game largely because of the accepted pattern. For some

PROFESSIONAL HELP

Gamerunner 3.0
Quarterdeck, £20

Game Guru
3DO, £20

Perhaps a bit too expensive for what it is, this is still substantially better than Gamerunner.



When a good is boycotted in your home country, you can still sell it. Just use the 'U' key to unload it rather than the mouse, and you will sell it 'under the table'. Get lost, Kingy.

CRUSADER: NO REMORSE
Type JASSICA16 to enable the cheats, but

There is a way to get past locked things in Britannia, even though you can't cast an 'Open' spell. To do this, go to any alternate world and cast 'Open'. The cursor will change to indicate that the spell has been cast, and will then wait for you to target the spell. At this time, run back to Britannia, find the locked object you wish to open, and release the spell.

LASKIP Force
LABUE

Insert mode: **Fit** int.

THEME PARK
Lots of people are still searching for the

Great Cheats Of Our Time

No.3

Ffyna Campbell

Real-life all-action woman Ffyna Campbell recently admitted that she didn't walk around the world as she had claimed, but in fact did some hitch-hiking in America. Another dream was shattered, another illusion destroyed. But posh Ffyna reminded us of equally posh Lara Croft.

If Ffyna Campbell was playing *Tomb Raider*, she'd no doubt take one careful step forwards, one careful step backwards, turn around three times on the spot and jump backwards to get all the weapons and loads of ammunition. And supposedly a level select as well, but it wouldn't work for us.



offering lots of cheats for some fairly popular games. There's also a hex editor included which is an essential tool if you want to become no-good cheating scum of the highest calibre. This is about as close as you can get to the old Action Replay hardware these days.

Universal Hints System

Jason Strautman, Shareware

We're rather impressed with this little utility, which offers you progressive hints and cheats for a game as you ask for them. Even better is that it's shareware and the modules for each game that you have to use with it are written for free by genuine gamers who've been there and done it all. We like it so much that you'll find it on this month's CD GAMER with as many of the game modules as we could find. Just remember that, if you use it frequently, it would only be fair to pay the registration fee (I know it's a funny thing to say in an article about cheating, but you really should, that way people will come up with more stuff like this).



Great Cheats Of Our Time

No.4

Walt Disney

Cuddly uncle Walt (ahem) has brought joy to millions of children, so how can we justify calling him a cheat? Easy. It's a well-known fact that Walt had his head frozen after his death, in order that at some later date it could be revived. Walt effectively tried to pull off the

biggest cheat of all time; cheating death.

If Walt Disney were to try and cheat death in *C&C: Red Alert*, he'd probably edit the *RedAlert.mix* file with Word Pad and search for 'rules.ini'. He could then edit all the variables in the game. He'd just have to make a file called *Rules.ini* in the *Red Alert* directory and copy everything in the *mix* file from the *rules.ini* bit up to the credits at the end of the file into the new *rules.ini* file. Then he'd just have to edit what he wanted to change. The sneaky swine.



apparently a combination of *Syndicate* and *Theme Park* that can be activated from somewhere within the game. Type the code: 'ACLOWNSMYFRIENDACLOWNILLNO TBTEMEORLOCKMEINTECELLAR' when a small boy in a red top gets on the roundabout nearest the entrance.

X-WING

During flight, type 'WIN' for unlimited shields and ammo. Huzzah!

QUAKE

To use these cheats you'll need to bring up the CONSOLE. Then just type 'em in.

GOD

God mode

NOCLIP

Walk through walls

IMPULSE 255

Quad damage mode

NOTARGET

Enemies don't see you

FLY

until you shot at them

You can fly, Dumbo ('D' for

'C' for down)

SYNDICATE

To use a cheat, enter one of the following

codes as the name of your

COOPER TEAM Full weapons, research

and money

NUK THEM

Any country select

1 million in money and any

country select

100 million in money

ROB A BANK

100 million in money

SIMCITY 2000

Type in DAMN, DARN, HELL, or HECK and

all your residential zones will turn into

churches. (Note: There is no way to reverse

the process.)

To get \$500,000 and all the rewards,

click on the toolbar like you were going to

move it and then type BUDDAMUS.

DUKE NUKEM 3D

All the cheat codes you could ever want,

although they don't work in deathmatch:

DNKROZ God mode

DNKSTUFF All weapons, ammo, and

key cards

DNITEMS All items and key cards

DNHYPER Steroids

DNSCOTYEL Warp to episode (e), level (l)

DNMONSTERS Monsters will disappear as

soon as they see Duke

DNVIEW Chase plane view

DNCASHMAN Makes Duke throw money

when you press the Spacebar

any country select

1 million in money and any

country select

100 million in money

100 million in money

100 million in money

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100 million in money

DOOM 1 & 2

You've seen them all before, but just in

case you've lost them down the back of

the sofa, here're those famous cheat

codes again:

IDDDQ God mode

IDFA Full ammo and 200% armour

IDKFA Full ammo, 200% armour

and all keys

IDCLIP Walk through walls

IDCLEVXX Warps you to level xx

Cheat mode. After typing

this, 'R' gives you the radiation

suit, 'I' invisibility, 'V' invincibility, 'A'

computer map, 'L' turns up the lights,

'S' berserker mode.

WARCRAFT 2

Some more of those essential codes. But

well done to Blizzard for making these

cheats affect everyone in multi-player

mode.

TIGERLILY - Enables jumps between

levels by typing HUMANx or ORC x

ORCx or HUMANx - By typing in either

ORC or HUMAN followed by a number

from 1 to 12, this cheat will immediately

jump you to that scenario in the campaign.

You must enter the TIGERLILY cheat

before you can use these cheats:

GLITTERING PRIZES - Adds gold and

lumber to your resources

VALDEZ - Adds oil to your resources

DECK ME OUT - Upgrades all

technologies immediately

EVERY LITTLE THING SHE DOES -

Upgrades your magic users with all spells

HATCHET, AXE AND SAW - Dramatically

increases lumber harvesting speed

ON SCREEN - Displays the entire map

area

MAKE IT SO - All buildings, units, and

upgrades are built at an accelerated rate

IT IS A GOOD DAY TO DIE - All of your

units are invulnerable, except to a direct

Catapult hit, and will inflict 255 points of

damage on each enemy they hit

UNITE THE CLANS - Instant victory

YOU PITIFUL WORM - Instant defeat

THERE CAN BE ONLY ONE - Jump to

final movie

NEVER A WINNER - Removes victory

from 1 to 12, this cheat will immediately jump you to that scenario in the campaign.

You must enter the TIGERLILY cheat before you can use these cheats:

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from 1 to 12, this cheat will immediately

jump you to that scenario in the campaign.

You must enter the TIGERLILY cheat

before you can use these cheats:

CIVILIZATION I & II

Sid and his friends have been very kind to

give you the complete guide to the game's

internal spreadsheet for your pleasure. *Civ*

II is perhaps the least useful game to alter

this with because the unit and

construction balances are so perfect. But

if you want to have a peek inside the text

files that are in the game's installation

directory, it's very useful.

COMMAND & CONQUER

There are no cheats in *C&C*. The

programmers took them all out because

they're honest, upright citizens. Unlike

you lot. However, there is a bug you can

take advantage of. If you're getting to

the upper limit of your refinery's holding

space, build something that is fast and

expensive (a helipad, for instance). Then

once you've used up all your money

building it, cancel it just before

completion. You get the credits back and

if you click on your refinery, you'll notice

it's nowhere near as full as it should be.

You should also try typing 'C&C -

FUNPARK' to start the game and see

what happens.

What the experts say



Still the game I know
and love, I would
highly recommend
the purchase
CGW



Accurate, easy and
fun to play, this game
is well worth the
money
PC REVIEW

Ultimate SOCCER manager 2

More attractive and
entertaining a concept
than any other football
management game
PC GAMER

One of the most
comprehensive and
enjoyable football
simulations to surface for a
long time
TOTAL FOOTBALL



"It's definitely the most entertaining and user friendly football management sim out there"
PC-GAMER

"Best management game on the market Scores a 25 yard volley"
PC REVIEW

"Offers much more than many of it's rivals, particularly CM2"
TOTAL FOOTBALL

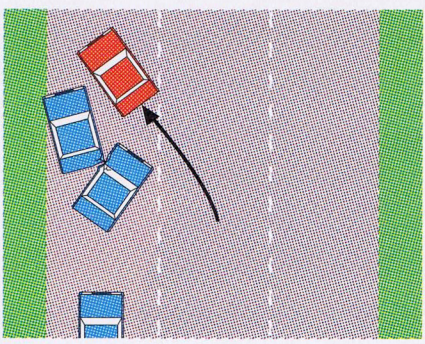
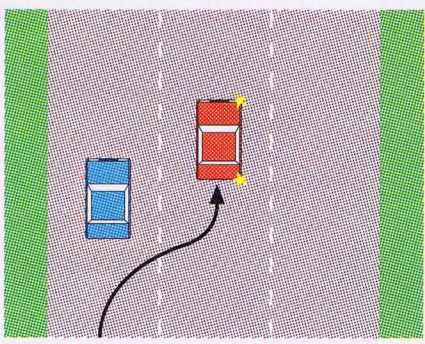
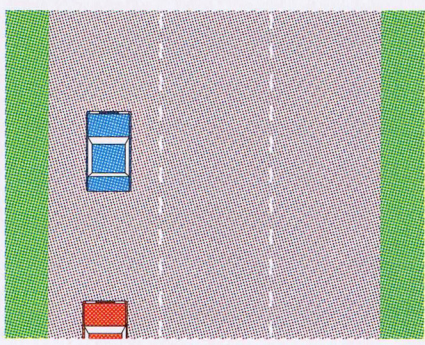


SIERRA®



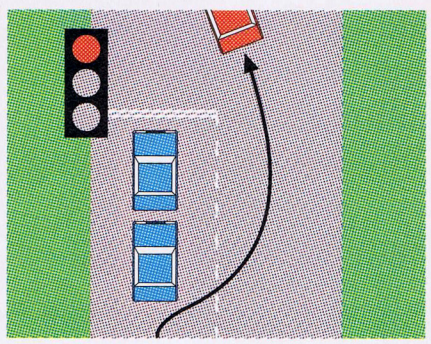
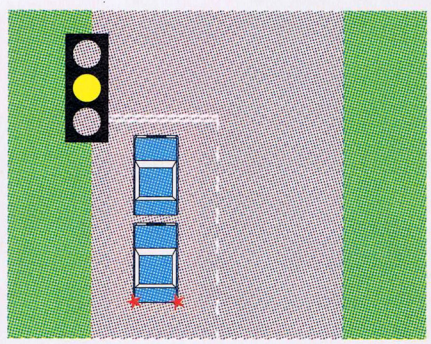
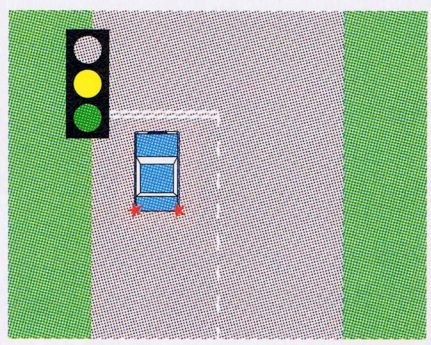
Name: NITRO RACERS™ Format: PC
Style: Top down, smash 'em up racing
Graphics: 1200 frame animation
Features: 30 different race tracks, upgradeable cars and pit crews, octoplay
Author: Studio 3DO, <http://www.3do.com>
When: Now Where: Anywhere good

3.7 Overtaking



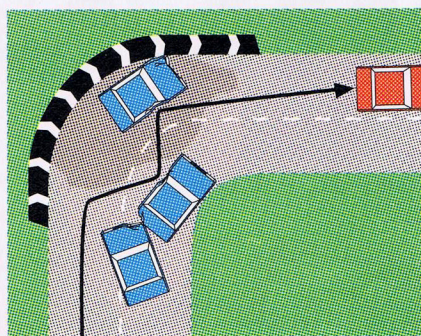
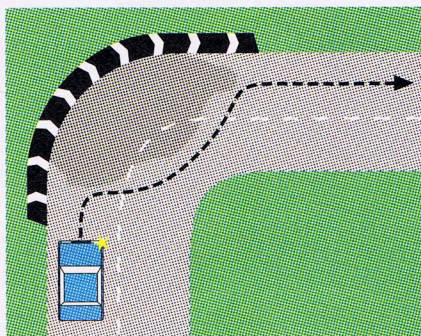
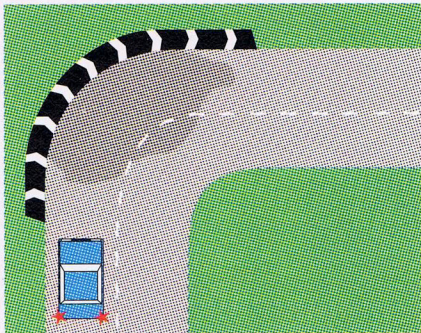
- Lane discipline is nonsense - you pay your road tax, use all the lanes.
- Do not overtake unless you can cause serious damage to other vehicles.
- Once you have started to overtake, quickly swerve back in front of the vehicle you are overtaking.
- If in doubt - **OVERTAKE**

5.2 Traffic Signals



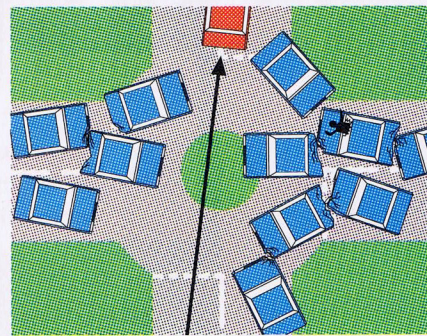
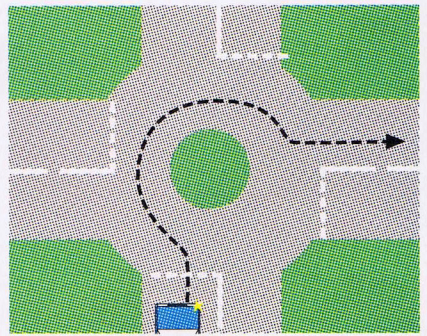
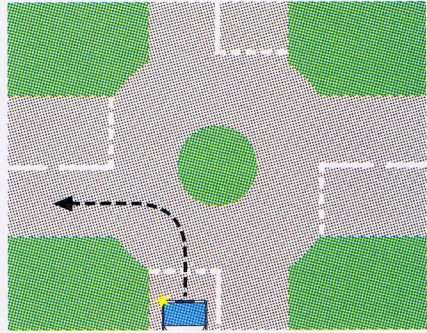
- Lights are for Christmas trees.

9.4 Hazardous Surfaces



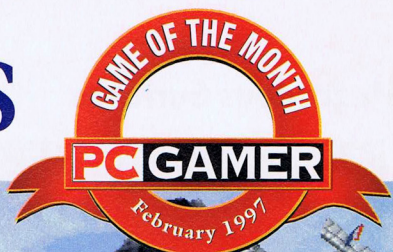
- Ice can be dangerous, your steering may be affected.
- Should you find yourself skidding, position your vehicle in the path of oncoming vehicles.
- Use your brakes sparingly.
- **Remember - mirror - signal - manoeuvre - IMPACT**

12.0 Approaching Roundabouts



- On approaching a roundabout, decide as early as possible which lane you need to take in order to create the most carnage.
- Increase speed, this is good for your adrenalin build-up.
- Show no consideration for other road users, especially those on horseback.
- Hone these skills. Prepare for Nitro Racers™

Flying Corps



Publisher	Empire
Developer	Rowan
Format	CD-ROM
Price	£45
Minimum System	P100, 16Mb RAM
Recommended	P133
Sound Support	All major cards
Release Date	Out now



Fokker vs Spad. Agility vs strength.
Red vs grey. Winner vs loser. Haha!

Romantic

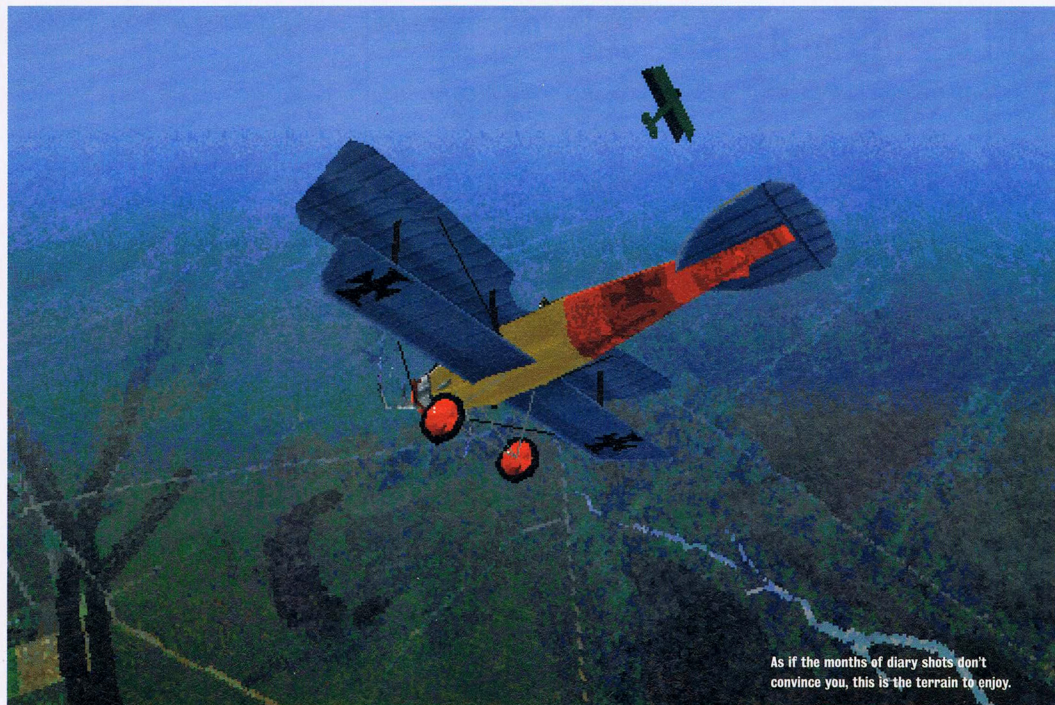


One of *Flying Corps*' various views is an outside padlock. In both of these shots, we are always looking at the nearest friendly aircraft. Handy if you get lost.

Experience frightening and gritty realism as a World War One pilot in Rowan's astounding new flight sim... now with two wings.



AS YOU ARE FULLY AWARE, blessed as you have been with several months of diaries and Eyewitness pieces, we've been looking forward to Rowan's *Flying Corps* for many months. One of the advantages of having a humble position of some authority on PC GAMER is that, time permitting, you can decide who is reviewing what for each issue. If we know that a particular game is definitely going to arrive for an issue, and it is right up our street, there's no way in the world that it will find its way into the hands of a freelancer. And so it was, when Empire asked who would be reviewing *Flying Corps*, that I was



As if the months of diary shots don't convince you, this is the terrain to enjoy.

Are you sitting comfortably?

The four campaigns are quite distinct, you know.

Spring Offensive – British – 1918

A fine starting point for a new boy, under the name of Victor Yeates. Beginning with some easy training missions, the purpose of this campaign is to support ground troops, culminating in support for the Allies during the world's first tank battle. Simply do this: survive, and help your countrymen to do the same.

The Flying Circus – Germans – 1917

Manfred von Richthofen, leading the Jasta 11, has proved himself the leading ace of the war with 52

kills. Taking a well-earned rest, you play the part of his brother Lothar. Never averse to a spot of nepotism, you are brought in as the Jasta's new leader, with the task of beating Manfred's score within a month, while keeping the Jasta 11's morale high to encourage the best pilots.

Battle of Cambrai / Tank Battle – Germans – 1917

Although slightly altered for game purposes (better weather, more bombs on board), the purpose of this campaign, under the name of Robert von Greim, which lasts just three days, is to resist the British advance until reinforcements

arrive. Under no circumstances should the Allies succeed in taking the last line of defence, Masnières-Beaurevoir.

Hat in the Ring – The US – 1918

Playing the legendary Eddie Rickenbacker, your mission, as well as completing your daily missions, is to climb to leader of your squadron and be awarded the Medal of Honor before the end of hostilities. In achieving the latter part, you are advised to go for voluntary missions where possible and help out friendly craft in trouble. For the former, we don't recommend shooting down your leader.

able to reply, with a sickly evil and smug grin, that it would be me. It still required a degree of fisticuffs when the game arrived, but I'd had the foresight to hide the largest joystick in the office, subsequently utilising it as a blunt weapon to fend off Steve Faragher, Jonathan (he's popped back from Australia briefly) and the shockingly thin Paul Pettengale.

Naturally, being a flight sim, coming from the Rowan stable and being, over and above these first two factors, possibly the most complex and realistic flight simulation I have ever played, there was no hope of slipping the review into Ashley's hands within a day. Just as *Tomb Raider* timed its arrival perfectly, *Flying Corps* just missed the last issue, which meant

"After many, many hours of Flying Corps, I still don't feel like I've made much of a dent."

that I had three working weeks and ten days over Christmas to really put this atmospheric leviathan through its paces. It's still not enough. Please don't be upset, but after many,

many hours of *Flying Corps*, I still don't feel like I've made much of a dent. Understanding just how realistic it is, I do, for the first time, really feel for the WWI pilots, whose life expectancy averaged just two weeks.

Modern fighter aircraft may have superseded propeller craft technically, but it would be wrong to claim that there is no place for them in computer simulations. DID's *EF:2000* is still the finest modern warfare simulator you can buy, but *Flying Corps* is without doubt in its own way just as impressive. There's a romance in bi- and triplanes that can never be imagined when you travel at mach 1.5 in a Euro Fighter. Perhaps it's like the difference between sitting in a green field

On a wing and a prayer

Keep your eyes peeled and you'll spot 19 different aircraft in the skies of *Flying Corps*.

Best of all, you get to fly six of them in the campaigns, and they're all quite distinct.



Nieuport 28 (Allies)

160 hp makes the Nieuport a fast and manoeuvrable plane, but the structure is so unsound that a prolonged dive or a fast climb could see you waving goodbye to your top wings. Success comes from ensuring a height advantage before engaging the Hun.



Spad XIII (Allies)

Extremely fast and strong, the Spad is likely to survive when outnumbered, simply because it can dive to outrun every German plane. To have a go back, pull back with that latent speed and perhaps get a height advantage. A bitch to land.



Fokker DrI Triplane (Germans)

The Fokker could be made from paper. Although it climbs very steeply and can turn to the right very sharply, its body is as weedy and slow as a small child. Small children's limbs snap off when yanked through the air at 120 mph. Stupid Fokker.



Albatros DIII (Germans)

A veritable flying army, the Albatross was the first plane to pack two machine guns, synchronised with the rotor. Although tops under 12,000 feet, it struggles above 15,000. Like the Nieuport, watch those wings. And no, you don't get wafers with it.



Sopwith Camel (Allies)

If other planes are push bikes, then the Camel is someone jogging. Far too slow, but it can turn on a sixpence (worth about £700 in new money). A baby trying to jog, maybe, because you could lose control of it at any moment. Strong and slow.



SE5A (Allies)

This is the one you ask daddy to buy when you turn 18. The SE5A is the fastest and strongest of all planes. Against it is a slight lack of manoeuvrability, which will make it hard to throw your pursuer unless you can outrun them. Good combination, mind.



No copyright notice

Ingeniously, and at no cost to you, dear reader, Empire have had the foresight to reprint *Fighting In The Air*, a Royal Flying Corps guide book that is, fortunately, now out of copyright. Just over a hundred genuine World War One tactics and training (including an explanation of how cigarette smoking is bad for pilots) for nil dosh. Top hole, Biffy!

with a gentle summer breeze blowing in your face, the smell of freshly cut grass, the warmth of a mid-afternoon sun, and sitting in an office, staring at a picture of a green field, with a fan blowing in your face. In a jet plane you are isolated from the world around you, which is recreated with computer displays and audio warnings. In a biplane you have just your eyes, your ears and your orders. The stakes are even. You must spot your enemy before he spots you.

Yet another perfect landing.
God, Steve, you're good.



You must have the advantage of flying skill, not missiles that can be launched from 25 miles when the enemy's don't lock for another ten.

But all I'm saying here is how refreshing it is to fly in a biplane. *Flying Corps* is still just a game, and it needs to live up to the gentle

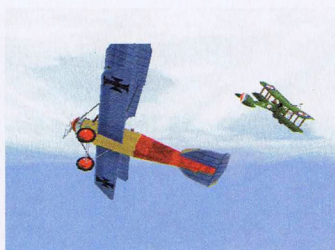
"The effect of passing through and then rising above the cloud is a great one."

romance and frenetic mano e mano dogfights that the pilots of the Great War simultaneously enjoyed and suffered.

Graphically, you can never feel disappointed. The ground detail is astounding from 500 feet upwards. It's still a bit disappointing at ground level. You see blocks of

colour that you would prefer were softened as you approached land, and as in every other flight sim we've seen, contours are mostly ignored. There are hilly areas, but these tend to appear as blips on a flat terrain. How incredible it would be to one day see landscapes that *don't* have a consistent ground level. The chosen maps are also disappointingly short of buildings and, more importantly, bridges. Both exist occasionally, but you have to wonder if Rowan are relying on our own lack of 1917 geography knowledge when they claim how accurately the terrain has been modelled. Rivers and roads are in plentiful supply, but once again, as you approach the ground these turn out to be a different colour rather than distinct geographical objects.

Higher up, cloud tends to form at 10,000 feet, and it's here that you are likely to both show *Flying Corps* off to your friends and hide from the enemy (be it Hun or Tommy). Approaching this height, it's clear that cloud cover is surprisingly consistent (well, my



(Left) There's nothing so exciting as a huge air battle, with wings and tail sections dropping everywhere.

(Above) Move fast and you'll be on his tail.

(Below) Albatross! Albatross! It's sea bird flavour.



experiences of northern France have always been grey ones). The effect of passing through and then rising above the cloud is a great one. Try tracking enemy aircraft with 50-foot visibility. Dive out of it to the glory of a Rowan landscape, though, and you'll catch your breath. Astounding.

Of course, graphics are more important in a flight simulator than any other genre, but as Novalogic's *F-22* proved, if you don't have an excellent mission structure, then the art department's work is soon forgotten. And this, more than anything, is the strength of *Flying Corps*. Whereas the single missions seem more like training after-thoughts, each of the four campaigns, based on real events – see 'Are you sitting comfortably?', is dynamic and varied enough so that you are able, within boundaries, to direct the course of action. Intelligently, the campaign as a whole has one or two sub-missions that last throughout but could end your campaign at any time. For instance, in *Flying Circus*, if your strategies result in the loss of too many pilots, you will be disgraced, no

matter how successful your own actions were.

It's the combination of successful flying and successful strategy that marks *Flying Corps* such a complete and challenging flight simulator. This is unlikely to appeal to the casual flight sim fan, who would be better off

"You can't possibly hope to survive every engagement."

with Novalogic's simpler *F-22*, or Sierra's old *Red Baron* if they want to remain in the past. Successful strategy involves not only selecting missions that you know you can handle, but, if appropriate for the campaign (you may have to work up to a commanding position), selecting the number and formation of squadrons to maximise strength and minimise losses. It may seem an impossible action in theory, but you have to be proud enough to know when it is

Day in the life

Wakey, wakey, squadron leader. Your typical day is like this:

1. Get up and wash.
2. Check your orders from HQ.
3. Decide if you'd rather go on a different mission.
4. Pick the rest of your squadron and decide tactics.
5. Shoot down the evil Bosch (people, not power drills).
6. Go home.
7. If you've been doing this for less than 14 days, go to sleep and then go back to step 1.
8. Otherwise, you've probably been killed by now.

Multi-player joy!

How we hoped to tell you how exciting *Flying Corps*' multi-player aspect is. How disappointed, then, when Rowan told us that they had to take it out, and would be providing it as a free upgrade in the future. Bah!

sensible to run away. You can't possibly hope to survive every engagement.

Perhaps it all seems too challenging. Well, using a totally realistic flight model, this is certainly the case at first. It can be frustrating until you learn that these planes aren't designed to pull incredible manoeuvres. Thankfully, whether you are just starting out, or want a quick blast with the odds heavily stacked in your favour, you can switch off many of the plane's fallibilities. There's nothing as gratuitously satisfying as making your plane indestructible and flying headlong into a squadron of 12 enemy aircraft.

Flying Corps is certainly one of the finest simulators ever created. Perhaps it would even surpass DID's *EF:2000* if it weren't for the few problems associated with the actual realism of the game. RFC (Allies) or Jasta (evil cabbage crates) life revolved around as many patrols as sorties. Relying on reported sightings of enemy aircraft, you might get sent to investigate, but without a 40-mile radar, you might end up returning without having seen a thing. There's nothing more frustrating than playing an entire mission in the accelerated time map view and watching your plane icon travel around the waypoints before landing. Except perhaps flying the entire hour yourself because you require such a level of realism.

Certainly, *Flying Corps* is the most accomplished game second to *EF:2000*, but is so distinctly and utterly different that there is no reason why you shouldn't own a copy of both games. In terms of the hours you can absorb for your cash, you won't find a better bargain.

STEVE OWEN

PC GAMER – THE VERDICT

Compelling, romantic, addictive, terrifying, beautiful. *Flying Corps* is an astounding simulator.

92%



Contact!

Now you know why *Flying Corps* has taken Steve Owen to heaven and back, be briefed by Rod Hyde on the ins and outs, ups and downs. By MARK DONALD

ROWAN SOFTWARE HAVE AN unparalleled track record when it comes to rolling out ace flight sims. So much so that they're even borrowed by the RAF every now and again to make things more realistic for them. Rod Hyde, the company founder, has done little else but eat, sleep and breathe *Flying Corps* for the last 12 months. So we thought another few hours chinwag about it probably wouldn't hurt.

PC GAMER: We first heard about *Flying Corps* at the beginning of 1996, how long has it been on your minds?

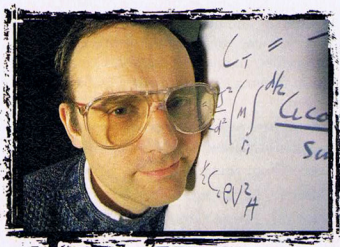
Rod Hyde: Much, much longer. We finished *Dawn Patrol* for Christmas '94 and then started looking around at other possibilities. We felt that there was more we could do with the First World War, so we began talking to the experts in January '95. During the course of 1995 I was doing the research. Coding started in December '95 and it's taken about 12 months with the usual technical problems holding us up. A third of the time was spent on landscape. When I was doing flight sims ten years ago we just had a bit of blue and green, which didn't take long to do.

PCG: Now it's done with, what do you feel about it?

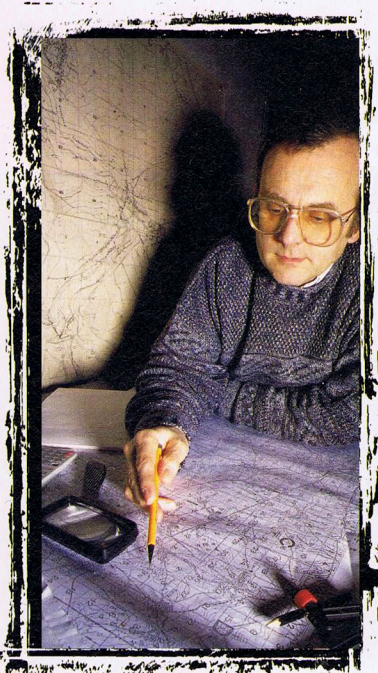
RH: Relief that it's almost as good as we hoped it would be. As game designers we're never truly satisfied, but with *Flying Corps* we got very close. It still hasn't got everything we wanted it to have and we always think we can do better next time, but we think it's good.

PCG: Your past releases suggest a common theme to your work – has anyone ever accused you of perfectionism?

RH: I reckon that until I can see the green blades of grass on the runway, we haven't



"I reckon that until I can see the green blades of grass on the runway, we haven't finished."



finished. We know we can always add more realism and produce something more involving. There might be a time when we run out of steam, but it's certainly not yet. Whenever we finish a game there's always three or four pages of things we'd like to have done and that's the starting point for the next game.

PCG: What lessons did you learn from *Dawn Patrol* that made you revisit WWI with *Flying Corps*?

RH: There are three important aspects to making a really good flight sim: the landscape, the flight model and the missions. After *Dawn Patrol* there were a lot of comments from people who wanted a more involving campaign and a more realistic flight model. So we spent far more time talking to experts and they were able to point us in the right direction. The landscape detail was something we'd always wanted to do, but we had to wait until we got computers fast enough. Flying is mainly about navigating, and you can now use the landscape to navigate by. If you've ever done any flying, after a few lessons you're not actually worried about the flying, you're worried about finding somewhere to park the damn thing. So running out of fuel or getting lost is probably your main concern.

PCG: So where does a WWI flight sim score over a modern day sim?

RH: If you're playing *Flying Corps*, you can sometimes see 30 or 40 planes in the sky, whereas in modern jet sims you'll only see that many on the radar. A WWI flight sim is much

more about flying, and if you know a bit about flying, it makes that much more difference to the game. In a modern flight sim you point your plane towards the target and, when you're a few miles away, the instrumentation takes over. That's not about flying, it's about using instrumentation.

PCG: How does the graphic engine cope when the screen is swarming with planes?

RH: We developed the *Flying Corps* engine from scratch and its flight model is much more complicated than anything we've done before. When we started, the enemy planes flew the same flight model as the player. But we found that was taking up too much cycle time in a

"Historical flight sims are what we like doing, and we've gone from 1914 to 1970, when the gun still counted. Everyone else can keep their modern stuff."

20- to 30-plane dogfight. So we've made a number of the planes fly a simplified flight model until they're flying directly against the player. Then they use the same version so there can't be any discrepancy. We also have a very well developed system that limits the amount of detail drawn based upon distance from the object.

PCG: *Flying Corps* draws heavily on the personalities of famous Aces. What AI problems did this pose?

RH: Often AI gives you problems you hadn't thought of as you code interactions based on what you believe is real from your research, and end up finding "Well, that doesn't leave us with a game". Our biggest problem was with the tactician personalities. They will only engage when it's right to do so, and what we found happening was that nobody ever engaged. So we had to change the rules and make them more likely to engage than they would have in real life because, after all, we want a game.

PCG: Did you get up in any dodgy vintage planes yourself?

RH: Well, we went down to the Old Warden airfield and had a look at them. And we did spend a day flying from a field in an ultralight, hedge hopping and getting a feel for some basic manoeuvres. Our aeronautical engineer, who's been developing the flight model, has also been learning how to fly. He didn't think it was that important initially, but going up in a light aeroplane really helps you to understand what's going on. It enables you to tweak and polish the kind of information that a player should be aware of but not have to think about.

PCG: Did the aircraft pilots who tested your flight model give it the thumbs up?

RH: They really pointed out one or two things

that needed to be changed. For instance, when the plane was spinning it lost altitude too fast. It was more like a power dive than a real spin. That opened a real can of worms, because we had to go back to the drawing board to source data for that part of the flight envelope. But apart from that they were very happy with it.

PCG: What's next for Rowan?

RH: Our big project for 1997 is *Mig Alley*, based on the Korean Conflict in the early 1950s. It'll use parts of the *Flying Corps* engine, but the flight model will be completely rewritten and the landscape optimised to handle mountainous areas. Historical flight sims are what we like doing, and we've gone from 1914

to 1970, when the gun still counted. Everyone else can keep their modern stuff.

PCG: And will we ever see a Rowan game without planes?

RH: We have one or two ideas floating around and we could well have a go at it. You should never say never. PCG



Heroes Of Might And

Publisher	3DO
Developer	New World Computing
Format	CD-ROM
Price	£40
Minimum System	486/66, 8Mb RAM, x2 CD-ROM, SVGA
Recommended	Pentium, x4 CD-ROM
Sound Support	All major cards
Release Date	Out now

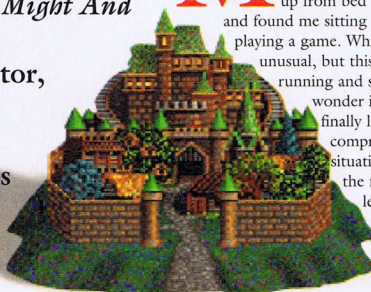


Witness the exploration of another new land, packed with fantasy clichés.



Mystical

A clerical error meant that we never reviewed the first *Heroes Of Might And Magic*. The responsible editor, or rather the editor responsible, has now been fired.



MY GIRLFRIEND THINKS I'VE gone mad. It's three 'o clock in the morning and she's just got up from bed to go to the toilet and found me sitting in front of my PC playing a game. Which isn't that unusual, but this is the third night running and she's beginning to wonder if this time I've finally lost it. Her comprehension of my situation isn't helped by the fact that when she leans round to take a peek at the screen, all she can see is a gaudily coloured collection

of embarrassingly cute elves, dwarves, knights and goblins walking from one side of the screen to the other and hitting each other. Which is all she's seen every time she's looked. And, frankly, I've been playing the game for so long that I'm too tired to mount a spirited defence.

You see, *Heroes Of Might And Magic 2* is superb. It's basically a simplistic wargame with elements of exploration and is rather like *Warcraft* in that sense, set in one of those awful middle fantasy worlds that's packed with magic boots, genies, thong-clad barbarian women, wizards with pointy hats and all the other sub-Tolkien nonsense that, rather against my better judgement, I'm actually quite fond of.

The game's presented as a series of maps which, *Civilization*-style, start out black, apart from the area immediately surrounding your

Magic 2



"A game that requires only 'fuzzy' logic on your behalf to be successful."

first hero. Typically, but not always, you start with a town as well. You use your hero to explore the map, finding treasure, artifacts, monsters and a variety of mines which produce the several different kinds of resources that you need to build things. Back in the town is where you do just that, adding new structures to give you benefits which mostly lead towards the production of new, bigger and better monsters to form your army. Getting the resource management right is the first challenge of the game, and is something that's fairly easily learned but can be a tricky devil to master, especially because, as the game progresses, you'll add new towns and new heroes to your army.

There are six different kinds of hero in *Might And Magic*, and each starts in a different kind of town that produces radically different units. *Might And Magic* scores above *Warcraft 2* and its different looking – but basically identical



As time goes by, your hero becomes more powerful. They have a habit of collecting handy artifacts too.



It's always so difficult to choose which improvements to make to a city, but I like the 'green' theme.



– units here. I haven't actually bothered to count them, but there must be something like 70 different kinds of unit available. And not all of them are produced in towns either. Some, such as the nomads or genies, can only be found by exploration of the map.

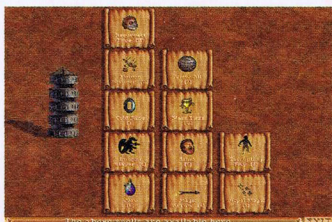
There's a campaign game, in which you choose to support one of the two sons of the newly deceased King. One is an evil rogue and seizes the throne immediately. If you choose to play the campaign game on his side, you get to choose initially from one of the three 'dark' hero types (necromancer, barbarian or warlock), whose monsters are the like of goblins, skeletons and dragons. The other prince is a saintly, noble type and if you play on his side, you get to be one of the good guys; knight, sorceress or wizard with the accompanying dwarves, knights, giants and their ilk. As I mentioned earlier, the sort of hero you have dictates the initial town-type you start off with. However, there is no limitation to the kind of units you can have serving under you once you get going, and you'll certainly capture towns belonging to enemies.

The only other aspect of the game that needs explaining is the combat. This is turn-based and worked out with a hex grid (although you'd never know it unless you turned the hexes on via the options panel). When you encounter an enemy, or besiege a city, you get a new screen showing your forces and the opponent's forces all lined up on either side. The units on either side get to act in order



Some cities will never be allowed to grow. Like this one with a tent instead of a castle.

of speed and will move, shoot (if they have a missile weapon) or attack, depending on their range. While combat starts out as a fairly obvious affair, with both sides moving into the middle and slugging it out, it isn't too long



As you build the towers of your mages guild, more powerful spells become available to you.



Casting a spell in combat is as easy as opening your spell book and choosing it. No, really.

before you're starting to come up with effective tactics, often based around the large number of combat spells that your hero can learn.

So that's basically how it all works, but probably doesn't convey the sheer joy of this game. For starters, this is a game that requires only 'fuzzy' logic on your behalf to be successful. What I mean is that while there's a huge amount of number crunching going on, you don't have to pay attention to all of it to enjoy yourself. If you want, the game will give you all the information you could conceivably need, but you can also get along quite comfortably not knowing every detail of what it's up to behind the scenes. This means that you can concentrate on just marvelling in the exploration of the map, which is dotted with so many different things that it becomes quite a pastime in itself. This is a game you can lose yourself in, which explains why I've spent so much time playing it recently.

The other very satisfying thing about the game is the way you progress. Each of your heroes is awarded experience as they win battles and for discovering certain things. Earn enough experience and you go up a level, earning a bonus to one of the four key skills: Attack, Defence, Spell Power and Knowledge (the first three are self explanatory, the last governs how many spell points you have). You also get to

choose an improvement to a secondary skill. Some of these, such as archery, have an influence in battle, others, such as logistics, affect you on the map by helping your hero move around more speedily, while others yet help you regenerate spell points, or raise undead soldiers from the fallen in battle. With all this adding a considerable layer of complexity to your heroes, you can get quite attached to your favourite ones.

And the attention to detail is immaculate. Every object, every creature, every thing in the game is explained with a marvellous help system that simply requires you to left-click on it. The little animations of your creatures and heroes

"There's so much depth to this game that it's hard to become tired of it."

are superb – an especial favourite of mine is the way that vampires will draw their capes up to their faces to protect themselves whenever there's an explosion near them. And there's so much depth to this game that it's hard to become tired of it. Every time you think you're beginning to get a little bored, or a bit blasé about what's going on, something will come up that makes you excited again. This is partly



A small town, with a convenient pile of gold to the right and some sort of shrine to the left. How intriguing.

down to the exquisite level design, and given the fairly basic nature of what's going on, this adds a really new element to proceedings that might otherwise get repetitive. Some of the levels require you to conquer an area, others give you a time limit to achieve something. And the other, computer-controlled, players have very good AI too, which improves as the game goes on so that they get trickier and trickier to beat. Like *Civilization*, they have personalities which dictate the way they play, so that 'builders' will stay put and amass huge armies, while 'explorers' will come across you really early in the game when you might not be ready for them.

The game is hard, too. There are no walkovers and you'll find yourself often having your plans wrecked and thrown back in your face. Not only do you have to be able to develop and sustain a strategy to win, you have to be prepared to adapt to new circumstances as and when they arrive.

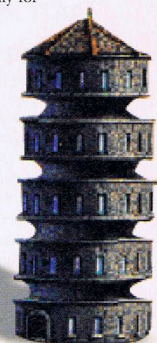
Add in to this heady mixture of excellence a comprehensive and easy-to-use level designer so that you can set challenges for your friends, and a multi-player network game that takes some beating, and *Heroes Of Might And Magic 2* is a world-beater.

It's tough to find a criticism of the game, if I had one it would be lack of originality. You'll have noticed throughout this review mentions of *Civilization* and *Warcraft*, both games on which this draws heavily for inspiration. And that's without mentioning the original *Heroes Of Might And Magic*, which is almost exactly the same game bar a few new monsters and creatures. But it's the very fact that this game draws so heavily on its own previous success and on the work of others that make it so great to play. This is strategy gaming at its PC best, distilled from the finest vintages and served up lovingly, with wit, intelligence and more than a dash of fiendish cunning thrown in.

STEVE FARAGHER

PC GAMER – THE VERDICT

Might And Magic 2 is a smashing strategy fest that rests firmly on solidly travelled ground.



91%

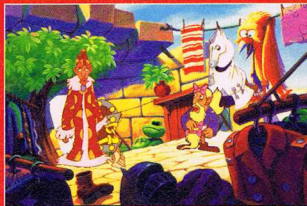
Sick bag

Aw, look at the iddle dwarves, and pixies and, er, fluffy druids. And that's you, on a horse, you beauty. Aw, isn't it cute? (Gack.)





**THE TROUBLE WITH A
VACATION IS...**



**LOCAL MARKETS CAN BE
CONFUSING.**



**PUBLIC TRANSPORT
PRIMITIVE.**



**AND THE NATIVES HANG OUT
IN THE WEIRDEST PLACES**



**WHERE THE COCKTAILS ARE
LETHAL.**



AND THE FOOD SUCKS.



**THEN YOU MEET A
GORGEOUS BABE.**



**WHO FALLS UNDER YOUR
SPELL.**



**AND THINGS ARE LOOKING
GOOD.**

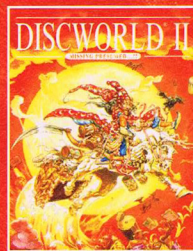


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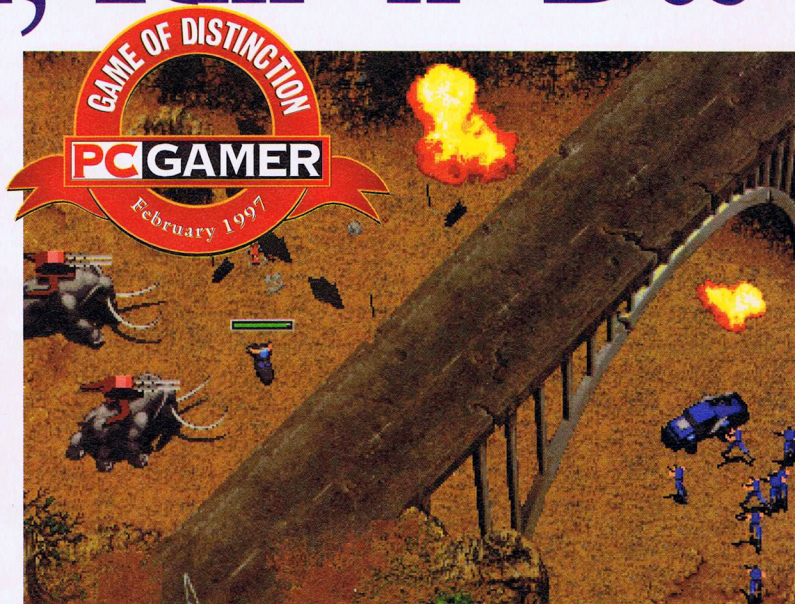


Krush, Kill 'n' Des

Publisher	Electronic Arts
Developer	Beam
Format	CD-ROM
Price	£30
Minimum System	Pentium 75, 8Mb RAM, SVGA
Recommended	Pentium 90, 16Mb RAM
Sound Support	All major cards
Release Date	28th February



The leader of the Evolved briefs you on yet another mission to destroy the puny Survivors, while ironic text on the right counterpoints his yapping amusingly.



Commanding

YOU MAY NOT HAVE NOTICED, but just before Christmas last year a little-publicised game called *Command & Conquer: Red Alert* sneaked imperceptibly into shops across the country. Building on the cult success of its (tragically underrated) ancestor *Command & Conquer*, it was an artful mix of real-time action and old-fashioned military strategy, with a mission-based structure and... oh – you’ve heard of it?

Right, then. *Krush, Kill 'n' Destroy* (or *KKND* as, tongue-twister-bustingly, it shall henceforth be referred to) is kind of exactly the same, except it’s set in a post-apocalyptic Australia, pits humans against bizarre man/beast mutations, and doesn’t need Windows 95 to run in hi-res mode (hurrah!).

Or that’s what you think to begin with. But the more you explore it, the more it becomes apparent that *KKND* differs from *Red Alert* in hundreds of tiny, but delightful, ways. And the cumulative effect of all these tweaks, innovations and gimmicks is a game that’s about as different from *Red Alert* as it could possibly be... while still, of course, remaining exactly the same.

It’s the comeback title from much-missed publisher Melbourne House. And it’s also a shockingly good game...

Nutshell-y, *KKND* is to *Red Alert* what *Duke Nukem 3D* is to *Quake*: a more than credible challenger to a set-in-stone classic bursting with ideas and features, many of which are so good you miss them when you go back to the established masterpiece. It has a sense of fun all of its own, and enough clever bits to make sure that there will always be some people who, contrary to prevailing opinion, will claim to prefer it. Just like *Duke Nukem*.

The *Red Alert*/*KKND* common ground is obvious, though. All the familiar resource management/combat/strategy action is, naturally, played in real time, and looks great. You can romp through the missions as either ‘goodie’ Survivors, who huddled below the surface after a nuclear war and are now emerging, 60 years later, to reclaim the land, or as the ‘baddie’ Evolved, who deformed pretty nastily in the afterglow and have teamed up with some

monstrously mutated creatures to rid the earth of this threat from the past.

And you’ll build bases, where new buildings enable you to produce or repair vehicles, to defend your stockade with guard towers, or extract oil to fuel your expansion.

Blah, blah, blah.

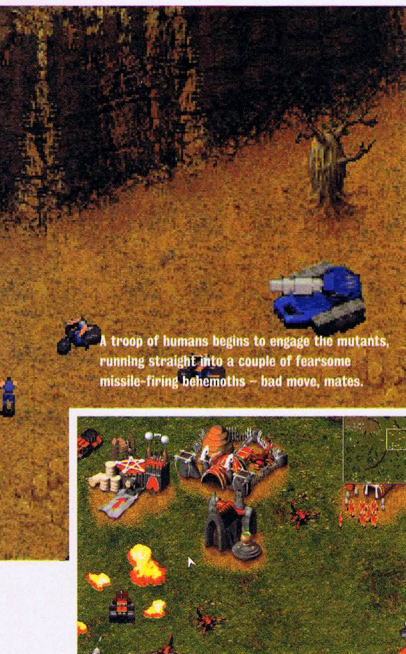
But the differences – ah, yes, they’re much more interesting.

First, and most important, the computer plays much more smartly. It’s handicapped somewhat in the early levels, to ease you into the game, but the minute it gets a base going it becomes a force to be reckoned with, pulling off many more coups than even

Red Alert’s greatly improved AI ever managed. It will attack your base from many different sides, for example, rather than just bashing itself fruitlessly against the same set of guard structures, and alters its attack patterns dynamically to respond to defence re-weighting.



troy



A troop of humans begins to engage the mutants, running straight into a couple of fearsome missile-firing behemoths – bad move, mates.



(Left) A well-developed mutant base, complete with Power Station, Outpost and Blacksmith. (Top) The Evolved swarm across a bridge. (Above-left) A Survivor briefing. (Above-right) Mutant scorpions shoot acid at Survivor ATVs.

It does more sensible, human-like things such as running away if it reckons it's going to lose a skirmish – and you'll never see, as you did so often in *Red Alert*, three flamethrower troops yomping across no man's land to fling themselves hopelessly at a camouflage bunker... followed, five minutes later, by another team of three trying to do exactly the same thing... followed a bit later by another three... until finally you've been given enough time to build up an attack force and storm the enemy's base in one fell swoop.

Your opponents in *KKND* are always pressing you, always harrying your supply lines, so those long lethargic hours in *Red Alert* where everything just becomes rather mechanical are now things of the past. This edginess is compounded by the fact that most units are significantly more vulnerable to certain types of attack than you'd expect. If you built a big tank in *Red Alert*, you'd feel pretty sure that it would survive a fair amount of time; here, though, a few well-placed infantrymen can take out a powerful tank in seconds. Large armies can be lost very quickly indeed if you're not careful – a delicious precariousness that reminds you rather more of *Warcraft II*.

There's a slightly new approach to buildings, too; rather than have you expanding your base with new buildings to make each

technological advance, *KKND* rather neatly allows you to 'upgrade' your basic structures once you've built a 'research centre'. Technicians need to be sent in to repair damaged buildings, and each edifice needs to be filled with 'defenders' – if the enemy manages to get more 'vandals' or 'saboteurs' into a building than there are defenders, the structure will be destroyed and your opponent will score its value in resource units.

“Differs from Red Alert in hundreds of tiny, but delightful, ways.”

This is a nice variation on the engineer/thief set-up in *Red Alert*.

And, of course, there's a ton of other great touches. The sidebar's smaller and neater; the landscapes are more spectacularly drawn; the sound effects are much better (even though the music's awful); and the mission briefings manage somehow to be genuinely amusing, thanks to some ironic interplay between video and text. You can, at last, select

a group by clicking, dragging and scrolling the screen if all the units aren't visible to start with. You can set a number of troops or vehicles to be constructed, rather than have to order each one manually, and can even request a continuous stream. Holding down the right mouse button speeds up screen scroll. All welcome innovations.

Red Alert still has the edge, though, because its missions are more varied (especially with the indoor sequences), it has a much enhanced use of air and sea power, and its multi-player games are more surprising (partly due to the air and sea power thing). And, of course, playing with tanks and helicopters is a more intuitive wargaming experience than having to deal with mysterious mutant beasts whose uses and weaknesses are not immediately apparent.

But *KKND* is still a great game in its own right. It's got heart, personality and imagination. Hey – it could almost be human.

JON SMITH

PC GAMER – THE VERDICT

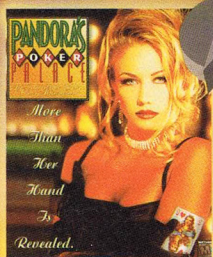
Red Alert down under, but with a host of neat new touches. *KKND* is surprisingly different.

90%

A real hands on experience...



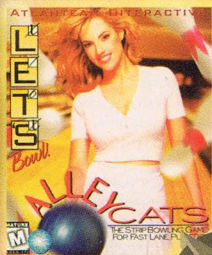
Go round the world
with the honeys of
the hoop. One on
one was never so
much fun!



Nine beautiful and
experienced girls are
waiting to play
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Scorcher

Publisher	GT
Developer	Scavenger
Format	CD-ROM
Price	£40
Minimum System	P75, 8Mb RAM
Recommended	P100, 16Mb RAM
Sound Support	All major cards
Release Date	Out now

Scavenger's games are like wine: the longer you leave them, the better they get. Better than that, though, they don't stain if you drop them on the carpet.

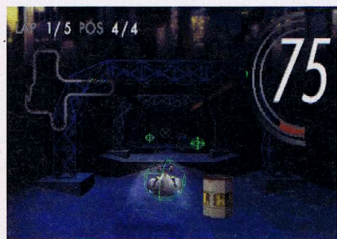
AS A RULE, 3D RACING GAMES do not fare too well on the PC. Give the machine a difficult flight simulator to cope with or a mightily complex strategy game and you're home and dry. But as *Hi-Octane*, *Wipeout*, *Daytona* (and to a lesser extent) *Sega Rally* prove, asking even well-equipped PCs to fling polygons around in a more than vaguely convincing manner is often more than they can cope with.

Scorcher, on the other hand, seems to have the problem licked. It's a racing simulator which Scavenger have been working on for well over a year now. If extended development time meant that every game reached PC GAMER in tip-top, super-optimised, *Scorcher*-perfect condition, then some of those seemingly

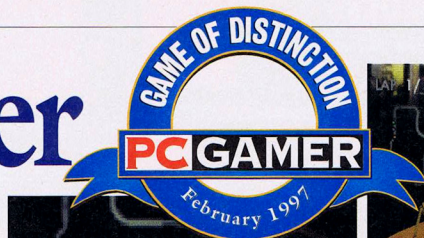
"An inch-perfect futuristic racing game."

interminable spells in the PC game waiting room might be more bearable. *Scorcher*, you see, is an inch-perfect futuristic racing game.

And for those of you put off by the 'futuristic' bit of that description, be reassured



Success depends upon a judicious use of the jump and speed power-ups. It's still a very challenging game, though.



Sizzling

that there are no hovering *Wipeout* cop-outs here ("Hmm, the car handling isn't very realistic." "I know, we'll take off the wheels and pretend that they're super hovering cars."

"Good work!"). While your vehicle – a sort of trike surrounded by a mysterious green energy ball – might not be your standard issue Lancia Delta, it still spends most of its time in firm contact with the track and is a veritable slave to mistress gravity.

The game offers six tracks and a steep difficulty curve. Initially all you've got to worry about is staying on the track, timing your jumps over the odd obstacle and picking up the speed-up icons whenever they occur. Later on, when most of the fences lining the track have disappeared, pits have started appearing in the raceway and the overall difficulty level has moved from reasonable to sullen to downright foul-tempered, you'll be happy just to try and keep it together for more than a lap.

While, unfortunately, there's no choice of vehicles, you can choose to race the individual tracks or enter the championship and race all six

in sequence. The time between checkpoints is set viciously low, however, and it's only with liberal use of the Practice Mode that you'll really be able to get anywhere. The one feature that would have been really useful here is a Ghost Mode, but sadly that's not available either.

In fact, it seems that Scavenger have been quite tight with the optional extras. As you admire the smooth way that the approaching track fades in and out of the mist and your trike battles the worst elements of gravity and centripetal force, you can't help but wonder why absolutely everything hasn't been thrown into the game. *Scorcher* deserves a multi-player mode, as well as the bits and pieces we've already mentioned. The other thing that the game really seems to cry out for is a greater variety of pick-ups and maybe even some offensive weapons to blast other players out of the way. Having created an excellent base game (and set it in the truth-bending, gadget-accommodating future), Scavenger seem to have missed the opportunity to push that little bit further into the realm of greatness.

If you're in the market for a racing game, then *Scorcher* is the most technically accomplished of the current crop. Its limited options might be a problem for some, but really it's only the icing that's missing from an extremely tasty game cake. Overall, it's well worth a nibble.

JAMES ASHTON

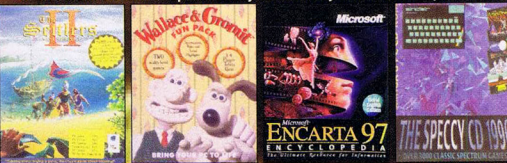
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Terminator: SkyNet's R

Publisher	Virgin
Developer	Bethesda
Format	CD-ROM
Price	\$20
Minimum System	486/66, 8Mb RAM, CD-ROM
Recommended	Pentium, 16Mb RAM
Sound Support	All major cards
Release Date	Out now

There's no doubt that *Quake's* awesome fun arises from its multi-player mode. The same cannot be said for *Terminator: SkyNet's Revenge*.



BETHESDA'S *TERMINATOR* series always seems to be playing catch-up with one of Id's games. Unfortunately, they're still a fair way behind. *Terminator: Rampage* had the misfortune to be released alongside *Doom* (and paled into slow insignificance) and while *Future Shock's* true 3D world may have been technically innovative, its slow, bleak atmosphere hardly encouraged a mass defection from Id's title. Today, with *Quake* reigning supreme, Bethesda are fighting back with *SkyNet's Revenge*.

Appropriately, but somewhat strangely, the latest in the *Terminator* series seems to be some kind of computer gaming cyborg: half sequel, half expansion disc. It's not simply an expansion



Losing face is a serious business in *SkyNet's* multi-player match-ups.

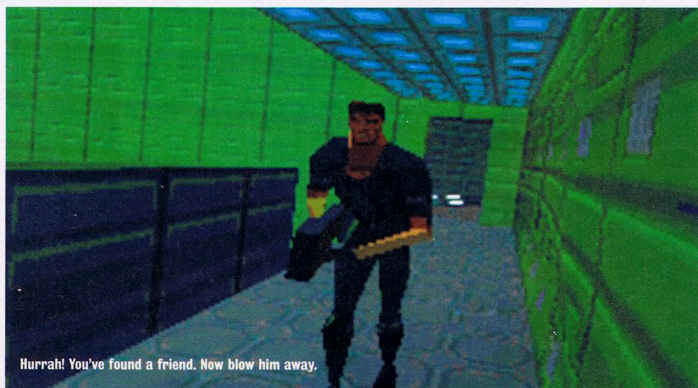
Robotic

disc as it's a stand-alone game, but it's not a true sequel either as it offers only half as many new single-player missions as the original, and does little to revamp the already familiar gameplay ground. It does, however, tout an appealing expansion disc price.

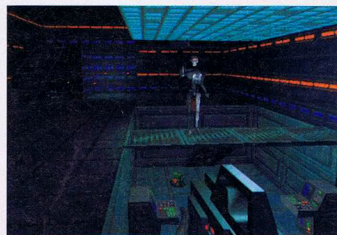
The mission objectives will be instantly familiar to devotees of the original games,

although Bethesda have indulged in some real, 100% cheese, FMV sequences that tie them together. However, *Quake* fanatics will soon discover, as they gambol among the killing fields of LA tripping over piles of skulls, slipping on corpses and tanning themselves by radioactive fires, that *SkyNet* takes a radically different approach to its first-person, 3D counterpart.

Naturally, being Terminators, your metal foes are a bit harder than the average grunt, and head-to-head confrontations seem to do little more than take the sheen off their exoskeletons before it's a case of "Here's one I saved earlier". More cunning cat-and-mouse tactics are called for. With you as the mouse.



Hurrah! You've found a friend. Now blow him away.



evenge



Dusting off your survival instincts, you learn to listen out for the tell-tale whir-psssh-stomp of an approaching Terminator, softening them up with a couple of pipe bombs lobbed surreptitiously around the corner and skulking around ledges looking for decent vantage points to snipe from. The frenetic bloodbath action that many 3D games champion is lost, but what is gained is a hugely enjoyable, tension-laden atmosphere. Which is somehow more in keeping with the idea of a lone human infiltrating a base of cybernetic Arnies who try and psyche him out with creepy music.

Sadly, Bethesda's once much touted X¹ engine is more of a 1.6 Mondeo than the full supercharged Viper that *Quake* can rev up to drive its message home. Although the new SVGA graphics are most alluring, the level design falls rather short of *Quake*'s architectural flair. Nevertheless, the eight missions are huge, so they'll last longer than their paltry number would suggest, especially as your freedom to explore seems limitless. You can edge up narrow beams, and when ledge hopping through the roof tops like some urban Tarzan my legs actually wobbled when I looked down.

It is the deathmatch action, though, that is supposedly the raison d'être of *SkyNet*, and this is where the whole package stumbles badly. While there are loads of customisable options, it remains a mere shotgun against *Quake*'s super nailgun with quad damage. The creepiness of the single-player game is irrelevant when all you want to do is paste your mates, and the speed, sound and levels quail in comparison. Most of the levels are vast and you spend so much time wandering

Fun and games

Like one of those Russian doll sets, *SkyNet* surprises you with its games within the game. Presented here are a couple of these deathmatch diversions for you to try at home.

Musical jeeps



What you'll need:

A desert level customised to have one vehicle less than the number of players.



How to play:

Everyone makes a frantic dash for the nearest jeep or Hunter Killer and the odd one out gets to stand in the wide open, limply pointing his Uzi at the several tons of rocket-launching hardware homing in on him.

Head football



What you'll need:

A victim.



How to play:

Blow his head off, any weapon will do, and don't worry if it's a bit messy as you can always tidy the remains up later. Then amuse yourself by punting his disembodied skull all around the level. Tra la.

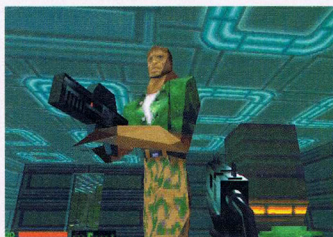
around alone that you need regular reassurances that there's actually anyone else out there. Even cruising about in Hunter Killers and jeeps and fiddling with motion trackers doesn't really help you get out and meet people. Moreover, weaponry replenishes too quickly and is randomly strewn around, so really classic firefights over strategic locations

"Frenetic bloodbath action is lost, but gained is tension-laden atmosphere."



just don't occur. *Quake* demonstrates that a decent deathmatch absolutely relies on good level design and this is probably the first game I've played that I'd rather play alone.

At the price, *Future Shock* junkies shouldn't hesitate, but in the company of friends and a multi-player connection, we all know where we'd rather be. MARK DONALD



As a special treat *SkyNet* also upgrades all your *Future Shock* files with all the latest new SVGA graphics.

PC GAMER - THE VERDICT

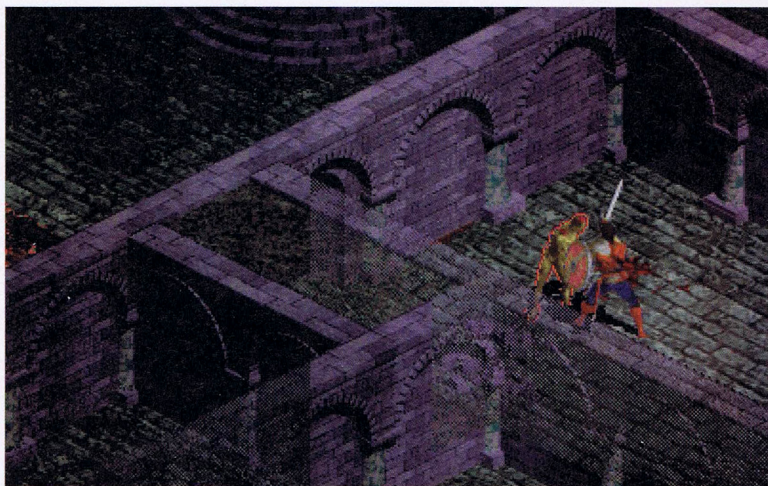
A decent upgrade for *Future Shock* but not a worthy alternative to *Quake*. Sigh.

75%

Diablo

Publisher	Zabrac
Developer	Blizzard
Format	CD-ROM
Price	\$45
Minimum System	Win95, x2 CD, 8Mb, P80
Recommended	x4 CD-ROM, 16Mb (for multi-player)
Sound Support	Windows 95 compatible cards
Release Date	Out now

The most eagerly-awaited offering since *Warcraft II* is not one for the solitary PC gamer.



Patchwork

THOSE WHO READ PC GAMER regularly might recall that I was the lucky man chosen to review Blizzard's last offering, *Warcraft II*, a game that I really enjoyed playing and awarded 92% in PCG 27. A score that has – I'm pretty sure – met with universal acceptance. A few of you may also be aware that I have previously been the editor of *arcane*, Future's magazine devoted to role-playing games and collectable card games. Given those two facts, you can imagine with what excitement and anticipation I've been



The information screens are very well presented, and there's information on every item in the game.

looking forward to *Diablo*, Blizzard's role-playing game with a difference. And now that I've had the game on my PC for a few days and have waded through more skeletons and demons than I care to mention, I have to tell you something rather sad. *Diablo* is disappointing.

It's not that *Diablo* is a bad game – far from it. It's just that it's not the game I was hoping for. You see, *Diablo* is a *Gauntlet* clone. Yes, that's right, *Gauntlet*, the arcade machine that was the first to introduce the delights of multi-player gaming to the world. (If you don't remember *Gauntlet*, it had four sets of controls on the front of the machine, and four of you at once could run around mazes destroying monsters and collecting treasure.) Sure, *Diablo* is a very sophisticated, gorgeous to look at, multi-layered *Gauntlet* clone. But it's still just a *Gauntlet* clone. And, like I say, I'm rather disappointed about that.

Don't get me wrong, *Diablo* is quite a lot of fun to play, especially in multi-player mode (see 'Ha-one, two, three, four'). In fact, I suspect that's the real nub of the problem – *Diablo* has been designed as a multi-player game. Now, for an American audience this is all well and good. Free phone-calls make a huge

difference to the viability of multi-player gaming. But I have to review *Diablo* for the majority of you, who don't have access to unlimited Internet time or a local network. And while you'll still enjoy *Diablo*, you're not going to find it in any way exceptional.

Basically, *Diablo* is one huge great dungeon bash. You choose a character from Sorcerer, Rogue or Warrior and you're off. You

"Well worth buying if you can get at the multi-player side of things."

start in the village of Tristram, which has a small collection of people to interact with – a blacksmith to buy things from and a healer, for example. Pretty soon you find out that the dungeon is off to the north, and away you go. The dungeon's divided into levels. Each level is filled with monsters and treasure. And that's it, really. You beat up some monsters, you collect



"Hit 'im. Go on! Smack him." Playing *Diablo* can be like getting home after a night out drinking in Glasgow.

the treasure they drop, and you find more treasure in the many chests and sarcophagi that litter the dungeon. Some of the treasure is just gold, and the rest are items – potions, swords, bows, magical staves and the like. When you can't carry any more, or you're close to dying, you make your way back up to Tristram again to sell your booty and get healed.

Every so often, one of the characters in the village will give you a quest. This may be to kill something or bring something back from the dungeon. Unfortunately these 'quests' require no real action on your behalf and merely serve as added colour for the game. Sooner or later, as you explore, you'll come across whatever it is you're supposed to find and that'll be that.

There are a few things in *Diablo* that relieve the monotony of dungeon-bashing. One is just admiring how beautiful everything is. As your character moves about in the dungeon, his shimmering light travels with him, illuminating the nooks and crannies in an eerily realistic way. You'll also be delighted with the way the monsters die, some with blood spurting from their mouths as they crumple to the floor, others with a blood-curdling scream. And they don't die easily either. Once they've seen you, they'll get to you, no matter how many twists and turns they may have to take. And if they've got a ranged attack, they'll back away from you until they can get a clear shot. The AI is clever, too, as you'd expect from *Warcraft*'s inventors.

Another good thing is that the dungeon is different in every game you play. So if you decide to start a new character and take him adventuring, you'll find that everything has moved around. Pretty clever and, unfortunately, also an idea that's been around a long time, in



The fantastic light-sourcing is not evident in this picture, because there're light sources everywhere...



... but check out the beautiful way that lightning bolt is illuminating the area.

Ha-one, two, three, four

Diablo becomes hugely enjoyable when you manage to hook up with other people and all play at the same time. The game's pretty much the same – although there are considerably more monsters about – but with four of you playing at once it becomes a rather different challenge. You can send each other messages and you have to try to work in concert to battle your way through the dungeon. *Diablo* supports all sorts of multi-player connections. It'll work fine over a LAN (Local Area Network), or you can rig up to four computers together via null-modem cables and do it that way. Two players can play with two computers connected via modems and – for the ultimate experience – you can join up to Blizzard's dedicated battle.net site on the Internet. Battle.net

costs nothing to use itself, although you'll still have to pay for your Internet service provider and phone call. Next month, PC GAMER will be looking in-depth at multi-player games and we'll have more to say about *Diablo* then. And *Warcraft II*.



the hugely popular shareware game *Rogue*.

So *Diablo*, well... it's fun, by and large, but it's massively unoriginal. Well worth buying if you can get at the multi-player side of things, but if you intend to play it by yourself, then you, like me, will end up feeling a bit disappointed.

STEVE FARAGHER

PC GAMER – THE VERDICT

With gameplay begged, stolen and borrowed from a host of other games, *Diablo*'s fun but unoriginal.

74%

Stars!

Publisher	Empire
Developer	Jeff Johnson and Jeff McBride
Format	CD-ROM
Price	£40
Minimum System	386, 4Mb RAM, Win 3.1 or 95
Recommended	486, 8Mb RAM
Sound Support	All Windows cards
Release Date	Out now

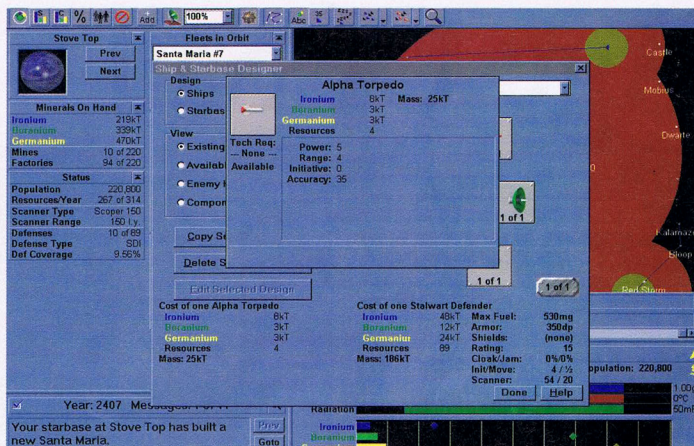
One of the most successful shareware strategy games of all time gets a commercial release at last...

IT SEEMS THAT EVERYWHERE YOU look these days, gaming companies are unleashing space strategy games at a rate of knots. What makes *Stars!* slightly different to *Master Of Orion 2* and *Fragile Allegiance*, though, is that it's not a new game.

Instead, this is the most recent version – 2.6, to be exact – of a shareware game that's been available for some time and has already gathered a solid following of hard-core fans.

In concept, *Stars!* is nothing particularly new. It's a space strategy game that pits your budding empire against a number of others, struggling for control of a universe of variable size and make-up. What makes it stand out from the many games based on a similar idea are its depth, and that it's been designed right from the start with multi-player gaming in mind.

Stars! is a turn-based game, and is played from a Windows-style interface made up of several separate control and display panels that can be re-sized, opened and closed, and moved around to suit your taste and needs. In terms of graphics and sound, *Stars!* is nothing to write home about, being functional rather than impressive. There's nothing actually wrong with it, though, and everything is presented clearly. You can do all the kinds of things you'd expect – design and build starships and space stations,



Astronomic

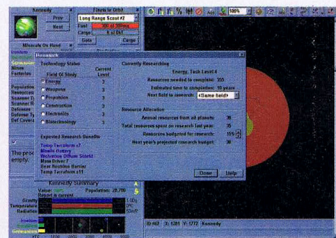
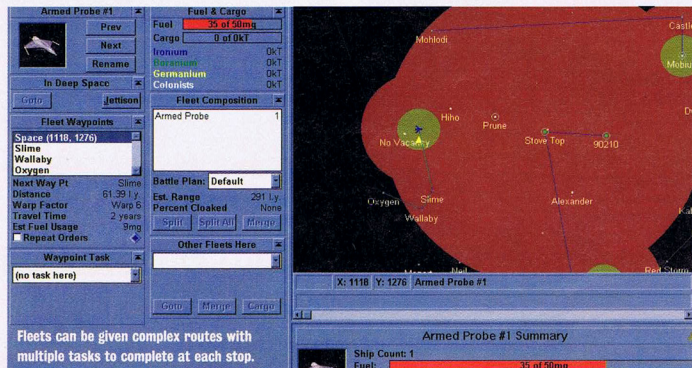
explore, mine, and colonise other planets, meet alien races and fight or trade with them, research new technologies, and so on. In the main, each of these tasks is fairly simple to control, although the sheer range of options available can make *Stars!* more than a little confusing.

And herein lie many of *Stars!* greatest strengths and key weaknesses. This is a game with simply enormous scope, and a vast range of options. Because of this, though, it's a game that will take a lot of dedicated play and experimentation to get anywhere near the most from. There are so many options that just starting a new game is an adventure in itself. On the flip side, though, these options give you complete control over every aspect of the race

"The sheer range of options can make Stars! confusing."

you want to play and the universe in which the game will take place, even allowing you to define the winning conditions from an impressive selection – whether you want a simple 'last race standing' situation, or a complex range of possible victory conditions allowing for many different possible strategies and approaches.

The other great strength (and weakness) of *Stars!* lies in its multi-player nature. If you have a group of friends who are prepared to take the time to learn how to play the game (or Internet access, allowing you to get in touch with *Stars!* players around the world), then a game of *Stars!* with eight or so people will probably provide you with the most involving gaming experience you've ever had. On the other hand, if you're not prepared to read and absorb an inch-thick manual, or want a game that you can get the most from as a single player, look elsewhere. ANDY BUTCHER



There's a staggering range of technologies to research, nearly all of which offer improvements to your ships.

PC GAMER – THE VERDICT

A heavy-weight space strategy game that rewards dedication with vast depth. Needs other people, though.

79%

Age Of Sail

Publisher	Empire
Developer	Talonsoft
Format	CD-ROM
Price	£40
Minimum System	486, 8Mb RAM, x2 CD-ROM, Win 3.1
Recommended	Pentium, 16Mb, x4 CD-ROM, Win 95
Sound Support	Windows compatible
Release Date	Out now

Does *Age Of Sail* deliver a broadside, or is it just another drop in the ocean?

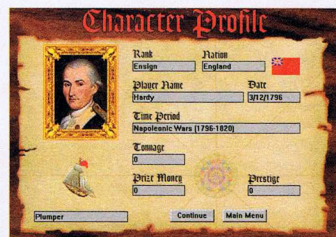
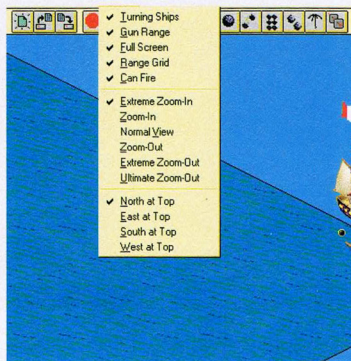
THE NEED FOR PRESS-GANGS strongly suggests that being a sailor on a warship in the eighteenth and nineteenth centuries wasn't much fun. A job ad offering low wages, poor rations, cramped accommodation, iron discipline and other people in large ships firing big lumps of metal at you wouldn't see many rushing for the application form. *Age Of Sail* now provides the opportunity to experience the joy of commanding warships like 'Victory' or 'Constitution' without suffering any of the discomforts. To make this possible, Empire have taken their highly successful *Battleground* engine and replaced turns and phases with real-time action.

So often with real-time games I find myself in a state of panic, fumbling through the rulebook, fingers scrabbling across the keyboard, trying to find that right combination of keys that will stop my forces from looking on

"The simplicity of use does not make for a shallow game."



This is part of the intro sequence. More animated sequences would have added an extra spark.



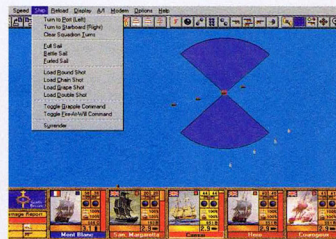
Swashbuckling

disinterestedly as they are shot to pieces by the enemy. Fortunately, *Age Of Sail* employs the now familiar point-and-click interface with drag-and-drop movement and a handy icon toolbar, which enables you to issue commands to your vessels with ease. As in the *Battleground* series, the simplicity of use does not make for a shallow game. Learn to master the wind in order to out-maneuvre your opponent. Change sail formations to assist you and close in on your prey. Then, either blast the enemy out of the water with various ammunition types, or throw grappling hooks across and engage in melee combat.

An enormous choice is provided, with 13 vessel types from 11 nations in over 100 scenarios, many of which are historical engagements. Add to this a campaign game, taking you from lowly Ensign to Admiral of the fleet, to make *Age Of Sail* very good value. Before you rush out to hand over your hard

earned cash, however, it needs to be said that *Age Of Sail* isn't all good news.

First, you spend a great deal of time looking at an awful lot of sea. I know that sounds obvious, but it's difficult to make the sea look interesting. Consequently, many of the scenarios feel very similar. Empire have tried to counter this with detailed 3D vessels, which are superb, and also with a short narrative before each encounter. Unfortunately, this fails to capture the imagination. Scenarios finish with a disappointing 'victory box', when an animated sequence would really have helped. During melee combat I had hoped for scenes of battle-hardened marines, leaping across rigging, sword in hand. Fortunately, *Age Of Sail* has enough else going for it that you tend to overlook these odd flaws. Ships Ahoy! JASON WESTON



Admittedly, this is not the most inspiring view, but it's often the most helpful tactically.

PC GAMER - THE VERDICT

Another solid wargame from Empire. It's a joy to play, but leaves you wanting that little bit more.

74%

Down In The Dumps

Publisher	Philips
Developer	Haiku Studios
Format	CD-ROM
Price	£40
Minimum System	486DX/66, 8Mb RAM, x2 CD-ROM
Recommended	Pentium, 16Mb RAM, x4 CD-ROM
Sound Support	All major cards
Release Date	Out now

Pint-sized aliens crash-land in a New York dump and you've got to guide them to safety. But do you really want to?

ALTHOUGH UNDERNEATH the flashy, rendered graphics, *Down In The Dumps* is a traditional "use object A with object B to attain result C"-type of adventure game, you have to admit that it looks quite lovely. Okay, trying to find anything vaguely beautiful about a game that's set in a rubbish dump is a tall order, but if someone ever asks you to point out the game's good points, the animation of the characters is fairly effective (although it's a tad slow) and the 3D cut scenes that show you moving seamlessly from one location to the next are really rather impressive.

But sadly that's about it. Despite the fact that *Down In The Dumps* has been billed as an 'adult cartoon' – an hilarious graphic adventure with quirky aliens and wacky puzzles – the setting, the characters and the Tom & Jerry

“Moving around is like wading through a swimming pool filled with treacle.”

slapstick humour give the game the look and feel of a kids TV show. Just try this plot on for size: a dysfunctional alien family (The Blues) is happily enjoying its intergalactic holiday, when it collides with a fleeing gang of lizardy bank-robbers and both spaceships crash-land onto a rubbish dump on Earth.

Naturally, in the best traditions of point-and-click adventuring, the family of thumb-sized ETs must figure out how to rebuild its damaged spaceship, ingeniously using feathers, jars of honey and a hairdryer the size of a Ford Fiesta along the way. The three CDs that make up the game contain four different adventures, strangely laugh-free quests that dare you to retrieve a ship part from a rat who can sprint faster than Linford Christie, to knock animals



Using this humble yogurt pot, the cone-headed alien (a Bart Simpson-wannabe) can solve any puzzle...

Trash

off their motorbikes and to stop granny murdering the children. It looks wacky and it certainly sounds like it should be described as 'zany', but if you're looking for an adventure game that boasts innovation and originality, that has a sparkle and a fizz in terms of design and an addictive quality, *Down In The Dumps* isn't it.

Yes, the graphics may be lovely, but the aliens that make up the beleaguered Simpsons-esque family have all the charm and appeal of a cold curry. Although you get to play the game with different characters (you control an annoying Bart-wannabe son in the first episode, the blimp mother with the sofa-sized lips in the second), it's difficult to like any of them. In the game's favour, there are three different ways to solve the four cartoons so it's accessible and easy to play, but the main thing that drags the game down is the fact that it's blatantly unfunny. Heavy weights falling on rats, spoof gameshows, cartoon violence; it's all startlingly laugh-free. Add this to the fact that it's

laborious to play and moving around the game world is like wading through a swimming pool filled with treacle, and you end up with a game that's about as much fun as a jigsaw puzzle.

It's a shame. A lot of time and effort has obviously gone into the development of *Down In The Dumps*, but the wholesale failure of the humour and the tedious nature of the gameplay squash whatever enjoyment you get out of watching the graphics. It's just not fun. The puzzles are wacky but rarely interesting and if *Down In The Dumps* proves anything, maybe it proves that the 2D graphic adventure format, with all its limitations, is now looking a bit tired. Shouldn't we all be playing *Tomb Raider* instead?

DEAN EVANS



Down In The Dumps may look lovely, but sometimes it's far too quirky, wacky and off-the-wall for its own good.



PCGAMER – THE VERDICT

A lavish-looking graphical adventure that's about as interesting to play as half a piano. Sorry.

59%

Battleship

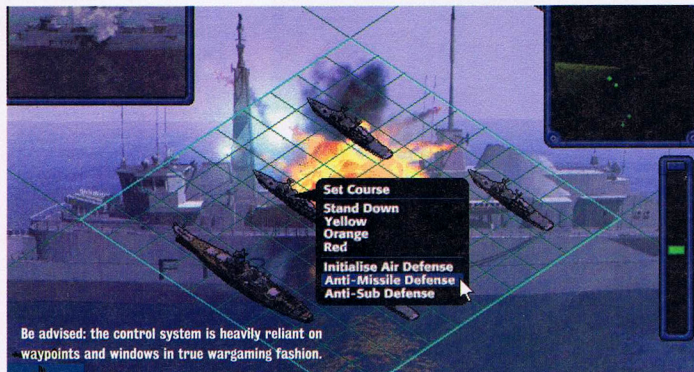
Publisher	Hasbro
Developer	In-house
Format	CD-ROM
Price	£40
Minimum System	Pentium, x4 CD-ROM, SVGA, Win95
Recommended	As above
Sound Support	SoundBlaster Awe 32 or compatible
Release Date	Out now

Battleship cruises into PC GAMER's territorial waters, and we're rather glad it did.

BATTLESHIPS IS THE ORIGINAL desktop game. Played the old-fashioned way on a sly piece of paper slipped between a text book, instead of pressing the ALT-F4 keys as authority approached you'd quickly turn the page to the 'Fun With Prepositions' exercise. The danger of discovery was only really threatening during particularly tense moments, when you were liable to leap up and, in startled, accusing tones, shout at your opponent, "You've sunk my battleship!"

Now Hasbro, official licensee of the world's favourite pen-and-paper game (after Noughts and Crosses and Hangman, probably), have translated Battleships to the PC, crucially dropping the 's' and fostering the greatest gaming evolutionary leap since boring everyone to death became Trivial Pursuit. Inevitably, Battleships' graph paper origins have led to a

"Combat is a free-for-all salvo-fest."



Hit

naautical wargame, although there's none of your navel gazing here, oh no. Instead, in a radical departure from the traditions of the genre, it's a rather exciting and brazenly attractive game, a fast mover and all in real time. Ooh, you've never seen the like. In common with many good games, *Battleship* works because it grabs all the exciting bits of its subject, like sending vast armadas round to Johnny Foreigner's islands and nicking them, but doesn't let real life pretensions stand in the way of a fun game.

At the game's core it can't be denied that the heart of 'classic' Battleships still throbs. When fleets engage you're presented with a ten-by-ten grid wherein the enemy lurks, and

flushing them out means dusting down your old 'scientific' bombardment strategies. However, while staying true to its roots, *Battleship* has injected such miss-miss-hit crudity with plenty of sophisticated PC glamour. There's no polite turn taking now, combat is a free-for-all salvo-fest. And all the while you're fighting, the screen is a chaos of choice rendered sequences which for once are relevant. Blending into an exciting melange of status reports as torpedoes tear into carriers, bases are pounded, helicopters fret and cruise missiles are launched on their merry way.

The really important bit is the great way the hunter-killer essence of naval combat has been captured. Fleets must sweep the oceans to detect the enemy; radar snapshots are taken by orbiting satellites and, in combat, instead of firing blind you can use all kinds of tactical cunning to reveal enemy grid positions by sending in AWAC planes to help target attacks.

There are plenty of units, from three flavours of aircraft carrier to subs; there's a grand arsenal of weaponry and countermeasures; the use of air power is crucial; you can mine; islands can be bombarded, invaded or otherwise used as bases to repair damaged fleets; and the scenarios are happily varied.

Unfortunately, preventing *Battleship* from truly blowing you out of the water is a lack of dynamic, linked mission campaigns. Every strategy game should have one, and the stand-alone missions, while imaginative, are abruptly completed and leave you a bit cold. Nevertheless, humble, little *Battleships* has inspired an enjoyable and innovative strategy game that history should come to know as *Battleship*.

MARK DONALD

PC GAMER - THE VERDICT

A fine naval wargame that should weigh anchor on your hard drive for some time to come.

82%

Star Trek: Borg

Virgin £40

You've seen the film, now play the 'interactive movie'.

COINCIDING CUNNINGLY WITH THE latest, Borg-infested Star Trek cinema release, *Star Trek: Borg* makes no effort to disguise itself. "The ultimate interactive movie," it declares in large, red letters, and duly proceeds to offer 120 minutes of Star Trek video footage with only the occasional interruption for interaction. But, while I'm still reluctant to suggest anyone actually stumps up the RRP, having played through all three CDs in just a little over the prescribed 120 minutes, I'd agree that *Star Trek: Borg* is by far the best interactive movie I've 'played', and is jolly clever in places.

You, then, are Cadet Qaylan Furlong, and you've

"Star Trek: Borg is by far the best interactive movie I've 'played'."

been whisked back in time by the omnipotent Q (played by John de Lancie, the only Trek regular among a cast of red-shirts) and placed aboard the USS Righteous just as it's about to be destroyed by the Borg, killing your father. Taking over the body of the ship's security officer, you must alter history and save Pop.

As usual, you have the cameraman's viewpoint, and stand there dumbly while characters peer at you and reel off lengthy monologues without seeming to care whether you're listening or not. Every couple of minutes you'll reach a 'decision point': the action will pause and you'll be presented with a spinning Borg Cube which can be moved about and clicked on things. Do so correctly and the story will continue; get it wrong and the Righteous will be



The other crew members seem permanently cross with you. Especially her. Their uniforms are too tight, probably.

destroyed, whereupon Q will – ahem – wind the clock back a few minutes so you can try again.

But wait. While 'rewinding the clock' starts out sounding like a poor excuse for the inevitable interactive movie linearity, here it's used imaginatively and in true Star Trek fashion, especially later on. Occasionally you're actually meant to go down the wrong path and come a cropper – it might be the only way of acquiring vital information which can then be remembered and used the second time around, avoiding getting killed in the first place. The action's far better than usual, too, using authentic Star Trek: Next Generation sets, costumes and special effects, along with Jim Conway, a regular Star Trek director, and Dennis McCarthy, who composed Deep Space Nine's theme tune. You even get to be assimilated by the Borg.

It's a short-lived but desirable luxury for rich Trek enthusiasts.

JONATHAN DAVIES



(Above) Gagh. It's a Borg. And he's 'adapted' to our phasers.

(Left) Mess up and the Righteous gets destroyed by a space ray.

PC GAMER – THE VERDICT

Over before you know it, and hence an unwise purchase. But, despite that, cleverly constructed and thoroughly Star Trekky.

65%

Slam Tilt

21st Century £38

If you haven't played a PC pinball game, you haven't lived. In the same way, if you haven't had a letter from Readers' Digest informing you that you "May have already won £50,000", you physically haven't existed. Some things you see are so numbingly ever-present, just qualifying as a living, respiring organism almost guarantees your participation.

Luckily, as pinball sims go, *Slam Tilt* is a definite Premier League contender. It offers four different tables, a smattering of tasty view options and ball movement that certainly wouldn't offend your physics teacher. A



slick, good value package then? Yep, that's a fair description.

Each of the four tables is reassuringly modern in design, with plenty of three-dimensional, off-table-and-around-the-wires action. More importantly, each of the four different themes (stock car racing, pirates, space and shock horror) offer up four or five different mission objectives as well as a varying number of lesser targets. As all good pinballers know, it's the quality of these missions (where certain targets must be hit in a certain order for rewards) that make or break a table. *Slam Tilt* certainly doesn't disappoint in this respect.

The full marks that go to the game for its technical achievements must to some extent be clawed back just for being another example of an over-exploited game style. Still, if you really want a pinball game, you can't go wrong with *Slam Tilt*. And remember, you may have already won £50,000.

JAMES ASHTON

71%



SSN Tom Clancy

Virgin £30

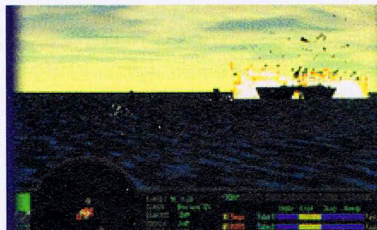
Dive dive dive! How low does SSN Tom Clancy go?

WHEN AN FMV TOM CLANCY utters "SSN Tom Clancy will depict underwater operations in a visual sense" your heart sinks faster than a depth charge. Clancy's knowledge of submarines is extensive, and the design team have brought that to this game. As well as the indispensable commands to raise the bow and ready torpedoes, there's active/passive sonar, multi-function displays and tomahawk co-ordination to contend with. But the snappy manual soon gets you up to speed, whetting your appetite for sub-aquatic cat and mouse.

Unfortunately, SSN Tom Clancy doesn't quite deliver. For a start, there's the 3D picture of your submarine. Now submarines have a certain Wagnerian charm, but staring at the back end of one for hours on end soon tires. You can pan about the sub for a

"Eventually you give up and study the compass instead."

different perspective, but aesthetics aside there's not much point since anything visible on screen will have long since shown up on your instruments. There's no pretty ground to admire and the enemy changes from dark dot in the distance to dark tube up close. Even

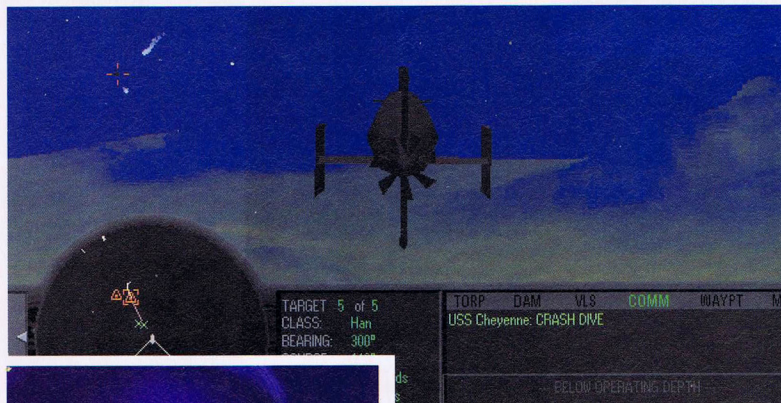


Those surface-based cruisers will bomb you in an instant, unless you get to them first. Like we did.

steering is confusing, since turning left or right turns your rudder not your sub. You think you're bearing in the wrong direction, so eventually you give up and study the compass instead. You might be better off relying on your accurate instruments, as the screen seems only a rough approximation of events beyond the tub's walls. Subs supposedly deeper than you are depicted above, while the radar and visual representations seem right out of synch.

Once you begin hunting subs in earnest, things do improve. Diving through the thermocline to shake off pursuers gives you a hint of what real sub fights must be like. Disappearing enemies, decoys whizzing out to confuse your 'fish' (torpedoes) and real fish confusing your sonar offer a challenge unlike any other. But while a real sub dogfight might take days to complete, SSN Tom Clancy tries to knock one out every ten minutes. Your sub is frustratingly slow, and unless you're prepared to renounce all flight sims and immerse yourself in subs instead, you'll probably get bored.

NATHAN JONES



One key difference between you and a real-life submarine commander is that you can see your submarine.

PC GAMER - THE VERDICT

Schizophrenically straddles the strand between deep sea sim and light surface blaster. Unlikely to engage.

64%

Moto Extreme

Corel £47

Just as Microsoft's first tentative forays into the gaming world were fraught with the dangers of actually having anything that was any good, so Corel struggle for another month with a substandard CD. And because both Microsoft and Corel are deep seated in their Windows backgrounds (and presumably because they intend to sell their games to business men rather than us), the games are of the arcade variety but run under Windows 95 in high res and loads of colours. It means that, and this is true of Moto Extreme, you need a monster PC to play games that were running fine under DOS when you had a 386, and still have to put up with short pauses when a new CD audio track begins.

Moto Extreme is, as you could have guessed without me or the screenshots, a 3D motoX racing



game. It has at least been thoughtfully designed. Split-screen and network play ensures that once you have understood the relative simplicity of the computer bikers' AI, you can embarrass friends or co-workers. As well as the typical speed up/slow down/turn controls, you are more than welcome to punch or kick any of the other competitors. And in order to ride the myriad of



jumps throughout each of the nine tracks, you need to master leaning forwards and backwards in order to land short or long. Fail in this task and you rejoin terra firma on an upward slope, slowing you down considerably.

But every good idea in the design phase was lost with the dodgy programming. Dreadful bike sprites, unimaginative 3D, engines that sound like sheep bleating, and damn frustrating to play. Once again, avoid.

STEVE OWEN

38%

Battleground Antietam

Empire £35

If at first you do succeed, why not try again? This appears to be Empire's motto, whose latest offering in the *Battleground* saga brings the tally to five. We've visited WWII, Waterloo and the American Civil War... twice. So where are we off to this time? Answer: Antietam. Rings no bells? Okay, here's a clue. Robert E. Lee writes out a battle plan, puts it in a cigar box and gives it to a messenger, who loses it. The bell end. The Union army find it, but then dither, not trusting their lucky find, and what ensues is the Battle of Antietam, still remembered as the bloodiest day



in, yes you've guessed it, the American Civil War.

Having only recently uninstalled *Battleground Shiloh*, I wasn't excited by the prospect of playing *Antietam*. However, *Battleground Antietam* is, like the rest of the series, a very enjoyable wargame, and a worthwhile buy. However, with no noticeable improvements made since *Shiloh*, it is too much to pay if you already own a *Battleground* game.

For those of you who are unfamiliar with this series, what you get is a hex-based wargame that manages to successfully combine accessibility with strategic



depth. The AI provides a cunning opponent, if the lack of a modem and/or friends prevents you from taking advantage of the multiplayer facilities. *Battleground Antietam* treats you to 25 scenarios on 8 attractively detailed and historically accurate 3D view maps, which will probably be enough to ensure another success for Empire.

JASON WESTON

72

Donald in Cold Shadow

Disney £30

This represents conclusive proof that you can't do a platform game by numbers. While Disney have pushed all the right buttons: providing an easily identifiable cutesy character, a variety of challenges masquerading as lines drawn in the sky (or platforms, technically) and a goody number of amusing set pieces – the wind organ at the end of Level 1 with pipes that blow you upwards being a good example – this just doesn't grab you as a game.

Part of the problem is purely



technical. Donald is – to say the least – an awkward little beggar to get to perform properly, often continuing to run when he should be jumping, or jumping straight up when he was running along before, and this makes controlling



him a substantial obstacle for an experienced gamesplayer, let alone the eight-year-olds and up that this is targeted at.

Add in bewildering level design that's far too linear and yet at the same time manages to confuse you entirely about where you're supposed to be going, spice it all with the odd leap of faith and garnish with the continuing incapacity of most programmers to get the PC to scroll properly without glitching and you'll begin to see the problem.

It's a shame too, because *Aladdin* (PCG 15, 75%) was at least promising. This has taken Disney's gaming appearances on the PC backward rather than forward, and is the sort of halfway competent platform game that gives the genre as a whole such bad press. Which, given the instant appeal of the subject matter, is a real disappointment.

STEVE FARAGHER

43

Toy Story

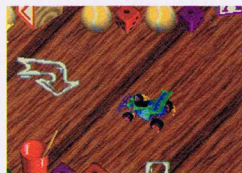
Disney £30

Despite furious pushing from the Disney Marketing Machine, *Toy Story* actually stemmed from the Pixar stable after Disney turned the initial idea down. A touching and astounding film, it naturally lends itself well to the cutesy graphical style that your PC is capable of replicating.

The game is strictly one for the pre-teens, even if the film isn't. Carefully following the story of the movie (briefly summarised as: toys that live; new one comes along and becomes favourite; old one gets jealous; pushes new one out of window; is ostracised by others; tries to get new one back; have adventures in real world), you play the part of the lead toy, rudely known as Woody. Each of the tasks, a variety of platform,



shooting, driving and puzzle games – but ones that are mostly too simple for the hardened gamer – feature the well known characters in situations borrowed straight from this story. For instance, you must leap platforms in order to put away all the toys in their containers before the kids get back upstairs. Or you might have to drive a remote control car around to knock Buzz Lightyear out the window. But most infuriating is the inside of the



grabbing claw machine. You must traverse the mysteriously active innards to get to Buzz, but stupid exploding fuses keep killing you. It's pixel-perfect platforming of the worst kind, and is (I imagine) far too difficult for the young 'uns.

Confusing, then, because it initially appeals to a certain audience, and then alienates them in the same way in which Woody was. Sort of.

STEVE OWEN

53

HOW THE SCORES WORK

We think carefully about the marks we award to games. If a game really isn't up there with the best, we aren't afraid to give it an appropriately low score. And when we award 80s and 90s, it's because the games genuinely deserve it – not because we've netted an 'exclusive', or because we've got a mate who works for the software company, or to win favour with 'the industry'.

Here's how it works:

90%+

An absolute classic, a game that will be talked about for years to come. Each month there'll probably be one or two of these at the most.

85%-89%

A superb game which can proudly bear the 'Game of Distinction' logo in shops across the nation.

70%-85%

A good, enjoyable, value-for-money game. Four stars, if you like.

50%-69%

Nothing special. But if you were sitting alone at home, and there was nothing on telly, playing this game would be better than nothing.

30%-49%

Oh dear. Either through a lack of inspiration, a fatal oversight, or general crapness, this is a game that ought to be steered clear of.

0%-29%

A crime.

PCG REVIEWERS

Steve Owen has almost stopped smiling, so stressful was his month.

Mark Donald insists on driving us insane with his dark music. We wait for him to leave the room, and then turn it off.

James Flynn is on holiday.

Steve Faragher has got this strangely infectious laugh, which he misinterprets as him being funny.

Jon Smith knows a lot about art, but doesn't know what he likes.

James Ashton has moved to the office next door, which is good.

Andy Butcher works on our spooky sister magazine, *arcane*.

Jonathan Davies. Never heard of him. No-one's ever heard of him. Where did we get him from?

Jason Weston. It turns out, also likes American football games!

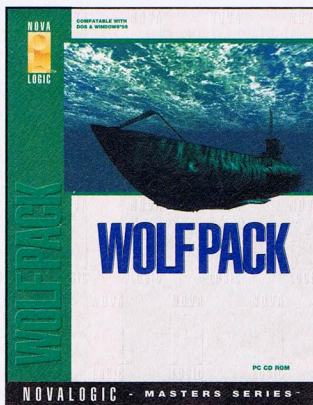
Dean Evans. Perhaps you've seen him in *Total Film*? No? Oh.

Nathan Jones isn't ashamed of his name, despite Bananarama.

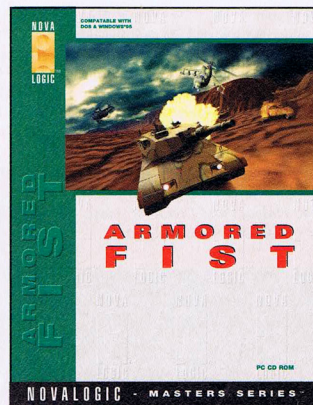


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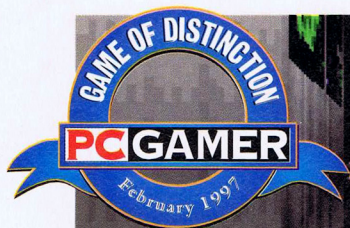
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They're back

Save money the easy way with just a little bit of patience. The hits that we were playing last year are now available for less. By STEVE OWEN



1 ID ANTHOLOGY Virgin Megastores Only £70

In true pre-Christmas Oasis style, Id, popular beat combo from the US, have looked through their very own history books, noticed all the great stuff they've come up with over the last few years, and decided to bundle it together into one large black box for your delectation and delight. And just like Oasis, there's not anything new in there. If you've been studiously following these game-writing champions, then you'll have the lot already. But not in a large black box.

Of course, if you're new to the wonderful world of Id, then this is far and away the best bargain bucket of bounty you can find for your PC. Naturally there's the registered version of *Quake* in there, which counts for 40 quid of the asking price. The other 30 is generously covered by every conceivable version of *Doom* that GT were able to endlessly release, which, if formed into some random and not chronological list would look something like this: *Ultimate Doom* (which includes the original three chapters alongside a new one), *Final Doom: Plutonia* and *Evolution* (more of the same, only not by Id's own level designers),



Doom 2 and the *Doom 2 Master Levels*.

History was made by the now-simplistic, but then-astounding *Wolfenstein 3D*, together with its sequel, *Spear Of Destiny*, and its relations *Hover Tank 3D* and *Catacombs 3D*. Less playable but there for completeness is the *Commander Keen* series – seven different episodes in all. And then, of course, how could the black box be complete without *Shadow Nights* and the, um, legendary *Dangerous Dave In The Haunted Mansion*? And the whole lot comes on just four CDs.

Astoundingly, though, there's more than just games in this cardboard container. Sigh with relief as your eyes behold a large poster, Marvel comic, two dog tags, extra large black T-shirt and a four-inch-high metal Cyberdemon statue.

Gawd bless Id. Gawd bless GT. Run to your nearest Virgin Megastore and relieve yourself of the necessary sterling quantity before they sell out again.



(Above) The definitive scaredome that was *Wolfenstein 3D*. I still sweat now.

(Left) *Quake* – simply a jazzed up *Wolf 3D* but damn fine nevertheless. Now with polygons.

95%

2 CIV 2 COLLECTOR'S EDITION

MicroProse £45

Civilization 2 is, of course, the finest strategy game ever made, and although anyone who's ever wanted it has probably bought it by now, there's almost certainly a place on the software shelves for the bundled deal that is the *Civilization 2 Collector's Edition*. Comprising the original *Civ 2* but also managing to squeeze some new scenarios and the official strategy guide in there too (making an individually priced total somewhere in the region of £70), this could annoy people who have only recently bought the full price game.

Civ 2 doesn't expand massively on the original, but it



does tidy up some of the unfair advantages you once got with certain weapons types. For instance, you won't find it quite so advantageous to storm a Twentieth Century city that is building a space craft and armed with bombers and nuclear weapons, with just an army of catapults. Neither will you be able to endlessly make and break truces with your neighbouring civilisations. In version two, they soon recognise your treacherousness and might even gang up on you.

And, of course, it's all much, much bigger now. Bigger worlds, more types of units, more scientific advances, more interesting ways of upgrading your palace. Even more upgrades to your cities. Just as when a country bumpkin leaves his simple farming life in Cornwall and becomes a stockbroker in London, he swaps his healthy life for one with more stress, but has lots more things on which to spend his money. I'm sure you appreciate the metaphor.

94%

3 X-COM UNKNOWN TERROR

MicroProse £45

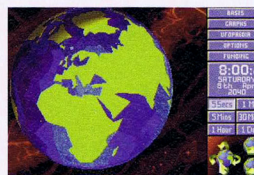
X-COM was, of course, one of the finest strategy games ever made, both when it was originally released under the name *X-COM: UFO Enemy Unknown*, and subsequently by its sequel *X-COM: Terror From The Deep*. Of course, we're excitedly awaiting the arrival of number three, *X-COM: Apocalypse*.

If you're not aware of quite why these slightly dull looking



games are so popular, let me just explain the way they work. A number of important missions need to be completed by selecting a team of suitable commandos, equipping them with appropriate weapons (that won't be so heavy that they move much slower) and depositing them close to where the action will soon happen. The game continues from then on in a turn-based fashion. You get to make your team to individually perform a range of tasks, most immediately important of which is exploring the local area. Although greater distances can be covered in a turn by getting your commandos to leg it around the screen, they are far more likely to be noticed by that unknown and initially invisible enemy if they walk or crawl around. Bump into the enemy at any point and you can spend some of your turn shooting them. When all your action points are used up, the computer gets a go, but most of the time you won't have a clue what it's up to.

Because your turns have no



time limit, *X-COM* is more of a patient thinking man's game than, say, *Syndicate Wars*. It's grand master chess rather than football. This re-release contains both *X-COM* games and two strategy guides covering them. Individually, each game is available on budget for around £13.

81.

4 WORMS UNITED

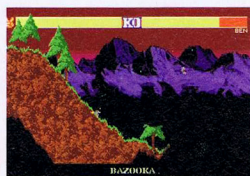
Ocean £30

There still seems to be plenty of discussion potential in the phenomenon known as *Worms*. Discussions, for instance, along the lines of "It's good"/"No it isn't" kind of arguments. The ones that don't really get anywhere because no-one seems to be able to see the other's point of view.

If you owned a PC about three or four years ago – when there weren't that many good games around – you probably played *Gorilla*, a game written in BASIC that came free with DOS. It was a purely two-player game where you controlled one gorilla and a friend took care of the other. You took it in turns to decide what angle and strength to throw an exploding banana at your opponent while taking wind and a Manhattan-style skyscape into consideration. Team 17, in a flash



of arcade simplicity, took this idea and added a few others to create *Worms*. First, the name was changed slightly to reflect the fact that you now control worms rather than gorillas, exploding bananas were changed into a gamut of serious weapons (grenades, rockets, uzis, exploding sheep), you could move your worms (plural, because



you control a team of four) with grappling hooks if need be, and if you didn't have any friends, you could play against the computer. The single-player games are dreadful, though. The computer is either impossibly good or dire.

Multi-player games can be great fun if you're all of the same standard, otherwise you might find your entire team wiped out before you've even had a go. It doesn't really stand the test of time, either. 'United', by the way, means that the Reinforcements add-on disc is included.

70.

5 GOLDEN COLLECTION

Ubi Soft £50

Whereas ten games for 50 smackers is theoretically top value for money, Ubi Soft's first *Golden Collection* hasn't been too selective in its choice of games. Much like a particular CD of hit music from 1996 included some great songs from Space and Suede but peppered

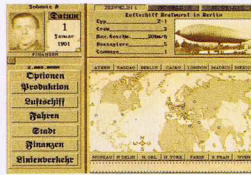


the track list with two Peter Andre tunes, so this bundle includes some below average offerings.

Of course, top of the pile has to be MicroProse's superb *Civilization* and *Formula One Grand Prix*. Even though both have since been usurped by their respective sequels, their age belies the fact that they are still second place in their genres.

But these are the only two golden greats. There's plenty of enjoyment to be gleaned from most of the others, highlights being Rowan's *Air Power* – a fictional strategy flight sim with loads of air balloons – and MicroProse's intriguing but now slightly dated strategy game *Master Of Magic*. So that's really only four games you're likely to play more than once or twice and they'll cost you £50. Hmm... *Civ* and *FGP* are both available on budget anyway.

So, yes, you get a playable, unremarkable pinball game in *Crystal Caliburn*, a reasonable role player called *Thunderscape* from SSI, wargames in *Panzer General*, more flying in *B17 Flying Fortress*, football with *Action Soccer* and even more balloons in *Zeppelin*, but this collection would fare so much better for 20 quid less. Most



annoying of all, though, is that, terribly tight-fistedly, Ubi Soft have only provided electronic versions of the manuals. Swines. Perhaps the forthcoming *Golden Collection 2* will remedy all my complaints.

61.

AND THE REST...

Interplay have chosen to re-release some of their hits from yesteryear at the pocket-friendly cost of a standard audio CD, numerically known as 13 pounds. Perhaps most impressive from this collection is the seakick inducing *Descent* (86%). Appearing just as *Doom* was getting very popular, everyone marvelled at how someone had actually come up with a better 3D engine than Id had. It still holds up well to this day, technically coming between *Quake* and *Doom*, in that it uses bitmaps rather than polygons, but has a proper 3D world where tunnels can run underneath other tunnels.

Descent isn't for the gamer that struggles with *Quake*'s keys. Because you're flying around in a spaceship, you've got six directions



of movement to worry about (and strafing, of course), plus two different fire keys, weapon changes and door opening. To be honest, a good joystick is probably your best bet. Surpassed by the not radically different *Descent 2* last year, you should know that the free shareware version of *Descent* contains nearly half the levels of the full version.

Blizzard's *Warcraft* (79%), forerunner to one of the most played games in our office in 1996, isn't as subtle or complex as *Number Two* or *Red Alert*, but for the asking price is still good strategic fun, especially if you aren't able to take advantage of *Warcraft II*'s multi-player abilities.

Cyberia (49%), the last of Interplay's new releases, has failed to make it effortlessly through the last three years. Once a CD-based FMV shoot-'em-up of some note, *Cyberia*'s linear pre-rendered nonsense is best left alone, even if the first play through is still fairly enjoyable.

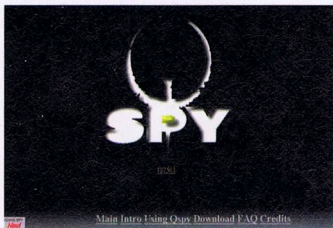


Netware

We've got a bit of a bumper crop of useful Web sites for you this month, so fasten your seat belts as we bounce over them. **By STEVE FARAGHER**

QUAKESPY

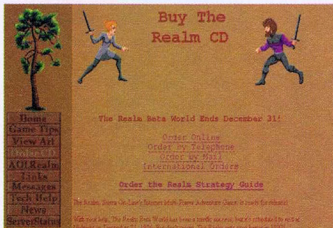
<http://www.panix.com/~sheaslip/qspy/>
If you've been playing a lot of *Quake* on the Net, you'll have noticed that sometimes it just becomes impossible. The time lag between you issuing a command and the server updating can be just too long, making it impossible for you to really enjoy yourself. Or shoot anything. Luckily, there's a new piece of software



available from this Web site that will not only shoot off and find out where there are available servers for you to play on, it'll also test how good their response time is, letting you log on to the quickest one available, thereby ensuring *Quake* happiness for you. What a *very* good thing indeed.

REALM'S READY

<http://www.realmserver.com/order.html>
The Realm, Sierra's entry into the ever-expanding on-line multi-player arena, is yet another of those fantastical worlds that you explore via an alter-ego, growing more powerful and successful as you go. As with other games such as *Meridian 59* (Network



passim), the emphasis is on interacting with the hundreds of other players on line with you. The beta-testing of The Realm finished at the end of 1996, and this wonderful world is now open to anyone (who's prepared to pay the 'entrance fee' of course). To get involved, simply point your browser at the above Web address and

have your credit card handy. That's if you can't find it in your local shop, naturally.

KALI

<http://www.kali.net/>
Probably the most successful on-line multi-player gaming tool is Kali. This excellent little software package is all that you need to play a huge variety of games over the Internet, and it costs only \$20 to buy. The easiest way to order it is to visit this Web site and find out all the details you need to know. Then, before you know it, you'll be playing *Apache*, *Big Red Racing*, *Command & Conquer*, *Cyberstorm*, *Deadlock*, *Descent*, *Descent 2*, *Doom*, *Doom II*, *Duke 3D*, *EF2000*, *Fire Fight*, *Hellbender*, *Heretic*, *Hexen*, *Links LS*, *MechWarrior 2*, *Monster Truck Madness*, *Mortal Kombat 3*, *NASCAR Racing*, *Network Fighter Duel* (*NetDuel*), *Quake*, *Rise Of The Triad*,



Shattered Steel, *Super Karts*, *Terminal Velocity*, *Top Gun*, *VR Pool*, *Warcraft* and *Warcraft II*. As well as others. Once you've got your registered copy of Kali, you may be interested in getting over to the *Warcraft* Warriors at <http://www.premier1.net/~emlaug/war/>, who'll be very happy to join you up for a game of *Warcraft II*.

OMIKRON DIARY

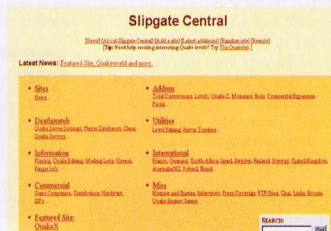
<http://www.helios-scm.com/quantic>
If you're the kind of person who enjoys reading



our regular diaries of game development, this site should be right up your alley. French developers Quantic have decided to keep an on-line diary of the development of their new game, *Omikron*. If you want to see how a game is developed from the inside, haul yourself over here for weekly updates on their progress. Who knows, you might learn something useful.

SLIPGATE CENTRAL

<http://www.nuqueH.org/slipgates/>
Many thanks to 'James' for pointing me in the direction of this very useful site. Slipgate Central is the starting point for all UK *Quake* players (it's got lots of hot info for you Europeans as well), with the most comprehensive listing of servers and opponents I've come across. Best of all, it's also really low bandwidth, so you don't spend hours waiting for a picture of a shambler to download just so that you can have a game of *Quake*. Well done to all concerned. The mysterious 'James' also wanted me to point out that there's a United Kingdom Clan League at <http://www.personal.uenet.com/~thecrow/>, and that there's also a UK CTF League (CTF stands for Capture The Flag, apparently) at <http://dspace.dial.pipex.com/town/square/fd82/>. So why aren't the rest of you this helpful?



ANIMATED CLIP ART

<http://www.studio89.com>
If you're getting into designing your own Web site, here's a splendid site that could give you some much needed help with making it stand out from the crowd. Studio 89 is the first ever library of animated clip art, with over 2,100 animations in GIF format and 1,400 still designs. It costs between \$50 and \$60, depending on how you order it (download or CD) to get the complete set, but there are some free samples available here that you may very well find useful.

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Although you'll need a PC of SkyNet proportions to see it at its best, this is one of the PC's loveliest flight sims. **93%**

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TERMINATOR: FUTURE SHOCK

There's little in the world of PC gaming more scary than the bit in *Future Shock* where you're creeping around a hotel. **92%**

RRP £39.99



CRUSADER: NO REGRET

A tremendous game, this, where you're an agent infiltrating an enemy complex. The deaths are gory; the explosions, huge. **85%**

RRP £39.99



RELOADED

This one's so new we haven't even played it yet. It appears, though, to be *Gauntlet* – but in 3D. Could be worth a try.

RRP N/A



GENE WARS

Bullfrog certainly know a thing or two about strategy games, as *Gene Wars* makes clear. You engineer organisms in it. **84%**

RRP £39.99



SPACE HULK 2

A terrifying blend of shooting and strategy, with aliens jumping out at your heroic space marines all over the place. **86%**

RRP £44.99



FRAGILE ALLEGIANCE

This one really is great. It's an incredibly involved, and incredibly absorbing, space strategy game. **91%**

RRP £39.99



REALMS OF THE HAUNTING

3D graphics, adventuring and video fuse together into a magnificent – if rather sprawling – whole. **71%**

RRP £44.99



SAND WARRIORS

We haven't played this yet, but it looks jolly good – a 3D shoot-'em-up set in ancient Egypt, or something.

RRP N/A

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The Elder Scrolls: Dag

Playing Guide

Daggerfall is without a doubt the largest and most complex game ever released. Although it lacks the popular appeal, it would not be an exaggeration to compare its scope and vision to the original *Elite*. Journey with us into the Empire of Tamriel...

By ANDY BUTCHER



Set in and around the Illiac Bay of the Empire of Tamriel, the game allows you to explore over 40 provinces, each containing scores of towns and villages, dozens of perilous dungeons and cave systems, hundreds of people to meet, and quests beyond measure. Although there is a central plot, you are free to pursue it or ignore it as you wish. Likewise, you can play almost any type of character you can imagine, from an immoral assassin to an honourable knight.

Unfortunately, while this vast scope is one of the game's key strengths, it also means that playing *Daggerfall* can be more than a little overwhelming to start off with – a fact not helped by the vague and inconsistent manual.

The purpose of this guide is to give both new and experienced *Daggerfall* players a helping hand. Although it would be impossible to cover *Daggerfall* in its entirety, what follows is a look at two of the most important parts of the game – character generation, and the Guilds. Both of these will play a pivotal role in your character's career.

FIRST THINGS FIRST

Before you even start to play *Daggerfall*, you should check that you have the most up-to-date version of the game. Considering its huge size, it's hardly surprising that there were still several bugs in the initial release. Since then, Bethesda have released several updates, gradually fixing the

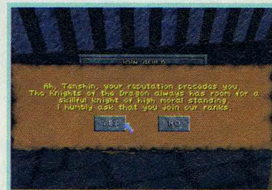
problems as they came to light. The most recent update, Version 1.04.191, was on last month's CD GAMER, and can also be downloaded from Bethesda's World Wide Web site. Although the above patch fixes most of the bugs, there are still some problems to be solved, so keep an eye out for further updates in the near future. This guide assumes that you're using 191, and if you're not, some things may not work or may work differently.

GETTING INTO CHARACTER

The first thing you have to do when you start to play *Daggerfall* is generate your character. It's worth giving some serious thought to character generation, as the decisions you make at this stage will affect the entire game. The vast majority of what you decide in the game itself can be altered later on, but not character generation.

It's definitely worth taking the time to experiment with the various options, and even to try out different characters. If you're not really sure what type of character to play, pick one of the standard classes that appeals to you and play the game for a while. From this you'll get an idea of which skills you use frequently and which are the most useful.

As a rule, once you've decided what type of character to play, it's best to create a custom class to match. Not only does this give you complete control to create exactly the character you want, but all of the standard



classes have some fairly major weaknesses in their skill selections.

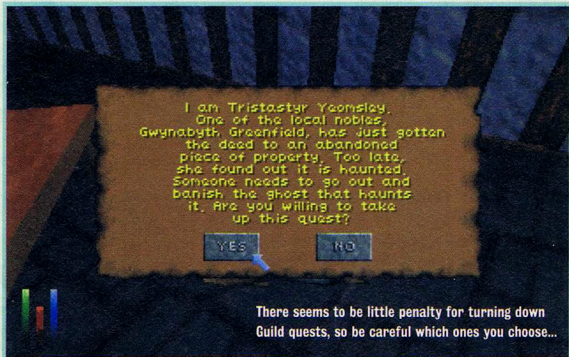
Before starting to create your class, you must select a race. It's best to choose one that matches the type of character you want to play, as your race affects a variety of aspects of the game. A spell-casting assassin, for example, would do well to be a Dark Elf.

With the race chosen, the most important decisions you have to make when creating a class is selecting your skills. This is why it's a good idea to 'test run' a few characters, as you'll get a feel for what suits your tastes and style of play. It's also a good idea to understand how *Daggerfall* deals with level and skill advancement...

THE SYSTEM

Daggerfall uses a very complex rules system to calculate the effects of everything from a simple sword swing to what the royal family of a particular province thinks of your character. For the most part, all this stuff goes on in the background, and you don't really need to worry how something is worked out. The results of your actions are generally fairly obvious, and obey common sense – that a character with a high weapon skill is going to hit the enemy more often than a character with a low skill, for example, is fairly obvious.

There are two areas, though, that are worth understanding in order to get the most out of the game, and make wise choices



gerfall

during both character generation and play. The first is the way that levels are calculated, the second is how skills improve.

Gaining levels

Unlike most level-based roleplaying games – whether computer or pen-and-paper based – your character in *Daggerfall* doesn't gain levels by amassing vast sums of experience points. The designers of the game thought that it didn't make much sense that a thief only gained levels by killing monsters, for example, not by doing 'thief stuff'. Instead, then, your character's level in *Daggerfall* is determined by his or her important skills. This is one of the vital strengths of *Daggerfall*, and the key to the game's flexibility – you can play whatever type of character you like, and still gain levels and progress. Your level, then, is calculated according to the following, easily memorable, formula:

$$\text{Level} = (A-B+28)/15$$

Where A is the starting total of your character's three Primary skills, two highest Major skills, and highest Minor skill, and B is



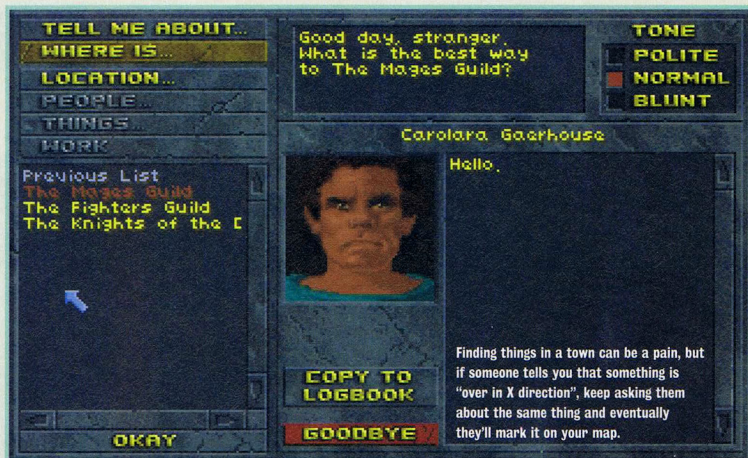
the current total of those same skills.

From this you can see that your character's level is based on the value of just six skills. To get to level 2 you only have to increase the total of these skills by 2 points, while each level thereafter requires you to increase the total by 15.

Gaining skills

So, to gain levels you need to increase your character's skills. The game calculates skill increases based on two things – practice and training. Every time your character uses a skill, the game gives it a 'tick'. Training in a skill gives it a variable number of 'ticks', equal to between 10 and 20 uses. Whenever your character rests, the game looks at each of your skills in turn. If the number of 'ticks' for that skill is higher than a number calculated by the game system, the skill is increased by 1 and the number of 'ticks' is reset to 0.

The formula used to calculate the number of 'ticks' required to improve a skill is a complex and arcane beast. The key element, though, is the current level of the skill – it's



harder to improve at something you're already good at. Other factors that affect this include whether the skill is Primary, Major, Minor, or Miscellaneous – it's easier to increase the skills on which you've decided to concentrate. For example, a character with a high Agility will find it easy to learn Stealth and the difficulty modifier of your class (see 'Ups and downs' on page 102).

So the key to improving your skills is to use them as much as possible, and to train at Guilds – although you can only train in skills with a rating below 50%. It also means that although the skills you use the most while adventuring will naturally increase, you can also take time to practise. Simply running around a city will increase your Running skill, for example, and climbing the city walls repeatedly will do the same for your Climbing skill. Likewise, if you want to speed up your advancement in the Magical skills, book yourself a room in an Inn, and cast a relevant spell (a Destruction spell to increase Destruction skill, for example) until you run out of mana, sleep, then repeat. It's not the most interesting way of playing the game but it works.

Picking your skills

So, of the 12 skills you have to choose – three Primary, three Major, and six Minor – only six actually affect the level of your character. When you're picking your skills, it's a good idea to consider which six will be your 'Levelling' skills, and which will be your 'Secondary' skills. Levelling skills should be the ones you both use most and can increase fairly easily. Secondary skills can be anything you like – they're a way of adding 'colour' to



your character. There are no 'right' choices here, as everything will depend on what kind of character you want to play – a skulking thief with an aversion to fighting will require very different skills to a proud knight seeking to destroy evil everywhere.

- Some skills are inherently harder to increase than others, and these should probably be avoided. By all means pick them as Secondary skills, but don't rely on them to gain levels. The skills that fall into this category include anything that can't easily be practised – all the languages, Etiquette and Streetwise, Dodging, and Mercantile.
- On the other hand, don't pick skills that are too easy to advance. A great deal of the difficulty of *Daggerfall* depends on your level, and although picking Running almost guarantees a rapid rise in levels – just run everywhere – it's not going to help you defeat the higher level monsters you'll meet. Running is perhaps the worst offender, because you can practise it effortlessly, but be wary of Climbing, Swimming, and Stealth – if you pick them, don't go overboard practising them, and try to keep your other Levelling skills at a similar level.
- As far as Weapon skills go, Long Blade is probably the easiest and best choice. The weapons covered by this are by far the most common, meaning it's not hard to find a good one, and the most damaging weapon in the game – the Dai-katana – falls under this

GUIDELINES



skill. Short Blades don't do much damage, but are fairly common. Axes are rare, and not very effective. Archery is handy, but it's only useful in certain situations – ideally at a distance when the monsters can't get close to you. Blunt weapons aren't too rare, but they're still not as good as the swords. Hand-to-Hand should only be chosen if you want to play a martial artist character – to do any amount of damage, you need a high skill, Strength, and Critical Strike.

- It's best to choose only one Weapon skill as a Levelling skill, otherwise you have to keep switching weapons to gain levels. It's normally worth choosing Short Blade as a Secondary skill, though, to make use of the Ebony Dagger (see 'It's all in the past' on page 103).
- Magic. Although it's possible to succeed in *Daggerfall* without being able to cast spells, it's definitely a harder route to choose. Spells can make your character's life much easier, they allow you to join the Mages Guild and use the SpellMaker and ItemMaker, which are two great aspects of *Daggerfall*, and Magic skills are easy to practise – just create some cheap spells and cast them over and over. None of these problems are impossible to overcome – you can use potions and magical items to make up for your lack of spells – but why make life hard for yourself? Even if you don't intend to have a very magic-orientated character, it's worth choosing some magical skills, just make them Secondary ones. Good ones to choose for almost any character are Restoration (Healing spells are always useful), Thaumaturgy (Levitate can make your dungeon exploring much simpler), and Alteration (Water Breathing is likewise very useful in many dungeons).
- Notice that because of the formula used, only two of the three Major skills are important to your level, and only one of the

Minor skills. When you've decided on your six levelling skills, remember to assign one as a Minor skill.

Ups and downs

After you've picked the skills for your class, you can give your character up to seven special advantages. Unfortunately, these increase the difficulty modifier for the class (as shown by the dagger on the vertical scale on the class creation screen). To bring the dagger back down, you can pick up to seven disadvantages.

You can also edit your character's reputations, although this is hardly worth it unless you have a particularly good character-based reason to do so – the effect on the game is minimal at best.

Likewise, you can alter the distribution of your attributes. The usefulness of this is dubious, as you can always re-roll until you get decent stats, but if you do want to play

around with them, bear in mind that Personality seems to have little effect, and can safely be lowered, while Strength, Intelligence and Speed are probably the most useful overall attributes.

Finally, you can adjust the maximum hit points awarded each level up or down, which likewise affects the dagger's position.

As with skills, the advantages and disadvantages you choose are largely a matter of taste, although it's always a good idea to keep the dagger at or below the midway mark – any higher and gaining skills and levels gets tough. As with skills, though, there are some that are more or less useful overall...

- The three best advantages are Spell Absorption, Increased Magery (vital if you want to be able to cast spells), and Expertise in Long Blades (for the same reasons listed under skills). Spell Absorption can always be achieved with spells, but having it as an innate



ability makes life easier. Unfortunately, it's one of the most costly advantages, in terms of the difficulty dagger. Spell Absorption in Darkness is the best bet – most monsters live in dungeons, after all.

- Resistance or Immunity, especially to magic, are both nice, but expensive. Bonuses to hit Animals or Humanoids can come in handy, and aren't too costly.
- All of the other advantages are of questionable use, either because they can easily be replicated with spells (Rapid Healing and Regeneration, for example), or simply aren't worthwhile.

- There are several disadvantages that really aren't much of a problem to deal with. The first is Forbidden Weaponry – just forbid weapons that you haven't chosen the skill for.

- Likewise, Forbidden Armour Type – both leather and chain are pretty useless. Don't forbid plate, unless you really don't want to ever wear any decent armour.

- Forbidden Shield Type is also a good one, as Bucklers are next to useless.

- Finally, Forbidden Materials Iron and Silver are unlikely to cause you any problems. Iron weapons and armour are rubbish, and Silver isn't very good, but gives a good reduction to the difficulty dagger.

- Inability to regenerate spell points should be avoided unless you know what you're doing. It gives great reduction, but that's because it can cause you a lot of problems. And regardless of how experienced a player you are, never ever select it without having the Spell Absorption advantage.

- Darkness Powered Magery doesn't cause many problems – once again, dungeons are dark by their very natures – but Light Powered Magery is very limiting and should be avoided.

- Phobias, Critical Weaknesses and Low Tolerances should be treated carefully. Critical Weakness gives a better reduction than Low Tolerances, so if you're going to choose one, go the whole way.

It's all in the past

Now, all that's left is to give your shiny new class a name, and complete the character generation process. It's always worth re-rolling the attributes until you get a high spread – Strength, Intelligence, and Agility have the most general use, but all can come in handy and you could always do with a high Speed.

Likewise, always choose to answer questions about your past, and be sure to take the Ebony Dagger. Until you get to at least the 5th level it's likely to be the best weapon you come across, and it's even worth making Short Blade a Secondary skill just to be able to use it.

Finally, don't be afraid to change your mind and try a different character. If you restart before getting too far into the game, it won't take long to recover your position, and there's no point playing the game with a character you're not happy with.

Now let's look at another vital aspect of *Daggerfall* – the Guilds.

GUILDS AND TEMPLES

Your character in *Daggerfall* starts out as a newcomer to the land, without any formal ties

or loyalties (except to the Emperor). Although this gives you a lot of freedom, it also limits your opportunities and your access to certain important and useful services.

The various Guilds and Temples of Tamriel not only offer their members a number of special benefits and services, they're also a prime source of work for budding heroes, offering a wide variety of quests and tasks to complete. As such, they're one of the most important aspects of *Daggerfall*, aside from the main plot. If you choose to ignore the main plot and go your own way, the Guilds become one of the driving forces of the game.

Orders are only found in a specific area of the Bay – ask people to 'Tell me about...' the Order in which you're interested, for clues.

Once you find the Guild, go in and select the people near the door. At least one of them should offer you the chance to join. Selecting this option will either make you a member of the Guild immediately, or tell you what you need to do to gain membership – normally it'll be a matter of not having the right skills to the required level (see 'Getting ahead', below).

Turning to the Dark Side

Obviously, illegal organisations like the



Depending on your tastes and your character's skills, it's possible to join up to six different organisations – the Fighters Guild, Mages Guild, Thieves Guild, Dark Brotherhood (the Assassins Guild), a Knightly Order and a Temple.

Joining a Guild

With the exception of the Thieves Guild and Dark Brotherhood (see 'Turning to the Dark Side', below), joining a Guild is simply a matter of finding one of its headquarters and asking. When you're in a town or city, the locations of Guilds are marked on your map in blue. To find out which Guilds are represented in a town, just ask a passer-by about them (select 'Where is...', 'Location...', and 'Guilds' in the dialogue menus). Those present in that specific town are listed. The Mages and Fighters Guilds are very common, and found all over the Illiac Bay. Temples are rarer, but likewise found in every province. Knightly

Thieves Guild and Dark Brotherhood can't go about advertising their presence. To join either of these Guilds you must possess the right skills (see 'Getting ahead', below) and bring your character to their attention. To join the Thieves Guild, simply keep picking pockets and stealing stuff – eventually the Guild will send you a letter with instructions on how to join. Likewise, to join the Dark Brotherhood you must kill enough innocent bystanders (the people wandering around in towns and cities) or City Guards. After enough bloodshed, the Brotherhood will send you an invitation to join them.

Getting ahead

Each Guild offers certain special services and advantages to members of a high enough rank (see 'The Guilds' on page 105). Selecting 'Affiliations' on the character sheet screen (F5) will show you what Guilds you are a member of, and your current rank in each.

To gain ranks (and thus access to the special services offered by the Guild), you must do two things – increase your reputation with the Guild, and prove your worthiness by possessing the right skills.

Reputation is gained by successfully completing quests for the Guild. Each quest completed increases your reputation by about five points. However, your reputation drops slightly as time passes, so even if you reach the highest rank in the Guild, you must still



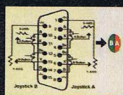
AlfaTwin

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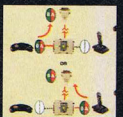
PC FORMAT
GOLD

PC FORMAT MAGAZINE
SEPTEMBER 1996 ISSUE

Patent Pending



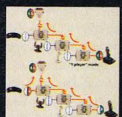
Although most PCs have only one game port the AlfaTwin actually supports two joysticks (A & B). Advanced sticks that sport four buttons, throttle and rudder controls or coolie caps, make use of the second joystick (B) controls. When two sticks are connected only two fire buttons per stick are available.



Select single player mode and the AlfaTwin allows you to switch between two joysticks. In this mode, all the functions of the stick are supported. To select your stick, simply press the fire button of the controller you wish to use.



In two player mode, both joysticks can be activated at the same time for two-player games. However, due to the design of the IBM joystick port, the advanced functions of the joysticks are not supported.



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Edo Dekker, Technical Support Specialist (Greville Europe/Holland)



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It's normally best to use the bonus points to even up the levels of your starting skills.

perform the odd quest to maintain your status.

In addition, every Guild has certain skills which it considers important for its members to possess. These are listed in each Guild description below. To gain rank in a Guild, you must possess at least two of these skills to a certain level – you can't become a Master Warrior without being able to fight.

The minimum reputation and skill levels needed to join and progress in a Guild are shown below...

Rank	Reputation	Primary Skill	Secondary Skill
0	0	22	4
1	10	27	8
2	20	35	12
3	30	45	16
4	40	52	20
5	50	58	24
6	60	68	28
7	70	76	32
8	80	83	36
9	90	90	40

So, to go from rank 0 to rank 1 in the Mages Guild, for example, you'd have to perform at least two or three quests, and have one of the Guild's important skills at 27% or more and one at 8% or more. Regardless of your skills and reputation, though, your character is only eligible for promotion every 28 days of game time. If your reputation and skills are high enough, however, you can be promoted by more than one rank at a time.

The Ranks

There are ten ranks in each Guild, as shown on the following table...

RANK	MAGES	FIGHTERS	THIEVES	DARK BHD.	TEMPLES	KNIGHTS
0	Apprentice	Apprentice	Apprentice	Apprentice	Novice	Aspirant
1	Journeyman	Journeyman	Journeyman	Journeyman	Initiate	Squire
2	Evoker	Swordsman	Filcher	Operator	Acolyte	Gallan
3	Conjurer	Protector	Crook	Slayer	Adept	Chevalier
4	Magician	Defender	Robber	Executioner	Curate	Keeper

The Guilds

Each Guild is described below. All Guilds offer their members work in the form of quests, in return for which your character will be paid with gold or magical items. Likewise, all Guilds offer their members Training in certain skills. The important skills listed are those which the Guild requires its members to have at least two of (see 'Getting ahead' on page 103). Although there are many different Knightly Orders, they all offer the same benefits, and so are grouped together.

MAGES GUILD

Important skills: Alteration, Destruction, Illusion, Mysticism, Restoration, Thaumaturgy.

Training in: Alteration, Daedric, Destruction, Dragon, Harpy, Illusion, Impish, Mysticism, Orcish, Restoration, Spriggan, Thaumaturgy.

Special benefits:

Rank 0 – Use of SpellMaker.

Rank 3 – Buy and sell magic items.

Rank 5 – Use of ItemMaker.

Rank 6 – Daedra Summoning.

Rank 8 – Teleportation.

10% deduction in cost of identifying magic items for each rank above 0.

FIGHTERS GUILD

Important skills: Archery, Axe, Blunt Weapon, Giantish, Long Blade, Orcish, Short Blade.
Training in: Archery, Axe, Blunt Weapon, Critical Strike, Giantish, Jumping, Long

BIOGRAPHY

Given your choice of reward, you would most likely choose _____.

200 gold pieces	An ebony dagger
A book	A ruby
A silver staff	A suit of armor
	It's always a good idea to take the Ebony Dagger – not only is it a powerful weapon, but it's worth lots of cash.

Blade, Orcish, Running, Short Blade, Swimming.

Special benefits:

Free accommodation at the Guild.
10% deduction in cost of repairing weapons and armour for each rank above 0.
10% increase in gold rewards for quests for each rank above 0.
At higher ranks you will be given quests that allow you to find powerful weapons, armour, and artifacts.

THIEVES GUILD

Important skills: Backstab, Climbing, Lockpicking, Pickpocket, Short Blade, Stealth, Streetwise.

Training in: Backstab, Blunt Weapon, Climbing, Dodging, Jumping, Lockpicking, Pickpocket, Short Blade, Stealth, Streetwise, Swimming.

Special benefits:

Rank 0 – Given a map to a Dungeon.

Rank 2 – Buy and Sell stolen goods at 50% of normal price.

Rank 4 – Access to Spymaster.

Rank 6 – Given a map to a Dungeon.

Rank 8 – Given a map to a Dungeon.

5% chance per rank of bribing the Judge if caught for theft.

DARK BROTHERHOOD

Important skills: Archery, Backstab, Climbing, Critical Strike, Daedric, Destruction, Short Blade, Stealth, Streetwise.

Training in: Archery, Backstab, Climbing, Critical Strike, Daedric, Destruction, Dodging, Running, Short Blade, Stealth, Streetwise, Swimming.

Special benefits:

Rank 1 – Buy potions.

Rank 3 – Use of PotionMaker.


Rank 5 – Buy and sell Soul Gems.

Rank 7 – Access to Spymaster.

5% chance per rank of bribing the Judge if caught for murder.

A graveyard is revealed on the regional map (W) when each rank is gained.

KNIGHTLY ORDERS

Important skills: Archery, Critical Strike, 

Idiot's guide

Daggerfall has what may well be one of the worst manuals in the world. Ever. One vitally important thing they forgot to tell you is that you can break down locked doors with your sword.

Something else they never told you is that the trapdoors in dungeons usually need to be opened by pulling a lever. Sometimes these may be disguised as torches on the wall...

Dragon, Etiquette, Giantish, Long Blade, Medical.

Training in: No training is available from Knightly Orders.

Special benefits:

Rank 0 – No charges at Inns in the same province as the Order.

Rank 2 – Beginning at this rank, one piece of armour is earned for free at each rank.

Rank 4 – No charge for staying at any Inn.

Rank 6 – No charge for travel by ship.

Rank 9 – Free house.

The piece of armour you gain at each rank after 2 increases in quality as you progress, beginning with silver and working up to Daedric at rank 9.

TEMPLE OF AKTOSH, GOD OF TIME

Important skills: Alteration, Daedric, Destruction, Dragon, Long Blade, Running, Stealth.

Training in: Alteration, Archery, Daedric, Destruction, Dragon, Long Blade, Running, Stealth, Swimming.

Special benefits:

Rank 1 – Complete healing of all wounds for no cost.

Rank 4 – Sell potions.

Can buy a Blessing of Speed, increasing the attribute by rank+2.

Travelling times reduced to 95% of normal for rank 0, -1% per rank after.

TEMPLE OF ARKAY, GOD OF BIRTH & DEATH

Important skills: Axe, Backstab, Daedric, Destruction, Medical, Restoration, Short Blade.

Training in: Axe, Backstab, Climbing, Critical Strike, Daedric, Destruction, Medical, Restoration, Short Blade.

Special benefits:

Rank 0 – Complete healing of wounds for no cost.

Rank 1 – Sell potions.

Rank 4 – Use of PotionMaker.

Rank 5 – Buy and sell Soul Gems.

Rank 7 – Daedra summoning.

10% deduction in cost of identifying cures for each rank above 0.

TEMPLE OF DIBELLA, GODDESS OF BEAUTY

Important skills: Daedric, Etiquette, Illusion, Lockpicking, Long Blade, Nymph, Orcish, Restoration.

Training in: Daedric, Etiquette, Harpy, Illusion, Lockpicking, Long Blade, Nymph, Orcish, Restoration, Streetwise.

Special benefits:

Rank 1 – Sell potions.

Rank 2 – Complete healing of wounds for no cost.

Rank 4 – Buy and sell Soul Gems.

Rank 5 – Use of PotionMaker.

Rank 7 – Daedra Summoning.

Can buy a Blessing of Luck, increasing the attribute by rank+2.

TEMPLE OF JULIANOS, GOD OF WISDOM AND LOGIC

Important skills: Alteration, Daedric, Impish, Lockpicking, Mysticism, Short Blade, Thaumaturgy.

Training in: Alteration, Critical Strike, Daedric, Impish, Lockpicking, Mercantile, Mysticism, Short Blade, Thaumaturgy.

Special benefits:

Rank 2 – Complete healing of wounds for no cost.

Rank 3 – Sell magic items.

Rank 5 – Use of the ItemMaker.

Rank 7 – Daedra Summoning.

Can buy a Blessing of Intelligence, increasing the attribute by rank+2.

TEMPLE OF KYNARETH, GODDESS OF AIR

Important skills: Jumping, Running, Dodging, Archery, Harpy, Dragon, Destruction, Illusion, Climbing, Stealth, Daedric.

Training in: Jumping, Running, Dodging, Archery, Harpy, Dragon, Destruction, Illusion, Climbing, Stealth, Daedric.

Special benefits:

Rank 1 – Complete healing of wounds for no cost.

Rank 3 – Buy spells.

Rank 6 – Use of SpellMaker.

Rank 7 – Daedra Summoning.

10% increase in Breath Meter (when swimming underwater) for each rank above 0.

Can buy a Blessing of Endurance, increasing the attribute by rank+2.

TEMPLE OF MARA, GODDESS OF LOVE

Important skills: Archery, Critical Strike, Etiquette, Illusion, Medical, Restoration, Streetwise.

Training in: Archery, Critical Strike, Etiquette, Illusion, Medical, Restoration, Streetwise.

Special benefits:

Rank 1 – Complete healing of wounds for no cost.

Rank 3 – Sell potions.

Rank 5 – Use of PotionMaker.

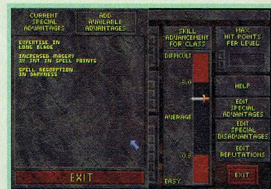
Rank 7 – Daedra Summoning.

Rank is added to reaction rolls for members of opposite gender.

Can buy a Blessing of Personality, increasing the attribute by rank+2.

TEMPLE OF STENDARR, GOD OF MERCY

Important skills: Axe, Blunt Weapons, Critical Strike, Daedric, Dodging, Medical, Restoration.



Training in: Axe, Blunt Weapons, Critical Strike, Daedric, Dodging, Medical, Orcish, Restoration, Spriggan.

Special benefits:

Rank 0 – Complete healing of wounds for no cost.

Rank 2 – Sell potions.

Rank 5 – Use of PotionMaker.

Rank 7 – Daedra Summoning.

2% chance of surviving death, although in a weakened state, for each rank above 0.

Can buy a Blessing of Reputation with the Law, increasing it by rank+2.

TEMPLE OF ZENITHAR, GOD OF COMMERCE AND LABOUR

Important skills: Blunt Weapons, Centaurian, Daedric, Giantish, Harpy, Mercantile, Orcish, Pickpocket, Spriggan, Streetwise, Thaumaturgy.

Training in: Blunt Weapons, Centaurian, Daedric, Etiquette, Giantish, Harpy, Mercantile, Orcish, Pickpocket, Spriggan, Streetwise, Thaumaturgy.

Special benefits:

Rank 1 – Sell potions.

Rank 2 – Complete healing of wounds for no cost.

Rank 4 – Use of PotionMaker.

Rank 4 – Buy and sell Soul Gems.

Rank 8 – Daedra Summoning.

Can buy a Blessing of Mercantile, increasing the skill by rank+2.

Donations can be used to increase reputation with the Temple.



Few of these Disadvantages will actually cause you any problems in the game, although the phobia to Daedra may cause problems at higher levels...

We reviewed *Daggerfall* in issue 35, where it was awarded 89%. If you want a game to keep you going for ages, this is the one.

winning isn't everything!
it's who you
destroy
on the way
that counts

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Championship Manager 2

Tactics Guide – Part 2

In the second half of our tactics guide, the game's programmer, Craig McCracken, slices through *Championship Manager 2*'s defence and dribbles around the subject of player transfers.

Newcastle United Squad									
Player Position	General Info	Transfer Info	Match Tactics	FC Rating	Player Position	General Info	Transfer Info	Match Tactics	FC Rating
13	Smicek P	GK			Glass S	D/M LC			
1	Keen P	GK	8		Lee R	MC			
1	Histop S	GK			Crawford J	MC			
1	Harper S	GK	16		Holland C	AMR			
2	Barton W	DR	7		Gillespie K	AMR			
14	Elliott P	DL			Ginola D	AML			
3	Beardsford J	DL			Eatock D	FL			
5	*Albert P	DC			Brayson P	FL			
1	Peacock D	DC			Woodcock C	AMFC			
1	Elliott S	DC			Kitson P	FC			
4	Howey S	SWD C	12		Asprilla F	FC			
6	Batty D	DM C			*Shearer A	SC			
1	Armonson P	MR	10		Huckery D	SC			
14	Walson S	DMRC			*Ferdinand L	SC			
15	Clark L	MLC	9						

The machinations of the game engine are incredibly complicated and even now gameplay quirks are still being discovered that seem to work better than others. For example, older players seem to do very well indeed compared with equivalently rated youngsters, with their experience and wisdom acting as a galvanising effect on younger team members. Accordingly, managers of lower division sides might look to pursue old crocks like Peter Beardsley and Ian Wright, who, despite approaching the twilight of their footballing careers, still have much to offer, especially in the lower divisions.

One of the most common questions asked is, which players are the best ones to sign? There is no one correct answer to this

as it all depends upon circumstances, at the end of the day. Most managers will buy players again and again if they've proved successful in previous games, but even that is no sure-fire guarantee. All it takes is for that player to rupture his spleen in a freak training incident and be completely out of action for 18 months for that philosophy to suddenly go horribly wrong.

Most managers would be quite happy to pursue international players in the transfer market, but this can prove impractical, especially in England, when most of the present international squad would cost at least £4-5 million. That is why ex-international players are useful to buy. Take a typical ex-England international aged between 30 and 35 and you are unlikely to ever pay more than £1-1.5 million for a player in contract. With player longevity an increasingly common feature of football today, and the likes of Ray Wilkins still playing in his forties and even Peter Shilton still around as he nears fifty,

World Cup Finals		
Competition History		
Team	Opponent	Result
Brazil	Italy	United States
West Germany	Argentina	West Germany
Argentina	West Germany	West Germany
Italy	West Germany	West Germany
Argentina	Holland	Holland
West Germany	Holland	Holland
Brazil	Holland	Holland
England	West Germany	England
Brazil	Sweden	Sweden
Sweden	Sweden	Sweden
West Germany	Hungary	Sweden
West Germany	Brazil	Brazil

AC Milan Squad									
Player	Position	General Info	Transfer Info	Match Tactics	FC Rating	Player	Position	General Info	Transfer Info
Rossi S	GK					Nava S	DC		
Radice M	DR					Conte A	DR		
Parsons C	DR					Davies E	DR		
Allegri F	DR					Bouari Z	DR		
Talbot M	DR					Alberici D	DR		
*Maden B	DR					Cappai M	DR		
Contosanti A	DC					Duggan C	DC		
Yendwood D	DC					Simola M	DC		
Brassi F	SWD C					Saulovic D	FC		
Dassily M	DM C					*Wash G	FC		
Gall F	MLC								

there is no reason why you can't get five good years of service. If you can't get your hands on quality Scottish or English ex-internationals, then try shopping abroad. Great managers have said that the ideal average age of a team is 28. See what yours is.

SHOPPING ABROAD

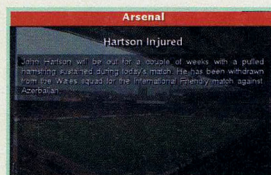
When buying foreign players, your best bet is to hunt around for top players or indeed veteran ex-internationals from the main European countries: Italy, Germany, Spain and France. Due to the UEFA co-efficients, these countries' leagues are more highly rated in *CM2* than the English or Scottish Leagues, so it's normally safe to assume that if you're signing someone with a good track record from one of these countries, then the very fact that they've proven themselves at a higher standard means that they should be at least as effective in our backwater leagues.

The Bosman ruling gives managers carte-blanche to put together multi-national squads. But although it's early days, there is a school of thought that applies to *CM2*, which reckons trying to meld too many different footballing cultures and styles within one team can be counter-productive. When people think of the best team in recent memory, they think of the Milan side with the Dutch trio of Gullit, Rijkaard and Van Basten. It is also worth remembering that there were eight Italians in that team. The safest long-term approach, however, is to build a team predominantly composed of players from your home nation, supplemented by a light garnish of foreign stars.

The AC Milan team of the early '90s and the Inter Milan team of the same period both set out their stalls using imports of the same nationality. Inter had the imposing German triumvirate of Brehme, Matthaus and Klinsmann to counter Milan's Dutch connection. Thus in *CM2*, as in life, establishing some sort of continuity with foreign purchases can be advantageous. If you set a precedent by signing players from a

Overall Reputations		
Rank	Player	Reputation
1st	Ruud Gullit	Superb
2nd	Jack Charlton	Superb
3rd	Alex Ferguson	Superb
4th	Glenn Hoddle	Superb
5th	Terry Venables	Superb
6th	Arsene Wenger	Superb
7th	Roy Evans	Very Good
8th	Bobby Robson	Very Good
9th	Kevin Keegan	Very Good
10th	George Graham	Very Good
11th	Howard Wilkinson	Very Good
12th	Bryan Robson	Very Good
	Chelsea	Superb
	No Club	Superb
	Man Utd	Superb
	England	Superb
	No Club	Superb
	No Club	Superb
	Liverpool	Very Good
	Barcelona	Very Good
	Newcastle	Very Good
	Leeds	Very Good
	No Club	Very Good
	Middlesbrough	Very Good

Jack Charlton was recently made an honorary Irishman, so he won't feel too bad that nobody wants him.

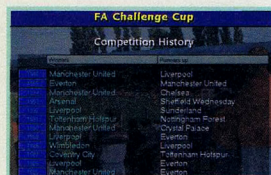


In *Champ Man*'s alternative universe, American John Hartson is a key member of the Welsh team.

certain country, it could give you the edge when it comes to persuading further talent hailing from those parts to join you, instead of rival clubs.

CURRENT FORM

A point that cannot be emphasised enough is to pay as much attention to a player's current form as his overall stats. It is far better to have an inexpensive player playing well than a multi-million pound superstar performing poorly. You will find that player valuations can fluctuate wildly. At the beginning of the game fill your shortlist with players in whom you are



interested. Even if they are not available at the time, you can at least keep an eye on them and their progress over the seasons ahead. It is not uncommon to find that a player initially worth around £7m soon becomes bargain basement for a variety of reasons: poor present form, low morale, lack of first team opportunities, injuries, etc. This is the moment to pounce. In this situation both player and club will be more susceptible to your approach and there is no reason why your purchase cannot quickly recover form if he joins you.

PLAYER EXCHANGES

Similarly, you should always keep an open mind about selling your top players if the

Arsenal			1	Wimbledon			2
Premiership From Highbury - Full Time				0:1 HT 1:2 FT			
1	David Seaman	7	1	Neil Sullivan	8		
2	Lee Dixon	6	2	Peter Fear	5		
3	Nigel Winterburn	5	3	Ben Thatcher	8		
4	Steve Bould (c)	7	4	Chris Perry	8		
5	Patrick Vieira	6	5	Brian McAllister	6		
6	Tony Adams	7	6	Robbie Earle	9 1		
7	Remi Garde	6	7	Marcus Gayle	6		
8	John Hartson	6	8	Dean Holdsworth (c)	6		
9	Martin Keown	7	9	Efan Ekoku	7		
10	David Platt	7	10	Jason Euell	5		
11	Dennis Bergkamp	10 1	11	Oyvind Leonhardsen	8 1		
12	Matthew Wicks		12	Vinny Jones			
13	John Lukic		13	Paul Heald			
14	Paul Merson	8	14	Ken Cunningham			
15	David Hillier		15	Jon Goodman			
16	Adrian Clarke		16	Neil Ardley			

price is right. An average player enjoying a purple patch of good form can suddenly become hot property, with a price-tag to match, as interested parties batter down your door to speak to him. This is where the Player Exchanges feature can be highly useful. It may be wise to cash in by picking a replacement who is a better long-term bet while still making money on the deal. Look at Newcastle United and Andy Cole, for instance.

You may not be interested in international management, but it's still worth keeping your eye on the key international performers. After all, if a player can do the business at the very highest level of the game, then he could well do a job for you. Watching out for emerging internationals at an early stage, especially from Eastern European, African or South American countries, can pay off as you snap up good players before other top clubs get a sniff.

STRIKING A BALANCE

We previously touched upon cutting your squad to a minimum to pare your wage bill, and if you decide to follow this approach, the next step is the actual composition of players

within your squad. Assuming you are settled on a fixed formation, it is best to sort out the players whom you would expect to be first-team regulars, fringe players and promising youngsters. If you decide to play two strikers at any one time, then there is little point in signing up Shearer, Wright, Fowler and Ravanelli, as you'll always have two world class players on the bench or in the stands. Such an approach will always leave you with unsettled players on your hands in the short to medium term, and they won't be as productive when they're called upon, thanks to their poor morale and general unhappiness. A better four-striker route would be to have a main top pairing of, say, Shearer and Wright. They'd be backed up by the type of player who could do the job, but wouldn't necessarily expect a first-team place ahead of the main strikers – take Dean Saunders, for example. The fourth striker would be an up-and-coming player like Michael Branch of Everton. This theory should be all over areas of your team.

Always remember that *CM2* is a long-term game – it does run for 30 seasons, after all. The most successful manager in Britain at the moment is Alex Ferguson, yet it took him nearly seven seasons to win the title with Manchester United.

Champ Man 2 collected an injurious 49% in PCG 24, but has since recovered to enjoy a long table-topping career.

Aston Villa 0 Chelsea 2	
Shots on goal	0-2
On target	0-2
Off target	0-0
Goals	0-2
Free Kicks	0-0
Defence	0-2
Midfield	0-0
Attack	0-2
Overall	0-2

Chelsea are nothing if not efficient, two up from two shots on target.

FA Carling Premiership		
Competition History		
Winners	Runners up	
1995	Manchester United	Newcastle United
1996	Blackburn Rovers	Manchester United
1997	Manchester United	Blackburn Rovers
1998	Manchester United	Aston Villa
1999	Leeds United	Manchester United
2000	Arsenal	Liverpool
2001	Liverpool	Aston Villa
2002	Arsenal	Liverpool
2003	Liverpool	Manchester United
2004	Everton	Liverpool
2005	Liverpool	Everton
2006	Everton	Liverpool

Discworld 2

Complete Solution – Part 1

Welcome gentle reader. So, once again you have been drawn to the world of the giant turtle. Splendid. But despite the increased friendliness and problem-solving logic, you find yourself stuck? Allow us to help.

ACT I: THE RITE STUFF

Once you have been given the task at the start of the game, head out of the main hall and into the High Energy Facility in the Unseen University (UU) grounds. Take the bellows, magnet and test tube and leave. Head towards the plaza and buy the dubious popcorn from Dibbler. At the Fool's Guild, head down the hole in the ground to the sewers. When you see the grate the milkmaid is standing on, use the bellows on her to loosen some sequins (glitter dust for AshkEnte).

Travel to the Shades and walk past the Troll's Head to the Mortuary (look for the sign of the shrouded corpse). At the bottom, right-click on the resting witch to identify her and then pick up the knife. Head back up and enter the Troll's Head. Find the vampire and talk to him. Go on, he won't bite. Let him show you his lovely teeth. Talk to Casanunda, asking him about ladders and witches so that he gives you his ladder. Take the matches on the bar and order a drink, leave the inn and head right (past the beggars) and up the street to Gimlets. Talk to Gimlet then ask him about candy-rock. Go to the table, take the chilli and use the menu. Talk to Gimlet again to order a 'mouse in a bun'. Now leave the Shades.



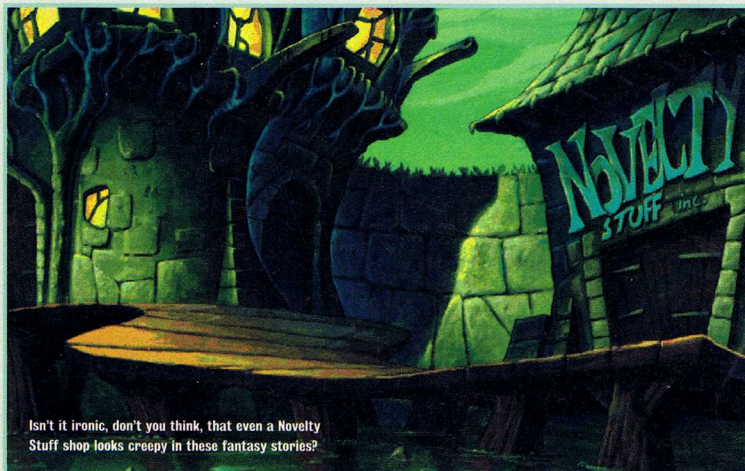
MRS CAKE

Head for the wandering shop and talk to the old woman. It doesn't give you any clues but should give you a laugh. Take the incense, stuffed fish and flamingo then go to the docks and throw the fish into the water. Pick up the stunned bird, use the knife to cut the fish-net and pick up the hammerhead shark. Go back to the Unseen University and go into the garden. The objective here is to swipe the croquet sticks (for the rite) from the Bursar, the Dean and the Librarian by

using the shark, flamingo and wading bird (respectively) on them. Having done this, walk over to the vertical maze, where you have to catch the rooster. Use the tankard on the popcorn and then use the combined brew on the rooster. Now head back to the Shades (what do you mean you've only just left there?) and locate the residence of Mrs Cake. Walk into her shop and head past her to the tailor's dummy. Double-click the petticoat to get a strip off it. Now head back to Mrs Cake and talk to her. Once you have initiated the conversation, use the talk options in the correct order of topics, making sure to miss out the first one (the mouth). Look at the genie bottle and then talk to her about it.

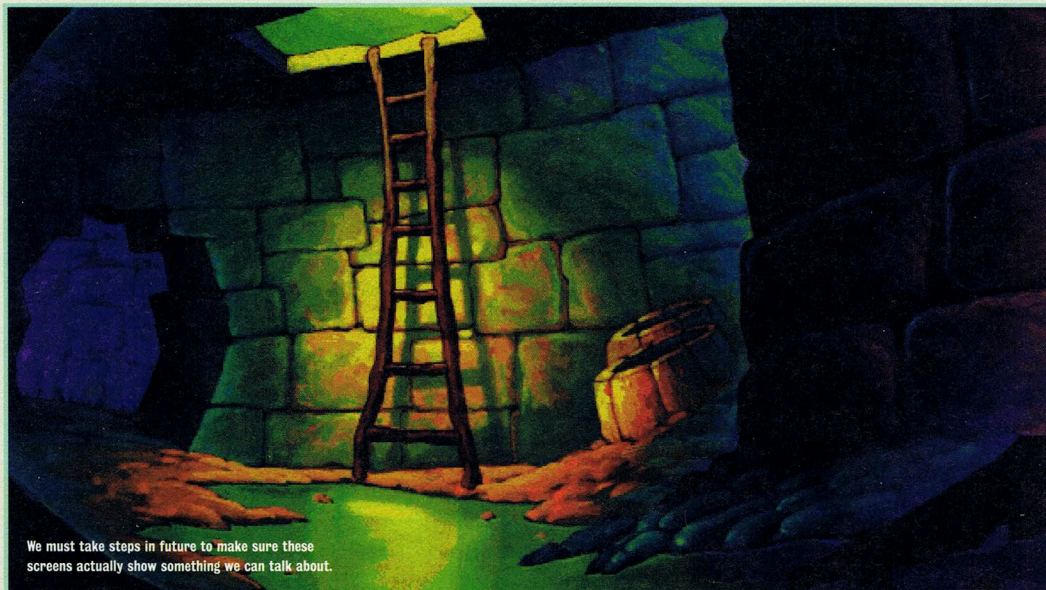
ROOSTERS AND VAMPIRES

Now head out and back to the beggars. You need to get the rooster to crow, but as it is too drunk, you need to sober it up by using it on the beggar's coffee pot first. Why? So that the vampire heads back to his crypt of course, allowing you to steal his teeth. Now head into the Troll's Head and use the rooster on the



Isn't it ironic, don't you think, that even a Novelty Stuff shop looks creepy in these fantasy stories?





vampire. After he flies off, go to the Shades of the cemetery and look for his tomb. Enter the tomb and use the ladder (you had forgotten that hadn't you?) on the crypt so you can climb up. Steal the teeth and use them on the mouse (you heartless fiend) and then introduce the bloodied teeth to the test tube to store the blood. This gives you another component in the rite.

HIGH ENERGY

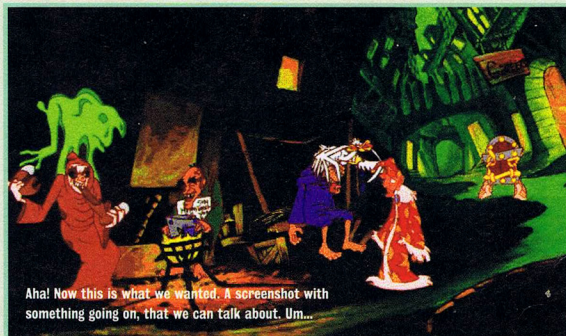
Go back to the plaza and talk to Dibbler



until he gives you a brochure. Armed with this, go back to the UU garden. Walk left to the bee-keeper and talk to him, then use the brochure on him. Take the chilli and use it on the flowers. This will make the bees hot, which will (apparently) cause them to produce dribbly wax. Use the petticoat strip on yourself. Now light the incense with the matches and use them on the beehive. Click on the beehive to get the wax. Head back out and find the wandering shop. Go there and look at the candles. Now talk to the old woman about candles and give her the



dribbly wax so she can make some candles for you. Another component for the rite is yours! Head to the Fool's Guild and talk to the ghostly fool. Pick up the brick and use it on the ghost to catch it. Return to the UU and go into the High Energy Facility again. Use the haunted brick on the Thaum accelerator to make the ghost dizzy. This will give you the ectoplasm Mrs Cake wants. Head back into the Shades (because you enjoy it so much) and go into Mrs Cake's shop. Give her the ectoplasm and she will give you the genie bottle.





Apparently Mark thinks we ought to have a Spot the Luggage competition. No idea what he's on about.

THE CEREMONY

Now you have to collect the insubstantial Foul Ole Ron's vile smell (which is partial to a nice pair of boots). Head back to the UU Garden and walk past the maze to the dove-coat where the imp is sitting. Use the magnet on his lovely iron-shod boots to steal them and then head back to the Shades. Use the boots on the genie bottle (to put them in there) and then use the bottle on the vile smell to catch it. Congratulations, you have all the components for the ceremony of AshKEnte. Go to the UU Great Hall and give the mallets, mouse blood, candles, glitter-dust and vile smell to the Arch-Chancellor. Now sit back and enjoy the scene and try not to think too much about what you have done to that poor mouse.

ACT II: COME DIE WITH ME

To travel on board the ship, you need to speak to the Dead Collector in the Shades. To be proclaimed dead you need a death certificate, so it's off the Mortuary to speak to the mortician about death certificates. To pass his tests you'll need to steal the saw

and the pot from the beggars. Then head to Mrs Cake's shop and use the saw on the dummy to take its arm and then onto the cemetery to collect the pick. Go to the Fool's Guild and head down into the sewers again. Walk past the grate and into the Pork Futures warehouse. Use the pick on the ice to get some, but as this will melt you now have only a finite amount of time to complete the next part. Return to the mortuary and use the mirror on the Bunsen burner to heat it up (so your breath will not mist it). Lie down on the slab. Staying on the slab, use the arm and then the ice on Rincewind. Now talk to the mortician. He will give you a death certificate. Leave and use the certificate on the dead collector.

UP ANCHOR!

Once you have control of the ship, head to Hollywood. Get the weight. Then take the '10' sticker from the mail box and use it on the weight. Walk past the trainer and the barrier to talk to Dibbler. He will tell you what you

need to make a clickie. Go back to the Troll and try to go through the door. Talk to the Troll about the key and use this on the door when he gives it to you. Go through and talk to the milk-maid. To get her a diamond, you have to travel by ship to Djelibeybi. Once there, go to the rock-seller. Look at the candy-rock and talk to him about it. Go north to the stoning area and take the stake. Now return to Ankh-Morpork. Go to the docks and use the weight on the hook. Now use this to smash a hole in the nearby building and take the gimmick (snow-storm) that falls out. Head to the UU garden and go to the dove-cote. Use the stake on the compost and then take the suffrajester. Take the croquet hoops as you leave and then return to Djelibeybi.

Discworld 2

Discworld 2 was warmly received with an 85% back in issue 38. Part 2 of the complete solution will follow next month.



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Foul play

Making your mother ashamed

Life goes on, or rather it doesn't, thank God. Make your life last longer by utilising these cunning little secrets we've dug up this month. By STEVE OWEN

HARVESTER

You know how we put those adjectives on each month's reviews? Well, when we did *Harvester* we thought that 'Corny' would be a great one. Imagine our surprise, then, when *Harvester* turned out to actually be a *good* interactive movie, a phrase that we thought could never be spoken in all seriousness. In order to celebrate Virgin's achievement in this traditionally dire genre, we thought that we'd ruin it with a few cheats. Just type these in during the game:

DUSTIN – Jump to Level 1 of the Lodge
BOSTON STRANGLER – Jump to Level 2
HELTER SKELTER – And now jump to Level 3
MURDERER – Earn all the weapons
SON OF SAM – Be blessed with all useful objects

BRUCE – Instant God
NICK – Recover all your hit points
CHARLES MANSON – Find out what happens at the end of the game



TOTAL MANIA

Eidos' *Crusader: No Remorse* cum *Crusader: No Regret* cum *Command & Conquer* cum *Syndicate* strategy game may have been slightly disappointing if an opinion is expected at this juncture, but the following might just challenge you to complete it after all this time.

During the game, activate the cheats option by holding down **CTRL** and **SHIFT** and typing **CHEAT**. Then press either:

CTRL-I to become invincible, or
CTRL-R to recharge your power

Alternatively, when you're at the Base Info screen, activate the cheats as before, and then type:
CTRL-C to gain 1,000 credits,
CTRL-A to advance to all the new technologies, or
CTRL-N to jump to the next level

FIRE FIGHT

Epic's graphically impressive top-down shoot-'em-up was a refreshing game, if limited in the long term. But, sensibly, it has a built-in cheat screen, obtained by simply pressing **C**, **W** and **+** on the numeric keypad, followed by **F12**. A grand evening in, then.



HELLBENDER

Microsoft's *Fury3* follow-up, you might recall, features the sultry, velvety vocal talents of the voluptuous X-Files female Gillian Anderson. Requiring such a level of PC power that the FBI investigators would be wise to

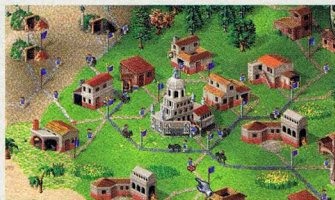


perform their job description on our behalf, *Hellbender*, a 3D over and underground *Descent*-style shooter, also features a comprehensive list of cheats, enabled with particular key presses. During the game, for instance, try these out:

TOTLPOWR – Restore your Energy to 100%
MAXMEUP – Top up your Hull Integrity similarly
URDEADx – Replace the x with a number to gain that particular weapon
IMPUMPD – Or type this to get the lot
AUNTEMx – Warp to the first mission of Planet x (the x is a number, by the way)
IMSTUCK – Or just jump to the next mission
STERIOD – Rewards your hard typing work with invincibility

SETTLERS 2

James had a bit of a laugh with Blue Byte's *Settlers 2*, suitably rewarding it with both 89% and a Game of the Month accolade in issue 31 of *PC GAMER*. And it



certainly is a compelling game, if a little slow moving at times. Thankfully, you can change both of these aspects by cheating. Type **THUNDER** during the game to use ALT-1 up to ALT-6, altering the game speed as you do so.



arcane

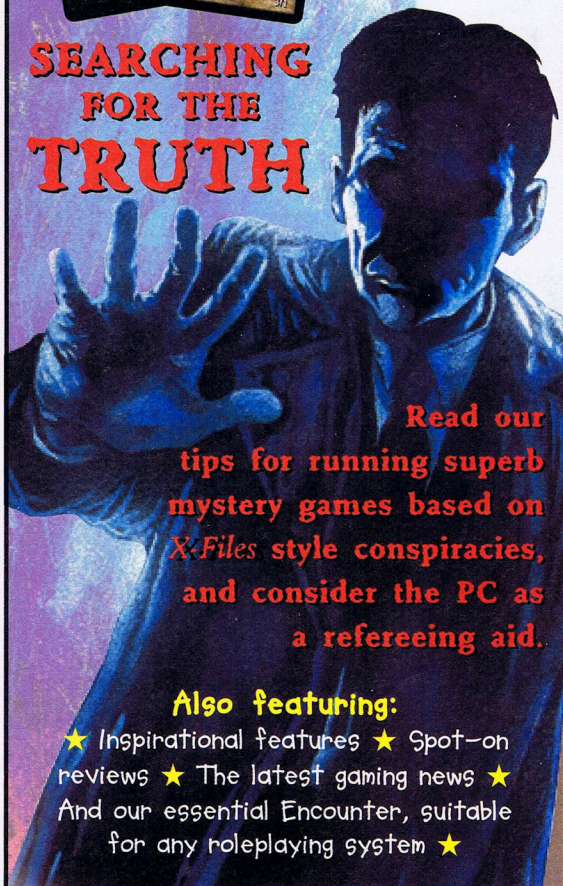
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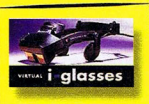


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Q&A

Still stuck in that sweaty dungeon? Still plagued by flesh-eating zombies? Here at Q&A we know exactly how you feel, which is why we compile these hallowed pages to help you out of your 'frustrating situations'. By GRANT RENCOURT

Customer Help-Lines

Most publishers offer their own games support service, so if you're stuck on one of their titles, it's always worth phoning them directly.

Acclaim	0171 344 5000
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Empire	0181 343 9143
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Elite	01922 55852
Gremlin	0114 275 3423
(ask for customer support)	
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MicroProse	01454 893 900
Ocean	0161 839 0999
Psygnosis	0151 282 3333
Sierra	01734 303171
Virgin and LucasArts	0171 368 2266

ALONE IN THE DARK

Q I have got the key from the fireplace in the ballroom. What do I do with it? How do I operate the devices in the library study? How do I kill the beast in the library? How do I get past the creature, having entered the secret place in the cellar? I hope you can help me with some of my queries.

Tony Butler, Derby



A If you search Jeremy's study, just past the sword and the shield, you should find a book and a record (Saint Saen's dance of death). Go to the dance hall and swap the record already on the gramophone for the one you took from the study. You should then be able to get the key. You can use the key as another way to enter the cellar. In the library: Use the lantern, enter and drop/put the lantern on the floor. Run to the left and go right, past the secret door, when you cannot go any further. In the corner to the right of the secret door, put/drop the (false) book in the bookcase to trigger the mechanism. Go left and enter the secret room. In the secret room: Take the talisman. Open/search the shelves to get three daggers, books, and parchment. Stand in the centre of the pentacle on the floor to read the yellow book (De Vermis Mysteries) without getting a broken back. Leave all the daggers except the Sinusoidal bladed one (the curvy one) and leave all the books and parchment, once read. Use the remaining dagger on the Vagabond in the library. Leave the dagger. As for the creature in the tunnel, at the fork, run from the worm with a weapon (pistol is best) ready to quickly kill another flying beast (two shots required). Run to the right of the closed stone door and kill the flying beast. Continue down the tunnel until the worm just appears in front of you and go quickly back up the tunnel.

DISCWOORLD

Q I have got the pan, staff and Imp. I have got to the top of the flagpole. Do I need to extend the butterfly net to reach the dragon? I suspect I need to attach the staff to the net but cannot find a way of doing this. How do I get the coil and dragon's breath?

Tony Butler, Derby

A Hello again, Tony. Right, the following clues should answer all your questions in one neat package. With regards to the Dragon's breath... First enter the palace. To bypass the guards just talk with them. Once inside get the mirror from the fool's room. Be sure to put the mirror in Rincewind's inventory (not in the luggage). Then enter the alley again, step on the jumping plate, and climb up to the tower. There, hang the mirror on the tip of the flagpole and use it to annoy the dragon. On your way back to the alley, kick the ladder down. To get the magic coil, go back to the square and talk to the street urchin/starfish. He teaches you how to pick-pocket. Now go to the barber and look at the hair roller that the woman's got in her hair. Talk to her about it. Then talk to the barber, and when he thinks about his milkmaid, use your pick-pocketing skills on his pocket.

TRANSPORT TYCOON

Q I have just bought a new game called *Transport Tycoon*. It is very frustrating as I'm always in debt and time goes too slowly. If anyone has any hints or cheats whatsoever for *Transport Tycoon*, then please write in and say so.

Andrew Blackburn, Aylesbury

A All right, try this for size. If your train enters a station, click on the DEPOT icon. When it tries to go into the depot, use ORDERS to direct the train to the next station. Click on the DEPOT icon again and the train goes, without the 'Loading/Unloading' time, immediately to the next station. Of course, you can only use it after you get the cash.



SPACE QUEST III

Q I am playing *Space Quest III*, but am finding it difficult to get off the junk freighter right at the beginning of the game. I have managed to get the warp motivator inside the large ship in the battlebot (using the claw), and also have in my inventory a thruster, some wire and a glowing gem. Please could you tell me how to get off the freighter



Over To You...

This month, *Over To You* is dedicated to Daniel Rourke for being an all-round splendid chap (and sending in loads of hints, of course). He wins himself a game for his efforts. Keep those tips/solutions coming in, marking your envelope 'Over To You', and you could be equally rewarded.

A In *Civ 2*, open the file Rules.txt in Wordpad and change the expiry dates for World Wonders to nil. This way you can use the Great Library's advantages as long as you need. Also, in this file it explains how to make your own unit and you can even change what the Heralds say when you contact them.

Daniel Rourke, Dewsbury

A In *The Settlers 2*, if you want all the campaign levels, then open the file Missions.dat in the save directory and

change all the 0's to 1's. Want to see all your opponents land in campaign mode? Save a campaign game and quit it. Start any free mode game with exploration off and from within the game load your selected save-game.

Daniel Rourke, Dewsbury

A Here are some cheats for *Screamer 2*. Try entering them on the main 3D selection screen. I made it work by entering it more than once with the right cursor between each try: MTRK. TA CAR. TB CAR. TC CAR. TO CAR. CHMPA.

Neil Wallace, London

Q I am writing with questions for help on *Wing Commander Privateer*. I have noticed that there is an invincible and unlimited weapons/energy button on the options page, but you do not get paid for the missions when these are on. I would like to know if anyone has any cheats for being invincible and getting paid for missions, so I can buy a better ship.

Thomas Keeley, Alton

Q Last year I went out and spent £34.99 on *The Need For Speed*. After about a year of playing it I still can't get onto the so called 'bonus track'. I don't even know what the heck it looks like. There are seven tracks altogether and I can drive on only six of them, which is getting really boring. If anyone has any tips or cheats, speak now or forever hold your peace.

David Scott, East Sussex

Q In *Pizza Tycoon*, I have managed to get myself involved with the Mafia, but what I would like to know is, when carrying out tasks for the Mafia, how do you get to the assigned places?

Paul Woods, London

Q I could really do with some help on *Big Red Adventure*. How do you get the toilet roll from the man in the park. I have got as much money as I can from the weight machine, but it's not enough. Can somebody help me? Please!

Daniel Rourke, Dewsbury

Below is a list of all the games previously tipped in PC GAMER, together with the issue in which they appeared. You'll find some of these solutions archived on this month's CD GAMER, with more to follow over the coming months.

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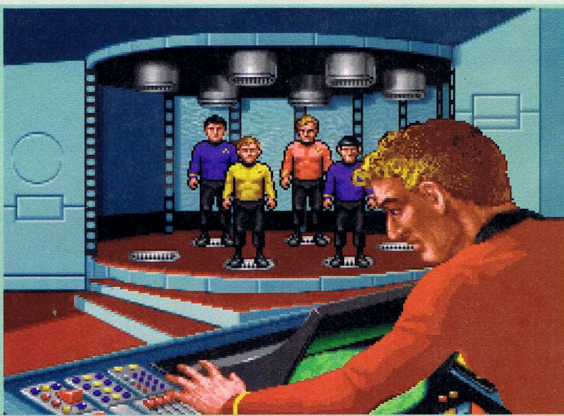
as I have been unable to get anywhere on this game for two years?

Tony Buck, Basingstoke

A Okay, Tony, after putting the warp motivator in place go west again until you return to the structure, stop the machine in the middle of the screen, get off and fall down the chute. You'll end up being dumped into a pile of rubbish in a rather dingy-looking place. Make your way to the west end of the screen, where the wire enters the wall, and get the generator. Then go to the ladder and climb up. Go north and then east and enter the tube and go east again. Get mugged. Go back west and west and south, go to the south-west corner of the screen and climb down the ladder. Go back and just take the generator again. This time, after climbing up the ladder, take it and make your way north, east and east again. This time, in the middle of the tube, take some wire and go east again. Make your way to the side of the big head, as far south as you can go without plunging to your death. Enter the eye and you'll get to your ship-to-be. Go round to the right-hand side of the ship and drop the ladder, climb up and open the hatch. Once inside, put the generator in the compartment and use the wire to connect it up. Get into the cockpit and search the seat. Look at your screen. Put on your engines and your radar and then take off. When you stop, go into combat mode, put on your back shield and then fire and blast your way through the side of the freighter.

STAR TREK: 25TH ANNIVERSARY

Q I'm stuck on the first mission (Pollux V) of *Star Trek: 25th Anniversary*. I gave the berries to Brother Chub, killed the Klingons and spoke to everyone. I rescued the man under the rocks beside the door (Brother



Kandrey) and I took all of Brother Stephen's things in the glass case. Could you please tell me how to get past the metal door as I've no idea what to do?

Craig Wallace, Inverness-shire

A First of all, you need to clear the rocks from the door by setting your phaser to the highest setting (kill). I presume you've already used McCoy on the man under the rocks, so all you need to do to open the door is use the severed Klingon's hand (you should have picked this up) on the panel next to the door. It's easy when you know how.

DAY OF THE TENTACLE

Q I have had this game for a long time now but I have come to a halt. I've managed to get Hoagie's time machine working and almost Laverne's, but this is where the problem is. Laverne has the hamster,

but it is too cold to run on the generator. What do I do to warm up the hamster? Or what do I use instead of the hamster?

Dean Player, Chipping Sodbury

A You need to thaw the hamster out, so try putting it in the microwave! After that you need to prevent it from getting cold by obtaining a sweater for it to wear. You can get a sweater from the guy sleeping in the bedroom in Bernard's time. Try waking him up by putting money in the fickle finger machine. (C23)

If you're in a jam, or able to help those who are, then write to us now! Mark your envelope clearly with either Q&A or Over To You and send it to: PC GAMER, 30 Monmouth Street, Bath BA1 2BW.

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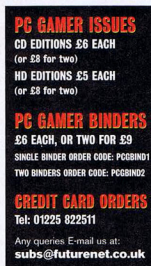
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Coughi

SHAREWARE IS A GREAT SYSTEM. Without it, many of the 'free' sample games you get to play would never be written. It's an easy way for the lone programmer to get into marketing his program and a great way for the gamer to try out a lot of different games before paying the big money.

What happens, though, if you want to do the decent thing and pay a registration fee, either to get the complete version of a game or

It's said that honesty pays, but it can make life awkward and longwinded, too, as Simon Williams discovers when he tries to register a shareware game.

simply because you enjoyed it so much you feel the author deserves your thanks? It's not easy, as I quickly found out.

The most obvious way to register a game is to print out and fill in the order form included in its zip file. The file's usually called ORDER.DOC or REGISTER.TXT or something equally difficult to guess and it will include the author's address.

Which is fine if he lives in Bolton, but not so hot if it's Bogota. You really want to be able to register your software in this country, as you can then just pop a cheque in the post and expect it to get there in a couple

of days – giving the first class post some leeway.

Sending registrations abroad increases the possibility of things getting lost in the post, though most EU countries, the US and Australasia have good postal systems. Outside these areas, though, you feel you might be posting your money into oblivion. There's also the added hassle of exchanging currencies, buying international money orders or whatever it takes to pay in roubles, pesos or shekels. So what's the alternative?

Threat of payment

I wanted to register *Threat*, the demo of which appeared on the June 1995 CD GAMER, as my two teenage sons were hooked and wanted to play the extra levels. The order form encourages you to write to Finland, where the authors, Fragment, reside. Since we really wanted to get a reply and a disk of the full version in a few days, I wasn't too happy about sending money to Kerava, excellent though I'm sure the Finnish postal service is.

There should be companies closer to home

Fill out [this short survey](#) for a free games magazine subscription!

GamesDomain
Magic: The Ga

Categories: SEARCH, GO REVIEW, DIRECT DOWNLOAD, ONLINE STORE, GAMES INFO, WHAT'S NEW, QUEST SITES, KIDS AREA, CODING NEXUS, CONTACTS, PREBIDS, GD LIVE.

Games Domain is a UK-based site with a lot of games available, but I had trouble with unscheduled crashes on some of its Java animations.

On the side

Windows Plus!

Going for what is possibly the latest review in the history of computer journalism, certainly in PC GAMER, I thought I'd mention one of the best value extensions you can buy for your Windows 95 system. Running at a current street price of £30 (try Dabs Press on 0800 558866), the Windows 95 Plus! Pack offers a collection of add-ons which boost the usefulness of Windows 95 and make it a lot better looking.

I'll start with the useful stuff and finish with the pretty. If you use or are thinking of using DriveSpace, Windows 95's real-time disk-compression, you can squeeze more onto a disk with the Plus! Pack. The Plus! Pack provides DriveSpace 3, a more powerful compressor than version 2, which is supplied with Windows 95 itself.

Microsoft are noticeably vague

about the degree of extra compression you can get, and it will vary depending on your mix of files. However, when I added the Plus! Pack to an old 486 system, its DriveSpace hard drive with 41.7Mb available out of 165.61Mb increased to 62.7Mb out of 177.6Mb. It took over an hour to complete the upgrade, though you only have to upgrade once, of course.

If you need still more compression, you can introduce the Compression Agent, which works at pre-set intervals, such as once a week, when your PC's on but you're not working on it – we all have to eat. The Compression Agent, using UltraPack compression, gave a further 6.6Mb or a total of 27.6Mb extra on my machine.

The Compression Agent is run as part of the Plus! Pack System Agent. This is a utility which you can set up

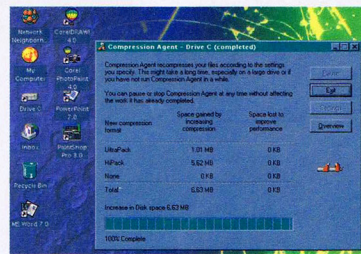
to run other programs automatically in the background. It can do things like running ScanDisk to check your hard drive or the defragmenter to keep your files in order.

The second major part of the Plus! Pack is its automated Internet

setup. With the various packages offered by different information providers, this isn't as useful as it was on the day Windows 95 was launched, but it's still a lot quicker to set up access with the Internet Setup Wizard than struggling through the

Dial-Up Scripting Tool – believe me, I've done it.

Finally there's a range of screen 'themes', providing funky cursors, sounds and wallpaper, the ability to drag whole windows, rather than just their frames, and a copy of 3D Pinball, which is a worthy companion to *Hover*. The Plus!



Your Windows 95 screen can look very different after installing the Plus! Pack, and your hard drive can seem quite a lot bigger, as well.

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HAPPY PUPPY

DOWNLOAD

Happy Puppy is a busy site, but there are a lot of good links there and the Pup's friend, Lord Soth, is also worth a visit.

that will handle registrations, I reasoned, and if they have any acumen they'll have Web sites. It shouldn't be too hard to find them.

Attempt 1: I started out at the PC GAMER site on FutureNet and looked for links there.

Among those offered were Games Domain and Lord Soth, which is part of the cosily-named Happy Puppy site. These are both great places to pick up shareware, but neither of them handle registrations. Also on the PC GAMER site are links to shareware

Shareware Web sites

Here's a list of the places I visited in this search of shareware sites, and their Internet addresses. In each case, I've left off the http:// part of the address, as most common browsers – including the latest versions of both NetScape and Internet Explorer – don't require you to type them in.

- Microsoft all-in-one search page – home.microsoft.com/access/allinone.asp
- Lord Soth's site within Happy Puppy – pup.happypuppy.com/games/lordsoth/index.html
- Apogee's home page – www.apogee.com
- Atlantic Coast's home page – www.atlantic-coast.com
- CNet's shareware download pages – www.download.com
- FutureNet, home of PC GAMER – www.futurenet.co.uk
- Games Domain (UK) – www.gamesdomain.co.uk
- The Game Factory (US) – www.gamefactory.com
- Id Software's home page – www.idsoftware.com
- CNet's shareware pages – www.shareware.com
- Oakley Service's home page – www.smartcode.com
- The Thompson Partnership home page – www.ttp.co.uk

Pack is a good deal cheaper than many other add-ons and has been unjustly sidelined by more recent utility packs.

International local calls

The national papers have been full of how the Internet can be used to short-circuit the international phone system and provide you with foreign phone calls for the cost of the local connection to your information provider. As usual, it's not quite as simple as it's made out to be, mainly because few except the terminally rich can afford to connect to the Internet permanently.

With e-mail, it's easy enough to do. When you want to contact your friend Arbuthnot, you send your written message to the mail-box held by a service provider on Arbuthnot's behalf. Arb then calls in every so often and picks up any mail

that's waiting for him. He replies to you in exactly the same way – it's then up to you to dial in and collect your mail.

With Internet phoning, you have to be connected at the same time – in other words you need to know when there's likely to be a call for you. The way this is normally done is through a dial-in connection centre, which we in the computer business call an 'exchange'. However, even with an exchange to call, you still have to wait for Arbuthnot to call in, too.

There's a further complication, in that there are many different companies – oddly none of them BT – providing Internet phone exchanges. The two people wanting to establish a link not only have to be on-line at the same time, but they must be subscribing to the same phone centre. Have we really got a

useable alternative to Mr Bell's original apparatus?

SpectraVideo (0181 902 2211) obviously think the market's big enough to warrant a dedicated Internet phone. Its aptly named, new £30 InternetPhone is an integrated unit with microphone and speaker in both the handset and the base unit, so you can make calls in private or with your hands free – assuming Arbuthnot's got one too.

Make it So-ny

CD-ROM recorders are getting cheaper and cheaper, though they're still £300 or more and not that simple to use. In case you think you can save to a CD-ROM just like a hard drive, I have to tell you that in general, you can't. There's no filing system extension for writing to CD-ROMs file by file. In general, you have to use specialist software, such as

Corel CD to copy a complete image of the 650Mb CD-ROM from a hard drive to the CD in one operation. Not that handy, unless you're mastering a CD GAMER disk... in fact, not that handy, even then.

If you have a Sony CD recorder, all this has now changed, because Sony have just introduced the CD Recordable File System (CD-RFS), which enables you to drag and drop files onto a Windows icon to record them directly to your CD. You can use the CD as a very large floppy until you fill it or want to shut off the disk, at which point you freeze its contents and turn it into a regular CD-ROM which can be read by any PC with a CD-ROM drive. The only snag with all this is that Sony CD recorders start at around £500. If you already have one, you can pick up a sample of the CD-RFS from <http://www.sel.sony.com/SEL.ccp/support/drivers.html>.

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There are literally hundreds of shareware and demo games available on C|Net at its download site, including *Threat*.

game publishers, like Apogee and Id, which handle registration of their own games, but not those produced by others.

Attempt 2: I've several press releases from The Thompson Partnership, a company which specialises in publishing shareware, so I looked on its Web site, but found only fairly serious utilities and applications. There were links to other sites, though, such as Oakley services and Atlantic Coast software. All of them seem to handle much the same type of software, though most also handle one or two games suppliers. None can handle the registration of *Threat*.

The Thompson Partnership confirmed it mainly handles business applications rather than games, since so many shareware games houses are 'one-hit wonders'. Keeping up with suppliers who pop up one minute and die the next makes for a lot of admin. Thompson knew of no company in the UK which handles games shareware registrations as a main part of their business.

Attempt 3: Having hit a dead-end following that thread, I went to the All-In-One search site run by Microsoft and did a search on *Threat* using the Alta Vista search engine. In

PC GAMER

HOT LIST
Classic DEMOS
BEST
Interview

Last updated 6 December, 1996 5:00 GMT.

Ah, yes. There you are. A real? Excellent. Now, what we have for you here is the digitally-encoded version of PC Gamer, in which you'll find some of the choicest parts of the world's finest PC games magazine uncomfortably

THIS MONTH'S ISSUE

Where it all starts from. As well as the on-line version of PCG there's a good set of games-related links.

among all the references to global warming and the possibility of trouble with the radio ham wavebands, there was a link to C|Net, an American site which offers all kinds of software as well as a computer news feed and other interesting bits and pieces. Its shareware and download sites are great places to find new shareware titles, but not to register them.

However, there's a link from C|Net to The Game Factory, which does indeed handle registrations, including those for *Threat*. The bad news is that The Game Factory is in the US, which is still not as immediate as it could be, but it does offer to take international orders and prices *Threat* at just \$15, with \$6.95 postage and handling. It promises delivery in four to five days, which isn't bad.

So what does all this say about registration? Well, even when you try to do the decent thing, there's no central place in the UK which will take your money and provide a full, registered version of any shareware game. You'd think it would be worthwhile for somebody to do it, but at the moment you're very much on your own.

A useful tip, if you're going to buy things

Virgin on the ridiculous

Probably just an aberration, but Virgin Interactive's Web site has gone loopy. Call it up, at <http://www.vie.co.uk> and all the comforting bits of your Web browser, like the toolbar and the scroll-bar, disappear. Instead, you get unencumbered pages full of JavaScript animations with a lot of red in them. You can work out how to navigate the system only by trial and error - "click on something red" say the instructions, but few of the red bits make any attempt to say what they do.

Virgin may want to present themselves as being full-on into the Now Scene of the Radical '90s, but when the style gets in the way of imparting the essentials, like what you publish, where you can buy it and how much it costs, it's counter-productive. Somebody's been let

loose with a JavaScript editor and has come up with the equivalent of the stereo demo record, where a train steams out of a tunnel. It looks fancy, but many will file it along with James Last Plays Mrs Mills. And hey, guys, unlike Hampstead, there's no 'p' in hamster.

Amazing Stories! No 1

I couldn't resist this. It's paraphrased from the mail order supplier Evesham Micros' excellent house magazine (call 01386 765500 if you'd like a copy) and is claimed to be a true story. It concerns a customer who bought an Evesham PC and complained it was giving disk errors and General Protection Faults all the time.

The machine was returned three times and each time the repair department could find nothing wrong. On the third complaint, one of

Evesham's technicians visited the customer's office, convinced there must be something interfering electrically with the machine. The

technician fixed the problem in a few minutes... by removing around two dozen fridge magnets the customer had used to decorate it with!



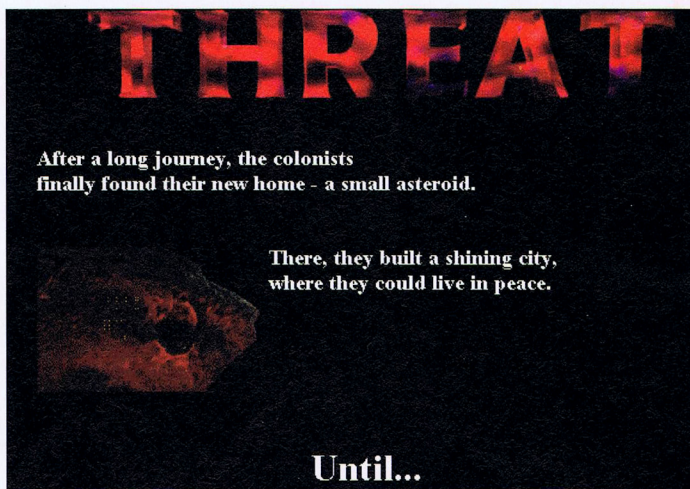
Click on something red, it says! This is the opening screen of the technical support section of the new Virgin Interactive Web site.

through the Internet, including paying registration fees, is that it's a lot easier if you have a credit card. You don't then have to worry about changing currency. Your account can be debited with whatever amount is appropriate for the things you buy in the countries you buy them. Modern browsers provide the security necessary to give you the same level of safety as if you gave your Access or Visa number over the phone to a mail order company.

Don't forget, too, that many shareware games have gone on to become commercial hits and may be available, all boxed and beautiful, at your local game or electronics boutique. This is certainly true of several Apogee and Id games. Just because you've recently found a game doesn't mean it's brand new, either. You may well find the game that's really grabbed your attention is several years old and available on a budget label or in a compilation. Shareware games can have a much longer life than commercial releases.

And yes, I did pay the registration for *Threat* to The Game Factory. I'll let you know next month how long it took for the game to be delivered.

PC



The end of the search. The Game Factory is a republisher of *Threat* in the US and handles international orders by money order or credit card.

Abort, Retry, Fail

Q: I am about to upgrade my PC and am thinking of a Pentium Pro 200. However, I've heard that the processor is not that good at running 16-bit applications. This was backed up by a visit to Intel's Web site, where they had benchmark test results. The Pro ran slower in a Windows 3.x environment than a 95 environment, but it really excelled in Windows NT. At the moment I have DOS 6.22, Win 3.1 and Win 95 on my machine, but I mostly use DOS and only use Windows for the Internet, really.

Will the Pentium Pro run slower in DOS (for games) than a Pentium of the same speed? I have also read in the *Quake* ReadMe that the Pro has some unique abilities that are turned off by default but can give a great performance increase over a normal Pentium. Is this the way forward or would I be better off just getting a Pentium?

Sean Stephen, Liverpool

A: It's certainly true that the Pentium is faster at running 16-bit programs than the current Pentium Pro. Both are soon to



be upgraded to MMX technology, though - see last month's Systems pages. The new version of the Pentium Pro, code-named Klamath and likely to be available around the middle of the year, will be tweaked to speed up its 16-bit performance. However, it's still primarily a 32-bit chip and unless you're running 32-bit applications, like Windows NT, you'll be better off with a Pentium. If you go for a Pentium for games, though, make sure it's an MMX version. We'll be looking at the latest MMX PCs next month.

Q: Recently my PC told me I had a FORM_A virus and I panicked. After a lot of rebooting and scanning, I got rid of it. Now every time I switch on the computer or reboot it, it insists I have a NON SYSTEM DISK OR DISK ERROR. So I used a floppy disk to get into DOS, only to find my AUTOEXEC.BAT, CONFIG.SYS and COMMAND.COM all in perfect working order. Please can you help me?

Andy Maclean, Bristol

A: It sounds as if in the process of getting rid of the virus, you deleted either or both of the hidden system files MSDOS.SYS and IO.SYS on your hard disk, both of which are needed to start up DOS. If you start up from a DOS master floppy and then type 'SYS C:' from the A: prompt, they should be recopied to the hard drive. You should then be able to restart your machine as normal.

Q: I need help. I'm running four PCs on a Windows 3.11 Workgroup with new 3Com Etherlink Combo cards. Everything runs fine in Windows - they are connected peer to peer using the bayonet fittings and NetBEUI and IPX protocols. I want to run games from DOS using a different configuration and AUTOEXEC files to give nearly 600K conventional memory. However, the network only runs under Windows and the games won't run from the DOS prompt. How do I get the network running in DOS alone? Do I need a stand-alone program?

Phil Daniels, Norwich

A: The networking is part of Windows 3.11 and the same drivers and protocols don't run under DOS itself. The cheapest way for you to get this running is to upgrade your Windows 3.11 installation to Windows 95, which has all the right bits and will enable you to run Euro 96, Quake, Duke Nukem 3D and the others in its DOS mode. There are ways to do it under Windows 3.11, too, but they involve buying a separate networking system, such as Netware Personal - too fiddly just for the games and not recommended.

Q: I am in the process of upgrading my 486DX2/66. I have already purchased the new motherboard - a Gigabyte HX with 512K cache - I am going to purchase a Matrox Mystique for the new video

card and 16Mb-plus for the memory. However, I can't decide which processor to go for: a Pentium 150 or a Cyrix 150. My dilemma is that if I get the 6x86, is it as good as the Pentium and does the software run with no problems?

TR Stanton, Walsall

A: Okay, there are a few things to say here, TR. The Pentium 150 is a chip coming to the end of its life. You'd be much better off going for the Pentium 166 - which is likely to drop in price soon - or, if you can afford it, a Pentium 166MMX. This will give you much better performance.

The Cyrix 6x86 comes in P133+, P166+ and P200+ flavours at the moment. The 166+ is considerably cheaper than a Pentium 166 and I think it's the processor you mean, as it runs at 150MHz. I haven't heard of any compatibility problems with the 6x86, though you do need to make sure it's adequately cooled (with a fan and a heatsink) as these Cyrix chips can run very hot. Cyrix will be bringing out its MMX-compatible M2 chips in the spring, so there's another possibility there. That should have made it considerably more difficult for you to make up your mind - it's okay, don't thank me.

Send your technical questions to: Abort, Retry, Fail?, PC GAMER, 30 Monmouth Street, Bath BA1 2BW. Or e-mail them to: pcgamer@futurenet.co.uk.

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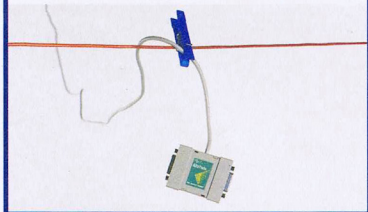
Beat-'em-ups, *Sensible World Of Soccer*, um... well, that's pretty good to be getting on with. All of these are much easier with a gamepad, which is why we're looking at the new ones.

By STEVE OWEN

It takes two

We've all been in those violent punch-ups over who should use the joystick and who has to make do with the keyboard on *SWOS*. But with an almost Swiss wave of a neutral flag, two 'products' mean that the single joystick port on your sound card can, in fact, handle two joysticks at once.

The simplest is the AlfaTwin, a mere £15 from Golden Image (0181 900 9291). You can even buy several of them and connect loads of joysticks up at once, choosing with the flick of a switch which two you want right now. Slightly more flexible is the Keyshock, £25 to you mate, from Power Computing (01234 273000). It also plugs into your keyboard so that your joystick can emulate any key you like. Very impressive.



1. Phantom 2 Plus

£17 - Euromax 01262 601006

A previous old favourite still holds well. It's strong, but not as comfortable as you might hope. The six fire buttons feel better than most other joypads at this price, but that round disc you wobble with your thumb could do with giving that little bit more. Now that we've been spoilt with the shape of the PlayStation controller it's easy to miss those palm grips. This could slip from your hand like a bar of soap. **81%**

2. CH Gamepad

£23 - Dimension Services

01844 345406

Claiming that this is the "most comfortable gamepad", the understated packaging hides what is undoubtedly the ugliest of this set. Comfortable to hold it may be, but there is something seriously screwy about the thumb pad. It settles into diagonals far more naturally than any other direction, but at least the buttons (bar the shoulder ones) click responsively. **59%**

3. PC Junior

£13 - Euromax 01262 601006

Designed primarily for little tykes and chubby hands, the PC Junior really shouldn't be comfortable for anyone else to hold. But, shock of all shocks, to even big hands this is one of the easiest pads to use in this round-up. The thumb part is raised slightly away from the body, which means that you really feel it move. Even the buttons are pretty responsive, but they shouldn't be pink. **84%**

4. Interact 3D Program Pad

£35 - Spectravideo

0181 902 2211

Don't quite understand the 3D bit in the title, but the Interact is an excellent programmable gamepad. Even if your game doesn't support joysticks, you can program the direction pad and the ten fire buttons with up to three consecutive key presses. All the buttons feel responsive and the body is very comfortable to hold. It also resembles the PlayStation controller. **90%**

5. Competition Pro PC18

£20 - Quickshot 0181 365 1993

If you judge a gamepad by its shoulder buttons (and let's face it, who doesn't?) then you'd throw this gamepad away instantly. They are cack. The pad itself isn't nearly so bad, though. Sturdy and comfortable in your hand, you can feel the thumb pad moving into each of the eight positions. The six fire buttons give well, and can be individually set to turbo or auto fire. **79%**



6. Phantom 2 Pro

£23 - Euromax 01262 601006

Big brother to the Phantom 2 Plus, the Pro continues boldly in its sibling's footsteps, but provides the added bonus of individually selecting turbo or auto fire for each of the six buttons, a firing speed control and a four/six button switch. Basically, if you need the 'Pro' part of the Phantom 2, then your money is well spent, otherwise stick to the cheaper, smaller relative.

80%

7. Gravis Gamepad Pro

£45 - THE Games 0990 000064

Acknowledging the change in gamepad design heralded by the launch of the new generation of consoles, Gravis have ditched their old, popular flat pad for a PlayStation-style one. Perhaps a little stubby in the arms department, but there's no denying that the components are quality. Responsive buttons and direction pad, and a mini screw-in stick that *will* break – they always do.

86%

8. Power Pad Pro

£25 - Spectravideo

0181 902 2211

A great idea and a great price, but it doesn't quite work in practice. Going for a Nintendo 64 angle BUT WITH ADDED BITS, the Power Pad Pro is a gamepad with a mini joystick (you can switch between the two), six fire buttons and even a throttle. Goodness me, what a lot. With a bit of practice you should be able to get your palms to avoid the scattering of controls.

77%

9. Sidewinder Gamepad

£45 - Microsoft 0345 002000

If it wasn't for the thumb pad, this would be perfect. Comfortable to hold, slickly black, can form one quarter of a daisy chain for multi-player sports games and ten responsive buttons, so why is the wobbly bit on the left so naff? It just isn't wobbly enough, you know. You don't feel like you're actually moving yourself anywhere. Still, the technology is sound, if expensive.

74%

10. PowerPad

£11 - Spectravideo

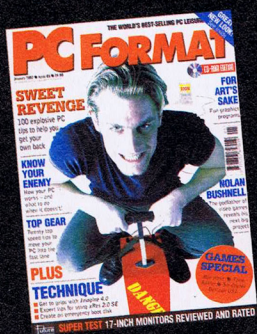
0181 902 2211

Budget it may be, PlayStation-ish it may be, only four buttons it might have, but there's no real reason to get this just to save yourself a few quid. The arms aren't at a comfortable angle and the direction pad is unresponsive. The buttons are better, but if you really want to spend under £15, and don't mind the shame, you'll find the PC Junior is better.

50%

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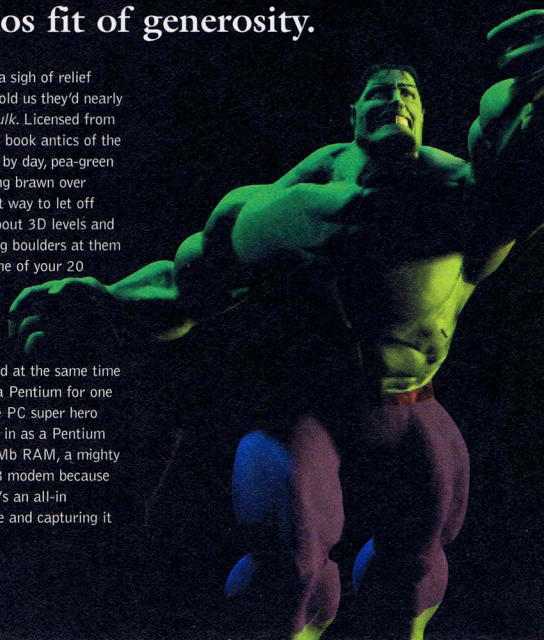
Win! A

And a modem, thanks to an Eidos fit of generosity.

As the results of the Readers Top 100 poll testified in PCG 33, the PC is a platform well served with strategy games. But sometimes we play so many it makes us mad. All that quiet contemplation, brow-furrowing concentration and incessant mouse-clicking working us up into an almighty fury until we just want to roar with rage and smash things up. Unfortunately, that can be a costly business in the PC GAMER offices when the nearest breakable object is a



Pentium, so we all breathed a sigh of relief when Eidos rang us up and told us they'd nearly finished their latest game, *Hulk*. Licensed from Marvel, it features the comic book antics of the Incredible Hulk – super hero by day, pea-green bouncer by night. Emphasising brawn over brain, it should be the perfect way to let off steam, as you put yourself about 3D levels and crush super villains by lobbing boulders at them or working them over with one of your 20 muscle moves. *Hulk* will be reviewed next month but, unable to contain ourselves, we decided to tap Eidos for ten copies for our readers and at the same time persuaded them to throw in a Pentium for one lucky reader to run it on. The PC super hero Eidos have unleashed weighs in as a Pentium 166, with an elephantine 32Mb RAM, a mighty hard drive, and a potent 28.8 modem because every PC should have one. It's an all-in rampaging monster of a prize and capturing it won't be easy...





PENTIUM 166!

THE "Trial of Strength" Contest

Now then, it's a well-documented fact that the Incredible Hulk is more of an angry lime loony than a jolly green giant. He's far more likely to go "Raaaargh!" and pulverise boulders with his ham-like fists than go "Ho, ho, ho" and serve you up a lightly buttered corn on the cob. But despite his naked displays of bestial aggression, he's not a complete animal. He never harms humans, all the furry creatures of the forest love him, and he feels really sad when old ladies cross to the other side of the road when they see him coming. In short, the Incredible Hulk knows his own strength. But it's easy to get carried away, especially when overexcited

about the possibility of winning a spanking new Pentium. So to win this powerful prize you must demonstrate to us that you know how to control your great strength. Now we're not going to ask you to go out and overturn a few parked cars, for we have a subtler test, and it is this: Take the incredible bulk that is PC GAMER magazine and roll it so that it stands upright like a mighty pillar of strength. Then you must see how much weight you can make it press by balancing as many household objects on it as possible and capturing the stupendous feat with a photograph. Attach your photo to the coupon on the right and send it to the usual address.

A Pentium 166? Yeah, I could handle that.
So here's a photograph and my name is:

Name.....

Address.....

My most wanted

This bit's optional, but we'd like you to let us know the five forthcoming PC games you're most looking forward to, to aid us in compiling our Readers Most Wanted chart on page 28.

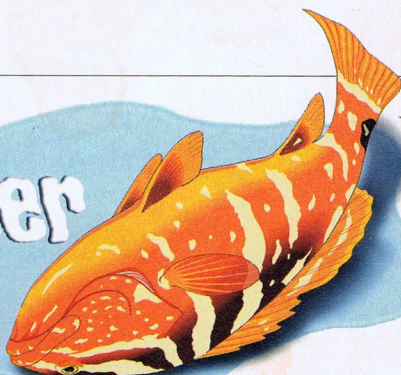
- 1.....
- 2.....
- 3.....
- 4.....
- 5.....

Send this coupon with your entry to: Contest 40, PC GAMER, 30 Monmouth Street, Bath BA1 2BW by 31st March 1997.

Rules

1. Entries from Future Publishing or Eidos will be stopped.
2. Multiple entries and entries sloping in after March 31st will be thrown out.
3. Don't argue with the editor because it'll make him angry, and you won't like him when he's angry.

Fish out of water



No. 7

THE SWAT TEAM FROM POLICE QUEST SWAT

Now we are afraid. How long before we ourselves are crudely transplanted into PC games? Already we have been forced from our office.

SINCE LAST MONTH, AND ITS ACQUIRING SENTIENCE, the Machine has been making itself comfortable in the PC GAMER office. It has covered the walls with silver foil and bits of wire, and arranged for the overhead lighting to pulsate. We're too frightened to go in now, and have been assembling this month's PC GAMER from the safety of the corridor outside. Meanwhile, the Machine

has continued to conduct its bizarre experiments involving the removal of characters from their native PC games and their transplantation into other games. Fish Out Of Water's stranglehold on the last page of PC GAMER therefore persists, despite our exciting plans for its replacement.

This month's experiment appears to have concerned the SWAT team from Sierra's *Police Quest SWAT*.

TOONSTRUCK

The door splintered and burst open, and four black-clad figures leapt through, the leading pair somersaulting behind some barrels while a third primed and launched a smoke grenade and the fourth sprang over to Bricabrac, the royal scientist, and held a knife to his throat.

"Tell me where the king's footman is or I'll kill you!"

"I... g... gn..."

"TELL ME WHERE THE KING'S FOOTMAN IS OR I'LL KILL YOU!"

"Kn... nn..."

"FIVE... FOUR... THREE..."

"Don't hurt me! He's up the



stairs! And my glasses are in my coat pocket, by the way! And later on you'll need to take the two loose keys from the piano! And—aarrrghh."

Adaptability: 10/10

MASTERMIND

Forbidding music plays, and a spotlight appears over a black leather chair in which can just be made out a figure swathed in black.



Magnus Magnussen: Your two minutes start... now. What element has the chemical symbol C?

SWAT member: Chlorine.

Magnus Magnussen: No, it's...

From somewhere in the balconies above comes the faint click of a safety catch being slipped.

Magnus Magnussen: Chlorine. That's right. Etc.

Adaptability: 10/10

FIFA 97

The ref blew for the kick-off, and the SWAT team, playing in black, instantly swung into action. The midfielders

pulled out Uzi 9 millimetres and herded the opposing team into their own goal net, making them lie face-down in the mud with their hands behind their heads. The defenders lobbed stun grenades at the referee and linesmen, who were fleeing towards the tunnel. And the three front-row players, ignoring the ball altogether, sprinted towards the opposite end of the stadium, scythed through the screaming crowd, fired grappling hooks up to the top of the giant electronic scoreboard and swiftly scaled nylon ropes to the huge 'O' next to the 'SWAT'. While two



laid down covering fire, the third, presumably the nerdy scientist one, reprogrammed the 'O' to a '9'. All 11 then left the stadium by different exits, regrouped outside and sped off in an unmarked Transit van.

Adaptability: 10/10

MONSTER TRUCK MADNESS

"When it's going your way, it's going your way!" chuckled the commentator.

"Bigfoot is looking for a detour!" he added. And, "Carolina Crusher is doing it in... My word! Carolina Crusher appears



to have run over some spikes, and she's skidded to a halt! And—what's this?—four black-clad figures have emerged from a nearby Portaloo! They've pulled Carolina's driver from his cab! Now they're... they're taping his hands and feet together and bundling him into the Portaloo! They're pushing it over onto its front! Roll over Beet-hoven! Bigfoot has emerged from the bushes, paused to allow the SWAT team to jump in, and then sped off towards the finish line!"

Adaptability: 10/10

Overall adaptability: 10/10

NEXT MONTH IN PC GAMER

The March issue of PC GAMER will be available on Wednesday 26th February. We're all rather excited here, as we expect to be reviewing the long-awaited *X-Wing vs TIE Fighter*, which is a worthy introduction to our definitive guide to Internet multi-player gaming. Next issue, then...

The Settlers II

MISSION CD

Includes:
**Map
Editor**

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a place in the
final
of the biggest club competition in
the world
that's something you've got to come
to terms with**



**MAKE IT HAPPEN
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